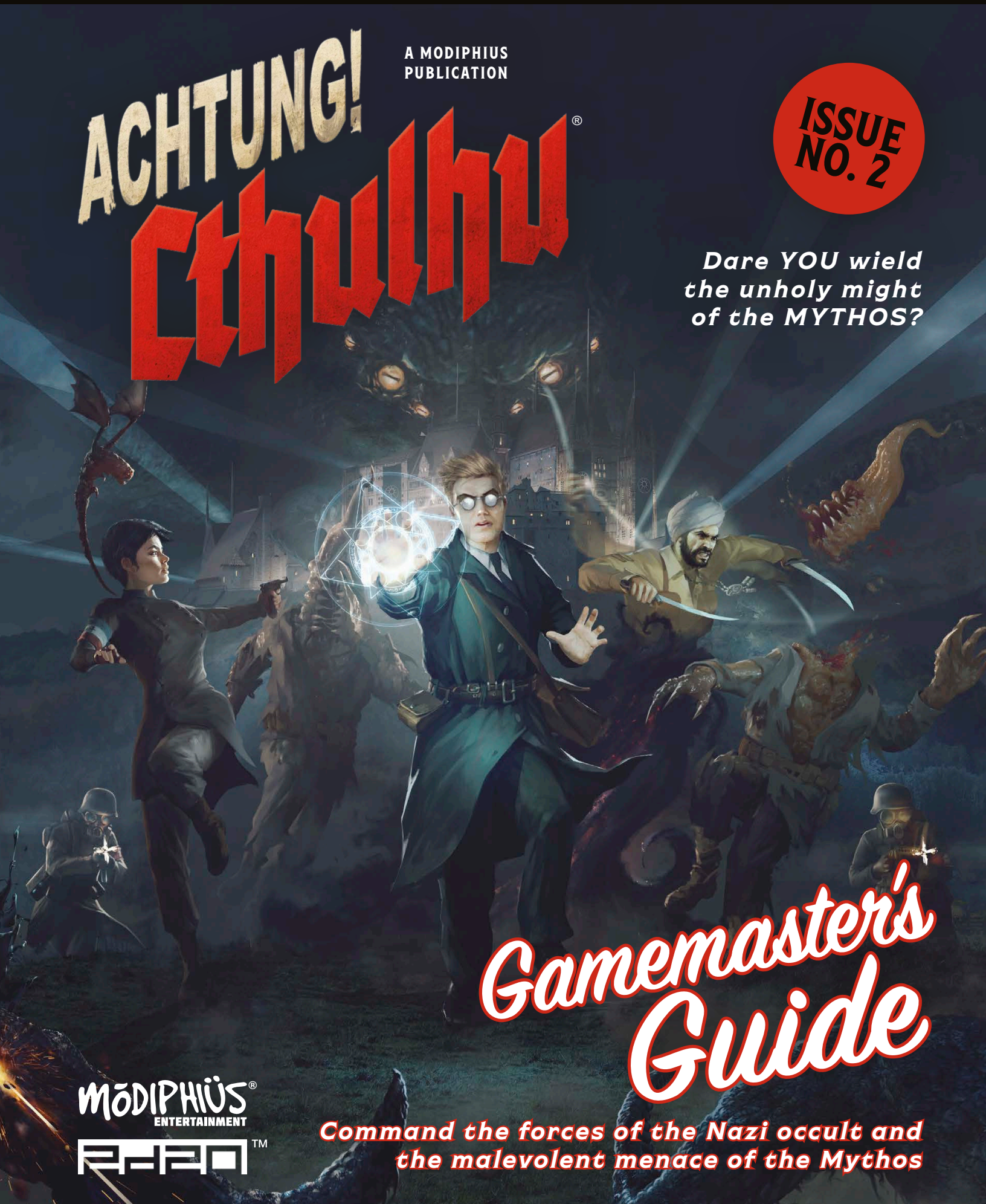
A NEW SECRET WAR BEGINS!



A MODIPHIUS PUBLICATION

ACHTUNG! Cthulhu®

ISSUE NO. 2

Dare YOU wield the unholy might of the MYTHOS?

Gamemaster's Guide

Command the forces of the Nazi occult and the malevolent menace of the Mythos

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GAMEMASTER'S GUIDE

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Chapter One
Introduction

A Meeting of Minds

"Another failure? I am beginning to suspect that these are no mere accidents. Why are we thwarted at every turn?"

Reinhardt Weissler's icy tones scarcely concealed the seething anger that bubbled inside him. He glanced around the room, a chapel deep inside the shadowy bowels of Wewelsburg Castle. None of the congregation dared meet his gaze. Even amongst the assembled ranks of Masters and Canons, here in the very seat of their sorcerous power, it was not considered wise to catch the eye of the Exarch of the Black Sun.

"Report, what do you know of this matter?"

"It is no doubt a result of a plot by cursed Section M, or their American cohorts, Majestic, Exarch." The repugnant features of Reiner Lang, one of the four priors who comprised his senior command, ventured. Lang's voice wavered and his body twitched, the flabby folds of flesh levered into an ill-fitting SS uniform. "They have been a thorn in our side, ever since…" Reiner's voice trailed off, wilting under the Exarch's stern gaze.

"Any thoughts, Fräulein Fleischer?" The Exarch enquired, irritated by Lang's inane babbling.

Klaudia Fleischer, tall, immaculate, an ideal of Aryan womanhood, toyed idly with one of the silver cuffs at her wrists. She looked composed, but the movement revealed her nervousness. She spoke quietly, but her offering proved no more satisfactory.

"My Norn dreamers have probed the matter extensively, Exarch, but to little avail. All I can say with any certainty is that no human agency appears to be at work here." Even in extremis, she couldn't help but furnish an answer which made Lang's theories seem foolish.

Weissler's ire softened, it was a rivalry he fed and encouraged, one designed to keep them on their toes and at each other's throats.

"What do you think, Prior Urner?"

A small, rather plain looking old woman dressed in tweeds came forward. Candlelight glinted off her glasses but just as she was about to speak, a wracking cough seized her. The Exarch waited impatiently for it to subside.

"My apologies, Reinhardt." The Exarch scowled, Astrid Urner was a brilliant academic, a renowned scholar, but she was beginning to suffer from the infirmities of age and sometimes forgot her place.

"…I mean of course, Exarch. I have devoted considerable time and energy to the subject, and many of my most talented and diligent novices have worked tirelessly, but we have been unable to come to a resolution. The books make mention of many possible causes, but I cannot say with any certainty…" The Exarch's small store of patience began to be exhausted as Urner wound torturously through strange convoluted theories and references even he had trouble following. Eventually, he raised his hand in a short chopping motion. Urner took the hint.

"Prior Lohmann?"

The Black Sun's supreme warrior-sorcerer stepped forward, the low light playing on the greying hair at his temples and the scarf which he wore to conceal the scarring on his neck. His face carried the same sneer it always wore, but the grey eyes were cool, calculating.

"I have no evidence, only instinct and that instinct points towards Wolff and her hellish cubs." There was a stir within the ranks at the reference to *Nachtwölfe* and its leader. The former prior Mina Wolff was a despised figure, her organization loathed within the Order of the Black Sun.

"If in doubt, I always ask myself, who stands to gain the most if we fail? Who else but *Nachtwölfe*?" Albrecht Lohmann concluded smugly.

Weissler stared at the four members of his inner circle, giving them the full benefit of his unwavering gaze. Each was useful in their own way, especially the dangerous Lohmann, his nominal second in command, but none had been able to bring this matter to a satisfactory conclusion.

"Speculation, supposition, conjecture, not one of you is able to say how this information has leaked, how our most secret operational plans have fallen into enemy hands. Yet, you miss the most obvious explanation of all… there are traitors in our midst."

None of the four Priors blinked, but Weissler knew he had their full attention now.

"But Exarch, surely…"

"Silence, Lang. I have suspected as much for some while, but I have been unable to uncover sufficient evidence to prove my theories… until today."

At Weissler's final word, the unholy chapel's doors swung open to reveal a legion of silent *die Toten*, the Exarch's personal bodyguard. These remorseless undead warriors marched into the room in perfect step, surrounding the conclave. Impassive steel masks covered their faces, razor sharp black steel claws tipped the ends of their forearms.

"It was quite simple really, just a matter of deduction, for it could only be from inside this very castle that the information was extracted. Yet how were they doing it?" intoned the Exarch. "And more importantly, what must we do to uncover these turncoats?"

"Every senior Black Sun initiate has walked in the valley of the black sun, felt its ebon rays upon their brow, believes in the manifest rightness of our destiny. How could any of our brothers and sisters betray us?" The question hung unquietly in the air.

"Quite simply, they could not. No, it was some outside agency, something which had permeated our ranks, infiltrated our counsels, penetrated our innermost sanctuary!"

The Exarch stepped back and let his mind relax, beginning to feel the power course through his veins. Black fire played around the tips of his fingers, his pupils turned to ebon as he drew on the power of his patron deity, Nyarlathotep. He intoned a low chant, deep and sonorous which conjured a humming ball of cosmic fire between his upturned palms.

"But no terrestrial agency this, Lang. It is far beyond the capabilities of those Allied fools."

"Something not even the vision of your Norns could detect, Klaudia."

"For these are creatures who set no store in ancient books and tomes, Astrid."

"Nor could the direst machinations of Mina Wolff ever explain this, Albrecht!"

The humming reached a fever pitch and Weissler brought his hands together in thunderclap and the ball exploded, sending a shockwave through the room.

The assembled ranks shuddered beneath the raw power of the eldritch blast. But as it subsided and the dust cleared, where once there had been ranks of Canons and Masters, now stood revealed rows of bizarre otherworldly creatures. Their bodies were like an insect's, but they were human-sized and larger, winged and with savage looking sets of claws and pincers. The creatures set up a great buzzing sound like an agitated wasp's nest.

"By Yog-Sothoth!" Weissler heard Lohmann exclaim.

"No, not by the Gate and Key, but by the swarm and the hive!" exclaimed the Exarch. "Mi-Go infiltrators who killed our own and borrowed their shapes! Well? Shall we stand for such presumption?"

The Exarch's hands shimmered again and conjured two streams of dark liquid fire which seared through the ranks of the nearest Mi-Go, incinerating several drones outright and setting many more ablaze. In moments, Lohmann and Fleischer followed his lead, conjuring ebon lightning which chained through their creatures, causing their limbs to pop and burst, boiling them inside their carapaces. Lang, somewhat predictably went on an immediate retreat and wove a protective shroud around himself and Urner.

Battle was joined in earnest now as *die Toten* entered the fray, their inhuman speed and merciless blades rising and falling, chopping and slicing, tearing the Mi-Go apart. Stunned by the ferocity of the attack, the Mi-Go gave ground, but soon began to fight back, drones and augmented warriors selling their lives dearly before the unrelenting assault.

Bodies littered the room, but two Mi-Go scientists were at the centre of the fray, trying to rally their forces and using sonic weapons to blast at the leaping *die Toten.* But as their foot soldiers perished, dying in droves around them, the Exarch unleashed another torrent of magical energy which tore one scientist apart and left the other floored, its limbs smoking.

As *die Toten* mopped up the last few survivors, the Exarch stalked over to the stricken scientist, seized its head and looked deep into its alien compound eyes. "I know you creatures share your thoughts telepathically, so hear me now. If this was a declaration of war, consider the challenge accepted," he said, then tore the scientist's head from its neck, and tossed it to roll along the floor.

"I rather enjoyed that," concluded the Exarch. "I must get out of my office more often."

What is Achtung! Cthulhu?

Achtung! Cthulhu is a setting setting for Lovecraftian roleplaying during World War II, which allows players to discover the truth behind the malign influence of the Mythos on the Nazi war machine and beyond, as conflict engulfs the globe during 1939-1945.

In this pulp-influenced world of brave Allied heroes and dauntless two-fisted adventure, you will take on the role of the Gamemaster or GM, guiding players in the roles of Allied servicemen and women, secret agents, members of the resistance or even hapless civilians caught up in the wider conflict. You will direct the twisted might of the Nazi occult: the Cult of the Black Sun, who wield foul magic and summon captive horrors in their bid to unleash Yog-Sothoth. You'll also control *Nachtwölfe*, their nominal allies but real rivals who place their trust in Atlantean technology, weird science, and strange wonder weapons to prevail.

You will describe and shape a world where dread secrets and powerful artefacts lie forgotten in ancient ruins, abandoned sites and forgotten cities, and you will reveal dusty tomes and manuscripts replete with eldritch knowledge that was never meant for the sight of mortals. You'll give players the opportunity to arm themselves with experimental technology and deadly weapons, and help them learn powerful magical spells and harness potent psychic powers to fight against this uncanny threat.

You'll bring to life exotic native races like the Deep Ones, undersea worshippers of the dreaming god Cthulhu, or the strange Mi-Go, fungoid-insectoid beings from the furthest corners of the solar system who have come to Earth for an unknown purpose. You'll also control the monsters, entities and gods of the Mythos themselves, who seek to take advantage of the chaos of the second world war to extend their dominion over the minds of men.

Will your players prevail against all odds, or will they, like so many others before, fall to the malign influence of the Mythos? That is your story to shape and tell…

What is the 2d20 System?

During your game, players' actions and their consequences will affect the storyline. When you make a villain pull the trigger, what happens when your player tries to dive for cover? Does the hail of bullets hit them full on taking them down or do they narrowly miss, spraying the nearby wall instead? When a character is in jeopardy and the outcome is in doubt, it's the dice that decide, but it's you who frame the narrative, provide the setting and decide on the difficulty of each test.

The player pulls out a pair of twenty-sided die and rolls them to see what happens as they try to evade. A twelve and a fifteen means the heroine will feel those slugs penetrating her flesh, her body twitching under the impact. If they rolled a three and a ten; you decide the bullets whistle harmlessly by her cheek and describe that result.

Roleplaying games use rules in order to shape or resolve the drama of a story but the GM presides over all, a weighty but awesome responsibility. ***Achtung! Cthulhu*** utilizes the *2d20 System* (2d20 shorthand for "two twenty-sided dice") and while the dice reign where the gamemaster does not, you are the one who describes the adventure, makes sure everyone has fun and each character has a chance to shine.

The *2d20 system* also has some unique characteristics which aren't present in other roleplaying games. Rules for **Stress** let you know how much physical and mental punishment characters can take. Rules for **Momentum** allow characters to push home any advantage, using that successful dive into cover to come up all guns blazing, or make their escape through a handily discovered back door. You have your own currency **Threat** to make a Nazi patrol materialise out of the ether, suddenly blocking the heroine's escape route and sparking a further encounter (an event that is invoked as a **Complication**).

All of these rules and mechanics, help set the scenes, add suspense, and shape the thrilling storylines that characters from the ***Achtung! Cthulhu*** universe experience during their daring escapades.

The 2d20 System is here to lend a helping hand but it's you who ultimately decide. **Focuses**, **truths**, **talents** and other mechanical values will come together to flesh out each character's personality — while **skills** and **attributes** define their virtues, as well as their weaknesses, but you control a vast cast list of allied and opposition NPCs with which you people the game. The *2d20 System* does all of this in an easy-to-learn, quick-to-play manner and throughout this book, you'll find plenty of examples to help walk you through the mechanics in engaging ways. As you take up the mantle of GM, get ready to create, describe, and populate this awesome universe, we promise it's going to be one hell of a ride!

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The Secret War

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Chapter Two
The Secret War

Achtung! Cthulhu's Secret War is an ongoing battle raging between six major factions drawn from the Allies, the Axis and the Mythos, although many other conventional and otherworldly forces are caught up in this hidden conflict, either by accident or design.

Founded by Exarch Reinhardt Weissler, the Cult of the Black Sun are the sorcerers supreme of the Nazi Reich, whose primary goal is to bathe Earth in the atrophying rays of the solar black sun which contains the imprisoned god Yog-Sothoth. Their arch rivals are *Nachtwölfe*, the Night Wolves, a breakaway group led by Mina Wolff, who believe in the primacy of science and technology and who use distinctive Atlantean *Blauer Kristall* to enhance their troops and construct Wunderwaffe — wonder weapons — to win the war.

Opposing them are the dauntless heroes of Section M, Britain's own occult force. Led by Sir Alec Towton, it is comprised of a mix brave field agents, eccentric boffins and powerful mystics, who combine typical British ingenuity, improvisation and invention to endure the worst the Nazis can throw at them — as long as there's a decent cup of tea always on hand. Even before America's formal entry into the war, the United States' Majestic, the "office of mumbo-jumbo" was there to lend its British allies a welcome hand. Led by the redoubtable Sally Armitage, Majestic combines native courage, raw American muscle and psychic operatives to take the fight to the Nazi menace.

Elsewhere, eldritch non-human powers stir. The Deep Ones are an Earth-native amphibian species dwelling in submarine cities deep within the depths of the ocean, and who come to the surface to interbreed with humans, defend their undersea environment and prepare for the day their dreaming god, dread Cthulhu, awakens. Their enemies, the Mi-Go are an alien species, a strange mix of insectoid and sentient fungus from the far reaches of the solar system, interstellar explorers, scientists and conquerors, who have come to this planet to pursue a dark agenda of their own.

In this chapter you'll learn more about these six different factions, discover their drives and motivations, who they really are and what part they play in the conflict. Beginning with each faction's origin and history, you'll move on to explore their hierarchy and command structure, and what you can expect when you meet them out on the field of battle. After that you'll probe deeper to discover their bases and installations, both major headquarters where they plot strategy and tactics, and the temporary field bases where they shelter whilst out on campaign. Finally, you'll finish up with a breakdown of their plots, goals and missions, as well as learning about their most famous battles and the part they played in the overall story of World War II.

Section M

"We've not got much time. Or much hope. But, we do have a stiff-upper lip. So that'll just have to do."

— Viscount Alexander 'Alec' Towton

Section M's mission is to oppose and foil Black Sun and *Nachtwölfe*'s worst machinations and serve as Britain's front line occult force in the Secret War. It's always playing catch up, but that's the nature of things. Section M was not officially brought into being until 1939. Black Sun had already been in existence for a decade, millions of marks poured into establishing its citadels, arcane researches and overriding mission to unleash the solar black sun's dread gaze across the face of the earth.

Section M began as a necessary counter measure to the worst of the Nazi occult, but also as a means to ensure that Alexander Towton, its founder and financier wouldn't interfere in what the higher-ups felt was 'the real business of war'. Yet, despite its initial heavily reliance on a forgotten archive of Victoriana and a talent for improvisation and making do — Section M survives and eventually thrives. Its success is due to a combination of those great British virtues — indomitability and luck — while leaning on the cosmopolitan diversity of its former Empire to fill in any gaps. By war's end it has matured into a formidable fighting force.

The strength of Section M lies in its unorthodoxy, its faintly amateur ethos and its adaptability, reacting directly to situations without the burden of endless bureaucracy. Sir Alec Towton is a brave and indefatigable leader, adept at spotting an array of talent and harnessing it for Section M's exacting needs. If questioned, by grey-faced Whitehall civil servants, his invariable response is: 'I'm paying for most of this. I don't need to explain how I choose to spend my money, do I? Good god, man. This is Great Britain.' Usually, this is enough to quell any further interference in the affairs of the Section.

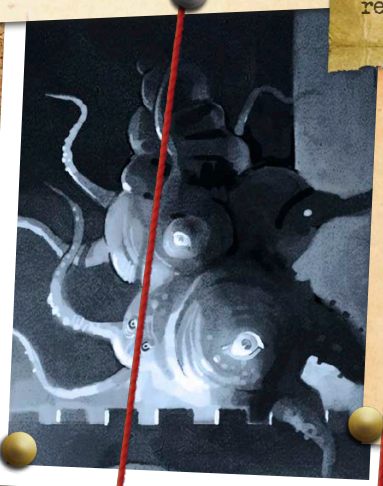
BACKGROUND

"Give another of my chaps a white feather, ma'am, and you'll be ordering your next pound of mince through broken teeth, got it?'

— Margaret 'Peggy' Walsh

The Right Honourable Alexander Ward-Grey Towton (see p XX) is a man of energy, drive and commitment and an almost pathological inability to accept that his specialist assistance in the war effort is not required. This makes him a significant irritant to the War Office and to the raft of sub-departments and ministries at which he would

The first great adventure in the ongoing, globe-spanning Zero Point campaign. A band of heroic soldiers, agents, and partisans combine deep behind enemy lines on the eve of world war II, as they discover the unspeakable horrors of Castle Karlstein in occupied Czechoslovakia!



As the British Expeditionary Force withdraws in the face of the almighty Nazi Blitzkrieg, soldiers, agents, and resistance fighters are caught up in the chaos and carnage of the Battle of Dunkirk, as a sinister conspiracy threatens the lives of the retreating Allied armies.

All that stands between Hitler and the complete conquest of Europe is Britain's last line of defence, the Royal Air Force. Göring launches his assault, but the RAF endures, and the Nazi occult are called in to extinguish Britain's last hope. Can a brave team of agents tie together the disparate threads of the plot, foil Germany's plan and prevent Operation Sea Lion, the invasion of Britain?

The battle for the western deserts of North Africa is at its height. Deep in the great wastes, an ancient evil stirs, provoked by the unwise intervention of meddling Black Sun sorcerers. War makes strange bedfellows and Section M and *Nachtwölfe* form an uneasy alliance to return a fabled city back to its resting place beneath the ancient sands.

Three Kings
1939

Heroes of the Sea
1940

Battle of Britain: Their Finest Hour
1940

The Serpent and the Sands
1941

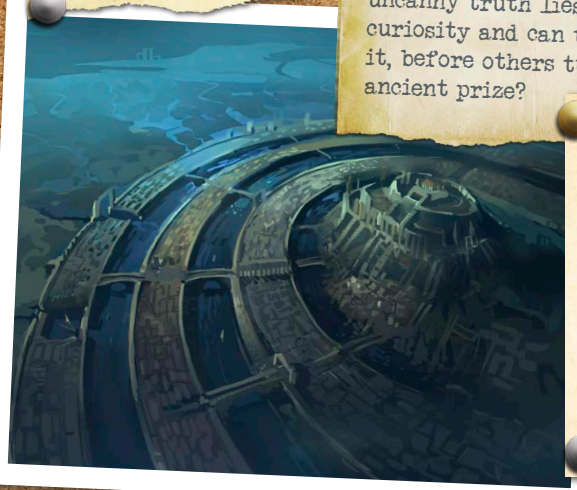
1939
Shadows of Atlantis

1940
Under the Gun

1941
Tomb of the Aeons

1942
Code of Honour

Discover the secret history of the earliest days of the war: a tale of murder, greed, and deceit, where forbidden knowledge is prized higher than a man's life (or his sanity) in the quest for an ancient artefact of immense power...

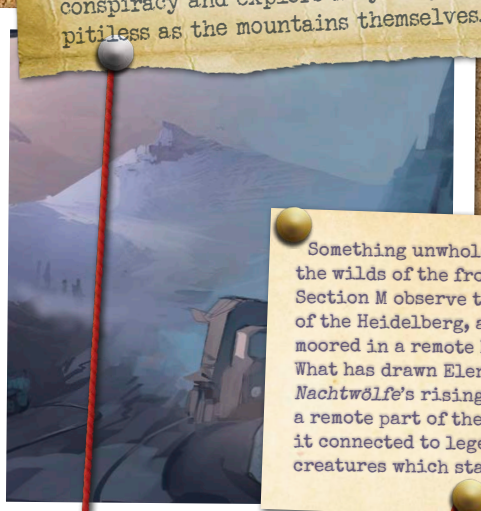


With German forces just 20 miles away across the English Channel, Britain digs in, bunkers hastily built into the White Cliffs of Dover. These excavations uncover a strange building buried deep in the chalk, seemingly millennia old. What uncanny truth lies at the heart of this curiosity and can the agents discover it, before others turn up to claim this ancient prize?

The crew of *Ingrid*, a Mark IV German panzer become lost in an unnatural sand storm in the deep wastes of North Africa. When they stumble upon a strange temple complex, they are forced inside the unholy ziggurat to recover a lost artefact. Will they defeat this charnel house's newly awoken inhabitants and can they survive the horror lurking in this tomb of the aeons?

Istanbul is a neutral city, packed with spies, all waging a deadly war of wits against a backdrop of cocktail bars and polite smiles. Yet, something even more terrifying is going on beneath its ancient streets, setting in motion centuries old plans which threaten to change the course of the whole war - and even the world itself!

Allied agents are asked to investigate a revolutionary propulsion system, but are soon plunged into a thrilling adventure which takes them way beyond the narrow confines of their mission parameters, to confront monstrous foes, probe a dark conspiracy and explore a mystery as pitiless as the mountains themselves.



Something unwholesome stirs in the wilds of the frozen north as Section M observe the movements of the Heidelberg, a troop ship moored in a remote Norwegian fjord. What has drawn Elena Munx, one of *Nachtwölfe*'s rising stars, to such a remote part of the world, and is it connected to legends of strange creatures which stalk the area?

As Hitler launches his last great throw of the dice, Operation Brute Strength commences, a secret offensive within the main Battle of the Bulge. The ancient Ardennes forest contains many dark secrets, an Elder undercity, forgotten Celtic gods and a brave resistance movement, but can the Allies thwart the machinations of the Blackbird and his legion of Black Sun and Nachtwölfe henchmen?

As the Allies close in, Hitler orders Exarch Weissler to enact the *Endzeiten* Protocol (End Times Order), triggering Ragnarok, and dooming mankind to servitude beneath the withering gaze of the black sun. Can a small team of agents penetrate the city, halt Weissler's demonic ritual and capture the Fuhrer before he triggers the end times?

The final remnants of the Nazi occult gather at the far ends of the earth, as the Western Allies join forces with the Soviets to battle the Third Reich in the most dangerous theatre of war yet, the snowy plains, icy mountains, and subterranean tunnels of Antarctica. There, monstrous foes and an ancient horror await and at stake is the very fate of the world itself!

A Light on the Mountain **1942**

Blessed of the Wind **1944**

The Forest of Fear **1944**

Ashes of Berlin **1945**

Assault on the Mountains of Madness **1945**

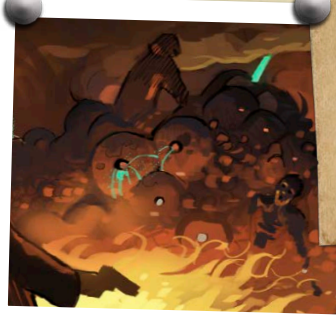
1943 The Trellborg Monstrosities

1944 D-Day The Darkest Day

1945 The Fall of Wewelsburg Castle

1945 The Siege of Fenrir's Seat

The war hangs on a knife edge. Set free by a leading Nazi occultist, an ancient evil stirs in the snowy fastnesses of the Norwegian border, threatening to unleash a terrifying artefact which could not only alter the course of the war, but change the fate of humanity itself. Can the fearful Trellborg terrors even be defeated by mere mortal men?



Occupied Europe awaits the long promised Allied invasion, but on the UK's south coast, a entire regiment of US landing craft practice is reduced to matchwood by a potent undersea power. Can Black Sun now command mighty ocean-going leviathans? Could this prevent D-Day? Investigate a trail which leads through ancient legends to the forgotten remnant of fabled underwater city.

The end is nigh and senior Black Sun command flees to Wewelsburg II, the sinister edifice erected in the Dreamlands. There, out of the reach of the Allies, they will seal themselves away from the world of men and plan a fourth Reich. The Allies prepare to take on the formidable defences of Wewelsburg in the real world, then continue the assault in the Dreamlands sealing its dark influence away forever.

As the embers of war fade, Allied forces surround Fenrir's Seat, *Nachtwölfe*'s secret base in the Tyrol. A tense stand off ensues, as the cornered night wolves make their final stand, threatening to summon the sundered god Sarthothus. A defector suddenly offers a way in, but what secrets await in this formidable complex and what is Mina Wolff's last great gambit?

regularly arrive, a fistful of laboriously typed pages in his hands, insisting that he knew what the mysterious agencies in Nazi Germany were really up to.

Towton is an expert on the occult and is certain that his insights into the presence of Reinhardt Weissler and his cult will prove pivotal. The majority of the top brass in Whitehall disagree. Some of them quite vociferously. But as the power of the Black Sun is finally revealed and becomes impossible to ignore, Towton is appointed as the head of a putative counter force, dedicated to combating the Nazis on their own terms — Section M.

Blooded Early

"He saw something out there… Alec might never say what…but he saw something. Never been quite the same since."

— Major Lawrence Grand

Few are aware of it, but Towton has encountered the Mythos before. As younger man, he pursued adventure across the globe until, somewhere in the Hindu Kush, he met something which changed him forever. Towton never speaks of it but no one who has spent a night in Section M's headquarters can ignore the agonised screams which emerge from his room when he is sleeping; or the fact that he has no memory of the dreams which induce such terror in his unconscious mind.

The initiative, to finally harness Towton's enthusiasm and esoteric knowledge, comes from Major Lawrence Grand. Grand is the head of Section D; a top-secret department dedicated to dangerous and unusual missions. As the direct precursor to Section M, it is Grand who recognises that even the best of his well-trained operatives cannot hope to deal with the darker forces which the Third Reich is unleashing. Fortunately, one of Grand's most trusted aides in Section D is an old friend of Towton's and makes Grant aware of the eccentric peer's expertise. And wealth. George Taylor, Towton's long-standing friend and business colleague, is well aware of Towton's deep knowledge of *les affaires eldritch* and arranges a meeting between the two at the Savoy.

While Grand is initially evasive about the precise nature of the threat Section D faces, Towton is quickly able to deduce its true nature and offer both insight, help and suggestions to combat the occult menace. Grand, recognising an opportunity, uses all of his considerable influence to overcome the reluctance of the establishment and Section M is born. Towton's ability to finance much of Section M's early operations is a vital element in removing the deep-seated distrust in the 'old-boy's network'. While his lineage and credentials can't be disputed, Towton himself is considered 'not quite sound' yet with Grand's backing, Section M comes into being, though the birth pangs are sometimes painful.

Fortunately, despite the inevitable bureaucratic delays, Section M is able to immediately launch itself into the Secret War with gusto. Towton has not been idle in the meantime; as far back as 1933, as Weissler's presence in the echelons of the Reich was revealed, Towton recognises that the Nazis are willing to pursue even the most dangerous and forbidden avenues of knowledge, if it could lead them to power.

Anticipating the crisis to come, Towton began to gather a small select team of contacts he could draw on —– 'when' as he ominously put it, 'the time came.' As soon as Section M is officially sanctioned, Towton moves with speed. Men and women of talent from Great Britain, the Commonwealth and far beyond are quickly assembled at Towton's home and briefed in their new duties. Major renovation and refurbishment work begins at Clemens Park, Towton's estate in the Garden of England. Classrooms, laboratories and training areas are hurriedly constructed and the already extensive occult library is augmented with a number of more dangerous tomes on special long-term loan from the British Library.

Towton leaves much of the planning and organisation of this phase of Section M's development to his indefatigable amanuensis, Margaret 'Peggy' Walsh (see p.XX). Miss Walsh is a long-term employee of Towton's and quickly establishes herself as his de-facto second-in-command, during his frequent absences. This is indelibly imprinted on the minds of everyone when a recruit makes the mistake of talking over her. Without a pause or change in inflection, Miss Walsh drives her fist into the man's stomach and pushes him backwards into the small boating lake in the garden. Since then, even the toughest of soldiers have learned to listen when Peggy speaks. Those who visit Section M on more specialised occult business are already quite aware of her quick wit and extensive knowledge of the weird and unnatural.

The military arm of Section M initially lacks a clear leader, but this lacuna is quickly filled, when Towton is introduced to the ferocious Captain Eric Harris (see p.XX). "Badger" Harris, as he is known is a career soldier and a man apparently without fear, which he amply demonstrates during the Battle of France. While even the doughtiest soldiers lose their minds in the face of the terrors Black Sun unleashes, Badger Harris remains absolutely imperturbable. Harris quickly recruits a special service Commando unit of like-minded men, whose intelligence, bravery and a willingness to face any horror, no matter what the cost, marks them out. It does not take many operational encounters before even the most fanatical Black Sun and *Nachtwölfe* troopers learn to fear the name of Badger's Commandos.

The nascent forces of Section M are, even in the days before America joins the war officially, bolstered by further expertise from the United States. Miskatonic University, home to a number of men and women long aware and hardened against the Mythos willingly offer

their support. Soon, Section M and the embryonic forces which will eventually go on to form Majestic (p XX) establish their own version of the lend-lease program. Tanks, jeeps and other more arcane resources are lent to Britain in vast numbers, and Section M begins to amass a series of grimoires, and develop its own unusual weaponry based on a forgotten archive of Victorian armaments.

The war, far from grinding down the optimism and vigour of Section M, only serves to embolden it and, as Towton is able to point to more and more successes in the field, his sceptical superiors soon began to afford him the latitude — and the budget — he had always wanted. With this in place, Badger's Commandos are soon turned into a crack force, with equipment to rival even the most dangerous *Nachtwölfe* formations, thanks to Section M's FEAR lab (see p.XX).

Further reinforcements are drafted in quickly, with the Grey Watch (p.XX) — an elite band drawn from the Scottish border regiments — and Gopal's Ghurkhas — a fearsome Nepali regiment— soon offering additional numbers and radically different tactical options to Section M's battlefield capabilities. The Bronze Berets, a unit of dead-eyed snipers drawn from the cream of British marksmen, are introduced to new technologies like the Beowulf Mk I Sniper rifle (p.XX) adding even more raw anti-Mythos battlefield muscle. The Berets soon begin to take a deadly toll on the most fearsome of Black Sun's summoned horrors.

This influx of money and manpower leads to a shift in Towton's thinking. Whereas, in the past, Section M had been a chiefly defensive organisation, as the war wears on, Towton is able to increasingly go on the offensive, dispatching his forces overseas, and sometimes, even further afield…to thwart the machinations of Weissler and his erstwhile protégé. Section M is able to provide military, intelligence and crucially, direct operational support to the Allied war effort throughout the mid- and eventually final stages of the war. Towton's agents are instrumental in diverting attention from the Reich's occult reconnaissance of D-Day, ensuring that the weather magic which Black Sun had intended to use to disrupt the invasion of France is quelled. As the Allies cut their way into the centre of Europe, Section M accompanies them and it is they who bear the brunt of Black Sun's increasingly desperate death throes. As the noose tightens around the Third Reich, Section M troops are fully committed to prevent the tides of dark magic and hideous science which the fall of Berlin threatens to unleash, before, in the final act of the Secret War, the siege of Fenrir's Seat demands the greatest of sacrifices, to finally condemn the writhing Nazi serpent to death.

"Eyes up, cards away, CO incoming, tension!"

Amateur Allies

Towton is fortunate in the early days of the war to be able to call on the Fraternity of Inner Light to supplement Britain's mystical defences. Founded in 1922, by Dion Fortune, these amateur mystics are based near Glastonbury Tor in Somerset and are able to come to the defence of the realm through their deep meditation sessions. Fortune, a gifted medium, instructs her Fraternity on how to combine their psychic powers to construct a refuge in the Dreamlands and bring into being shadowy avatars to protect Britain from the growing threat she senses from Germany.

The shadowy figures are actually servants of the Elder Gods in their guise as guardians of the Dreamlands. The Elder Gods fear Nyarlathotep and the Black Sun's use of the dream realm as a hidden fortress and marshalling ground, and take steps to defend against it in the real world. When Weissler dispatches his Norn dreamers to terrorise the minds of the British high command, it is these guardians, with the Fraternity's aid, who respond, repelling the assault, and killing or rendering insane many of the Norns' most powerful dreamers.

SECTION M HIERARCHY AND MILITARY STRUCTURE

"Section M ain't like anyfing else in the British Army? Thank Gawd for that!"

— Corporal 'Biter' Oulthwaite, 'Badger's Commandos'

The existence and success of Section M is ultimately, due to the efforts of one man, Alexander Towton. An irrepressible, indefatigable man, it is with Towton that much of the credit for Section M's successes and the blame for its failures comes to rest. At its inception, Section M was a handful of men and women in a slightly dilapidated manor house, but by war's end, it is a large and flourishing department, able to put multiple specialist squads in the field, provide arcane and logistical support and deploy on multiple fronts to combat the Nazi occult menace wherever it threatens. At its centre, devising its stratagems and tactics, weaving multiple disparate threads into a coherent whole, and approving nearly every operation and mission is Towton himself.

His eternal second-in-command is the gifted and relentless Peggy Walsh, his trusted right arm. Aiding her are a series of dedicated experts. These include Towton's long-serving (and long-suffering) staff — Arthur Morris, the taciturn chauffeur, bodyguard and vehicular expert; Dr Dennis Parker, the eccentric but brilliant scientist responsible for the creation of many of Section M's more outré weapons of war. This cadre is supplemented by a number of key military personnel and advisers, amongst them, Corporal (later Colonel) Akhee 'the Eye' Singh, the legendary Eric

'Badger' Harris, and the equally renowned (though for different reasons) 'Mad' Jack McMasters. This tight-knit inner circle is responsible for plotting Section M's course through the choppy waters of the Secret War.

Below them, Section M is an increasingly well-organised and carefully directed body of fighting men and women. At its inception, the ad-hoc nature of Section M had led to a degree of sprawl — with different departments and detachments all operating with a degree of autonomy that resulted in something approaching semi-organised chaos.

As it develops, this is no longer the case. Now Section M operates with a structure which mirrors a division of the British Army itself. Towton and his inner circle form the Divisional Headquarters. Each military detachment operates as its own independent body when in the field, but is capable of rendering support to any other, if ordered. Given the nature of the missions with which Section M is tasked, the military forces at its disposal are always better equipped than regular infantry — capable of surviving with greater independence and possessing additional training to ensure that they can survive for long periods of time behind enemy lines.

Section M's extensive scientific and research staff are also treated as de facto military personnel; while large numbers are employed as researchers and analysts and remain in Britain, many are sent overseas as support forces, capable of supplying jury-rigged weaponry or magical resources to negate the capacities of the Reich. This is one of the many reasons for Professor Richard Deadman's ubiquity throughout the western front during the war; in the early stages of the conflict, he was one of the few with the combination of academic knowledge and experience of intelligence work to prosper in the field. While Section M was forced to rely heavily on Deadman initially, Towton works hard to ensure that this is not always the case — finding young, intelligent men and women who could combine their natural gift for academia with the rigours of combat or magical training. These candidates are subjected to rigorous testing, for physical and mental aptitude and stability. The vast majority do not pass these tests, but still go on to have exemplary careers during the war, working for Naval Intelligence, at Bletchley Park, or as SEO agents.

The select few who are considered both sufficiently brilliant and sufficiently sane are inducted into Section M's Facility for Eldritch and Arcane Research (FEAR), whose name is sufficient indicator of its areas of expertise, although the nomenclature is not used outside Clemens Park. Everywhere else, FEAR is just referred to as 'The Lab'. It combines a historical research bureau (the Arcane), dedicated to poring through even the most obscure and neglected of grimoire in pursuit of knowledge, with a scientific department (the Eldritch), specialising in dissecting and understanding the hideous creatures and powers which the Black Sun and *Nachtwölfe* draw on.

FEAR is nominally under the command of Dr Parker, however, in reality it operates without much in the way of direct control or supervision. Instead, its staff of brilliant scientists, drawn from every corner of the Commonwealth (and beyond) are entrusted to devise the most potent and devastating weapons of the Secret War. While *Nachtwölfe*, with its Blue Crystal technologies, appear to have a head start on the engineers and innovators at FEAR, it is rapidly able close the gap and begin to record significant victories, utilising its newly created weaponry and devices.

Towton is indulgent of 'The Lab', agreeing with Parker that the best means of combating the technological and magical advances of the Reich, is by acquiring some of their own. Sometimes, this has resulted in… unfortunate incidents. A number of small explosions have rocked the countryside near Clemens Park headquarters, and a number of Home Guard officers called to investigate strange activity around a number of local farms are never seen again. Or at least, never seen whole, again. This has resulted in FEAR being considered something of a liability in the staid corridors of Westminster, but Towton's growing reputation and influence are enough to ensure that the questions about what, precisely, is going on have been asked quietly, when they have been asked at all.

As the war continues, and Section M's involvement deepens and becomes more demanding, the organisation sets up independent cells in overseas occupied territories. These function like fairly typical resistance cells, except that they boast a significantly smaller and more gifted membership. There are few who know the truth of the Secret War, and fewer still who possess the skills and audacity to fight it. Section M supplies these cells with whatever they can spare, but as Black Sun and *Nachtwölfe*'s machinations grow ever more desperate and deadly, many of them learn to fend for themselves. A commitment to secrecy and ingenuity have rendered this network of incalculable value to the Secret War effort. Section M, despite its burgeoning resources and growing sophistication relies heavily on these resistance cells' efforts and sacrifices: they provide vital intelligence on Black Sun's and *Nachtwölfe*'s dispositions overseas, as well as regularly sabotaging and interdicting the Nazi's best-laid plans.

"Rank, hierarchy, command structure,
they only go so far.
Lead by example,
inspire and enthuse,
impart purpose and above all,
show your troops you care.
Do that and they'll fight to
the ends of the earth for you."
— Alec Towton

SECTION M BASES

"A Section M Base needs many things to ensure that it offers the best possible chance for survival. But, most of all, it needs somewhere you can brew a decent cup of tea."

— Viscount Alexander 'Alec' Towton, from a briefing given at Clemens Park.

Clemens Park

The ancestral home of Viscount Towton, Clemens Park occupies an extensive estate in Kent, close to the RAF base at Biggin Hill. Yet while Biggin Hill is a fairly conventional military base, Clemens Park is anything but. As a result, there are relatively few outside visitors and 'The Park' or 'CP' as those who live and work there call it, has rapidly achieved a reputation as a sombre, forbidding place.

Despite its reputation, Clemens Park remains a beautiful neo-classical building, built in sturdy redbrick. The gardens, though reduced in size as more outbuildings have been erected, are still carefully maintained and the broad drive which describes a lazy curving path up to the vast, iron-studded wooden front doors retains all of its deliberate grandeur. It is only inside that things become noticeably... different.

Once it became clear to Towton that, if Section M were to thrive, it would need a dedicated space in which to do so, he devoted his considerable fortune to turning his residence into a specially adapted headquarters. The ground floor of Clemens Park retains most of its traditional trappings and character — though it has been somewhat spruced up. While Towton, himself, is a frugal man, he is also aware that besuited men from Whitehall have certain expectations of a Viscount's home, and it makes political sense to indulge them. Reception rooms, a drawing room and even a Billiards room are all exquisitely furnished. Thick carpets, leather chairs with just the right trace scent of cigar smoke clinging to them…everything is as one might expect from a formal stately home.

Towards the back of the ground floor, the façade slips a little. Here, there is less luxury and more utility — tables and chairs are decidedly less comfortable and the rooms are strewn with documents, maps and radio transcripts. There are also classrooms, in which new recruits are given the famous Section M welcome briefing and then quickly inducted into the organisation. The on-site training facilities occupy a great deal of the surrounding land and a number of the outbuildings, in which various classes are given, covering everything from jury rigging explosive devices and hand-to-hand combat, to stealing a car or strategies for placating an angry Ghoul pack. The first lessons, however, are always given in the manor itself.

The first floor is entirely given over to the now famous library-cum-museum, which Towton has been building for many years. While this once occupied a single room, Towton had already begun to expand it before the war began and the onset of hostilities has seen it consume the entire upper floor of the house. Bookshelves teeming with reference works, mythological texts and prophetic tracts can be found lining every wall and there's a locked section where the most dangerous tomes are kept hidden. The almost endless columns of shelving are occasionally broken up by display cabinets, stuffed with the strangest and most unsettling occult paraphernalia; Deep One fins, shrunken Servitor heads, the atrophied tip of a Mi-go wing… all of these and much stranger can be found, nestling in the glass-fronted display cases.

The lower floors, the basement and the sub-levels contain a series of well equipped laboratories. These extend someway beneath the earth, and much further into the Kent countryside than the formal boundaries of Clemens Park might indicate. These laboratories are used for a variety of purposes, including the preservation and analysis of Mythos creatures, the creation of new weaponry and other highly classified procedures. FEAR is also rumoured to have several cells constructed even deeper in the earth, in which the most dangerous Black Sun Prisoners of War are kept. There are even specially adapted meeting rooms, in which it is rumoured creatures from beyond this world are brought to the table to negotiate. The war must be won and mutually shared goals can sometimes make for the strangest of bedfellows…

The rest of the manor house contains kitchens, bedrooms and all the other necessary features of a functioning residence. Towton continues to live at Clemens Park most of the time, with the east wing of the house typically reserved for him, though it too has been somewhat modified, to allow certain highly classified meetings to occur there.

While most of the outbuildings at Clemens Park are occupied with various elements of training, including an armoury and a firing range, there is one installation which deserves special mention. Set some distance apart from the rest of the training huts (all of which, it should be said, are freezing cold in winter), is the Hub of Arcane Reconnaissance and Defence, or as it's more commonly known, HOARD. HOARD is the means by which Towton, his inner circle and the plans of Section M are kept secret from the prying eyes of Reinhardt Weissler and his allies. HOARD is covered in complex and incredibly powerful magical sigils; its interior only occasionally existing in the same dimension as the rest of Clemens Park. Fluctuating and flickering through several dimensions, it emits an implausible geometrical and magical protective shield over the entire estate.

Creating and implementing HOARD was a remarkable and highly dangerous feat and was only achieved by unprecedented co-operation between the innermost circle of Section M's top Celtic and Runic sorcerers. Maintaining the magical barrier is perhaps as difficult as initially establishing it; venturing into HOARD is potentially lethal, with the universe teeming and roiling just inside the door. Only those of great magical skill are trusted with shoring up the fraying edges of its shielding spells. HOARD is perhaps the

single most essential component of Section M's continued success, preserving its secrets and personnel from the concerted energies of Black Sun's mystical attacks.

Section M Field Base, German Border

The Secret War has led to Section M establishing temporary bases in many different places and in many theatres of combat. As Allied forces rumble across Germany's borders after the Battle of the Bulge, Section M creates many temporary forward operating bases as a means to deal with the Nazi esoteric threat. One such is located in a small provincial town, where Section M has decamped to the bombed-out remnants of a small school, converting the smaller classrooms into a rough barracks and (barely) functioning kitchen while retaining the main school hall as a centre of operations.

The base itself houses two full squads of troops — one of Commandos, the other of Grey Watch. Three FEAR researchers are attached, each fulfilling very different functions: one with a remit to identify any potential Mythos incursions and determine appropriate responses; one in charge of the use and maintenance of special weaponry; and one whose responsibility is to acquire and catalogue any relics, artefacts or other unusual phenomena encountered in the local area.

The main hall has been extensively cannibalised; with one half given over entirely to the immediate tactical concerns facing the detachment. Available maps and recon information is kept here and is updated as regularly as possible — which, given the chaos engulfing the German countryside, is a challenge. The second half of the hall is part laboratory, part magician's workshop: the walls are decorated with esoteric runes and carvings, while scientific apparatus is suspended from the ceiling and piled up on somewhat unsteady school tables.

This conglomeration of occultism and high technology is a risky but essential one, with this area doubling as both defensive and offensive potentials against any Black Sun or *Nachtwölfe* interference. The set-up is a condensed version of the HOARD maintained at Clemens Park to provide a degree of cover from psychic attack and to insulate the area from the manifestation of Mythos beings. The equipment includes means of subduing common Mythos entities and a number of powerful, arcane weapons whose very presence needs to be masked, to prevent them falling into the wrong hands.

Perimeter patrols and regular sweeps of the nearby sewers are carried out to an exacting timetable, designed to ensure that the base is kept as secure as possible. At night, further magical protections are put in place to dampen the lights produced by the various equipment operating within. Section M, even in the field, even in the midst of the insanity of the occupation, remains thoroughly professional and determined to prosecute its mission to the limit of its capacities. So long as a decent cup of tea is always available.

MISSIONS AND GOALS

"Things get messy in war. Very messy. I've been stained by blood in more shades than I can count. But I never doubted that Section M was on the right side. Even if it felt like we were doing the wrong thing, Section M was on the right side."

— Corporal Akhee 'The Eye' Singh

Section M is dauntless in its pursuit of victory, in pursuit of crushing the evil plans and stratagems of Black Sun and *Nachtwölfe*. Its operations extend throughout the world, to every theatre of war, to every place where the Nazis seek to impose their will on those they occupy.

In August 1939 just ahead of Germany's invasion, Section M dispatched its first fully operational squads to Poland, to secure several of the Ikons from Orthodox Churches of the region. Towton had been made aware that these Ikons possessed a certain capability against the attentions of 'the winged ones'. Recognising a powerful counter to the future threat of the Mi-Go, Towton dispatched Section M agents to secure these treasures in a series of raids, which were just ahead of Black Sun's advance guard. Several small scale, but brutal skirmishes ensued, and although suffering some casualties, Section M was eventually able to safely extract its surviving agents. The Ikons were returned to Clemens Park, where they remain, carefully guarded, as part of its collection.

As Operation Sealion loomed large in 1940, Section M bargained with the Deep Ones of the undersea city of Tep-Ditha in a bid to use their leviathans to sink German troop transports, providing an additional line of defence should the long-feared amphibious invasion of Britain begin. The Deep Ones, recognising they held all the aces in this exchange, demanded a fearsomely high price, the freeing of Deep One captives and hybrids still retained by the FBI from its raid at Innsmouth in 1928.

Towton, despite conducting extensive meetings with his opposite numbers in the US and pleading personally with President Roosevelt, could not secure the release of the detainees. In desperation, he organised a covert raid on the secret camp where the Deep Ones and hybrids were held. Using a quick and almost recklessly improvised cover, Section M operatives posed as gangsters, out for revenge on the Bureau, breaking into the heavily guarded facility and causing sufficient pandemonium to ensure that several of the captives escaped. The agents (including a certain 'Mad' Jack McMasters) were sufficiently professional to ensure no evidence of the raid could be traced back to the Section. Yet Towton had to field many awkward questions from his deeply suspicious US counterparts and it came close to permanently souring relations between the allies during the early part of the war.

However, even this great risk proved insufficient as the Deep Ones also demanded the return of certain jewellery pieces, contained within the Bode Museum in Berlin. This required another dangerous raid into the very heart of the

Third Reich and while the attempt was successful, several valuable German resistance agents were sacrificed on the altar of expediency. In the end, the threat of Operation Sealion faded after the Battle of Britain was lost and Section M never had to test the strength of its tentative undersea alliance.

Elsewhere, Section M committed forces to fighting the Black Sun's expeditions to Shambhala and other areas within Nepal and India. The Secret War was fought with astonishing cruelty across the Himalayas, compounded by the accidental discovery of a large and ancient Mi-go hive-city which had, in the distant past, given rise to the legends of the abominable snowman. These battles, fought across glacial caverns, lost valleys and in the face of severe avalanche conditions are amongst the most critical, but least recorded, of Section M's many daring exploits.

The brutality of Stalingrad was far from simply being the product of Adolf Hitler's obsession with taking the city which bore the name of his Soviet counterpart. It was also orchestrated, in part, by Reinhardt Weissler who intended to use the city's agonising death throes as a magical crucible, to tear open the outer seals Yog-Sothoth's eternal prison and inflict a small portion of the glare of the Lurker at the Threshold on the world — a small foretaste of the apocalypse to come.

A combined force of Section M's Grey Watch and the Red Army's Institute 21 were engaged in driving Black Sun Priors from the city, where they had begun to construct obscene shrines among the dead, ready for the magical undertaking. While the ritual was eventually averted, a section of the Volga was, briefly, infested with the bile of Yog-Sothoth, becoming a roiling, insane mire. One hundred and forty three Section M soldiers and agents were killed — the Section's greatest loss in a single action — repelling the hideous creatures which the river disgorged onto the shore, before the rent in space-time was closed.

In 1943, Section M's focus moves to the aftermath of the invasion of Italy. The German retreat is utilised by *Nachtwölfe* as a cover for its search of Florence for a lost manuscript of Da Vinci's which, purportedly, demonstrates his meeting with a strange man from China, who explained how to harness the power of a strange Blue Crystal which he bequeathed to Leonardo. Leonardo drew a series of sketches and designs for potential uses of the crystal — which, Mina Wolff believes — includes a design for several super weapons which might turn the tide of the war. Section M agents engage in a running battle with *Nachtwölfe* troopers, which left swathes of Florence devastated and priceless art consumed by fire and ruin. The manuscript containing the lost sketches is never officially recovered by either side.

In the latter stages of the war, Section M operatives play a key role in successfully thwarting Black Sun's massed Shoggoth Tank legions in Operation Watch on the Rhine or the Battle of the Bulge as it is better known (a story which will be told in the forthcoming Forest of Fear campaign book).

As the Nazi regime enters its death throes, Section M is present to drive the final nails in the Führer's coffin, playing its full part alongside Majestic in Black Sun's downfall during the fall of Berlin (which will be revealed in the Ashes of Berlin campaign) and the subsequent demise of *Nachtwölfe* in the Siege of Fenrir's Seat.

Majestic

"The Nazis are meddling with forces they shouldn't and that means we have to get our hands dirty too. The only way to survive is to fight fire with fire."

— Sally Armitage

Majestic, the United States' special occult force in the Secret War, shares Section M's mandate of opposing Black Sun and *Nachtwölfe* and their Mythos allies. Although certain agents actively assist their British counterparts prior to the United States' entry into the war, it is not until late 1942 that "the Office of Mumbo-Jumbo", as J Edgar Hoover disparagingly terms it, comes into its own. Lacking European magical traditions and Mythos fighting experience, Majestic uses American ingenuity to fuse together a powerful combination of firepower and technology, mixed with courage and tenacity, whilst drawing on new developments in psychic and ESP research, to create a flexible fighting force which serves across many fronts with distinction.

BACKGROUND

Majestic is officially created in June 1942 when Professor Richard Deadman and Sergeant Brandon Carter return to the United States and work with Sally Armitage to form a new division within the Office of Strategic Services. However, the real groundwork for the organisation was laid many years earlier.

Professor Richard Deadman (see page XX), one of Majestic's key early figures, is a close friend of Section M founder, Alec Towton, and had been working with his British counterparts in the Thirties, actively opposing the Black Sun even before the war began. Deadman may seem like an absent-minded academic way out of his depth, but those familiar with him know he is an expert on the occult and the Mythos. He has a fund of knowledge and a private library which puts most other collectors to shame. Deadman has been on the front line of the occult war since the beginning and even participated in the creation of Section M. Despite his scholarly reputation, he is far more likely to be found in the field than behind a desk, and he frequently needs an escort detail.

Initially, that was what brought Deadman and Sergeant Brandon Carter (for more, see page XX) together. The successful but very costly 'Stratford Affair' gave Carter, and indirectly the US Army, exposure to the madness of the Mythos. For the Army, it demonstrated the need for an active program to deal with otherworldly creatures and for Carter, it was both traumatizing and formative. With an Elder Sign medallion protecting him and his trusty Thompson spitting hails of anti-Mythos bullets, Carter has charged headlong into situations which would chew up lesser men, emerging victorious time and again. Deadman and Carter have been frequent comrades-in-arms since the Stratford Affair and are well-known to Section M operatives.

Both men are included in the 'British Technical and Scientific Mission' in September of 1940, listed as experts on Nazi biological weapons. That a pair of Americans would be returning to the United States as advisers was buried deep in most reports, which served the actual purpose of the mission quite well. Deadman and Carter met with J Edgar Hoover, William J Donovan, and Henry Armitage of Miskatonic University to push for greater research and resources to combat the growing threat of Black Sun and *Nachtwölfe*.

Prior to Majestic's creation, the brave efforts of these men and many others had typically happened ad hoc. Like many Americans prior to Pearl Harbor, those who would go on to become Majestic operatives often found themselves "doing what was right, not what was ordered". When Majestic officially comes into existence, the presence of agents familiar with Section M's modus operandi makes cooperation far smoother than many other Allied intelligence organizations, who struggle to catch up.

When Colonel Donovan is appointed "Coordinator of Information" in early 1941, he quickly builds an intelligence network to serve the United States outside of the traditional "turf wars" the established agencies engage in. This gives rise to the Office of Strategic Services (OSS), but the conventional network occupies most of his time. Donovan quickly realizes managing Majestic, the name he selects for his occult division, requires someone who can give it the full attention it needs. Donovan turns to Deadman, who is respected on both sides of the Atlantic. While instrumental in the creation of Majestic and its integration with Section M in December of 1941, Deadman knows he is no bureaucrat and cannot run a large clandestine organization. Colonel Donovan turns to Dr. Henry Armitage, who reluctantly declines the position due to his advanced age and health. However, both men agree that Henry's daughter would be a perfect fit for the role.

Sally Armitage (for more, see page XX) is a no-nonsense attorney with a keen analytical mind, a firm business sense, and is an excellent judge of character. Henry and Donovan both know that Sally is no practitioner of the occult; so having her head up Majestic would deflect unwanted attention away from it. After all, who would suspect a quiet and unassuming female attorney in a small office block in Washington DC to be the head of the United States' anti-Mythos division?

Despite Hoover's scepticism when he declares he has no use for "hokum and mumbo-jumbo" (which leads to Majestic's earliest nickname as the Office thereof), Sally quickly cobbles together a collection of researchers and operatives and establishes a facility in Massachusetts. With

help from her father and Professor Deadman, she assembles an operational core which is strong in enthusiasm but lacking in experience. Outside Majestic, many think she is a mere figurehead, but Sally is shrewd and perceptive; little escapes her attention to detail and formidable organisational powers.

Recognizing the absence of occult practitioners as a major flaw, and fully aware Professor Deadman cannot be in all places at all times, Armitage begins by locating some suitable talent. Working through FBI files, she approaches a Creole mystic named Etienne-Laurent de Marigny (for more, see page XX).

A resident of New Orleans and a former French Foreign Legionnaire, de Marigny dislikes the war and initially thinks both sides are risking humanity's future by their actions. But after several meetings with Miss Armitage he agrees to help. Etienne-Laurent is intrigued by Professor Deadman's reputation and also motivated by a sense of patriotism which demands his beloved occupied France be set free. One deciding factor he keeps to himself is the voodoo Loa whispering to him that the Black Sun and *Nachtwölfe* will turn the world into a Mythos-enslaved wasteland if he fails to act. Although he has more practical experience than many, after his service in the French Foreign Legion, de Marigny is less interested in risking life and limb, but is invaluable to Majestic as an advisor, trainer and researcher, as well as exposing the few charlatans who make it past Sally Armitage's rigorous screening process.

Their efforts quickly bear fruit. The first official deployment of Majestic forces happens in October of 1942. With many operatives away in Europe, a call from the Pacific Fleet turns Majestic's attention to Japan, the Empire of the Rising Sun. Torrential rains lash much of the South Pacific, hampering US fleet movements and slowing Marine forces drastically. The Japanese seem unimpeded and Admiral Nimitz asks for an explanation. With no formal military units assigned to Majestic, Sally is unsure how to respond until Professor Deadman introduces her to an oddly named group of Tlingit from Alaska who are officially listed as 'kitchen support staff' for the 101st Airborne.

The strangely named chefs are quietly reassigned to Majestic by Colonel Donovan and Miss Armitage sends the squad to investigate. Its members, part of an ancient organization whose name loosely translates as 'Demon Hunters' quickly trace a Black Sun ritual hampering the US fleet. About this time the Battle of Cape Esperance is in full swing, and when several hundred Japanese sailors are found ritually sacrificed on a nameless island, it leads to an unexpected confrontation with Mythos forces.

However, the US Navy and the Demon Hunters are ill prepared to face their overwhelming foes. Together with Marine Captain Leon Husk, the Demon Hunters weld together several disparate units into an improvised fighting force. Armed with grit, several jury-rigged flamethrowers, and a willingness to make tremendous sacrifices, the combined US forces defeat the Black Sun and their attendant Servitor, Overlord and Chosen horrors. Only a single Demon Hunter, Marine Captain Husk, and a handful of his men survive, but Admiral Nimitz's endorsement of their actions is so strong, that politically, the operation is deemed a huge success for the fledgling organization.

The massive casualty rate and loss of nine valuable Demon Hunters highlights how the US is woefully unprepared to deal with the horrors they are facing. Majestic immediately looks at options to level the playing field. While loathe to leave New Orleans, de Marigny heads to the Caribbean haunts of voodoo practitioners in search of adepts he can recruit during this time of need. An urgent clarion call goes out across the nation to identify and recruit those who display latent ESP talents and extraordinary psychic gifts, the results co-ordinated under the ultra-secret umbrella known as 'Project Prometheus'. Sally and the sole surviving Demon Hunter, Billy Jacobs, head to Alaska.

Meanwhile Captain Husk sets about forming a new unit specifically designed to combat the monsters he has faced. He finds Majestic's newly formed Research and Development department churning out designs and prototypes at a record rate. Thanks to close ties with its researchers, Majestic has putative development facilities at two important universities: the Massachusetts Institute of Technology (MIT) in Cambridge, just across the Charles River, and Miskatonic University in Arkham, approximately twenty miles to the north of Boston. They also work closely with the weapons research laboratories at MIT, supported by the Office of Scientific Research and Development (the chair of which august body also happens to be the vice-president of MIT), giving Majestic a solid base to begin its weapons development programme.

Drawing on Husk's practical experience helps the scientists revolutionize protective measures against the Mythos, as well expanding its offensive capabilities. The Flaming Salamanders Marine unit is formed, based on initial testing of both cutting-edge new flamethrowers, and a determination to cleanse any horrors they face with fire.

While de Marigny is successful in tracking down several assorted mystics, Majestic's greatest success comes in Alaska. When Billy Jacobs returns to the Tlingit and reports what he has experienced, he is elevated to lead the Demon Hunters. After careful negotiations with Miss Armitage, the Tlingit mobilize against the Mythos in ways not seen in centuries. By the end of 1942, Majestic has gone from a fledgling organization with a few established operatives to one with significant resources at its disposal, but limited fighting experience. It is also around this time, they begin sharing the first fruits of MIT and Miskatonic's labours with their Section M counterparts.

By February 1943, Majestic is fully operational and taking the fight to the enemy. Operatives are deployed on many fronts and in many diverse theatres of the war. As the

tide turns and the Allies go on the offensive, specialist Majestic units are deployed alongside conventional forces, or as countermeasures to specific occult or Mythos threats. As the results of Project Prometheus bear fruit, Majestic eventually provides plenty of the raw esoteric muscle during D-Day and the advance through Europe. Majestic operatives are front and centre in the conquest of Fortress Germany, with newly trained psychic and ESP operatives bravely combatting the Black Sun and their demonic allies, although with a high rate of attrition.

MAJESTIC HIERARCHY AND ORGANISATION

Majestic, like the wider US military, is well funded and highly trained, but many of its units lack direct battlefield experience. They soon begin to gain it after the attack on Pearl Harbour in December 1941. With war officially declared, Majestic agents and operatives play a direct role in major Allied operations in Europe and gain substantial experience in the Pacific and Far East.

Unlike Nazi Germany, Japan has few official occult organizations directly conspiring with the Mythos, but the wide expanses of the Pacific and the presence of a number of powerful supernatural entities result in many far-flung battles attracting the attention of multiple factions. Black Sun and *Nachtwölfe* are not shy about sending expeditions out east to co-operate with the Imperial Japanese forces on occasion. *Nachtwölfe* is constantly searching for sources of *Blauer Kristall* and there are many caches on the remote islands scattered throughout the region. As a result, Majestic are kept busy on all fronts for the duration of the war.

Majestic's internal command structure is fluid: while individual units have a strict chain of command, the rest of Majestic is much looser in structure. William Donovan allows Miss Armitage a free hand to run the organization as she sees fit. As a result, Majestic field operatives are granted significantly more leeway than their Section M counterparts. The downside is that they sometimes earn the epithet "cowboy Yanks" when enthusiasm or naivety gets the better of common sense.

Majestic operations in the field fall into three broad categories, all of which fit into the American approach to global war. The first is a "lone wolf" operation, with a single agent, or a small team, leaping into action to address a situation before it escalates out of control. Typically, these missions involve a chance encounter with Mythos or Axis forces, a quick communiqué back to HQ, and then cobbling together whatever is needed to address the issue on the spot. This type of operation is common among veteran agents who have been part of Majestic since the beginning, but as the war progresses and Majestic matures, these incidents diminish both in frequency and support from the higher-ups.

By far the most common operational type is the general assignment, where specific missions are designated and undertaken by small specialist squads. Reconnaissance, research, infiltration, or espionage activities fill out these roles, with many missions a mixture of many different types and requiring ingenuity and bravery to achieve the objective.

The final operational type involves deploying military units based on their area of expertise, typically one of

the dedicated specialist units Majestic fields, supporting conventional forces in a direct action. These are confrontational shock-and-awe affairs where Majestic is willing to take the enemy head-on and pummel them into submission. Even faced with constant admonishments to "preserve and protect", these units favour taking the fight to the enemy and slogging it out. This mentality means casualties are unavoidable and frequently extremely high.

MILITARY STRUCTURE

Majestic typically fields a mixed force which is assembled on an impromptu basis and is comprised of dedicated specialists like the Demon Hunters, who work alongside conventional US Army units who are pulled into service as need dictates. The ad hoc nature of these efforts is incredibly dangerous for the units pressed into service; the average US infantryman is not equipped physically or mentally to face Black Sun horrors, yet with the right support, they usually find a way to prevail.

Pathfinder Demon Hunters

These Tlingit warriors are honed into a fighting force steeped in arcane lore and reinforced with a mix of modern and traditional weaponry. The Battle of Cape Esperance highlighted the attritional nature of this war and initial losses were soon replaced by dozens of willing volunteers.

Led by Billy Jacobs, the Demon Hunters combine Shé Xelit weaponry with extreme personal courage to face down anything the Nazis can throw at them. While the total number of Demon Hunters is a closely guarded secret, out in the field they are split into individual squads and typically deployed covertly in support units or attached to regimental HQs. Of all the main Majestic military units in the field, the most likely to be encountered are a group of five to ten Pathfinders, usually seconded to an Army or Marine unit. In the Pacific, they often appear as Code Talkers, using that identity as a convenient cover.

Thanks to their distributed nature, the Pathfinders often find themselves facing unexpected Mythos threats with limited assistance from headquarters and are well used to acting independently. In the European theatre and throughout 1943, they find themselves fighting these battles almost single-handedly. The conventional military chain of command is resistant to an indigenous American sergeant or lieutenant suddenly being granted operational control of units which seem far beyond their apparent rank and station. Yet as these requests are ignored and casualties mount, attitudes begin to change, especially amongst those who witness the Demon Hunters in action.

In the Pacific theatre, they have significantly more leeway, and the enthusiastic support of Admiral Nimitz means these "Code Talkers" wield considerable authority. That the Pathfinders often find ways to "adjust" orders to meet Majestic's needs is tacitly approved by the upper echelons of the Navy. They have some issues with General MacArthur initially, but after some bloody defeats at the hands of Deep One raiding parties, the US Army in the Pacific takes notice and is more amenable to requests from Majestic operatives.

By 1944, it is generally understood that when a Pathfinder makes a request or suggestion, it is in the best interests of all involved to take heed. The Pathfinders are essential in the D-Day landings, negating Black Sun counterattacks and keeping the enemy off balance. As they push into Europe, the Pathfinders lead the way, routing many monstrous foes before them. It is almost too late when a desperate Nazi Germany finally recognises the importance of these "Code Talkers".

Flaming Salamanders

The Flaming Salamanders are born from a combination of Marine Captain Leon Husk's (see page XX) driving motivation to burn the Mythos monsters into oblivion, and Kiyoshi Kato's enduring fascination with making combustion-based weaponry. While the bulk of the Salamanders spend most of the war in the Pacific, they can be found almost anywhere, typically deployed in Rifle Platoons of about forty-five. In particularly bad situations, an entire company will be dispatched, including three platoons and a few support units, typically Demon Hunters — a potent Mythos-slaying combination.

The Flaming Salamanders prove invaluable in burning out Serpent Men and Deep One infestations throughout Guadalcanal and the Solomon Island campaigns. Casualties are high in the early battles, until better defensive equipment and magical wards are created to provide greater protection.

Involved in the African and the Mediterranean campaigns, the Salamanders frequently come into conflict with Deep One forces, who quickly learn to either avoid the military unit with the distinctive reptile insignia or try to completely overwhelm it with sheer numbers. When combating the Reich, the Salamanders fare well against both conventional forces and the Black Sun's horrors,

Indigenous American and First Nation Heroes

The Pathfinder Demon Hunters are ***Achtung! Cthulhu's*** tribute to the many Indigenous American and First Nation Canadians who fought in the World War II and whose contribution is sometimes overlooked. This includes individuals like Tommy Price, Canada's highest decorated soldier, who won a military medal for his part in the battle of Monte La Difensa, which was awarded for "courage and utter disregard for personal safety [which] were an inspiration to his fellows and a marked credit to his unit." It also recognises the major contribution made by the Navajo and Tlingit Code Talkers and the tens of thousands of soldiers and support staff, who served with distinction from Normandy to Iwo Jima and who played a full part in the liberations of Paris, Belgium and Berlin.

whom they are trained to eliminate with fire. This is proven time and again during the Italian landings and throughout the Peninsula, as they defeat Black Sun Masters sent to guard the Roman relics found in Monte Cassino and Anzio. Unfortunately, the Salamanders suffer a great strategic loss when the Black Sun is able to evacuate everything of value from Rome a key part in the decision by the German Army to declare it a 'free city' and not offer any resistance to the Allies.

The Salamanders' Rifle Platoon 13 suffer almost complete annihilation when they engage in a battle with *Nachtwölfe* forces outside Florence. They are rotated back to the UK and Majestic shuffles several experienced Marine units from the Pacific to Europe to cover the gap. Captain Husk takes personal command of operations in the theatre. Once there, and with several full strength and freshly equipped platoons, Husk and his Salamanders push into Nazi Germany, facing off against everything Black Sun and *Nachtwölfe* can throw at them during the Battle of the Bulge.

Rifle Platoon 13 is unexpectedly called back into action when Black Sun V-2 rockets strike near London after the D-Day invasion. A rotated, under strength unit rushes into battle against monsters pouring from a mystical portal created by the V-2 strike. Lieutenant Sanders and the rest of the unit are given commendations for their bold and decisive actions, although this does not stop them from earning the nickname, 'The Unlucky 13th'.

Foley's Furies

The largest unit of Majestic's military forces is commanded by Colonel Frank 'Furious' Foley (see page XX), a grizzled veteran of the 101st Airborne. An elite unit initially composed of US rangers, they are trained to jump into the thickest of fighting with a wide variety of experimental weapons. As the war progresses, Foley's Furies can be found anywhere in the world. They are usually deployed in company-sized detachments filled with heavily armed soldiers. The unit racks up over 100 combat drops over the course of the war, taking the fight to Black Sun, *Nachtwölfe*, Deep Ones, Serpent Men, and anything else that stands in the way of American victory.

Majestic personnel with a military background are usually assigned to the Furies, regardless of their original branch of service. While they have specialists in almost every discipline, the Furies' general tactic is "shock and awe" operating like a sledgehammer, smashing enemy formations with surprise attacks and overwhelming firepower.

The Furies are officially created in December 1942, and exist to give Majestic a military force eager to test out the latest equipment produced by Majestic's research and development unit. Colonel Foley is greatly annoyed by what he first perceives to be Kiyoshi Kato's (see page XX) attitude towards the "intelligence of US soldiers" but after several subsequent engagements and his discovery of how reliable the equipment is, the two men come to a compromise and resolve to work together more harmoniously.

Unlike the Pathfinders and the Salamanders, who are attached to other units or work in concert with conventional US forces, the Furies usually fight alone and are often kept in reserve to counter specific Mythos threats. Their first company-level battle happens in February 1943, when they make an aerial drop into the Soviet Union, landing behind enemy lines in a decisive attack that cripples the Black Sun field command and relieves pressure on the defenders of Leningrad. Much like their Pathfinder comrades in the Battle of Cape Esperance, the Furies suffer significant casualties as they link up with Soviet forces. Despite this, the attack is a strategic and political victory for the US, who use it to show support for their Soviet allies and reduce the pressure Stalin is exerting on Roosevelt and Churchill to open a second front. It is also a victory for Majestic's R&D group, whose equipment proves to be more than a match for the outclassed Black Sun.

The Furies adopt the black beret as part of their uniform, in addition to distinctive equipment and gear that marks out the unit in the field. Starting in late March of 1943, the Furies get dropped into every environment and battle where occult and Mythos forces can be found. They form the defensive rear-guard against Mythos forces in Burma during the Arakan Campaign and are instrumental in helping organize the Chindits to sabotage Japanese and Mythos forces throughout Southeast Asia. Simultaneously other units range all throughout North Africa, stalling Black Sun, *Nachtwölfe* and conventional Nazi forces in brutally efficient commando operations and raids.

Rumours begin to circulate within the Reich's corridors of power that the Americans, frequently dismissed as ineffectual, have a terrifying Mythos fighting force they are not afraid to use. Kiyoshi Kato finds that keeping the Furies equipped in the field occupies the bulk of all production in Majestic's San Francisco manufacturing operations, and Colonel Foley is always eager to try any experimental equipment that will give them an advantage.

Foley's Furies are kept busy throughout 1943 and 1944, dropping into battle zones in the Pacific, Italy, Western Europe, and Eastern Europe. With an attrition rate which would be deemed unacceptable in most conventional forces, some missions end in a strategic success but with a casualty rate of some 80 per cent. Colonel Foley accepts this as a necessary condition of war and the nature of the enemy they are fighting. He is unrelenting, tireless, and asks nothing of his men that he would not do himself.

Foley is present during one of the stranger events in an already strange war. Fighting in the Italian peninsula reaches a tipping point around Monte Cassino, when he leads two companies of Furies in an airborne drop behind enemy lines to engage a large *Nachtwölfe* detachment. They find their target has ambushed a small Mi-Go force carrying a shipment of *Blauer Kristall*. What happens after that is classified 'beyond top secret' and is hidden from the world. But from that day forward, the Furies and the Mi-Go avoid direct confrontation with each other.

The Furies are also deeply involved in the liberation of France, dropping in on D-Day and fighting alongside the invading task force. Later that year, they stand shoulder to shoulder with the 101st Airborne in Bastogne during the Battle of the Bulge. During that famous winter battle, the tide really begins to turns decisively against the Black Sun and their Mythos horrors. Attempting to recreate their success against Polish defenders in 1939, Black Sun Canons summon a coven of Halja to use against the US forces in the snowy forests surrounding Bastogne. The Furies meet them head on and burn the Halja to smouldering crisps. The Furies also play a full part in the Ardennes during the Forest of Fear Campaign and the subsequent invasion of Germany, including the decisive battle of Berlin, before seeing the conflict through to its bitter end at the Siege of Fenrir's Seat.

MAJESTIC BASES

Majestic has a distributed network of bases, the five primary ones being in North America. Within the contiguous states, the main locations are in Washington DC, Massachusetts, New Orleans, and San Francisco. The other key facility is the Tlingit training grounds in Alaska. Further abroad, they make do with what they can find, or use facilities from their parent organization, the OSS.

Washington DC

The headquarters of Majestic is deliberately kept as anonymous as possible. It is hidden in plain sight, in an old office in the Pennsylvania Quarter, near the Patent Office and General Post Office. There are shops on the ground floor, frequented during lunch by a variety of people from the surrounding area. Not far from the OSS headquarters, but far enough away that it has autonomy, the law office of "Armitage-McVay" is Majestic's home. It is a four-room suite warded by Professor Deadman and used as an interview and administration facility. A pair of secretaries keep an eye on the place. Miss Armitage can usually be found in her office when in town. Mr. McVay, her fictional partner is absent, tragically "drowned" in a boating accident in July of 1942. His office is heavily protected by charms, wards, and sigils. It is populated with a variety of electronics and is used as a storage and transit point for equipment going to the other locations. The only indication Armitage-McVay is anything other than what it claims to be is the constant stream of deliveries and shipments it processes.

Massachusetts

Agents working for Majestic train alongside other OSS operatives in the Chopawamsic Recreational Demonstration Area in Virginia, the Congressional Country Club at Bethesda, Maryland, and even occasionally over the border in Canada at Camp X. However, for specialist training, they must travel into the wilds of Essex County, Massachusetts, and the hills and woodlands around the city of Arkham.

Here, Majestic operatives are billeted in some comfort compared to other OSS recruits, staying at the Hotel Miskatonic, where a whole floor has been reserved just for their use. All recruits must attend a series of seminars at the University, curated by the current Head Librarian, Dr. Wilfred C. Llanfer (see page XX). Held jointly in the Anthropology and Theology departments, the classes concentrate on a mixture of practical and theoretical elements to prepare the agents for field training around Billington's Woods, Meadow Hill, and Dunwich.

The primary Research and Development facilities are in unmarked buildings at MIT. Trainees in Arkham are frequently bussed to R&D for orientation on the latest

equipment, as well as being introduced to the strange direction science seems to be taking in this war. These sessions are usually conducted by head technician and armourer Kiyoshi Kato. The R&D facilities are warded and guarded, and a squad of Demon Hunters is always on hand to make sure any experiment can be contained if something goes awry. Members of Foley's Furies are also often billeted in Arkham or at MIT as extra insurance. The Arkham sanatorium deals with many cases stemming from military actions against the Mythos and the toll they take on patients' mental health. If the drab office block in Washington DC is the brain of Majestic, the facilities in Massachusetts are its heart. New equipment, new member induction, advanced training and even recovery protocols all happen here. Buildings are guarded and shielded from prying eyes by the best magic and technology available to the US.

New Orleans

After Washington DC, the second smallest of its main offices is jokingly referred to as "Majestic South" and Etienne de Marigny's genteel southern plantation seems innocuous enough, unless you disturb the powerful spirits who invisibly patrol its borders. Rarely occupied by more than a handful of select candidates, members of Majestic who seek a practical approach to the magical arts are educated here. Etienne does not suffer fools or frauds gladly, and the rate at which he churns through students is high. All manner of voodoo items, knickknacks, and other objects decorate the place, many mundane, but a few more powerful and esoteric. Over the course of the war, the bustle of activity within its corridors ebbs and flows, and the extensive collections expand as the research laboratories in Massachusetts finish with them. By the end of the war, a few functional Deep One and Mi-Go artefacts manage to find their way onto the shelves of this stately old manor. The owner is not entirely comfortable with this, but he would rather have them here than trust others which such powerful devices.

San Francisco

After the mobilization of the Tlingit, Billy Jacobs, Sally Armitage, and Kiyoshi Kato decide to move the Majestic manufacturing operations to a more centralised location. Transporting a cadre of Tlingit master craftsmen to California, they set up operations in a series of factories and warehouses across the bay from Alcatraz. Kiyoshi's father, a master swordsmith, is placed in charge, working closely with the Tlingit artisans. He combines a meticulous crafting process with modern manufacturing techniques, while working with the mystic traditions of the Tlingit to create the Shé Xelit equipment needed to take the fight to the Mythos forces. Hiding among the bustle of the city, the facilities churn out a steady array of equipment for use by Majestic operatives.

Camp X - Alaska Training Facility

The Tlingit training facilities are located deep in the Alaskan wilderness and far from any prying eyes. Centuries of dealing with conflict from neighbouring tribes, Deep Ones, the Wendigo's children, and other hostile groups have created a fierce training cauldron, in which Demon Hunters are forged. Although some remain in situ, many Tlingit craftsmen head south to San Francisco once they mobilize for war. This is not only to assist in the creation of modern manufacturing processes, but also to take the focus of operations away from Alaska. It's easier to hide a secretive manufacturing facility in the bustle and hubbub of a big city like San Francisco. Even while the world is scorched by the flames of war, little changes here, yet the facility always maintains a steady supply of brave warriors to serve on the front line. Tradition is a way of life here and the elders keep its customs and rituals as they always have.

MISSIONS AND GOALS

Majestic's foremost goal is to defend American interests and thwart the plans of the occult, be they Axis or Mythos. Although some members of the organization, such as Professor Deadman, Dr. Llanfer, and research head Kato, would like the group to be balanced by more research and defensive techniques, the reality is Majestic often finds itself as the tip of the spear, going toe-to-toe with its foes and beating them into submission, albeit at a high cost in lives and material.

Supporting this goal, Majestic runs a huge variety of missions and operations, ranging from small team reconnaissance teams all the way up to battalion-sized airborne combat drops. The absence of established magical schools and traditions in the States means agents are also sent on recruiting missions, tracking down prospective candidates or even setting up training programs. Given the loose and distributed nature of Majestic's network, agents in the field sometimes find themselves improvising and inventing on the fly to address the unexpected.

One example was Pathfinder Demon Hunter Sammy David who was on the survey ship *Henry James* as it searched the Pacific. Recognizing the "volcanic activity" it observed was far from normal, Sammy convinced the captain to make a closer inspection and when the crew found the remains of a huge Deep One and Mi-Go battle, he persuaded the skipper to stay on station for several days until a Majestic task force could arrive and scavenge the battlefield. The acquisition of several hitherto unknown Mi-Go artefacts was due to Sammy's initiative.

Despite the focus on fighting Mythos forces, Majestic is also heavily involved in defence and counterespionage, actively trying to thwart the missions of other organizations hostile to the US. Warding and defensive measures are a key focus, as well as detecting infiltration by Axis spies, Mi-Go sleeper agents, and Deep One Hybrids. One of the first major undertakings in this regard is reinforcing wards protecting key installations throughout the United States. Under the guise of "surprise inspections" teams of Pathfinders are dispatched to several naval dockyards, Fort Knox, the White House, and make their presence known throughout the main structure and basements of the newly built Pentagon.

This results in Majestic inspecting and guarding other military projects, even ones not directly related to the occult. The Manhattan Project and its members gain a discrete cadre of Pathfinder and Fury minders, as do their offices and research laboratories. A major reason for the location of the Los Alamos National Laboratory are the peculiar geologic formations that obscure it from mystical infiltration. Later in the war, this area also sees deeper research into ESP and psionic operatives under Project Prometheus's auspices. After several months and limited deployments in the field, the project is mothballed and all information on it is moved from Los Alamos to a holding facility codenamed 'Area 51'.

Majestic's counterespionage and sabotage techniques come into play when its operatives thwart a *Nachtwölfe* diplomatic mission to the elder Sheehad. Working closely with Section M, Majestic agents destroy a Sheehad hatchery and leave planted evidence incriminating their Nazi foes, thus depriving them of several large *Blauer Kristall* deposits and earning the Nazis the Sheehad's eternal enmity.

Throughout the war, Majestic ends up being a paragon of the "melting pot" ideal of American culture, taking a slew of different personnel, cultures and ideas and building something that is infinitely more than the sum of its disparate parts. Unlike the segregation and discrimination found in other facets of the American military, Majestic is progressive and has members of all genders, races and ethnicities working together: several missions in the Pacific theatre feature a female Demon Hunter, Jenny Fleet (see page XX), and Dennis Lockhart (see pages XX), an African-American voodoo practitioner, who lead several squads of Flaming Salamanders to root out Servitor infestations on Japanese-held islands.

One of their first major engagements begins with the Battle of Valle Lavella in late 1943. Jenny, Dennis, and Mark Crowe (see page XX), a Section M agent under cover as a missionary from New Zealand, act as a forward reconnaissance unit and mark out invasion corridors for the approaching forces. However, their actual mission is to locate Black Sun operatives supporting the Japanese. When they find them, they use the cover of the amphibious invasion to bring in the Flaming Salamanders. As the conventional US forces fight the Japanese, Majestic locates and incinerates the Black Sun enclave, driving off the few survivors.

Next, they move to the Treasury Islands, where under the guise of securing a radar installation, the trio locate and recover Thule artefacts after a bloody engagement with Black Sun forces. This results in bitter close quarters fighting between the Flaming Salamanders and the Nazis' summoned horrors. They finally root out a Black Sun stronghold in the Green Islands, where the Japanese defenders were mind-controlled into displaying a suicidal fervour, often fighting to the last man rather than contemplating any form of surrender.

Back in Europe and during Operation Overlord, the D-Day invasion, Majestic are equally busy, especially when they are tasked with hunting down *Nachtwölfe*'s V-1 and V-2 launch sites for missiles which carry a Die Draugar gas payload. As the war winds down and the Axis forces get ever more desperate, casualties mount for Majestic and battles become even more brutal. Despite this, Majestic soldiers on, fighting its way into Fortress Germany and through the Japanese home islands.

However, as the embers of war smoulder and die down, Majestic ponders a new and dangerous question, "What comes next?" It plagues Sally Armitage and others, who realize that even after the defeat of Black Sun and *Nachtwölfe*, the United States will still need a Mythos-fighting force who can keep the greater population safe from any reawakened threats. The global war has roused powers sleeping for millennia, and the US must be prepared.

Black Sun

"Yog-Sothoth is the gate, the key and the guardian. When the black sun is released and its solar rays wash over the Earth, then all men will know his dominion, and despair."

— Exarch Reinhardt Weissler

Through Hyperborean magic and dark pacts with the ancient gods of the Mythos, the Order of the Black Sun practices foul sorcery and summons evil creatures from other dimensions to rule the battlefields of men. Their work for Hitler's horrific regime is not their true goal, however.

In the strange, alien place between wakefulness and sleep, one finds the Dreamlands, a realm beyond the veil of consciousness. There, on the fabled Plateau of Leng under the inky, sombre gaze of its dark star, lies the valley of the black sun. Knowledge, power, and madness abound here, where the Hyperboreans imprisoned an aspect of the Outer God Yog-Sothoth in an unnatural solar black orb aeons ago.

Driven by its ruthless leader Reinhardt Weissler (see page XX), the Order of the Black Sun works inexorably toward its primary goal, to free Yog-Sothoth from its solar prison in the Dreamlands, and unleash it upon this dimension. There it will shine its unholy light on Earth and rain destruction and terror on mankind forever more.

BACKGROUND

Millennia ago, the ancient Hyperboreans trapped an aspect of the deity Yog-Sothoth (page XX) in the Dreamlands, fixing the Outer God's form in this dimension and confining it within the prison of a dark star. In 1890, Reinhardt Weissler, a German scholar, mystic and black magician found his way there, and, in that blighted landscape, under the unearthly gleam of the dread orb, devoted himself to Yog-Sothoth and became Nyarlathotep's disciple — though at a horrible cost. Nyarlathotep's "gift" grants him longevity in exchange for regular blood sacrifice (page XX). Weissler returned to the waking world with a fierce determination bordering on madness to free Yog-Sothoth and, in 1921, founded the Order of the Black Sun, a German occult group that scours the world in search of Hyperborean and Atlantean artefacts.

In 1933, Karl Maria Wiligut, a respected member of the SS, arranges a meeting between Weissler and the Nazi Reichsführer-SS, Heinrich Himmler. Among the high ceilings, starched tablecloths, and elegant chairs of Berlin's decadent Hotel Adlon, the two discuss their mutual admiration. They delve into the topics of sinister rituals and ancient magics in quiet whispers over glasses of bracing pear schnapps. Fascinated by the occult, Himmler pays rapt attention to the sorcerer. Weissler, meanwhile, pledges his support to the Nazi party and to Himmler himself, seeing a chance to obtain the patronage of one of the most powerful men in a rapidly rising political party.

The leader of the Black Sun agrees to have his order report to Himmler's SS under the guise of an archaeological and historical research unit.

After the Nazis solidify power, Weissler and the Black Sun become emboldened, openly plundering Hyperborean and Atlantean artefacts from museums, libraries, and even private collections, leading to feuds with other departments within the Nazi party. As a result of intra-party tensions, Himmler creates the Ahnenerbe to focus on anthropology and the history of the Aryan race…and to act as a cover for the Black Sun. In 1935, Weissler urges Himmler to provide him a secure location to protect his work and bloody experiments from prying eyes. Himmler acquiesces and purchases the odd, triangular Wewelsburg Castle near the town of Büren in Bavaria.

Proclaiming Wewelsburg a centre for "training SS leadership", Himmler's most loyal officers are the only outsiders to frequent the fortress. Armed Black Sun Troopers guard the exterior of the castle, while anti-tank and anti-aircraft guns provide additional protection. Deep in Wewelsburg's vaults, Black Sun Novices experiment with the artefacts Ahnenerbe teams bring back to the fortress. Screams echo through the cold, dank underground halls. Black Sun members often emerge from these basement laboratories, hands dripping with blood and other, fouler substances.

The sound of metalwork and the smell of stone dust drift to the upper levels of the keep. Inhuman cries pierce the night. The thud of bodies flinging themselves against metal bars and rock walls accompany the sounds, terrifying those who live in nearby villages. More cells, large and small, are constructed all the time in Wewelsburg. The horrors emerging from Black Sun's research pleases Himmler, and he puts them to work for the SS. Weissler, however, rages in his private quarters, frustrated with the lack of progress he's making in freeing Yog-Sothoth.

Prior Mina Wolff (see page XX), Weissler's protégé, urges Weissler to focus the Black Sun on unravelling the secrets of the Atlantean technology the Ahnenerbe has discovered. She believes these artefacts hold secrets about the fall of the great civilisation and have the potential to become devastating weaponry. Weissler rejects her recommendations again and again, ignoring all but the Hyperborean artefacts that could help his master in the Dreamlands. Secretly, Weissler begins to doubt his acolyte's devotion and subtly begins to probe into her past, although he, like so many before, is unable to uncover the truth — a mystery in itself.

Yet Weissler's suspicions seem to be misplaced, for leading an expedition into the dense forests of Sweden, Wolff discovers a series of hidden Hyperborean runes etched into a rock face. She immediately notifies Weissler, who flies to Sweden, removes the runes, and retreats into

deep isolation to study them. Seizing her chance to take control while Weissler is preoccupied, Wolff opens the Wewelsburg archives and authorizes new research on the Atlantean artefacts that Weissler had discarded.

Wolff and her hand-picked team begin testing a new serum based on Atlantean technology. As the first drop splashes across dead tissue, the corpse begins to quiver. New flesh grows at an incredible rate, creating monstrous limbs. With supernatural strength and speed, the creature tears apart several of Wolff's researchers and infects other specimens. Once it is purged with flame, lying burnt and twitching, Wolff orders continued research and using Weissler's name to convince them, invites Nazi high command to witness a demonstration of her new technology on the Baltic island of Peenemünde. There, she shows them a new, weaponised version of the serum. Leaning forward, his interest piqued, the Führer himself watches the fleshy horror of Wolff's creation lumber across the field, mutilating the livestock left as bait for it. Wolff leaves Peenemünde with a restrained though nonetheless triumphant smile on her face.

Weissler, once he emerges from his studies, is enraged at both her betrayal and her audacity, and in a rare loss of control is heard to scream "old witch" repeatedly before his temper subsides. But the Exarch of the Black Sun is too late to do anything about it, Wolff has already gathered her staff, documents, and the Atlantean artefacts and has flown Wewelsburg to found her own division *Nachtwölfe* - the night wolves - with the Führer's full support.

Shocked and infuriated, Weissler realizes that his own power within the Nazi party has been diminished. With a new determination, Weissler begins to use the Hyperborean magic he gleaned from the Swedish runes. He rips out the floor of Wewelsburg's North Tower and orders the construction of a Black Sun mosaic to replace it. In his isolation, he has discovered a way to enter the valley of the black sun outside of dreams and creates a permanent portal.

The spidery symbol laid in marble seems to crawl across the floor even as a dim grey light creeps out of this incorporeal gateway to the Plateau of Leng. A disorienting nausea and unsettling disquiet affect those who study and guard this Black Sun doorway until the development of the magical SS-Ehrenring, or *Totenkopfringe* (page XX), that mitigates the wretched reaction to Yog-Sothoth's prison realm. It's not long before all senior members of the Black Sun are wearing one of the skull-shaped rings.

In the alien landscape on the other side of the portal, Weissler puts the first and best of the Black Sun's dreamers to work, building a fortress in this strange dimension. There, in the Dreamlands, in a place outside of wakefulness, the laws of physics do not apply, making the impossible possible. The dark walls rise in an eerie reflection of Wewelsburg Castle. Weissler names it Wewelsburg II.

With war on the horizon in the waking world, Weissler hoards artillery, vehicles, and supplies in the warehouses of Wewelsburg II. Although conventional technology falls apart on first use in the Dreamlands, it can be safely stored

for future use. Weissler is determined not to be caught off guard again — either by the ambitions of the Nazi leaders or his treacherous former protégé who now leads his bitter rival *Nachtwölfe*.

Himmler, becoming disillusioned with Weissler's progress, demands a demonstration of new technology, weapons, or magic. In 1938, with an arrogant smile, Weissler takes the Reichsführer-SS through the gateway and into the black citadel on the other side. Awed, Himmler classifies Wewelsburg and Wewelsburg II as top-secret, his faith in Weissler renewed. The Reichsführer also agrees to find more dreamers to help Weissler's endeavours.

As war erupts across the continent, Weissler splits his focus between his ultimate goal and supporting his patron. In 1939, the Black Sun begins recruiting more powerful dreamers into a unit called the Norn (page XX). The Norn target the enemies of the Reich as they sleep, killing them through terror-filled dreams or destroying their minds. The Canons, too, aid the Reich by releasing horrors like the swiftly multiplying bloodborn (page XX) onto the battlefields. Dead soldiers from both sides of the conflict rise to serve the Reich as *die Gefallenen* (page XX), their limbs moving in a stilted, puppet-like fashion, the smell of rotting flesh surrounding them. Potential Masters who fail the confirmation ritual and return from the Valley of the Black Sun as *die Auserwählten* (page XX) — creatures mutated beyond recognition in both body and mind — guard Wewelsburg and fight alongside troops on the front line.

By 1940, Black Sun has honed their combat techniques. The Canons summon terrible ice spirits, the halja, to fight in Norway. The Allies report entire units of frozen troops, their bodies snapped like fallen icicles, their silent screams preserved within the ice. The Norn wage warfare across France and the Low Countries, wreaking havoc in the minds of their enemies and spreading fear among the Allied troops as they storm across the astral plane.

In July, as the Battle of Britain begins, the Norn attack the leaders of Britain. However, red-robed figures, members of the Fraternity of the Inner Light (p.XX), appear striking back against Weissler's dreamers. The Norn fall in the initial assault. Almost half die, their eyes wide with terror. Many others never fully recover, shying away from shadows, fearing their own dreams for the rest of their lives.

Weissler pulls back the surviving Norn and reassigns them to a more defensive role. Most of the Norn use their eerie skills for espionage and intelligence gathering, leaving the strongest to face the British mystics in intermittent warfare in the Dreamlands. It's not long before Weissler's dreamers excel at interrogating their subjects, shredding their victims' wills and ripping the information from their minds by force.

As the war progresses and the Reich expands its territory at a terrifying speed, Novices plunder every library, museum, and private collection that come under Nazi control. As Weissler acquires more and more information about the Hyperboreans, he comes closer and closer to bridging the chasm between the Dreamlands and this dimension. With a dangerous glee, he prepares himself and his organization for the horror and madness that Yog-Sothoth, once unleashed, will visit upon reality.

THE CIVIL WAR

After Mina Wolff leaves Black Sun to establish *Nachtwölfe*, the two rival branches of the Nazi occult clash almost immediately. Wolff demands that Ahnenerbe expeditions include *Nachtwölfe* members, much to Weissler's consternation. Himmler defers to the Führer's decision allowing it, proving to Weissler that his star is falling.

In late 1936 things come to a head between the two groups. As Austria begins considering calling itself a "German State", an Ahnenerbe party discovers a site just outside Salzburg that contains artefacts both *Nachtwölfe* and Black Sun want. Wolff sends a small, elite unit of her Wolf Guard to follow the expedition and ensure that *Nachtwölfe* brings the technology home. Weissler does the same with a detachment of his Masters.

The bone-rattling hum and sharp, burning smell of a Stärkemeister's Force Plates competes with the strange calls of summoned horrors as the two groups face off over the site in Austrian territory. Hermann Wirth, the Dutch-German historian, religious scholar, and official head of Ahnenerbe, witnesses this confrontation and points out that if Austria discovers German troops within their borders, all negotiations might fail, enraging the Nazi leaders and making both Wolff and Weissler lose considerable support within the party. Wirth manages to convince the Black Sun and *Nachtwölfe* soldiers to stand down, but only just. When the expedition returns to Germany, Weissler and Wolff come to an uneasy truce, agreeing to divide up any artefacts they find. Black Sun will oversee new Hyperborean and magical relics, while *Nachtwölfe* will manage the Atlantean technology. Over the next year, Himmler, disappointed that Wirth does not have the fortitude to work with the supernatural, exiles him from the Reich.

In 1938, after Anschluss, the annexation of Austria, both Black Sun and *Nachtwölfe* enter the new German territories. The two groups plunder any antiquities they can find, while continuing to respect their agreement, at least on the surface. As Germany invades France, Belgium, and Holland, Black Sun sorcerers and their summoned horrors are deployed successfully to crush isolated pockets of resistance, but the Blitzkrieg offensive is so successful they are rarely needed and are usually held in reserve, to be unleashed when the time is ripe.

Elsewhere, overeager Black Sun agents reconnoitre ahead of the main German advance, aggressively plundering whatever they can. When Allied forces try to counter, the agents sometimes request help from the SS and *Nachtwölfe*. More than once, *Nachtwölfe* soldiers show up too late, leaving the Black Sun snatch squads to abandon valuable

relics as they fight for their lives and beat a hasty retreat. Wolff always has a plausible explanation for why her busy soldiers arrive after a skirmish and not in time to help. A number of Black Sun Novices and officers are lost, their artefacts seized or destroyed by Allied forces, delaying Black Sun's victory and gifting valuable information and artefacts to the British Section M.

Weissler, though intensely frustrated, focuses his efforts on freeing Yog-Sothoth from the Dreamlands. Though he finds *Nachtwölfe*'s antics a thorn in his side, he tries to ignore their taunts and continue his work uninterrupted. This apparent disregard emboldens Wolff, and she begins to work more actively against Black Sun. The idea of releasing Yog-Sothoth from its prison appals her and she is determined to thwart Weissler, at any cost, knowing incredible destruction will befall this universe should he ever succeed.

In 1942, Wolff takes decisive action. Weissler dispatches one of his elite archaeological teams to shadow Field Marshal Erwin Rommel's forces in the invasion of North Africa. Among the blood-soaked sands and hardy scrub of El-Alamein, the Black Sun discovers a significant cache of Hyperborean artefacts. Wolff seizes her chance and covertly leaks the location of the Black Sun expedition to the Allies. After a fierce attack by the British and with Rommel unable to help, the Black Sun team is wiped out. Although he has his suspicions, Weissler can prove nothing.

Weissler saves his retaliation until a year later. Learning that *Nachtwölfe* is testing some vital new *Blauer Kristall* armour on the Russian front, Weissler deliberately pulls his Masters and Canons from their supporting positions, leaving the experimental *Nachtwölfe* panzers exposed. *Nachtwölfe* suffer a devastating casualty rate at the hands of Russian T-34s, the survivors are forced to destroy their remaining prototypes and beat an ignominious retreat before the triumphant Red Army can overwhelm them.

Despite Wolff's close attentions, Black Sun gets ever closer to unlocking the secret of the Hyperborean magic they need to free Yog-Sothoth. As the war enters its final phases, Wolff, desperate to stop Weissler, sends even more *Nachtwölfe* agents to infiltrate her occult rival and attempts to turn others within the organization to help her. She also sends *Nachtwölfe* soldiers to bomb Black Sun excavation sites and orders her troops to make it look like an attack by the Allies. Weissler orders his troops to "accidentally" target *Nachtwölfe* on the battlefield and makes sure that *Nachtwölfe* soldiers lack the Schwarzsonne armbands (page XX), that would protect them from Black Sun's summoned monsters. This results in many "friendly fire" incidents between both and the body count rises.

Towards the end of the war, *Nachtwölfe* and Black Sun have all but declared open warfare on each other resulting in the Battle of Poznań Forest (p.XX). The full story of the culmination of their bitter rivalry will be revealed in Ashes of Berlin and the Siege of Fenrir's Seat, two forthcoming campaign books.

BLACK SUN HIERARCHY AND MILITARY STRUCTURE

The Order of the Black Sun has a rigid hierarchical structure, centred around Reinhardt Weissler, the Exarch, and his close disciples, the Priors. Weissler is a powerful sorcerer and a magnetic presence, his solemn, dignified visage and the attractive fictions he creates convinces many to join him. Though he leads the Cult, Weissler often finds himself leaving the day-to-day running of the order to his Priors and Canons. Vanishing into his personal laboratories at Wewelsburg, Weissler sometimes doesn't resurface for weeks at a time, so intent is he on finding a way to free Yog-Sothoth. When Mina Wolff betrays him, he destroys his personal study in an uncharacteristic fit of rage. Weissler is driven and ambitious, but also single-minded: his greatest strength and also his greatest weakness. He remains a charismatic, powerful, and dangerous figurehead.

Although the Black Sun Troopers (p.XX) are the cult's raw muscle, its most visible members in the field are its Novices. It's not unusual to find a group of them accompanying an Ahnenerbe expedition team, swarming over an excavation, readily identified by their Schwarzsonne armbands. Novices often carry antique tomes with them, as well as cameras, magnifying glasses, and strange otherworldly instruments. When in battle, however, they defer to the Black Sun Troopers, the strong right arm of the order. They handle any actual combat. Novices are recruited more for their aptitude in translation, archaeology, and research than their combat skills.

Those who are particularly zealous, fanatical and devoted to the Order may eventually become Masters. These warrior-sorcerers have been sent to the Valley of the Black Sun and glimpsed Yog-Sothoth's imprisoned might at first hand. As a result, they are true believers, ferocious combatants who cast powerful battlefield magic spells. In combat, they raise the dead and summon dark spirits and unholy horrors like the Servitors of Nyarlathotep to attack their foes, earning a fearsome reputation amongst those who have experienced their sorcerous might.

Failed candidates who wither before the might of the black sun mutate into the fearsome *die Auserwählten* who are kept as guards in Wewelsburg II and other top-secret Black Sun sites. As the tides turn and the Red Army begins to march toward Berlin in 1943, the SS and Black Sun decide that it's time to deploy these monsters in numbers. Leaping into battle, the *die Auserwählten* strike terror into Soviet troops as they lumber toward the enemy, misshapen bodies sprouting new limbs and grasping tentacles.

Above the Masters, Weissler has placed the Canons. These master sorcerers have proven their ruthlessness and brutality in combat and are gifted with months of intense training in the arcane arts. With silk masks obscuring their faces, they are terrifying sight for both enemies and allies. In the Battle of the Denmark Strait, Black Sun Canons play a major part in the sinking of *HMS Hood* as their summoned

leviathan drags it beneath the waves, an incident covered up as a "direct hit" from the *Bismarck* on *Hood's* magazine. However, they subsequently lose control of the creature and it damages both the *Bismarck* and the *Prinz Eugene*, forcing them to limp back into port, many of their crew lost beneath the Arctic waves. As the war goes on, the Canons become more adept at controlling the monsters they summon and many battlefields redound with the cries of the fallen — slain or worse by the Canon's captive creatures.

Shouts, groans and insane gibbering emanate anywhere the Norn — Klaudia Fleischer's corps of powerful dreamers — are housed. Many Norn are pulled from hospitals and mental institutions around Germany but in the sleep realm of the Dreamlands, these gifted individuals can create and destroy at will. Though they are rarely sighted near the front line, some are deployed to haunt the dreams of nearby enemy commanders, sowing terror in their dreams and sapping their morale.

Yet it is the Priors who are Black Sun's most feared exponents. On the battlefield, Prior Albrecht Lohmann (see page XX) can summon an entire unit of Servitors of Nyarlathotep in the blink of an eye and he commands fierce loyalty from his beloved Canons and Masters. Since Mina Wolff's departure, Lohmann is the most powerful of the Priors and the one that Weissler relies on most. Lohmann leads the Black Sun's military troops in the field, less out of duty and more from a lust for blood. The other Priors fear his influence and worry that he might one day stage a coup, if Weissler ever falters.

Astrid Urner (see page XX) shuffles along the corridors of Wewelsburg hunched over her cane, her wheezing breath and hacking cough echoing down the hallways. This tiny, bookish woman is one of Weissler's most trusted lieutenants. With her command of languages, she has a talent for comprehending ancient wisdom and turning it to the Reich's advantage, overseeing the research efforts of the vast Black Sun archive. Unbeknownst to Weissler, Urner has always had a very close relationship with Mina Wolff and keeps in contact with *Nachtwölfe*'s leader after her defection. If anyone were to discover this bond, Urner's loyalty to Black Sun would be questioned, a crime which Weissler would never forgive.

BLACK SUN BASES

The seat of Black Sun's sorcerous power is Wewelsburg Castle in Bavaria, and as one approaches the 16th Century castle, its walls rise above the trees, solid and intimidating. A deep, unsettling hum sinks into one's bones, a strange sensation that sends many fleeing. Rumours and legends have always surrounded the ancient site, but now that it is the headquarters of the Order of the Black Sun, the whispers have intensified. No animals will approach within a five-mile radius and the inhabitants of the nearby countryside shun the place for fear of their sanity — and their lives.

Patrolled by *Dämonenbändiger* (see page XX) guarded by unspeakable horrors like the Chosen (see page XX), with darker more powerful entities able to be summoned at a

moment's notice, Wewelsburg is an almost impregnable bastion of Black Sun might. Deep within its vaults, dead flesh comes back to unwholesome life, creatures and monsters that were never meant to walk the earth slither through its subterranean corridors. Norn keep a constant vigil and *Die Toten* prowl the battlements, the strange smell of formaldehyde and decomposition following them wherever they go.

Inside the Black Keep, reached through a portal in the innermost sanctum, Wewelsburg II welcomes any who dare the disorienting, watery light of Weissler's Dreamlands portal. The hallways twist in upon themselves, creating more space in this strange dimension than could ever exist in the physical world. Smooth, jet black walls absorb all light, holding off the denizens of the mutated, twisted plants and animals that call the Valley of the Black Sun home, while bound Bloodborn are ever ready to heed their masters' call.

The sound of metal on metal rings throughout the Dreamlands citadel as Black Sun Troopers and those who wear the *Totenkopfringe* spar with swords, glaives, and shields, all under Yog-Sothoth's watchful eye. Inside, wooden crates of guns, and other stranger weapons, fill a dank warehouse, ready to return to the waking world should the need arise, though anything that leaves the Valley of the Black Sun, retains a strange aroma, like acrid blood.

MISSIONS AND GOALS

The Order of the Black Sun's leader has one overriding goal, to release Yog-Sothoth from its solar prison in the Dreamlands and unleash its unholy rays on earth. Few outside of the Black Sun, and only a small number within it, know of his true intentions, however, others within the cult are also working towards their own ends, seeking power and preferment.

As early as 1939, Canon Nordika Mathias commands the Black Sun's first recorded engagement during the invasion of Poland. A specialist in frost magic, an icy whirlwind seems to surround her, making her long, black coat billow in the morning as she contemplates the Polish positions. Her summoning calls forth a coven of Halja, who descend on the unfortunate defenders and the screaming begins. Mathias smiles, eager to report back the first successful deployment of monstrous units in a conflict which will eventually envelop the country. After Hitler orders the destruction of Warsaw's Royal Castle in 1940, Black Sun Canons immediately seize the opportunity to strip it of every artefact and relic which has possible Hyperborean connections, although brave Polish museum staff manage to secrete away many items of value.

As Paris falls in 1940, Black Sun turns the Museum Jeu de Paume into a sorting house and storage facility for artefacts plundered from throughout Europe. At one end of the museum, massive canvas sheets cover the windows. Curtains hang across a line strung across the entire width of the stone building, blocking off an entire quarter of the floor space. Under the direction of Astrid Urner, Black Novices tear open wooden crates full of looted treasures, carrying away anything they deem of mystical value. Ordinary *Heer* forces find the strange chanting and occasional screaming that drifts over from the Black Sun side of the building distinctly unnerving.

Yet it is in the invasion of North Africa where Black Sun truly proves its mettle. Finding little to stand in their way in Europe, Black Sun Canons and Masters are eager to whet their blades and find fresh victims for their creatures. Recognising an opportunity, they accompany Rommel on the desert campaign. There, they spearhead the initial thrust, unleashing hell on the unfortunate British troops, butchering hundreds and shredding armour like paper, chasing the British all the way back to

Colder Climes: Black Sun Field Base

When Black Sun take to the field, more temporary shelter is required and this comes in the form of a portable field base, such as those established in Norway early in the war. Under heavy canvas tents, Black Sun Novices sift through dirt and meticulously brush at artefacts embedded in the stone. The surrounding pines keep most of the inclement weather off them but allows dim slivers of light onto the forest floor. Astrid Urner's cane thumps against the soft ground as she makes her way through her camp, supervising the excavation of a cave she suspects holds Hyperborean artefacts. Large tables are awash with rocks and debris, notebooks and pens, magnifying glasses and soft brushes. Crates of supplies and equipment line the command tent's sides. Peaks of dull green canvas a stone's throw away mark the sleeping tents. A campfire pops, stew bubbling away, the savoury aroma mingling with that of the pine sap from the surrounding trees.

Several Black Sun "*Dämonenbändiger*" demon handlers roam the outer perimeter, their unwholesome beasts panting fitfully, nostrils flaring to sniff out any Resistance activity. Down the steep incline, a row of armoured cars waits to spirit the entire camp away at a moment's notice. This camp has no need of wire or conventional fences, for it is protected by numerous alarm spells, ready to alert the inhabitants the moment any hostile forces come close.

Urner's magic had brought her foreknowledge of the British invasion of Narvik several days earlier, and the expedition had simply rolled up their tents, stowed their finds and made for the safety of the nearest SS battalion. It didn't take long for the Allies to abandon Norway, and then they had returned, picking up where they'd left off. The camp hums with activity again and a Novice's cry pierces the air, "Fraulein Prior! There's something you must see!" Urner adjusts her thick glasses and tip taps forward, a crooked smile her face.

Alexandria. Black Sun's over precipitous withdrawal from Africa is at least in part to blame for the success of the eventual British counterattack.

After the successful invasion of Greece, Prior Reiner Lang (see page XX), stirs himself to begin a furious search to create new triumphs like *die Gefallenen*, believing the country's millennia-long history of art and culture might prove a fertile ground. Interpreting a series of clues hidden in Atlantean murals and pottery scattered across the islands, he believes he has uncovered a fabled superweapon, the Trident of Neptune, a Hyperborean artefact which can command the waves and shake the walls of enemy cities. Covertly, Lang approaches the Deep Ones with a proposal and an unholy alliance is struck: they agree to help him search for the hidden undersea temple located in the Aegean. What is offered in that bargain is never disclosed, but the Trident, if it ever existed, is never recovered.

In early 1944, the Black Sun come closest to uncovering an inconvenient truth in their ongoing conflict with *Nachtwölfe*, when Thomas Schwarzadler, a Master with aspirations of becoming a Canon, intercepts a coded transmission regarding a mysterious order "5, 6 Hex". Determined to pursue this clue and further his career in the process, he keeps this information to himself, but begins to quietly monitor Prior Urner who he is certain is connected to this mysterious code. Despite the utmost precautions, Schwarzadler never has a chance to report his suspicions and mysteriously vanishes before any further evidence can be gathered.

Desperate to strike back at the British after D-Day, Black Sun co-opt several of the precious *Wunderwaffe* and in 1944, south of London, five *Vergeltungswaffen-1*, or V-1 missiles land, but most fail to detonate. Four of them are duds collapsing inwardly on themselves but from the fifth, tentacled monstrosities spring forth via a mystical portal, devastating a nearby village before the US's Flaming Salamanders, who are fortuitously stationed nearby, can clean up. Black Sun consider the test a triumph, but Mina Wolff quietly convinces the Führer to halt research, insisting such a high failure rate is a waste. The Black Sun are denied further V-1s for "operational reasons", but what Wolff doesn't share is that this test is designed to further Weissler's research into creating a gateway for Yog-Sothoth. Weissler, learning of her intervention plots his revenge.

By 1945, Germany is fighting war on two fronts. The Führer refuses to commit any more troops to the Eastern Front, instead ordering Black Sun and *Nachtwölfe* to face the Soviets. As the Red Army begins their offensive against the Nazis in Poland, Weissler sees his chance and orders his Canons and Masters to attack *Nachtwölfe* formations in a bid to rid himself of Wolff's irritating faction once and for all.

In an unnamed Forest to the east of Poznań, the roars of monsters, the buzz of Force Plates, and the distinct ringing of metal weapons erupts behind German lines as Black Sun and *Nachtwölfe* finally face each other on the open battlefield, leaving the German troops to fend for themselves against the encroaching Red Army. This pitched battle fought between the two German factions is inconclusive, but hundreds of elite troops and trained creatures are slaughtered and it weakens both sides significantly, robbing the Fatherland of valuable defenders and hastening the eventual fall of Germany itself.

FROM	Canon Markus Huber
TO	Exarch Reinhard Weissler

"As ordered, Exarch, we reinforced our positions in the forest east of Poznań, and laid in wait on either side of the single road which runs through it, biding our time, waiting for the *Nachtwölfe* force which intelligence indicated would be heading our way yesterday.

The trees are dense there and several of your most loyal Canons and Masters had prepared the way, performing an alter weather ritual which conjured the fog which concealed our positions. We know how the hated Wolves depend on their *Blauer Kristall* technology and that its glow would betray them to us easily in the gloom.

At the appointed hour, all seemed well, for, not a mile away, we spotted the first elements of their column, lit up by that telltale blue illumination. Our troopers were eager, the Masters and Canons readied their magical bombardment and some of the *Dämonenbändiger* could barely restrain their captive creatures, who strained against their leashes, scenting blood in the air.

We waited in silence for many tense minutes for the head of that long armoured column to go past before springing our trap. Then we struck, unleashing a hurricane of bullets and magical energies at the glowing lights beneath us, then unleashing the creatures who bounded and capered toward their victims. We could barely keep up as we followed their charge, ready to get to grips with our foe.

But oh, Exarch, we were deceived! For that column was simply a lure, its many vehicles hung with false lights and projections to make us think there were many more Nachtwölfe than there actually were. As we came to close quarters and eliminated up the few survivors, we stood stunned, was this it? Where had our enemy gone?

Above us, hundreds of *Blauer Kristall* powered lights winked into existence at once, *Stärkemeisters*, Sturm Troopers, even some of Wolff's own elite Wolf Guard, a blue wall stretching along both horizons. Now it was we who were ambushed in our turn, but we turned to face them and roared our defiance.

A long, punishing, brutal battle ensued. Our men fought bravely, arcane energies rent the air, fearsome weapons sang, men cried out from their wounds, creatures squealed in their death throes. The slaughter was fearful, hundreds, maybe thousands of casualties perished on each side.

We fought all day, fought each other to a standstill, until at last the battle madness subsided. Spent, we limped away from that fearful battleground, where the bodies were piled high but the result inconclusive.

I fear we failed you and have sacrificed a major portion of our remaining strength in a senseless endeavour. We have barely a thousand men left, *Nachtwölfe* likewise and the only winners of this battle will be the cursed Red Army.

Nachtwölfe

"If the Black Sun is the stuff of nightmares, Nachtwölfe *are the menacing machine thrumming with an inhuman growl and revving up for some terrible purpose."*

— Prof. Richard Deadman

While Black Sun concentrate their efforts on freeing Yog-Sothoth to ravage the world, *Nachtwölfe* focus upon science and technology as the path to power. Logic, reason, and numbers are key to the victory — not the arcane mumbo-jumbo of the degenerate Black Sun religious maniacs.

Nachtwölfe's primary focuses are science, technology, progress, biological enhancements and wonder weapons (*Wunderwaffen*) powered by *Blauer Kristall* (Blue Crystal) to help win the war for Nazi Germany. They scour the world for Atlantean technology looking to learn its secrets while securing and harvesting the rare *Blauer Kristall* which powers it.

Many of *Nachtwölfe*'s staff were stolen from Black Sun itself, turning aside from Weissler's twisted devotions, and choosing to pursue Mina Wolff's vision of an advanced Germany. Nonetheless, their methods are still without conscience and ethical or moral considerations.

Despite breaking free of Black Sun, *Nachtwölfe* creates horrors of its own. And they are man made. Many Nazi scientists of the Ahnenerbe are recruited to *Nachtwölfe* Projekts. *Nachtwölfe*'s *Cerberus-Gruppe* actively encourage their staff to push the limits of science using highly questionable methods. "The ends justify the means" is their warped thinking in creating new weapons for the Third Reich.

Mina Wolff is a ruthless and relentless leader, she initially justifies her support for the Nazis - and creating *Nachtwölfe* — to herself as sacrifices which must be made if humanity is to survive in the battles to come. As the war rages and *Nachtwölfe*'s discoveries push boundaries even further, she begins to question her own moral choices...

The Noble Wolf

It is no accident that Hitler often calls himself "the Wolf", or that he nicknames the headquarters of the Oberkommando der Wehrmacht (OKW) and the Oberkommando des Heeres (OKH) in the Ukraine: Werewolf or that his Eastern Front HQ is codenamed the Wolf's Lair — many of his headquarters featured the word "wolf"

Hitler becomes enamoured by the concept of wolves when he first meets a certain rising star in the Thule Society, Mina Wolff, in the early 1930s. Impressed by her description of him as the "great and noble wolf who will lead Germany to greatness", he is ready for her request for help when it comes, and is willing to consider even her most outlandish plans.

BACKGROUND

Mina Wolff's light apparently first flickers to life some time during the early 1920s, when she emerges into the public spotlight as a member of the Thule Society. The protégé of an unknown industrialist, several investigations into her past end prematurely, all involved meeting grisly deaths. Her personal history remains a mystery.

The truth is Mina's past harbours ancient secrets. She has been a pivotal influence at many key points in mankind's history, working to shape his destiny and development to a secret agenda all of her own. Her work in a specific age done, she retreats into a profound hibernation. When Mina reawakens, sometimes centuries later, she has forgotten much of her past, until her age-old drive and knowledge eventually begin to re-assert themselves.

An active member of the Thule Society, Mina is one of the strongest proponents of Atlantean and Hyperborean legends. In her archaeological travels, she expounds a growing sense that these two great societies held secrets that could be the key to a truly global society, an idea which Hitler is more than ready to hear. Whilst most are obsessed with proving racial purity, Mina works towards promoting the advantages of Atlantean and Hyperborean technology in advancing the Third Reich.

Wolff first meets Reinhardt Weissler on a Thule Society sponsored expedition to a strange ruin in Sumatra. Together they unearth what appears to be a Hyperborean inscription, along with fragments of strange, blue crystals. Mina finds a fellow believer in Weissler, whose growing obsession with Hyperborea and rising influence amongst the Thule Society gives her sufficient leverage to outfit further expeditions. When Mina is finally invited to join Weissler's cult and is taken to the valley of the black sun, she is brought face to face with ancient memories and is quite aware of the raw power permeating the fabric of time and space around her.

The experience is undoubtedly profound, confirming in her own mind that her visions of fabled ancient Hyperborean technology are real and not just an archaeologist's dream and re-awakening other, more disturbing memory fragments too. The power of the black sun does not affect Mina in the same way as Weissler's other converts and she remains, inexplicably, free of his domineering mind, though she is careful to hide this fact; not even the Norn are able to detect her perfidy.

THE SEARCH FOR HYPERBOREA

Mina is heavily involved in appropriating occult items and antiquities from libraries and museums across Europe in the 1930s, often by coercion, force, or the liberal application of Reichsmark. Whilst Weissler remains obsessed with Hyperborea, Mina becomes increasingly excited about references to Atlantis and the technological marvels the Atlanteans once possessed — embodied by the *Blauer Kristall* or Blue Crystal fragments which represent a potent untapped power source.

In 1934, as Black Sun slowly gains power under the auspices of Heinrich Himmler, Mina leads yet more raids on hidden private collections but becomes acutely aware that Weissler is disregarding information on Atlantis, ignoring its potential for a Third Reich desperately in need of technological prowess. She remains guarded in her private opinions and rises through the ranks to become Weissler's right hand, all the while biding her time and playing her own game...

WEWELSBURG

In the depths of Wewelsburg castle, Black Sun researchers pore over numerous finds from their expeditions but Mina, now Weissler's deputy, becomes increasingly frustrated at the wealth of technological clues being locked away. Pushed into raising the issue by her growing discontent, Weissler, incensed, goes as far as to forbid her from pursuing this line of enquiry and becomes agitated at her lack of desire to unlock the mystical secrets of the Hyperboreans.

Realising the delicacy of her situation, Mina placates him, and in 1936 delivers something which buys her the time she needs. Whilst searching Sweden for clues to Atlantis, Mina's expedition stumbles upon ancient petroglyphs that match Hyperborean runes. Weissler is ecstatic and congratulates Mina on opening the door to "the glory to come", before shutting himself away to examine her findings.

Once it becomes apparent that Weissler's absence is going to be an extended one, Mina loses no time in opening the archives, and allows one of Black Sun's leading professors, Kraft Heimburg (see page XX) time to investigate the crates full of artefacts, scrolls, and other antiquities. Heimburg and his team work around the clock to quickly identify those Atlantean and *Blauer Kristall* pieces that are most promising.

Seizing control of Black Sun, Mina uses all of her resources to push forward experiments that would have been forbidden under Weissler. Heimburg even discovers hidden formulae unearthed in the Sumatran expedition where Mina had first met Weissler. This is the breakthrough Mina has been waiting for. Heimberg creates a serum that can be applied to inanimate tissue, yielding terrifying results. The battle in the laboratory results in several dead, before the results are purged with fire.

Weaponising the discovery, Mina commissions an aerosol version of the serum to be dropped as a bomb amongst enemy troops. Shipping Heimberg and his team off to a secret location, along with all the useful relics and her other loyal followers, Mina puts her plan into action.

Using Weissler's name to arrange a special demonstration for the Nazi High Command, Mina presents the weapon at the research facility on Peenemünde. As the pile of flesh and bone, the grisly form of the first Die Draugar, takes amorphous shape on the test ground most look on in

horror, but Mina notes the Führer's approval. Mina's story is simple: the Nazi regime is built on science and progress and if this technology is properly harnessed, then the thousand-year Reich will have no limits — even death's grip itself might be broken.

Emerging from his seclusion, Weissler is furious on discovering his lieutenant's betrayal, and his icy mask slips in his fury, and he rails against the "Old Witch" whose true nature he had started to suspect. Yet Mina is already far beyond his reach, having secured the "Noble Wolf" as her patron. Hitler recognises the game she plays, and knows that Black Sun will work to bring an end to her treachery. For the moment, he is content to exploit her eagerness.

Just as Weissler wows Himmler with Wewelsburg II, Mina unveils the plans for the "Wolf's Lair" to the German High Command in late 1940, which subsequently becomes Hitler's secret command centre in the East. Not content with providing her new Master with such a stronghold, she also reveals details of Fenrir's Seat — a mountainous fortress home for *Nachtwölfe* — and a series of increasingly powerful weapons that will turn the tide of the war. The Führer is astounded by the technological marvels she promises and frequently goes on to expound about the wonder weapons, hoping that at least one of them will provide the key to victory.

A TICKING TIME-BOMB

Little does Heimburg realise the true nature of the Blue Crystal technology they are unleashing. Inextricably linked to the esoteric powers of the past, this "broken" science promises greater power than the atom bomb, but comes at a terrible price. At first it seems that the "Blue Madness" is merely a product of exposure to dangerous compounds, but as the war progresses Mina begins to recover lost memories that this Atlantean technology might not be so easy to harness as she once thought and may contain a power that is far more dangerous than she originally conceived. Yet her belief never fails her, she is determined that they will find a way to tame it.

What she does not realise initially is that the first signs of the Blue Madness are simply mentally weaker victims succumbing to a malevolent power. The real danger lies in those that seem to carry on as normal, hiding the fact that *Nachtwölfe* is slowly succumbing to a terrible, dark, and malignant force that has lain undisturbed for millennia: the Sundered God, Sarthothus (p.XX).

"Sometimes, I think hear them, myriad blue voices, whispers from the crystal, subliminal echoes on the very edge of consciousness."
– Professor Kraft Heimberg

Blue Madness

At first, the reasons for the sudden, violent breakdowns of *Nachtwölfe* staff are a mystery, but realisation slowly dawns that exposure to high concentrations of the blue crystals (originally found during the Sumatran expedition but since discovered in small quantities at numerous sites world-wide) are at the root of what then becomes known as the Blue Madness.

During the initial stages of the disorder, subjects stare off into the distance for hours before suddenly "awakening" and killing themselves, or those close by. Once the situation becomes clearer, many victims are incarcerated at Fenrir's Seat or the Wolf's Lair, and studied to determine what can be done to cure them of their homicidal tendencies.

The Blue Madness affects the weak-willed enabling them to hear their true calling whispered through the feather-like touch of the Outer God Sarthothus (p.XX). Once opened to the actual nature of the cosmos, their minds snap when they regain awareness of their earthly surroundings, causing them to set about the violent destruction of everyone nearby. Those with stronger minds are subverted as the essence of Sarthothus suffuses their very being, and they secretly become its tools, doing what it needs to help reunite its broken mind.

Before their split from Black Sun, many promising scientific projects were woefully neglected and that was the main reason Mina Wolff was able to poach so many scientists and technicians for *Nachtwölfe*.

As the war progresses, Black Sun and *Nachtwölfe* find themselves in competition. Weissler and Wolff's animosity permeates their staff too, manifesting itself as a bitter rivalry and eventually, outright warfare. *Nachtwölfe* forces go out of their way to inconvenience Black Sun, sometimes even covertly supplying the Allies with intelligence and even tactical support.

Reports of *Nachtwölfe*'s successes often send Weissler into a rage, and Wolff takes every opportunity to rub salt into the wounds. She is careful not to confront Weissler directly, instead reporting *Nachtwölfe*'s triumphs, while subtly denigrating Black Sun's achievements.

Both sides are convinced the other is spying on them and trying to steal their work. Prior Astrid Urner attempts to broker an agreement in 1943 to create cooperation and reconciliation. A Teufelshund sent by Weissler to kill Wolff during the meeting nearly succeeds and the internal conflict escalates. When the allies invade Berlin, they frequently find *Nachtwölfe* and Black Sun in open conflict on the streets...

The Wolff's Legacy

During her time with the Black Sun, Mina Wolff becomes close with her fellow Prior Astrid Urner. During this time, both become obsessed with ensuring the loyalty of their followers through a form of psychological and mystical conditioning. Urner does not realise it, but Wolff subverts her research, creating a programme designed to create a "sleeper" personality in Black Sun personnel.

Wolff is partially successful, embedding the subconscious order as a parasite personality which will cause the agents to turn against their leaders once activated. Wolff estimates the process is successful in one in five of the subjects, and keeps the specifics hidden from Urner.

Urner understands the project is some form of *Gehirnwäsche (*brainwashing), but Wolff convinces her the results were unsuccessful. Even though the subconscious order is in place, she refrains from further research to avoid tipping her hand, keeping this ace up her sleeve. In a rare flash of humour, Mina names the protocol "5,6 Alte Hex" which as well as forming the component of a classic German children's nursery rhyme, also translates as "old witch" — the name Weissler cursed her with.

Leaving the implanted agents within Black Sun, Wolff reasons they would be better employed later in the war, should Black Sun become too much of a threat. As the allies close in on Berlin from both east and west, Black Sun and *Nachtwölfe's* bitter rivalry finally erupts into open civil war. In the subsequent cataclysmic struggle, Wolff finally issues her infamous apocalyptic order.

NACHTWÖLFE HIERARCHY AND MILITARY STRUCTURE

Nachtwölfe's methods are unorthodox for it rarely commits to the field at full brigade strength - its personnel considered far too valuable to be risked en masse. Single specialists or small section- to company-sized detachments will oversee trusted *Heer* forces, either commanding them in field tests of new weapons and technology, or supporting them in combat when additional firepower as required. Only in the direst of circumstances is the might of *Nachtwölfe* set against the Allies, when the full *Wolfszahn* (Wolf's Fang) Brigade is unleashed.

THE CERBERUS-GRUPPE

The *Cerberus-Gruppe* are drawn from the most senior scientists, engineers and the highest-ranking military officers, directly answerable only to Mina Wolff herself. They are among Wolff's most trusted aides, as she prefers to keep the *Heer* - and potential Black Sun agents - from looking too closely at their work. Most troops are drawn from the Wehrmacht, although *Nachtwölfe* seconds staff from elsewhere as and when they are needed. The *Cerberus-Gruppe* provide a more formal leadership structure although they often have their own agenda.

Named after the multi-headed canine guarding the kingdom of Hades, the *Cerberus-Gruppe* at each site consists of the highest-ranking military officer, a senior scientist (nominated by Mina Wolff from the Science Area Heads, or Wissenschaftskopf), and a Senior Engineer (*Leitender Ingenieur*). Wolff expects regular reports from these groups, and poor progress often leads to a change in membership. Sometimes permanently.

Unlike the racially pure Nazi SS, *Nachtwölfe* boasts some diversity within its ranks. Intellectual prowess is valued, with the *Gruppe* often turning a blind eye to gender, ethnic origin, or sexual orientation. Although some prejudice remains within *Nachtwölfe*'s own ranks and those agencies it has to work with, the sight of the distinctive wolf's paw badge is usually enough to quell any dissent.

SCIENCE AREAS

The Science Area Heads (Wissenschaftskopf) are the most senior scientists in their field and represent the heads of research within their chosen field: e.g. psychology, geology, chemistry, theoretical physics, mathematics, biology, medicine, cybernetics, and weapons technology. *Wissenschaftsköpfe* have their own Stalker bodyguard (p.XX), who as a looming reminder that the Wolff is watching, ensuring each scientist's loyalty.

Each science project (or *Projekt*) is lead by a Projektleite, or Project Leader. These Projektleite answer directly to their *Wissenschaftskopf* who is in turn responsible for ensuring the viability of each undertaking - such as ensuring the procurement of test subjects, financing, and of course, progress.

ENGINEERING (INGENIEURE)

Working closely with *Nachtwölfe*'s scientists are the engineering departments (or *Ingenieure*). Not only do they build and manufacture the various devices used by *Nachtwölfe* troops, they also provide technical support in the field. Many are former army field engineers, and have military training allowing them to take the field along with their creations. *Nachtwölfe* Ingenieure are well-compensated for their work and they have a certain abrasiveness that borders upon arrogance.

WOLFSZAHN (WOLF'S FANG)

The Wolf's Fang is the only fully operational force under the direct control of *Nachtwölfe*. Led by Oskar Richter and consisting of a single complete field brigade, it benefits from all the latest experimental technology, both weapons, vehicles and armour, making it a truly formidable foe. It is the only brigade consisting solely of *Nachtwölfe* specialists in existence.

A SPECIAL RELATIONSHIP: NACHTWÖLFE & THE MI-GO

It is never clear how the Mi-Go first become involved with *Nachtwölfe*, although Mina Wolff initially brings them in on her *Protofleisch* research into living matter. Wolff strikes some form of deal regarding her "scientific breakthrough" of *Blauer Kristall* and her discovery of Hyperborean and Atlantean technologies with them. The Mi-Go are fascinated, if such a word can be applied, but chose to play a waiting game regarding the *Blauer Kristall*, having plans of their own for it.

The mining methods of the "hominids", as the Mi-Go still view humans, are primitive, yet yield a greater output than the Mi-Go themselves. In addition, the Mi-Go are able to work openly without having to conceal their methods, or place themselves at risk. In return for specific technologies, the bodies of the Mi-Go are sometimes armoured and augmented with *Nachtwölfe* technology.

Although *Nachtwölfe* are initially unaware of it, the Mi-Go are far more interested than they appear in *Blauer Kristall*. Namely in using it to gain a significant military edge over the other older, inhuman races of Earth. The Elder Things, Deep Ones, Serpent People, and even the Sheehad have all made enemies of the Mi-Go at some point. With weapons of mass destruction made of *Blauer Kristall*, the Mi-Go can remove these threats - clinically, callously, and efficiently — with *Nachtwölfe*'s support of course.

While the hominids of *Nachtwölfe* are useful tools, when the Mi-Go have learned the secrets of the *Blauer Kristall*, they turn upon their erstwhile allies. In a turn of events that rocks *Nachtwölfe* to the core, many of the *Nachtwölfe* troops and scientists are also revealed as Mi-Go sleeper agents, and *Protofleisch* clones of their original selves. The Mi-Go secure a large amount of *Blauer Kristall* before making an expeditious retreat, and *Nachtwölfe* covers up the betrayal using an Allied air attack as cover. Mina Wolff's rage knows no bounds.

All does not go quite according to plan for the Mi-Go thieves. The influence of Sarthothus, the Blue Madness, begins to afflict them as it did *Nachtwölfe*, although upon the Mi-Go hive it has a very different effect...

ANY SUFFICIENTLY ADVANCED TECHNOLOGY...

Within *Nachtwölfe*, a small department known as the *Abteilung der Geheimnisse* (or "Department of Mysteries") exists which does not sit well with the purist scientists of the *Cerberus-gruppe*. Containing the contents of looted libraries and museums of Nazi-conquered Europe and beyond, it holds a large library of occult tomes and maps appropriated from both the *Thule Gesellschaft* (Thule Society) and Black Sun archives. In the case of the latter, these are carefully maintained in climate-controlled vaults, guarded 24 hours a day by *Nachtwölfe* Stalker guards who keep a watchful eye on the staff working there. The *Abteilung der Geheimnisse* is initially located in Hitler's eastern stronghold the Wolfsschanze, but after the events of 1944, the entire archive is relocated to a purpose-built facility within Fenrir's Seat (p.XX).

Abteilung der Geheimnisse comes into being not long after Mina and her followers split from Black Sun. Their brief is simple: find the lost lands of Atlantis, Thule, Hyperborea, and evidence of lost technology such as *Blauer Kristall*, within ancient lore. They often work closely - but not too closely - with the *Ahnernebe SS*. Denying these treasures to Black Sun is just a fortunate by-product of their endeavours.

The archivists of Abteilung der Geheimnisse are careful to only keep books that are of true value to the Third Reich and only a handful of *Nachtwölfe* staff are permitted access which requires Mina Wolff's express permission. Those allowed to study within the *Abteilung der Geheimnisse* archive are rare and are identified as the *Jünger* (Disciples) and *Orakel* (Oracles).

The Jünger

The *Jünger* are the closest *Nachtwölfe* ever come to Black Sun's sorcerers, attempting to assign scientific principles and theories to ancient occult tomes, spatial geometries, and esoteric lore. They often gain knowledge of rites and rituals, and gain familiarity with many creatures of the Mythos, as well as the necessary bindings and counter spells. Of course, a picture in a book in no substitute for actually encountering a crazed Shoggoth at close quarters. Most *Jünger* are rotated out with *Nachtwölfe* expeditions as a form of "occult support", usually to counter Black Sun sorcery or advise on Mythos magic.

The Orakel

The *Orakel* are permanently based within the archives of *Abteilung der Geheimnisse*. They are the ones responsible for locating new sources of *Blauer Kristall* and Atlantean or Hyperborean technology, and for submitting proposals for exploratory expeditions. Where *Nachtwölfe* cannot gain military control or mount an expedition, the *Orakel* can call upon a network of "retrieval experts" - freelance tomb robbers and thieves.

Nachtwölfe forces

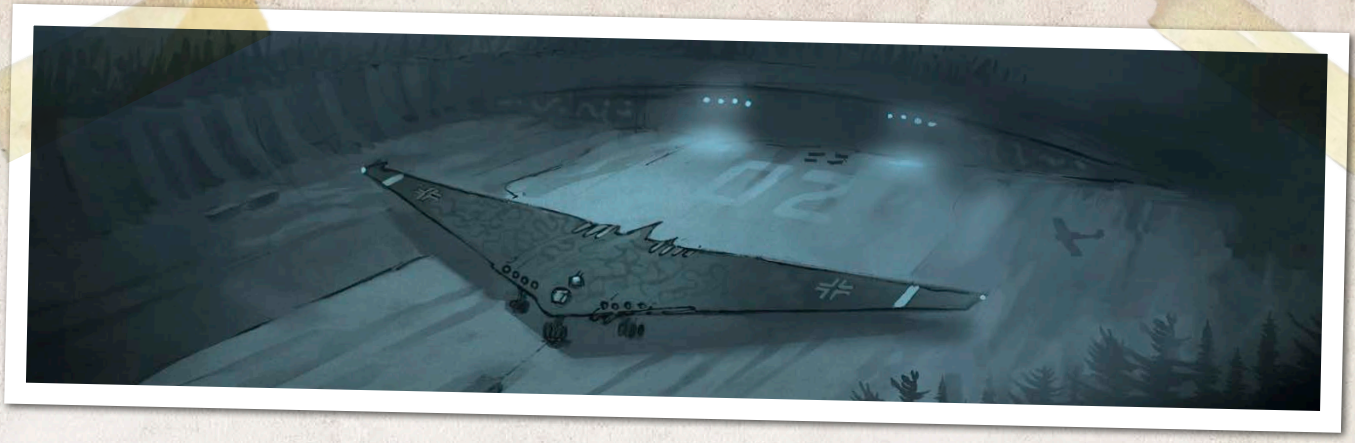
Nachtwölfe are known by their distinctive fitted field grey uniforms, although it is the (typically blue) light emitted by strange artefacts and experimental equipment that usually marks them out. Whilst other German uniforms are often fitted for effect, *Nachtwölfe*'s are more practical and designed for extreme conditions. The designers, aware of the exact nature of their biggest enemy, have thought ahead to conflicts with Mythos forces, knowing that *Nachtwölfe* will be in the front line against Black Sun when the great Civil War will finally be fought.

Field forces tend to wear *Nachtwölfe* Chest Armour (p.XX) and modified German infantry helmets, which are slightly bulkier than normal; an even more extreme version exists for the elite *Nachtjäger* units (p.XX). In harsh conditions, forces will also wear the *Nachtwölfe* breather (p.XX), which completes the helmet and uniform to make an environmentally sealed protective garment.

Nachtwölfe specialists usually take the field with ground troops of the Wehrmacht, to employ their advanced technology against the Allies, either in field tests or in a specific assignment that aligns with *Nachtwölfe* objectives, such as securing new technology or deposits of *Blauer Kristall*.

Large deployments of *Nachtwölfe Blauer Kristall*-equipped troops are rare, due to the scarcity of *Blauer Kristall* technology and the need for highly specialised expertise to keep them maintained. More often than not, any common troops assigned to *Nachtwölfe* are from trusted formations, able to work hand in glove with their *Nachtwölfe* comrades.

At the height of the war *Nachtwölfe* expeditions rove across the world looking for caches of artefacts from the ages. Expeditionary teams of *Nachtwölfe* usually consist of a specialist team of scholars, technicians, and even *Nachtwölfe Jünger* if the authorising *Cerberus-Gruppe* considers it necessary. A Stärkemeister, and a unit of *Nachtjäger* and *Wolfszorn*, or Stalker bodyguards also accompany them if the risk is considerable. When sent overseas, *Nachtwölfe* will usually requisition the necessary ground troops on arrival, and simply take any transport or equipment they need. While they prefer the forces of the German army over all others, they sometimes use other



The Spice Of Life

Hoping to discover a desperately needed cache of rare blue crystals, during one of many digs in the Middle East, *Nachtwölfe* archaeologists unearthed something completely unexpected but equally intriguing.

Inside an elaborately decorated box of unknown origin, they found four carved quartz vials, three of which were unfortunately broken. The fourth contained a small quantity of a milky fluid, which detailed analysis revealed to have a remarkable "boosting" effect on living tissue. Keen to see if the serum could enhance his soldiers, *Obertsleutnant* Richter volunteered to become the first human test subject.

Spurred on by the obvious improvements in Richter's physique, stamina, and reflexes, *Nachtwölfe* scientists began to develop their own version of *die Vitalität* (as they christened the serum), as there was far too little of the original material left to use in an expanded training programme.

Unfortunately, exact reproduction proved impossible. Precisely what happened to those tested with *Vitalität I-VIII* is a closely guarded secret, but with *Vitalität IX* the researchers have come up with a compound that, whilst far from perfect, does at least enhance the subject's physical prowess (albeit at the expense of their intellectual acumen).

Axis support troops, or even pay for local assistance. With a growing arsenal of unusual equipment to trace, detect, and unearth the ancient relics they seek, the expeditions are capable of quickly gathering and shipping finds back to Fenrir's Seat, *Nachtwölfe*'s secret experimental headquarters, in the Austrian mountains.

Nachtwölfe favours "rapid dominance" or "shock and awe" assaults and raids on the battlefield, avoiding any possible attrition and damage to key personnel and equipment. *Nachtwölfe* overwhelm their opponents quickly using massed firepower, and then withdraw as swiftly, leaving conventional forces to mop up or bear the brunt of any counterattack. *Nachtwölfe* operate in the shadows and prefer to move clandestinely when possible both on and off the battlefield. *Nachtjäger* snipers are often the most common battlefield unit deployed to support Heer forces, but most *Nachtwölfe* operatives are highly trained in avoiding detection, mystical or otherwise.

Fenrir's Seat

Evolved from the secret retreat inhabited by Heimberg and his researchers during *Nachtwölfe*'s embryonic stages, Fenrir's Seat does not become fully operational until the middle of the war. Hidden deep in the Austrian mountains, and implementing many of the lessons learnt during the construction of Hitler's Wolf's Lair, it is the peak of Nazi design, augmented by the lost secrets of Atlantis. Work on *Der Adler*, or the "Eagle" a massive jet-powered plane moves here from 1943 onwards, providing *Nachtwölfe* with far greater mobility and the capacity to strike all across the world.

At its height, over 6000 *Nachtwölfe* staff occupy the mountain peak, which houses barracks, science labs, and manufacturing facilities in reinforced bunkers. Worming down into the depths of the earth, Fenrir's Seat does not just rely upon Atlantean geothermal technology to power it. A vast underground lake provides fresh water and hydroelectric power via a huge subterranean dam.

The base has an airstrip, long enough to allow the huge Der Adler to take off and land. It also has a full squadron of Messerschmitt Bf109 fighters and a small wing of modified Me262 experimental *Blauer Kristall* jets. The control tower, the "Wolff's Head", is heavily armoured and it is where the command staff of *Nachtwölfe* have their offices, although the local *Cerberus-gruppe* spend most of their time in their labs.

The base is well-protected from a ground assault as well. An armoured Heer division is stationed there and it is the permanent home of the *Wolfzahn* brigade. Concealed Flak 18 88mm anti-aircraft guns ("Deadly 88s") provide additional cover against both aircraft and armoured assaults. Yet those are only the visible defences and far more esoteric weapons and advanced defensive systems are concealed within the mountain's exterior.

Huge steam-powered valves of Atlantean design act as gateways into the main complex, split into various administrative blocks and science directorates. However,

it is in the depths that the sinister science of *Nachtwölfe* thrums with dark purpose. The science labs are here, only accessed by an underground train network, using a form of maglev impeller technology.

The science labs are cold, sterile places, air locked and segregated. There is little chatter among the workers, with good reason. Huge gantries hang overhead, patrolled by *Nachtwölfe* Stalkers and military staff. A maze of pipework and nozzles beneath them are ready to deliver corrosive or flammable chemicals in case an experiment gets out of hand. Many labs are sound-proofed, to help mask the screams of their experimental subjects.

Adlerhorst (The Eagle's Mount)

Situated in Tunisia, the *Nachtwölfe* Expedition Headquarters location is a closely guarded secret, and even Generalleutnant Erwin Rommel is unaware of the actual location of what is referred to as "the research station". Black Sun agents who attempted to discover its whereabouts all, unsurprisingly, disappeared.

Adlerhorst (the Eagle's Mount) is the mountainside retreat founded by Mina Wolff on one of her many expeditions before the war. An ancient temple carved deep into the mountain, the heavy stone walls keep out the worst of the heat, and the timeworn design draws cool air through the facility. A chill mountain spring even provides much needed water, making Adlerhorst a pleasant place to be even at the hottest times of the year. Camouflaged entrances at ground level conceal the vast entrance hall, which has been converted into a massive hangar, and the deeper rooms have been brought into service as experimental labs, barracks, and secure storage areas. Der Adler makes occasional test flights to the site during its trials, and a squadron of Messerschmitt Bf-109s (p.XX) stationed here can be launched from the base's specially constructed, concealed runway to provide air support for *Nachtwölfe* ground forces. Covert defences are maintained far beyond its walls to ensure the location remains a secret.

From here, *Nachtwölfe* have a number of ongoing *Projekts*. Africa boasts one of the largest concentrations of *Blauer Kristall*, and much of it is stockpiled here awaiting research. The fabled lost City of Pillars, Irem, is rumoured to exist within the deeper desert - along with the technology of the ancients who dwelt there and *Nachtwölfe* has long sought its location. Encounters with the Sheehad of Africa have provided some initial setbacks, but Mina Wolff is confident that an accord can be reached with them, securing yet more precious *Blauer Kristall*.

NACHTWÖLFE FIELD SITES

Nachtwölfe have a tried-and-tested setup regarding their field site encampments, designed to minimise exposure of their work and maintain security. Most structures are temporary, but in some cases are fortified further, depending on the length of stay and the overall threat level in the area.

Typical *Nachtwölfe* field site staff consists of a senior scientist who shares joint command with a *Stärkemeister* (p.XX), although in all military matters it is the *Stärkemeister* who has seniority. In rare circumstances, there may also be a senior shared military commander, although *Nachtwölfe* staff officers generally have pre-eminence over other troops. These senior scientists usually have a small staff of 5-10 technicians and scientists, plus a Stalker bodyguard. As the war progresses, more and more *Nachtwölfe* technical staff gain combat experience and are able to defend themselves under fire.

As well as temporary living accommodation and barracks for both military personnel and scientific staff (kept segregated), the ubiquitous - and anonymous - Opel Blitz trucks function as makeshift generators and transport for lab kit where needed, with half-tracks and flatbeds used where the terrain is too challenging for wheeled vehicles.

The Garrison

Most *Nachtwölfe* field site garrisons consist of a *Gruppe* (squad) of 10-13 *Nachtwölfe* specialists, led by the *Stärkemeister*. In the case of larger, more valuable field sites, an entire *Zug* (platoon) of 35-50 specialists lead by a lieutenant or subordinate *Stärkemeister* is deployed.

The *Nachtwölfe* military contingent is almost always supplemented by local Heer troops, usually 1-2 Gruppe, or even two or more Zug in hotspots, and in most cases, these troops have little idea what they are guarding beyond something of utmost importance. In occupied territory they may also be supplemented by Hundemeister, their Alsatians sporting distinctive blue augmentations.

With regards to the *Nachtwölfe* military forces, any vehicles or devices powered by *Blauer Kristall* each have their own *Kampfingenieur* (p.XX) or combat engineer. Field sites rarely require the presence of Pathfinders (p.XX) or Nachtjager (p.XX), unless they are operating in an area where skills such as exploration and scouting may be beneficial (such as deep jungle or underground).

Field site fortifications vary according to the size of the site. Smaller sites are surrounded by bales of razor wire in two cordons and vegetation is also cleared back to give a clear field of fire. One or more machine gun nests cover the entrance to the camp and others may be employed as defensive strongpoints.

If a field site is deemed viable for further expansion, guard towers are erected, a mine field is laid, tank traps dug, and an electric fence set up, powered by a *Blauer Kristall* generator and supervised by Pionier. Fortifications and permanent bunkers are created, dug in underground where possible. Where buildings or construction materials exist nearby, *Nachtwölfe* and *Heer* engineers will use them, or demolish them and reuse the building materials. Some temporary encampments are little more than tent cities with few structures, although a stockade may be constructed to hold prisoners and test subjects. Reinforced prefabricated buildings are often used as temporary labs and to add security. *Nachtwölfe* troops often boast that they can build their camp quicker than the Black Sun could conjure one.

MISSIONS AND GOALS

"Ain't sure what's worse. Black Sun nut-jobs or those cold-blooded Nachtwölfe *butchers."*

— Sgt. Brandon Carter

After the great split from Black Sun, *Nachtwölfe* find their fortunes ebb and flow during the course of the war. The Allies quickly become aware of the new faction and treat them as they would the Black Sun: as extremely dangerous opponents. However, as the war goes on, there are a number of situations where *Nachtwölfe* and the Allies co-operate, actively or covertly helping each other against their mutual enemies. Even though they are seen as the lesser of two evils, by the end of the war, *Nachtwölfe*

personnel caught by the Allies are usually treated as war criminals (unless they are deemed useful enough to be recruited into the US's covert weapons programmes).

Nachtwölfe also maintains strong ties to the Epidemic Prevention and Water Purification Department of the Japanese Kwantung Army, the infamous Unit 731 who perform human experimentation on Chinese subjects and POWs. Die Draugar gas is of particular interest to Unit 731 and *Nachtwölfe* second a small unit to help their research, but a chance typhoon on the island research station where they are housed allows a cloud of the gas to escape, nearly affecting the mainland before they manage to contain the outbreak. The incident is quickly hushed up.

Nachtwölfe agents are extremely active around the Pacific and Far East, searching for more Vitalität IX serum, often bringing them into conflict with many of the cults worshipping the Mythos. Java provides a considerable amount of *Blauer Kristall* after a significant cache of the alien crystals are found in a lost city there. Further investigations wake the Sheehad residents beneath the surface and the expedition narrowly escape with their lives. Throughout the war, *Nachtwölfe* attempt to reach some form of accommodation with the elder Sheehad, but their efforts are hampered by Section M operatives when one of the Sheehad hatcheries is destroyed in 1944.

After hostile encounters with Deep Ones and vivisection of some hybrid test subjects, *Nachtwölfe* weaponise a number of chemical agents inimical to Deep One biology. The *Gruppe Monsun* (or Monsoon Group) U-boats are also instrumental in transporting *Blauer Kristall* from Java. Their *Kriegsmarine* crews work closely with *Nachtwölfe*, to sabotage or divert Black Sun supplies, especially after *Nachtwölfe* gives the Kriegsmarine the appropriate chemical agents to fend off Deep One attack.

During the Battle of Britain (1940), *Nachtwölfe* trial an experimental sonic cannon against Allied aircraft which is deployed on the Channel Islands. Unfortunately (for the Nazis) the prototype is destroyed by Section M operatives in a daring all-or-nothing strike. The blowback destroys the *Nachtwölfe* research team, along with several square miles of countryside.

Nachtwölfe agents also believe they have found the mysterious Shambhalla in the peaks of Nepal during 1942, but an avalanche seals the hidden way before the expedition can make their discovery known. It is unclear as to whether the avalanche was deliberate or not, but the entire expedition is swept away and Mi-Go involvement is suspected, though never proved.

In Africa, *Nachtwölfe* has a powerful foothold at its main base the *Adlerhorst*. Much of the *Blauer Kristall* is stockpiled in this base until it becomes very clear that something is very wrong with the scientists there in 1943. The search for the Lost City of Pillars, Irem, steps up a notch in 1944 when Black Sun believe they have located it, buried beneath the sands. Instead, *Nachtwölfe* and the Allies have to team up to prevent a resurgence of the Valusian Serpent People after Black Sun sorcery awakens them from an aeon-old slumber.

During the D-Day invasion of 1944, *Nachtwölfe* prepare to unleash the *Die Draugar* gas on the Allied advance deploying a stock of V-2 rockets which Mina Wolff has commandeered with the backing of the Führer. It is only a desperate last-minute intervention by Section M and Majestic agents which partially foils the launch, although hundreds are infected before the outbreak is contained.

Meanwhile, two *Nachtwölfe* expeditions in Romania and Hungary both go missing: one searching the area near the town of Stregoicavar, in the Hungarian mountains, for a black stone monolith. The other is lost in the Carpathian Mountains while searching for the infamous Castle Ferenczy. No trace of either is ever found.

Over the course of the war and beyond, *Nachtwölfe* embark on a number of horrific experiments: *Die Draugar* gas, grafting alien Shoggoth tissue to human subjects, and turning shoggoths themselves into warbeasts. They make great leaps in pharmacology refining Vitalität IX, and a universal anti-agathic drug (a cure-all and anti-aging drug). The cost in lives is considerable, but the ends justify the means in their view. Mi-go protoflesh allows *Nachtwölfe* to clone living tissue, even human beings. This *Protofleisch* allows the *Nachtwölfe* scientists to enhance their troops, getting closer to the Nazi ideal of the superman, or *Übermensch*.

As well as these horrors, their *Blauer Kristall* technology allows the creation of such devices as the Wolfszorn experimental railgun, Der Adler aircraft, the Colossi projekt, plus a host of other new advances, reverse-engineered from Hyperborean and Atlantean technology.

By 1945, both *Nachtwölfe* and the wider Nazi forces are in full retreat. After bearing substantial losses during the Battle of Poznań Forest at the hands of Black Sun (p.XX) and undergoing a final betrayal by their erstwhile allies, the Mi-go, a much diminished *Nachtwölfe* retreats to Fenrir's Seat, to brood. Mina Wolff narrowly avoids assassination at the hands of the Mi-Go and contemplates the final use of both Order 5.6 Hex and utilising their huge stockpile *Blauer Kristall* as a doomsday weapon — stories which will be fully told in the Ashes of Berlin and Siege of Fenrir's Seat campaign books.

"We cannot stand against the Allies now.

But many... other options remain."

- Mina Wolff
April 1945

Deep Ones

"This was to be my realm, too — I could not escape it. I would never die, but would live with those who had lived since before man ever walked the earth."

— The Shadow Over Innsmouth, HP Lovecraft

The Deep Ones are an ancient earth-native race who dwell in vast undersea cities within the ocean's limitless depths. An eerie blending of the ichthyic and batrachian — or fish and frog — Deep Ones are an intelligent, malign, and physically powerful race, whose antediluvian drives and motivations are almost unguessable to mankind's feeble understanding. Deep Ones worship the Great Old One, Cthulhu, and are ruled by Father Dagon and Mother Hydra, twin monarchs who are either avatars, servants or perhaps even spawn of the dreaming god of R'yleh.

BACKGROUND

Fear of the sea and its limitless power is as old mankind itself and it seems the Deep Ones roamed the earth long before mankind's ancestors emerged from the primordial swamp and took their first tentative steps towards civilisation. Yet the fate of such two distinct races also seems to be strangely intertwined. Whether by accident or design, the reason is lost in the mists of history, humans appear to play a strange but significant role in the Deep Ones' breeding cycle.

Aeons ago in small, atavistic coastal communities, primitive man struck his first hideous bargains with the creatures: knowledge, wealth and shining rewards in exchange for mixing his hot blood with their cold; sacrificing his humanity to produce Deep One-Human hybrids, strange fusions of man and fish. These hybrids could often live for years undetected amongst the wider panoply of mankind, before sometime after puberty, slowly reverting to the dominant characteristics of their amphibious parent. Some of these hybrids are conscious of their unnatural heritage and embrace it, while others discover the mind-bending truth only as they age. All are eventually gripped by an uncontrollable compulsion to return and dwell forever in their ancient undersea homes beneath the waves.

In the modern age, the Deep Ones first came to government attention in the winter of 1927-28 with the events at Innsmouth, Essex County, Massachusetts. Federal agents raided an entire town which had been exposed to the creatures' perverted influences, unearthing degenerate townsfolk and cross-bred hybrid specimens who were swiftly disappeared into an internment programme, never to be seen again.

The incident was largely covered up, the files marked "Beyond Top Secret" and locked beyond the knowledge of all but the most trusted government agencies. This incident culminated in a US Navy Submarine torpedoing

the Deep One city of Y'ha-nthlei in the gulf beneath the so-called Devil's Reef off Innsmouth, a stark warning from a reawakening superpower that the Deep Ones' interference with its coasts and its citizens would no longer be tolerated. While this remains the most high-profile expose of the Deep One's activities, they are still suspected of being enmeshed in many remote coastal communities and indeed playing a significant part in human cult worship of Cthulhu, Father Dagon and Mother Hydra.

During the Secret War, the Deep Ones have emerged as a formidable power once again. Whether it is to seek advantage in the chaos unleashed on the surface world by the war itself, or for legitimate reasons of their own, such as preventing environmental damage to their undersea kingdoms, human-Deep One contact has been fully re-established. Sometimes this is in remote coastal towns where the Deep Ones' influence never truly went away, at others it is by way of formal alliance with the remaining factions of the Secret War on both sides of the conflict.

It is whispered that Deep One hybrids have even worked their way into both Allied and Axis high command and have even penetrated the very machinery of the Secret War itself, manipulating events for their own hidden ends. While human-Deep One interdependency remains a tangible concern, one thing is certain, the Deep Ones will never make their peace with the Mi-Go, a group of cosmic interlopers who they regard with outright hostility as their fierce rivals for eventual dominion of the surface world.

DEEP ONE HIERARCHY AND MILITARY STRUCTURE

Deep One society appears to be both stratified and extremely hierarchical and split along two distinct lines: the vast majority of the creatures belong to the militaristic warrior caste, formidable fighters who rely on brute strength and aggression to conquer their foes. More powerful, though much more rarely seen, are the magical caste, who are believed to exert ultimate power in Deep One society, wielding the arcane forces of magic through the spell book of Cthulhu in the service of their dark god.

On land, the most commonly encountered Deep One force is the warband, a party of warriors sent to fight, raid and plunder, or play their part in hidden unholy ceremonies with human cultists. Led by a fearsome Deep One Reefbreaker, a powerful warrior chieftain who commands these forays, the warband will usually comprise a body of Deep One warriors, plus lightly armed scouts, who will be sent as an advance party to discover the lay of the land. A warband will often emerge from coastal or river waters shrouded by their mistweaver armour, or concealed by spells and enchantments allowing them to mask their movements on unfamiliar terrestrial terrain, where the Deep Ones are less agile.

If the warband's intention is to capture subjects for breeding purposes, they might also be accompanied by several Deep One Slavers, adept at claiming human victims and dragging them off to experience a most hideous fate. However, for more prolonged engagements, the warband might be accompanied by what Section M have dubbed the Deep One "Engineer", a skilled Deep One specialist bred for war and able to support the warband with esoteric marine technology such as Pufferfish grenades, Mollusc Mines or Bonecrawler bombs wreaking havoc on enemy forces in sustained combat.

If the Deep Ones' mission is of a more a diplomatic nature, the warband may be commanded by the seldom-glimpsed Deep One elder, an ancient leader of the warrior caste steeped in the dark knowledge and perverted wisdom of Cthulhu, who has the authority to negotiate on the undersea creatures' behalf. Any Deep One expedition to the surface world will also be able to call on any hybrids or known cultists in the surrounding area, who will be summoned by their underwater brethren and their local knowledge put to use.

Deep One tactics are almost invariably of a hit-and-run nature, suddenly appearing from the seas or estuaries to snatch subjects for their breeding programme or to strike at activities which they deem as damaging to their environment or interests. Their goals accomplished in a lightning raid, the Deep Ones will then slink beneath the waves again, pausing only to retrieve and carry any fallen with them. How they dispose of their dead is unknown.

Blessed with immense strength, the Deep Ones are powerful melee combatants and favour hand to hand combat where they can put these advantages to good use, although spears, blowpipe-type devices and other ranged weapons have also been observed, particularly amongst their scouts. Other known armaments include tridents, nets, razor sharp coral swords, spears and clubs fashioned from other materials commonly found in the oceans. Deep Ones have also been known to adapt aquatic creatures for combat purposes, and the fearsome crab tank - an armoured crustacean behemoth - sometimes accompanies extended raids on land. In their native ocean, mighty Deep One leviathans have been known to drag down entire convoys into the watery depths.

"Down there,
in the limitless fathoms,
in cities and caverns
unknown to surface dwellers,
an entire Mythos civilisation
awaits to rise again."

- Major Desiree Jones

DEEP ONE BASES

"I had a frightful dream in which I met my grandmother under the sea. She lived in a phosphorescent palace of many terraces, with gardens of strange leprous corals and grotesque brachiate efflorescences, and welcomed me with a warmth that may have been sardonic."

— HP Lovecraft, The Shadow Over Innsmouth

Relying mainly on hit-and-run tactics, Deep Ones do not build or maintain any forward operating bases on land, instead preferring to move under the cover of darkness and if necessary, conceal themselves in nearby bodies of water, like coastal tidal pools, rivers and occasionally lakes.

Larger, more permanent outposts do exist and the Deep One base of Tep-Ditha is one such installation, located approximately five miles off the coast of Brittany — its proximity to the European mainland makes it one of the most strategically important of the Deep One settlements during World War II. A large military base rather than one of the true vast under cities which lurk in the oceans' depths, it is within striking distance of the Channel, the North Sea and the Mediterranean, giving the Deep Ones an important staging post to monitor events on the surface world and strike against targets they deem necessary.

Few have visited a Deep One enclave and returned to tell the tale, but a certain Major Desiree Jones of Section M was captured by the creatures and "rewarded" with a visit to the depths via the Gift of Cthulhu, which temporarily granted her the means to survive. Jones reports that Tep-Ditha was located some hundreds of fathoms down, deep enough that daylight didn't penetrate. On being escorted towards the city, her first impression was of a large grouping of rocky stone towers, lit by the phosphorescent fronds of seaweeds and other strange lambent fish species, which were held captive for the purpose.

These stone towers were adorned with all manner of esoteric markings and carvings and gathered around a central monolithic structure which seemed to function as the creatures' civic centre or more likely, place of worship. There, beneath a gigantic carved obsidian statue of Great Cthulhu himself, she was bought before an assembly of Deep One elders, mages and warriors, facing them alone. Fearing the worst, she prepared for oblivion or perhaps a fate even worse, but instead beneath the eyes of that fearsome host, she heard an inhuman croaking voice in her mind, urging her to take back a warning: Allied shipping and submarines should avoid Tep-Ditha in their preparations for D-Day or they would face the consequences.

Outside, on the ocean floor, she was shown a numberless swarm of Deep One warriors in the company of row upon row of giant armoured crustacean behemoths, which the Deep Ones rode as a kind of crab tank. Completing this impressive military parade were several giant leviathans many hundreds of yards long, which would, the voice warned, be unleashed on any who transgressed on the territorial waters of the Deep Ones' home. Major Jones was subsequently returned to the surface unharmed and unmolested and after a few days transformed back into fully human form with no ill effects.

MISSIONS AND GOALS

Deep Ones are only sporadically involved directly in the Secret War, and as ever, operate to an agenda and a schedule all of their own. Ultimately, their central motivation and most powerful drive is easily comprehended to pave the way for the return of Cthulhu, the Great Old One, their dreaming god. Deep Ones are constantly working toward this goal, but geographical diversity means that they are not one unified race and other local factors, including the disturbance of sites held sacred to them, and environmental concerns — where mankind's industrial facilities and processes are polluting and causing damage to the undersea environment — may also incur their wrath.

The events at Innsmouth in 1927-28 appeared to have signalled a sea change in Deep One strategic thinking. Realising that US government (and by extension their allies) are now fully aware of an alien-native race at the bottom of the ocean and perhaps sensing the coming global storm, the Deep Ones realise they need to be in a position to influence matters on the surface world.

Thus begins a covert infiltration programme using convincing looking hybrids (aided by both sorcery and masking agents) who gradually penetrate into the military, political, intelligence and command networks of both Allied and Axis forces. Their mission is to observe and report any relevant intelligence and either subvert or subtly bend policy on both sides of the conflict to favour Deep One interests.

As early as 1941, the infamous network comically dubbed the "Fish Fingers", five Deep One hybrids were unmasked by Section M in its archive division and executed after intensive interrogation. Although details on the Axis side are sketchier, Black Sun sorcerers are known to have uncovered hybrids within both German *Heer* and the Italian army who were also disposed of after lengthier and more brutal questioning. As the war continues and detection methods improve more and more of these deep cover hybrids are discovered and flushed out, and their influence wanes, although rumours persist that some remain in the highest echelons of the British aristocracy and most scandalously of all, even the Royal Family itself.

In operational terms, Deep One involvement in Black Sun's Operation Needle during the Dunkirk evacuation was uncovered and ultimately thwarted (see *Zero Point: Heroes of the Sea*) however Deep Ones remain an infrequent if ever present concern throughout the rest of the war.

Small scale hit-and-run raids on coastal and island facilities are common for both plunder and ecological reasons. However, there are unconfirmed rumours that Deep Ones were working in cooperation with Section M, and indeed actively involved as both scouts and pathfinders for Operation Claymore, the first successful British Commando raid on the Norwegian Coast. As late as 1943, it is said that a Deep One Elder accompanied commandos on Operation Gunnerside, the successful foray to destroy German Heavy Water facilities to prevent the development

"I have seen so many strange and unusual sights during the long course of this war, what's one more you might ask? Well, this one that I will carry with me to the end of my days, as long as there is breath left in me.

Commando operations are dangerous affairs, insertion into occupied territory doubly so, especially since Hitler's infamous commando order came into force in '42. After that, ordinary POW rules didn't apply anymore: you could be executed on the spot if you fell into the wrong hands. You knew the risks, but took them anyway.

It was supposed to be a straight in and out job: ride the Shetland Bus to Norway, pick up a resistance contact, codename Valkyrie, then bring her back via the same route. We spent two days on that creaking old trawler dodging reconnaissance planes in the North Sea, until we sighted the Norwegian coast. Then we waited till to the wee small hours to launch folboats and paddled up the deserted fjord.

No sign of Valkyrie at the rendezvous point, no sign of anything at all. Time passes, I'm getting nervous, checking my watch every two minutes, wondering if I should go ashore, scout around. Next thing you know, there's a blinding light, searchlights sweep us and an e-boat powers around the bend. Game's up I think, might as well go out with a bang, but Stens against a 30mm cannon? That's no contest at all.

"Hande hoch, Tommy!" a voice demands, and all the fight drains out of us and our hands go up. Then there's this weird sound, a strange high-pitched trilling and squawking and suddenly swift, sinuous shapes are leaping from the water. There's a few stray shots, but the main sound is that of teeth and claws tearing through flesh, as a shoal of bug-eyed, frog faced fish men overwhelm the e-boat crew. When they're done, they slide into the waters again, as if they'd never been there.

"You can put your hands down now, gentlemen," says a voice from the shore. When I'd picked my jaw up off the floor, I shone my dark light to find this Norwegian lass, no more than a slip of a girl, waving us a cheery hello with some kind of bone flute which she'd evidently used to summon those creatures.

"Apologies about the delay," she said in heavily accented English. "But I spotted the Nazis earlier and needed a little time to call up my allies. I hope it's not been too much of an inconvenience? Are you ready to leave now?" She hops into the folboat and makes herself comfortable, and as I begin the long slow paddle back, I think, 'bait', that's all we were to her, just bait."

– Corporal Michael Eames

of a nuclear bomb which if nothing else is plausible as it suited both party's interests. Neither has ever been confirmed or denied by Section M and enquiries were met with a terse "There are some things that it is better that even you do not know, sir " from Alec Towton, when he was interviewed by Churchill himself.

There have also been a number of occasions during the Secret War when the Deep Ones have made a determined stand against conventional forces. In 1942, on the remote rocky headlands of the Brittany coastline, an entire battalion of Black Sun were investigating the sorcerous nature of a stone circle when they were ambushed and wiped out by Deep One warbands emerging from the surf to protect what turned out to be a site sacred to Mother Hydra (or so researchers believe). In 1943, *Nachtwölfe* too fell foul of the Deep Ones, when a mining operation on the Greek coast stirred the wrath of the undersea creatures. The subsequent battle claimed the lives of myriad Starkmeisters, forced the facility to be abandoned and the remaining specialists and *Heer* volunteers to beat an ignominious retreat inland.

The Allies too have not been immune from the Deep Ones' depravations. The fierce Battle for the Atlantic took a heavy toll on both sides, but both U-Boats and Allied shipping sustained a higher casualty rate due to Deep One predation, thought to be caused by intrusion into what they regarded at their deeper territorial waters. Later in the war, Allied landing craft training off the south coast of England in preparation for the D-Day landings were apparently smashed to matchwood by a leviathan, thought to be a coded warning to avoid travelling through the waters of the Deep One enclave of Tep-Ditha off Brittany (see also Major Jones' report). The full part of Deep One involvement in the D-Day Landings is currently confidential but will be detailed in the forthcoming campaign The Darkest Day, when previously classified material will finally be made available to the public.

Most mysterious of all has been the Deep Ones' ongoing, millennia-old conflict with the Mi-Go which seems to become even more bitter and vicious during the ravages of the Secret War. In the remote fastness of the Pacific, the *Henry James*, a US survey ship cruising at night observed what they thought was a cataclysmic volcanic event engulfing a small island chain on the horizon. Upon closer investigation the next day, they found the aftermath of a ferocious battle. A Mi-Go swarm had attempted to colonise this remote archipelago but had been slaughtered by a force of Deep One warriors and adepts. All that was left were the shells of Mi-Go drones and the only known example of the husk of a Mi-Go Princess, which, atop a pyramid of slain Mi-Go Centurions, had been mounted with a Deep One trident embedded through her brain cavity — the direst of warnings not to trespass on Deep One territory again.

Mi-Go

"There are mighty cities on Yuggoth—great tiers of terraced towers built of black stone... The sun shines there no brighter than a star, but the beings need no light."

— HP Lovecraft, The Whisperer in the Darkness

INTRODUCTION

The Mi-Go are an extraterrestrial race of symbiotic entities who originate on Yuggoth, a strange dark orb on the very edge of the solar system. A fusion of sentient fungus and insectoid-crustacean, they are a race of technological advanced interstellar explorers, colonisers, and conquerors, who have spread throughout the solar system and beyond in their search for new worlds to exploit. Mi-Go are an independent race and are not directly aligned with any of the Mythos deities, although they have had dealings with Nyarlathotep and Shub-Niggurath in the past. In the modern age they appear to favour Yog-Sothoth, possibly because he is able to open the ways to other worlds and dimensions that they wish to travel to. Mi-Go also covet and harvest *Blauer Kristall*, the blue crystal, the disembodied consciousness of the deity Sarthothus which they utilise both as a power source and in many of their unholy biological experiments.

BACKGROUND

The Mi-Go's origin far pre-dates man's rise on the third planet from the sun, and it is unknown whether Yuggoth is the Mi-Go's original home world or merely one of many far-flung outposts which they occupy throughout the universe. Section M Professor Martine Korda has written many fascinating papers on the subject and she speculates that although the Mi-Go established themselves in our solar system countless millennia ago, the original Ur-hive may lie far away, across insuperable distances of time and space and possibly even in a different dimension entirely.

What is certain is that the Mi-Go came to earth very early in its pre-history during the Phanerozoic Eon some 65 million years ago when life began to thrive and perhaps that is the reason that prompted the Mi-Go to begin colonisation — a panoply of emerging life to exploit and experiment upon. From the limited archaeological evidence and the partial pictographic records which remain, it seems they established several major city-hives in the remoter regions of the globe and it is believed that it is during this time it is likely that they first came into conflict with another race known to be active in that era, the Elder Things.

Initial skirmishes between Mi-Go and the Elder Things soon developed into open warfare as both races competed for territory and resources fuelled by both a fearsome scientific rivalry and somewhat more mysteriously a numerological one, which appears to relate to a fundamental disagreement on the true mathematical nature of the universe. The Mi-Go are known to venerate the numbers three and nine, while the Elder Things hold the number five in a similar regard and this became an additional difference in doctrine which fuelled their millennia-long war as each race regarded the other as irredeemable heretics.

Mi-Go are also thought to have played a significant role in the rebellion of the Elder Things' servants, the shoggoths. Recently hieroglyphs unearthed in the under city of Karvateeli in central Europe (see ***Achtung! Cthulhu***: The Forest of Fear) seem to depict the Mi-Go as prime movers in aiding the first shoggoth to gain sentience, possibly as part of some bio-weaponisation experiment. This newly conscious shoggoth then went on to lead its fellow thralls in the so-called Elder Thing "Civil War" which saw the creatures turn against and eventually come near to overthrowing their former masters.

The Mi-Go swarmed from their Himalayan city-hive to support the rebel shoggoths and a protracted decades-long battle in Karvateeli itself, reflected the progress of the wider war. The Mi-Go were eventually repulsed with heavy losses, however the cost was so high to the Elder Things that they partially withdrew from Earth. With the coming of the great ice sheets, the remaining Elder retreated into isolation and hibernation in their polar undersea cities, leaving the Mi-Go survivors victors on the surface world and many rebel shoggoth enclaves - scattered but still surviving - beneath it.

After that great revelation, discerning Mi-Go history proves problematic, for no records exist on their activities beyond Earth and piercing the terrestrial veil of history is equally daunting, for no man has ever accessed the great cylinder archives contained deep within the hive cities, and would probably not be able to decipher them even if they could.

What is certain is that the Mi-Go have at times played an important if untold part in mankind's story which their appearance in various myths and legend cycles as winged demons and devils readily attests to. Their motives for doing so remain inscrutable, but Mi-Go are great bio-experimenters and mankind proves to be an almost perfect test subject. It is no great leap of the imagination to suppose the creatures have guided mankind's political and social development in past eras when their influence would have been virtually undetectable.

In the modern age, Mi-Go's involvement in the affairs of mankind seem to have increased and they have long lurked around the peripheries of the Secret War and sometimes played an important part in it. Their perennial enmity with the Deep Ones has been well documented and several major skirmishes between the races - one alien, one earth-native - have been observed, as each fights to gain supremacy during this time of global conflict.

Mi-Go seldom seem to concern themselves with the conventional forces of World War II and when they do, they seem prone to favouring a more defensive posture, acting to protect sites which are important to them or temporary bases they've established. One rather unusual encounter occurred in Burma where a disoriented British Chindit column inadvertently stumbled across a Mi-Go swarm occupying an ancient tumbledown temple in the deepest jungle.

Major Reid, in command, reported that augmented drones bearing sonic weaponry emerged in great numbers to surround his force and appeared deeply agitated and ready to launch an assault. Sensing an impending massacre, Reid made a calculated decision to lay down his weapons, go forward and address them directly, indicating that he and his men were lost, meant no harm and would withdraw immediately. A Mi-Go centurion emerged from the swarm and in a buzzing approximation of human speech urged them in a single word to, "Begone". Reid didn't hesitate, ordered the retreat and his column withdrew without sustaining a single casualty, a singular example of Mi-Go human interaction, where no blood was spilled.

In terms of the bigger picture, the Mi-Go seem far above such petty considerations as ideology, ethos or indeed favouring a particular side. However, they do have a somewhat ambiguous relationship with *Nachtwölfe* veering between seeking an alliance with the Night Wolves early in the war, before reverting to a hostile posture and attempting to wipe them out as rivals for the coveted *Blauer Kristall*. The Mi-Go combine with another highly valued metal Tok'l which they use in the manufacture of their brain cylinders and other weaponry. Several major pitched engagements are fought between the Mi-Go and *Nachtwölfe*, almost exclusively over Atlantean sites, seams of the *Blauer Kristall* or refining sites and facilities. However, as the war nears its end, these increase in frequency as the competition gets ever fiercer and *Nachtwölfe* grow ever more desperate to secure more Kristall to feed their war machine.

"Life is not the unique property of Earth.
Nor is life in the shape of human beings.

Life takes many forms on other planets
and far stars, forms that would seem
bizarre to humans, as human life
is bizarre to other life-forms."

HP Lovecraft - The Dark Brotherhood

MI-GO HIERARCHY AND MILITARY STRUCTURE

When it comes to conducting warfare, Mi-go are formidable and daunting opponents, able to deploy not only a terrifying array of technologically advanced weaponry and gadgetry, but backing this up with an assortment of sharpened limbs, claws and mandibles which they employ with deadly force in close combat. Most terrifying of all are some of their leader units' psionic powers, which not only maintain close-knit control over the actions of the swarm, but are able to intimidate and overwhelm enemy forces through their fearsome psychic manifestations which sow fear and terror in men's minds.

Tactically Mi-Go are able to deploy a diverse set of strategies: sometimes they will swarm enemies with a seemingly never-ending supply of expendable drones whose lives are readily sacrificed to soak up enemy firepower and resources. At other times, they will strike from distance, using sonic cannons to soften up hard points and defences, before moving in for the kill with electric guns and disintegrators. Mi-Go are also a highly mobile force due to their power of flight and they have been known to drop directly in from the heavens to outmanoeuvre their enemies, eschewing technology altogether to go directly into hand-to-hand combat which the more warlike centurions and augmented drones appear to relish.

Mi-Go's military structure, like their social organisation is strictly hierarchical. Battlefield command resides with the Mi-Go Centurions who act as general co-ordinators, directing the swarm in conjunction with augmented Mi-Go, who seem to function as something between an NCO and a lieutenant. Where there are no centurions present, Mi-Go scientists have been known to step into the breach to take up the reins of command and on more scientific or mining missions it is not uncommon to observe a Mi-Go scientist in charge. In the rare cases the Mi-Go deploy in full battle array, at brigade or even divisional level, a Mi-Go princess will act as the overall commander, not only able to instruct and guide all the myriad forces under her command but adding her devastating psychic powers to the Mi-Go's formidable firepower.

Countering the Mi-Go threat is never easy, given the vast array of forces at their disposal, but if there is one proven tactic that has prevailed. is to it is to target the swarm's leaders - in military parlance to "cut off the head of the snake". Centurions, scientists and princesses are in constant psychic communication with their drones and if these leader units can be killed or seriously injured, their troops will become confused and disorientated, falling easy prey to their enemies. Of course, this is a tactic that is easy to postulate, less easy to enact, given those leader's considerable combat capabilities, but it's one which the Deep Ones employ with especial cunning, and has proven successful on multiple occasions.

MI-GO BASES AND FORTIFICATIONS

Mi-Go typically shun contact with mankind unless it is of their own choosing and so make their nest-hives far away from the main human population centres in inaccessible, inhospitable locations often in the most hostile of terrestrial environments. Of the few that are documented, there are well established city-hives in the remote Himalaya in Asia, the fastness of the Andes in South America, the endless immensity of the Pacific Ocean and even the trackless wastes of the Australian Outback.

In the outermost Himalaya, long past the last human village of Kalap and up beyond the cloud bases of the remote Garhwal Himalaya, nestled amongst the jagged peaks of the Banderpunch range, is a Mi-Go hive-city which has no name in the human tongue, for no configuration of human vocal cords is capable of rendering it. There, countless millennia before the rise of man, the Mi-Go established one of their very first permanent presences on earth.

Not that any observer would know it from the outside, for there are few external signs of Mi-Go occupation, only smooth openings in the mountain, although many natives who live in the lower ranges swear they have seen the silhouettes of swarms rise on the brightest of moonlit nights. Even if they possessed the mountaineering skills and high-altitude equipment to make the attempt, no villager would ever dare venture closer to these near-inaccessible peaks than they have to, and they are shunned as places of ill omen and ill-fortune.

On arriving at this mountainous site, the alien colonists' first major action was to begin deep excavations: tens of thousands of drones burrowing into the mountain, hollowing out an elaborate honeycomb of tunnels and galleries. Heavily fortified on its upper levels with a substantial army of drones, augmented drones and centurions standing guard, as you descend into the complex's mid-tiers this gives way to a layer of installations which the Mi-Go require for their day-to-day functioning: armouries, scientific laboratories and the long barrows where the Mi-Go grow their sustenance.

Deeper still and this carefully guarded mid-layer gives way to heavily fortified breeding chambers where new insectoid bodies and exoskeletons are hatched and vast vats of the sentient fungus are incubated. Even further down and into its very core layers, the hive-city becomes a labyrinth of interconnected tubes and galleries but all tunnels eventually feed into a vast central chamber over half a kilometre wide. There, in the heart of the mountain is enthroned the Mi-Go ruler on earth, a sub-empress surrounded by her court of attendant princesses, scientists, centurions and drones. It is a place few humans have ever seen in person, and none who have, have ever returned to tell the tale.

Whenever the Mi-Go venture out on an extended mission they will sometimes establish a temporary field base to keep the swarm secure while they carry out activities like raids on Deep One or *Nachtwölfe* outposts, or mining operations to secure more of the precious *Blauer Kristall*. In these instances, Mi-Go often utilise local cave systems or rapidly create new ones of their using their sonic weaponry, digging deep in the manner of terrestrial ants or termites. Of the few reports that exist on the subject, an intercepted cable contains intelligence of one such abandoned base in the sands of Libya, which was discovered following the ambush of a *Nachtwölfe* flying column.

A relief force investigating the aftermath of the battle tracked the Mi-Go swarm to a small installation located in some distant basalt cliffs. Engaging the token rearguard force left to defend it, the *Nachtwölfe* troops encountered a substantial underground cave system which was apparently an echo of the main Mi-Go city structure. The outer defences were manned by a small detachment of drones who quickly succumbed to the *Nachtwölfe*'s overwhelming firepower. Deeper into the temporary hive and sterner resistance came from augmented drones and a couple of centurions who defended the mining and refining equipment to the last. The centurions were eventually overcome by a detachment of *Starkmeisters* using their force plates to harmonically shatter the creatures' tough outer shells.

In the very innermost chamber, the *Nachtwölfe* task force encountered a Mi-Go scientist and its augmented drone bodyguards which were summarily executed by intensive Stalker fire. In the aftermath and clean-up operation the Night Wolves discovered what appeared to be a research lab, containing the first known examples of bio-armour, bio-cloaks and other esoteric scientific equipment including a matter displacer. The final revelation was an extensive gallery of bell jars, each of which contained a single unidentified though apparently still fully functioning human brain.

MISSIONS AND GOALS

The Secret War and the wider global conflict have stimulated the Mi-Go into a period of intense activity after a time of relative dormancy, and they have taken a proactive stance on matters which affect their interests on Earth.

First and foremost, the Mi-Go are colonisers and will always move to protect their great hive-cities and settlements, either through direct defensive measures when they are threatened or by seeking to influence matters that might affect them through espionage and subterfuge. While they appear to tolerate lesser species like mankind who they seem to regard at best as pets or at worst as mere vivisection subjects, in the 20th century their long-standing hostility to earth-native species has almost completely transferred to a new rival, the Deep Ones.

As to their ultimate aim: scholars have distilled it to one great question, the so-called "Mi-Go conundrum": are these creatures willing to co-exist with human and other earth-native species, pursuing their own goals and science in isolation and only occasionally intervening when absolutely necessary? Or one day will the great hive-cities open and untold drone legions pour forth in a planet wide swarm which will engulf the entire globe? The debate rages, with academics bitterly arguing both cases, but a definitive indicator of the creatures' ultimate intentions has not yet been found.

In the Secret War, the Mi-Go have thrown off their past association with Nyarlathotep who has aligned himself with the Black Sun, (though a lingering bond with Shub-Niggarath endures), and have settled on Yog-Sothoth as their patron deity, stepping up their involvement with the Lurker on the Threshold's cult on earth. The Chorazos cult, which originally began in Romania in the 16th century, then spread into England and Scotland was thought long lost after almost all its members were persecuted and burnt as heretics in the middle ages, yet it has seen something of a revival in the United States during the Thirties (perhaps in anticipation of the coming storm).

"It was an All-in-One and One-in-All of limitless being and self –
not merely a thing of one Space-Time continuum,
but allied to the ultimate animating essence of existence's whole unbounded sweep –
the last, utter sweep which has no confines and
which outreaches fancy and mathematics alike.

It was perhaps that which certain secret cults of earth
have whispered of as Yog-Sothoth and which has been a deity under other names;
that which the crustaceans of Yuggoth worship as the Beyond-One,
and which the vaporous brains of the spiral nebulae
know by an untranslatable Sign."

HP Lovecraft – Through the Gates of the Silver Key

Originally founded to worship Choronzon "the dweller in the abyss" a demonic pseudonym of Yog-Sothoth, the cult is a growing and worrying influence on US domestic soil, especially since Majestic has observed Mi-Go participating in its unholy ceremonies which are conducted deep within the woods of the New World on nights of special significance. Little is known of the cult's aims and ambitions or what role the Mi-Go play in it, for it seems unnaturally adept at resisting penetration. Several Majestic agents were discovered flayed alive and nailed to a tree with the slogan, "His way has been opened" daubed on their unfortunate remains.

The Mi-Go seem to fear the nuclear potential of mankind and they have used the ability to "brain swap" placing a Mi-Go intelligence directly inside a human body to prevent mankind harnessing the secrets of the atom. It is suspected that Mi-Go played some role in supplying intelligence to the Allies which first alerted them to the development of the German heavy water programme in Norway.

Nor have British interests been immune to Mi-Go interference and Tube Alloys, the clandestine British nuclear weapons programme, was almost derailed by Major Seraph's discovery of a whole team of Mi-Go "scientists" who had infiltrated the project in human guise. The contagion had even partially spread to the United States' Development of Substitute Materials, (eventually made much more famous in its guise as the Manhattan Project) before Seraph, working with Professor Deadman, developed a simple test which made identifying Mi-Go infiltrators much easier.

However, the Mi-Go's true nemesis in the Secret War has always been *Nachtwölfe* and although both factions were temporary allies in the early days of the conflict, this co-operation soon evolved into an intense rivalry as they fought over the *Blauer Kristall*. In response to *Nachtwölfe*'s success in these early battles, the Mi-Go began to systematically and successfully compromise *Nachtwölfe*'s forces in the field and eventually even its high command structure, placing sleeper agents who would awaken to inflict maximum damage on their hosts. Lacking the sorcerous means to detect these Mi-Go moles, *Nachtwölfe* made some headway in developing a temporary technological solution, the so-called "Mi-Go Meter" which gave them some respite. But these meters were unable to guarantee 100% detection rates and the Mi-Go were eventually able to fool these with a combination of sorcery and science.

By war's end and the climactic siege of Fenrir's Seat itself, it is estimated that the *Nachtwölfe* headquarters was riddled with Mi-Go sleeper agents. Professor Kraft Heimburg was critically injured by one such in late 1943 which in turn slowed down design and production of *Nachtwölfe*'s wonder weaponry and may have had a decisive impact on the course of the war itself. Having easily survived several clumsy attempts earlier in the war made by Black Sun agents, Mina Wolff narrowly avoided assassination in the final few months of 1945 in the so-called Black Wolf plot when two members of her own fiercely loyal Wolf Guard turned on her, apparently at Mi-Go instigation. Wolff narrowly survived due to the heroic actions of Hauptmann Gerd Schmidt, commander of the Wolf Guard, who sacrificed himself, taking the full force of twin electric gun blasts to save his beloved Generaloberst. Grateful, Wolff had the gravely wounded Schmidt healed and rebuilt using the latest *Blauer Kristall* technology.

Personal Journal - Kraft Heimburg

April 10th
The subject was brought into the laboratory today and secured by both steel bands and Blauer Kristall energy fields, so that it has no hope of escape. We are fortunate indeed to capture a living specimen, for they are usually not taken so easily. This Mi-Go appears to be a mature drone, armoured and heavily modified and badly wounded by its encounter with our Starkemeisters.

April 12th
The creature was briefly restored to consciousness, but immediately attempted to end its own life. Fortunately the fields held firm. The subject displays extensive scar tissue from old wounds which appear to have been healed through sorcerous means. Intriguing.

April 14th
I have successfully removed its bio-armour and weapon appendages, so it should present little threat now. It buzzes malevolently when I approach, but I see little sentience in those compound eyes. It makes me believe my theory is true and that it is a drone, containing some basic survival instincts, but its true motivation is supplied by a form of psychic link with the hive.

April 16th
I have finally succeeded in cutting through the outer carapace, albeit at the cost of several power saws. It endures this compliantly and seems to experience little pain for I use no anaesthesia. Exposing the living tissue underneath reveals a fascinating truth: it appears to be a symbiont, a synthesis of insectoid body and a fungoid material which acts as its 'muscle'.

April 18th
My experiments continue apace. I have opening up the head cavity and begun to probe deeper. The fungal matter is more densely packed here and shows some signs of a rudimentary encephalon, but it is very basic compared to a human brain. The work continues late into the night and I feel fatigued and ill at ease by its end.

April 21st
At last a breakthrough! I have located a more complex structure deep inside the brain tissue which resembles a sophisticated command and control mechanism. Signals appear to received via its wings which act as an antennae and then processed here, imparting orders and supplying the creature's 'will'. Tomorrow I will attempt to extract this organ so it can be studied and examined further.

April 22nd
I am fortunate indeed to be penning these words, fortunate to have escaped with my life. I began the operation and as usual, the drone remained docile and unresponsive. Yet, just as I was about to sever the main lobe, it emitted a low hum and began to shake and convulse. Instinctively I hurled myself to the floor, escaping the worst of the blast. It was some form of ingenious biological self-destruct mechanism implanted in the creature's synapses. It seems the hive does not wish to give up its secrets so easily!

Chapter 3

Secret Weapons of the Secret War

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CLASSIFIED

Chapter Three
Secret Weapons of the Secret War

The Secret War leads to astonishing advancements in technology — either invented by the boffins of Section M and Majestic or sometimes "appropriated" from inhuman sources. That's not even accounting for the bizarre and inhuman technology created when the Mythos meets the insane geniuses of the Third Reich. This chapter describes some of this new technology, blending the arcane and the esoteric into not-so-standard issue equipment, some of which can be used by, and more often against, player characters.

There Is a War On, You Know

The weapons listed on these pages are all rare or experimental items for the purposes of requisitions (Restriction 5 or more) for the Allies, although the GM may rule that they may be subject to further restrictions. Items from other factions are rarer still, adding at least +1 to the difficulty of any requisition.

NEW WEAPON QUALITIES

- **Bane:** The weapon is especially effective against Mythos creatures and ignores the effects of the Invulnerable special rule against such creatures. In addition, Mythos creatures with the Tough X special rule may not spend Threat to ignore wounds caused by a weapon with the Bane quality.
- **Hunger:** Whenever the weapon is used to inflict one or more Injuries, the wielder may gain one of the following bonuses: recover 5 stress, heal a single Injury, or gain +1 Power for the remainder of the scene (this bonus to Power may only be gained once per scene).

"I like 'em.
Dial up the charge
and watch those Servitors fry.

I'm almost tempted to swap one
for my Mythos machine gun...
almost."

- Sergeant Brandon Carter

TIZARD & THE BOFFINS

In September 1940, a British delegation headed by Sir Henry Tizard visits the United States, as the Battle of Britain rages. The British Technical and Scientific Mission, as it is known, is there to share a number of innovations to help secure continuing American aid for the war effort. Among the inventions shared are the basics of the atomic bomb, radar, plastic explosives and self-sealing fuel tanks. What is not publicly known is that Section M send Professor Richard Deadman and Sergeant Brandon Carter along as experts in Nazi "biological" weaponry. They are there to meet several individuals, including J Edgar Hoover, William J Donovan, and the ailing Doctor Henry Armitage of Miskatonic University. Sharing knowledge of the Mythos with their American allies (gleaned on secondment with Section M), Deadman and Carter gain access to the Innsmouth Raid accounts, as well as other reports of US encounters with the Mythos. In doing so, they lay the groundwork for Donovan to eventually form the Office of Strategic Services (OSS, see p.XX), and later its "department of mumbo jumbo" Majestic (MJ).

Electric Discharge Weapons: "Lightning Guns"

The device uses a form of electrical discharge, creating an effect similar to a lightning bolt and is particularly effective against both the Mythos and anything of an extra-terrestrial nature. These weapons require special charging and are prone to the occasional spectacular malfunction!

Electric discharge weapons are a special class of rare devices inspired by the work of inventor and occultist Andrew McBride. His original 1826 design was not particularly dangerous, but the discovery that electricity disrupts the bodies of most inter-dimensional beings has prompted improvements and new prototypes. None, however, are currently being mass produced. These weapons are rare, delicate, and demanding.

All lightning guns inflict no damage on anything made of metal, but function well as anti-personnel weapons and supernatural deterrents. Despite modern engineering, these weapons are still quite fragile and difficult to use when compared to conventional weaponry. If the weapons do malfunction (when the wielder rolls one or more complications), you may consult the Lightning Gun Mishap table below to determine the outcome or create a comparable effect. As with any complication, the effects are not applied until after the weapon's attack has been resolved.

CHARGING...

The power needed to charge these weapons can be hard to come by in war-torn Europe, and in rural areas there may be no power sources available at all. Even when found, the supply may not be the correct voltage or amperage, and any mistakes might damage or destroy these weapons.

In and around military bases, and intact urban areas, there should be little or no problem finding electrical lines to use for charging, provided the supply hasn't been disrupted. When travelling with a convoy, the charger can always be hooked to the generator of a running truck.

Once in a battle zone or bombed-out area, it becomes more difficult to maintain these weapons. Outside powered areas, there is a slim chance of finding usable electricity in some form (i.e. large batteries, power lines). Hand-cranked generators provide one charge for every 2 hours of cranking. It will be challenging for even a trained electrical engineer with the right tools, right parts, sufficient time, and good luck to coax the correct charging power out of an unfamiliar source.

Lightning Gun Mishaps

COMPLICATIONS ROLLED	MISHAP
1	**Overheat:** The weapon has overheated and cannot be used until after the wielder's next turn. *– or –* **Lost Power:** The weapon loses one additional Ammo.
2	**Developed a Fault:** Until repaired, increase the complication range of all attacks with the weapon by +1.
3	**Burnout:** The weapon can no longer be used until repaired.
4	**Dangerous Discharge:** Roll 1 for each creature, friend or foe, within Close range; each effect rolled causes that creature to suffer 4 physical stress with the Stun effect.
5	**Catastrophe:** the weapon explodes and is destroyed. It also inflicts the weapon's normal stress upon the wielder, with the Area effect.

"These lightning guns are amazing creations, capable of neutralising most conventional or supernatural threats with ease. Armour? That's another matter, of course but if we could take the Brit's designs, mass produce them at scale and nail down reliable power sources in the field? We'd have the war won in six months."

– Kiyoshi Kato – Head of Majestic R&D

A Test Firing

Section M

Section M has considerable experience and talent to draw upon, as well as the support of the War Office. With Viscount Towton's political pull, it has also learnt much since its formation following the events of the summer of 1939. It can draw upon the accumulated knowledge of the fading British Empire, built up over centuries of colonial rule, as well as the vaults of the British Library and some of the greatest minds at the Universities of Oxford and Cambridge. It also has the Grayston Essays, a collection of occasionally-rambling narratives and sketches from the "Black Sheep" of Towton's family, Alexander Grayston. This collection has provided the basis for many of the more unusual and esoteric weapons developed by Section M's boffins.

At the beginning of the war, Section M are undermanned and under-resourced and its Quartermaster division has to improvise, make do and mend, and work with what little it has, including adapting a forgotten archive of Steampunk Victoriana-style weaponry for the modern age. Section M's vaults also contain a number of powerful and extremely rare Mythos artefacts — which have been collected or acquired as a result of the globe-spanning British Empire. Section M is not afraid to borrow from British myth, folk tales and legend and many of its ingenious and occasionally unreliable weapons and devices, are either inspired by or codenamed after these stories.

Alexander Grayston

Born into a wealthy Edinburgh New Town family, Grayston was a dilettante in Georgian society. The Napoleonic war changed all that. Serving with distinction in the Peninsula and elsewhere, Grayston rose to the rank of Captain in the South Essex regiment. According to his notes from the time, Grayston experienced certain unsettling events that lead to him being cashiered out, and eventual incarceration in Edinburgh's notorious Rose Hill asylum by his family. Despite this, he protested his sanity and expressed his "fanciful notions" as a series of essays and drawings. Most seem to be the imaginings of an insane mind, but many have provided the blueprints for devices such as the entity detector (see p.XX) and also the Blevins Steam weaponry. Grayston's death was never documented in the Rose Hill archives, but many records were destroyed in the mysterious fire that broke out. Strangely, the last Grayston essay is dated the day before and mentions a single word: Celaneo. His essays and writings are collected as The Grayston Essays (see p.XX)

"The man was the Scottish Da Vinci of his time. One cannot help but wonder what sort of man he was."

—Towton

BEOWULF MONSTER SLAYER MK.1 SNIPER RIFLE

"It takes a certain amount of calm to be a sharpshooter, but those Bronze Berets have it in spades. To go it alone against those beasties with an experimental weapon, and stay as cool as a cucumber? Impressive."

—Capt. Eric 'Badger' Harris

Restriction Rating: 4

An experimental sniper rifle, the Beowulf uses magnetic propulsion to fire a caseless, solid-state projectile at super-high velocity. The weapon of choice for the Bronze Berets (p.XX), the weapon has a number of advantages, notably being virtually silent with almost no muzzle flash. A perfect choice for a sharpshooter role.

As it requires a build-up of energy prior to firing, the rifle is slow to reload. Despite this, it has a phenomenally long range, far greater than most conventional rifles. It also uses Elder Sign ammunition (see p.XX), making it a valuable asset to Section M against Black Sun occult abominations, *Nachtwölfe*, and other enemies.

The Beowulf Sniper Rifle is a Major item.

BLEVINS STEAM-ASSISTED ENZYMATIC WEAPONS

The Blevins? She's quite the little beauty, isn't she? Almost one of the family!

—Capt. Eric 'Badger' Harris

Restriction Rating: 4

An unusual piece of technology that has proven difficult to replicate, the Blevins steam devices have proven their worth many times over, gaining fame in the hands of individuals such as Captain Eric 'Badger' Harris. Although plans and prototypes exist for larger versions of the Blevins steam technology, these proved heavy and cumbersome, necessitating a smaller "cut-down" version or carbine, sacrificing range and power for portability.

The Blevins steam weapons are devised after the Allies discover that certain enzymes (digestive bio-chemicals) dissolve the physical makeup of some trans-dimensional creatures. They fire a gout of superheated steam and high-temperature-activated enzymes, dissolving large chunks of monstrous flesh almost instantly.

Using such weapons against ordinary humans will cause severe skin blistering and rashes, but death is unlikely. Added to this, the ammunition for these weapons is in short supply, and so they must be deployed with extreme care.

The first steam-assisted weapon developed was the Blevins Steam-Assisted Enzymatic Pistol, the preferred sidearm of Section M commando leader Captain Eric 'Badger' Harris and his men. It is a slightly oversized handgun with a bulbous mixing chamber attached. When the weapon is fired it makes a loud popping noise akin to a large fire-cracker. More like a blunderbuss than a modern rifle, the carbine version of the Blevins is particularly effective against monsters and entities at close range. A human hit by a Blevins carbine is scalded with 1st and 2nd degree burns.

The Carbine is a Major item. The pistol, though still bulky, is a Minor item.

A TEST FIRING

Taking the information discovered by the late Dr. Whitcombe, and combining this with inspiration from the defence mechanisms of the insect kingdom, I believe we have managed to develop two very fine and dangerous weapons. They are deadly, to be sure, but the harm caused by these weapons cannot be fully understood until you see the flesh of an otherworldly horror dissolve instantly before your very eyes. They should prove particularly effective against all Mythos entities we have encountered so far and any we may encounter in the future.

Now gentleman if you will turn now to the bound creature for a demonstration...

Introductory speech (and last words) of Dr. Elmo Blevins to representatives of the Admiralty, the War Department, the Ministry of Aviation, and the Ministry of Defence.

CORNWALLIS GOGGLES/ VISION ENHANCER/MONOCLE

Definitely not for reading!

— Peggy Walsh

Restriction Rating: 4

Much to the chagrin of Section M's more patriotic elements, the process used to create the Cornwallis lenses is named after Charles Cornwallis, the First Marquess Cornwallis. An American company called New World Incorporated originally designed the lenses, but the early designs were stolen by German loyalists in the 1930s, and later used by *Nachtwölfe* in their Stalker *Andersseher-Helms* (p.XX).

Since then, these carefully turned, precision engineered items of eyewear bestow a number of useful properties upon the wearer — the ability to perceive the unseen, patterns in the chaos, and to see in the dark. However, repeated wear causes psychosis and neurosis, namely elevated paranoia and a nervous disposition. These devices provide the wearer with the ***See the Unseen*** truth (p.XX), but at the end of each scene in which a character wears the goggles, they suffer 1 Fatigue.

Cornwallis eyewear counts as Trivial items, although larger items such as goggles, qualify as Minor items.

ELDER SIGN AMMUNITION

"If there's ever a reason to have the scope on the Beowulf, it's the look on a nasty's face — if they have one — when you blow a chunk out of their hide. Non-Terrene matter, my... What?"

— Anton Golinski, Bronze Beret Sniper

Restriction Rating: 4

Code-named Fragarach after the legendary spear carried by the Irish folk hero, Cúchulainn, Elder Sign ammunition has a number of nicknames among the squads who use it — some of them extremely colourful, most not usable in polite company.

Hard to produce, the ritual involved in creating this ammunition is a closely guarded secret among the highest echelons of Section M. Arcane signs and sigils are hand-inscribed on the ammunition casings, as well as the addition of various precious metals and rare components to the powder mix. Only a small amount of this ammunition is freely issued in the field, usually to individuals such as the Bronze Berets (see p.XX)

The resulting projectile has a proven track record in damaging and killing Mythos entities and it is considered an honour within Section M to be the first to use it against previously undiscovered threats. Usually these are Mythos entities, although the ammunition has also proven of use against mortal sorcerers and creatures that cannot be damaged by normal weapons. Any weapon which uses it, gains the Bane quality.

Elder Sign Ammunition counts as a normal Ammo item, with 3 loads counting as Minor item.

Special Ammunition

This chapter contains a number of unusual or exotic types of ammunition which can be used to augment the weapons they're loaded into. Special ammunition works as follows:

If a character has more than one type of special ammunition, or both special and normal ammunition for a weapon, they must choose which type of ammo the weapon is loaded with at the start of a scene. If they wish to change from one type to another, it requires a minor action.

While special ammunition is loaded into a weapon, any Salvo attacks made with the weapon, or any complications causing ammunition to be lost, consume uses of the special ammunition. However, the weapon gains the benefits of any Qualities that the ammunition provides. Some ammunition may also provide the weapon with an additional effect, which applies on top of any others selected when the weapon makes a Salvo attack.

ENTITY DETECTOR

"I'll tell you this: I've carried his Lordship's gold clubs up and down the apples-and-pears all the ruddy time. They weigh about as much as that titchy gizmo! Compact, it ain't."

— Arthur Morris

Restriction Rating: 4

This device is deceptively heavy for its size (roughly that of a field radio set). A collection of dials and diodes cover every available surface of this boxy apparatus, along with various meters. Interpreting their readings is almost an arcane art in itself, but the device is calibrated to identify energy fields or emissions outside of normal background radiation or the visible spectrum, as well as unusual airborne pheromones.

As such, it is extremely useful in identifying the presence of invisible or out-of-phase entities. It also has some additional value in locating hidden beings at very short range, but the size and weight of the device make the use of it impractical on the battlefield. It can be used to detect Mythos entities and even some sorcerers, unless they make an opposed **Will** + **Resilience** test.

The Entity Detector has the ***Sense the Unseen*** truth, and counts as a major item.

GREEN KNIGHT DIRECTED ENERGY WEAPON

"The gem has a history almost as dark as my own amulet. Or the Koh-I-Noor… wars have been fought for less."

— Cpl. Akhee "The Eye" Singh

Restriction Rating: 5

An uncut emerald the size of a closed fist, the stone itself is worthy of inclusion in even the most opulent of treasuries. The apparatus that houses it resembles a large shuttered storm lantern, surrounded by a lattice of brass piping and glass lenses. The Western history of the Green Knight gem dates from the time of the early British Raj, where it was the property of a Thuggee cult of Kali. Captured by a British General in a purge of the cult, it disappeared into a private collection before coming into the hands of the War Ministry after the Ellesmere Incident.

When exposed to direct sunlight, the gem emits a green glare, irritating to the eye and capable of producing nausea in those who glimpse it. When focused upon an individual through the various pipes and lenses, it bestows them with the ability to regenerate from wounds. A character who has the light of this gem focussed on them may heal any number of injuries, but they generate 2 Threat for each injury they heal in this way, as the light blights the land and foliage nearby.

Alternatively, the device can be used as destructive weapon, the green light functions as a highly effective corrosive beam. It is this particular application that led to Prof. Deadman drawing parallels between the Green Knight and the fabled Project Starfish. Perhaps, Deadman has speculated, the gem is some larval form of a Colour out of space (p.XX).

The gemstone counts as a Minor item.

LIVINGSTON MARBLES

The things are damned heavy for their small size. Some form of lead perhaps? They're not radioactive, thankfully but the damn things give me a headache."

— Prof. Richard Deadman

Restriction Rating: 5

Originally brought back from an African safari trip by a former member of Section D, who later disappeared in a caving accident, there has been much speculation amongst Section M academics about the true nature of these spheres. They are impervious to X-rays and do not appear to give off any form of known energy. Those with an affinity for the arcane or the psychically-sensitive quickly find themselves becoming unwell and repulsed in the presence of the spheres, being unable to remain in close proximity to them. As such they are often used by Section M to safeguard troops when facing sorcerous or psychically-powered adversaries, employing the Marbles as a kind of psychic "white noise".

The spheres are perfect globes, about a foot across and appear to be nothing more than a form of mineral geode deposit. The truth of the matter is something far more sinister. The Livingston marbles are actually immature Sheehad, waiting for the right conditions to hatch. Their psychic emanations are a defence mechanism against predators. Their theft from their subterranean nursery in Africa has not gone unnoticed, and those spending too much time in their presence suffer all number of subterranean mishaps such as landslides, cave-ins, or even earthquakes. Any attempt to cast a spell or ritual within Close range of these spheres increases in difficulty by +2.

Large and heavy, Livingston Marbles are Major items.

PIPES OF MCMURDEN

"Aye, the fine skirlin' o'the pipes! Ye wouldnae think they big beasties'd be afeart o'it. Who kent it? But, hey, Black Sun? Aye, they scunners ken tae shift their arses tae!"

— Pipe Major Murdo McAllister, Grey Watch

Restriction Rating: 5

The regiment of the Grey Watch march not only to the beat of the drums but the skirling of the bagpipes. Recruited from the Scottish regiments, they are intensely proud of their traditions. They fight for Scotland first, then King and Country.

The pipes of McMurden always accompany the Grey Watch into battle. A set of bagpipes carefully handed down through the generations, the bag has been replaced several times. The chanter or melody pipe, used to generate the tune via carefully arranged finger holes, is the source of the bagpipe's power. It is not of this world, possibly not even this reality. Prof. Deadman has noticed some trace radioactivity and has tentatively suggested the chanter is not of Earthly origin.

The pipes require two hands to wield and are considered a Major item. Mythos entities increase the difficulty of all attacks directed at the piper by +1, or by +2 if the piper is currently playing. Grey Watch and all allied troops within Medium range of the piper get +3 Morale resistance while the pipes are playing and may re-roll a single d20 on any attacks they make.

SACRED KHUKRI

"For such diminutive fellows, they certainly carry some rather impressive blades."

— 'Mad' Jack McMasters

Restriction Rating: 4

Gopal's Gurkhas carry these large curved blades into combat. Exquisitely carved, each weapon is unique and inscribed with Vedic texts, allowing them to damage otherworldly entities. It is unclear if the holy texts themselves cause the damage, or the Gurkhas through their sheer strength of belief. Nonetheless, the blades are still a formidable weapon against unearthly foes.

Sacred Khukri are Minor items.

REBREATHER PACK

Restriction Rating: 2

During the war, both French and US teams develop their own rebreather technology. Unfortunately for the French team, the occupation by Nazi forces curtails further development until later on in the war.

Rebreather gear consists of one or two tanks of air attached to a breathing mask, by one or two hoses through a regulator. The regulator is used to alter the mix of gases at pressured depths, otherwise leading to effects such as Nitrogen Narcosis, "The Bends", at depths greater than 30 metres. Military-issue gear is often combined with

wetsuits, masks, and fins designed to make movement and vision underwater easier. These devices enable the wearer to breathe underwater for durations of up to 60 minutes, although users consume more oxygen at depth or when performing strenuous activity and so the exact duration is at the GM's discretion.

Rebreather gear is a Major item.

Nitrogen Narcosis

Nitrogen Narcosis, "The Bends," can affect anyone, and while a physical effect, it has the greatest impact upon the sufferer's mind. The GM may spend 2 Threat to inflict 3 mental stress with the Drain effect upon characters who are swimming at depths of 30 metres or more. A character may attempt a Brawn + Resilience or Brawn + Survival test with a difficulty of 2 to resist this, suffering no stress if the test is successful. Each successive time during a single dive that a character suffers this stress, increase the stress inflicted by +1

SWORD-CANE

"No gentleman should be without a walking stick and a deadly one at that!"

— Viscount Alexander 'Alec' Towton

Restriction Rating: 2

On the surface, this seems nothing more than a walking stick for a gentleman on a night about town. Carefully concealed within the hollowed haft is a long-bladed sword. While not well-balanced, it is still useful in circumstances where carrying a firearm or overt melee weapons may raise suspicions.

Sword-canes are a Major item.

"TURPIN'S BANE" BLUNDERBUSS

Restriction Rating: 5

The thing looks like an antique, but crikey, it packs quite a wallop!

— Margaret 'Peggy' Walsh

An heirloom from Viscount Towton's personal collection, this antiquated weapon is still a force to be reckoned with. Appearing to be little more than an old-fashioned musket, intricately engraved with an exaggerated flared muzzle, it is designed to work with antiquated black powder. This single-fire weapon is still powerful enough at Close range to cause serious damage, especially when loaded with Elder Sign Ammo (p.XX).

Section M has this item on indefinite loan from the Towton estate, hanging upon the wall in HQ. Ostensibly little more than an antique holdover from the days when such devices were a defence against highwaymen, it is kept loaded and well-maintained should it be needed in the defence of the mansion and is occasionally loaned out in "special circumstances".

The Blunderbuss is a Major item.

WELLINGTON UMBRELLA

"'Stormy weather ahead?' Best pack the Duke."

— Margaret 'Peggy' Walsh

Restriction Rating: 2

Like the sword-cane, the Wellington Umbrella masquerades as nothing more than a simple umbrella (or brolly, as it is called in Britain). In reality, it conceals a firearm — either a six-shot revolver or pump action shotgun — activated by twisting the handle ninety degrees right and then fired by pressing a concealed button. The umbrella can also be transformed into a serviceable sword, the spokes forming the blade when the handle is turned another way. Of course, it ruins a perfectly good umbrella, but needs must.

The Wellington Umbrella counts as a Major item.

THE WHISPERER: SILENCED BB GUN

"It looks like nothing more than a child's toy in the hands of folk like Carter. By God it's damn handy for quiet work though!"

— Capt. Eric 'Badger' Harris.

Restriction Rating: 4

The BB gun is a designed to fire small spherical projectiles, usually ball bearings, although it can be used to deliver toxin-infused pellets. Although it is little more than a souped-up air rifle to most soldiers, the Whisperer is perfect for covert operations. The "silent but deadly" as it is often jokingly referred to, is exactly that. A prototype of the Beowulf rail-gun technology (see p.XX), it is too low-powered to be used at range, although it is ideal for close confines and covert work.

The Whisperer is a Minor item.

"Quiet, lethal and compact, the Whisperer is your best friend for quietly disposing of enemy sentries."

– Daphne Rogers Section M

Majestic

Majestic may be "late to the party", but it is extremely well funded and resourced. Prone to a 'throw everything at the wall and see what sticks' approach, this results in some truly off-the-wall weapons and equipment, whose true worth is only revealed when tested in the field. Undaunted and enthusiastic, Majestic scientists continue to produce a steady stream of both deadly and leftfield weaponry.

Of course, the very nature of the United States means the FBI and other agencies have some knowledge of the Mythos through events at Innsmouth and Appalachian Mountains. As such, they concentrated their efforts upon these areas until co-operation with Section M opened up a whole new fund of knowledge. The traditions of the Alaskan Tlingit have also fed into the US arcane weapons programme, presenting new ways to battle Mythos horrors.

Alaskan Bloodstone (Shé Xelit)

Shé Xelit, Blood of the Thunderbird, is what the Alaskan Tlingit call this red glass, a variety of rare fulgurite, where sand has been transformed into a glass mineral by a lightning strike. The red crystals, called Alaskan Bloodstones, are something of a geological anomaly, unattractive gemstones, and hard to work as they splinter easily — at least, to those without the secrets of working the glass like the Tlingit of Arrowhead Island, or *At ýéidii x'áat'*.

The traditional processes they use, handed down through generations, are born of necessity. The demons which haunt Alaska's icy wastes, the children of the Wendigo, are terrible foes indeed and these mineral riches provide a means to fight the forces of the dark. Alaskan Bloodstone has unique qualities not fully understood by scientists but in the hands of the Pathfinder Demon Hunters known to their own people as the *Keijn* (Tinglit for five), *Shé Xelit* weapons and armour are more than a match for Black Sun sorcery and *Nachtwölfe* technology.

BOLAS

Restriction Rating: 2 (3 with explosives)

A combination of two or more weights interconnected by cords, these throwing weapons are designed to entangle the legs of the target. Against Mythos entities, such weapons are of limited use — at least, they were until the weights were replaced with explosive charges.

Bolas are a Major item.

WOLVERINE CHAINSAW

Restriction Rating: 4

Although chainsaws used by a single wielder are only commercially available after 1947, Majestic has secured a few prototype gas-powered chainsaws for its military endeavours. The design — a series of chain links running along a blade-like frame, driven by a petrol engine — changes little. It is surprisingly useful against Mythos entities, but not exactly quiet for covert operations.

The Wolverine Chainsaw is a Major item.

COYOTE GRENADE LAUNCHER

Restriction Rating: 3

A single-use launcher that fits beneath the barrel of a rifle, these weapons are designed to propel a grenade further than its thrown range. A compressed air charge launches the payload, using a pump-action mechanism. Valued in combat by troops like Foley's Furies, it is especially useful in clearing enemy fortifications or taking out Mythos creatures from a distance.

The Coyote Grenade Launcher is a Minor item when detached from a weapon.

CRACKLER M5-1 ELECTRIC BAZOOKA

Restriction Rating: 5

The "Crackler" is a single-person, shoulder launched weapon that fires crackling bursts of electricity with an effect similar to ball lightning. The battery packs are large and heavy, resembling a flamethrower backpack, and deplete after a number of shots.

Heavy and clumsy to carry, the Crackler is a Major item.

DART GUN

Restriction Rating: 3

Various government agencies have a vested interest in capturing some Mythos entities, despite Majestic's protests to the contrary. Dart guns use a compressed air charge to deliver a tungsten-tipped dart, usually coated in a toxin or sedative. While they are short-ranged they are almost silent, perfect for covert operations, if somewhat slow to reload.

Dart guns are Minor items.

DESICCANT SPRAY

Restriction Rating: 4

After the Innsmouth Raid of 1928, various US government departments acquired specimens for testing. From such tests, the most successful was a desiccant aerosol spray that proved to be caustic to the flesh of marine creatures, drying it out. It is often used as a personal weapon of last resort against the powerful close combat abilities of the Deep Ones.

A single spray-can counts as a Trivial item.

DRAGON'S BREATH MK.II

Restriction Rating: 4

After several explosive accidents with the Mk.I's nozzle blockages, the Dragon's Breath Mk.II was rushed into service. A large, two-handed flamethrower, it uses an early form of napalm, a sticky combustible petroleum gel. This flamethrower is the weapon of choice of the Flaming Salamanders (see p.XX) and is incredibly effective against Mythos entities and mortal combatants alike, and is also useful against armoured troops and fortifications.

Unwieldy and bulky, it is a Major item.

EASTIN-BAKHAUS ARCLIGHT RIFLE (EBAR)

Restriction Rating: 4

The Eastin-Bakhaus Arclight Rifle (EBAR) is the first American attempt at a personal lightning gun. The battery pack is somewhat smaller than the "Crackler," and it functions like a heavy-duty, enhanced, voltaic arc lamp. It works by using the target as the second terminal of the lamp: a successful hit with this weapon produces an instantaneous circuit between gun and target, ionising the intervening air into a brilliant blue-white light.

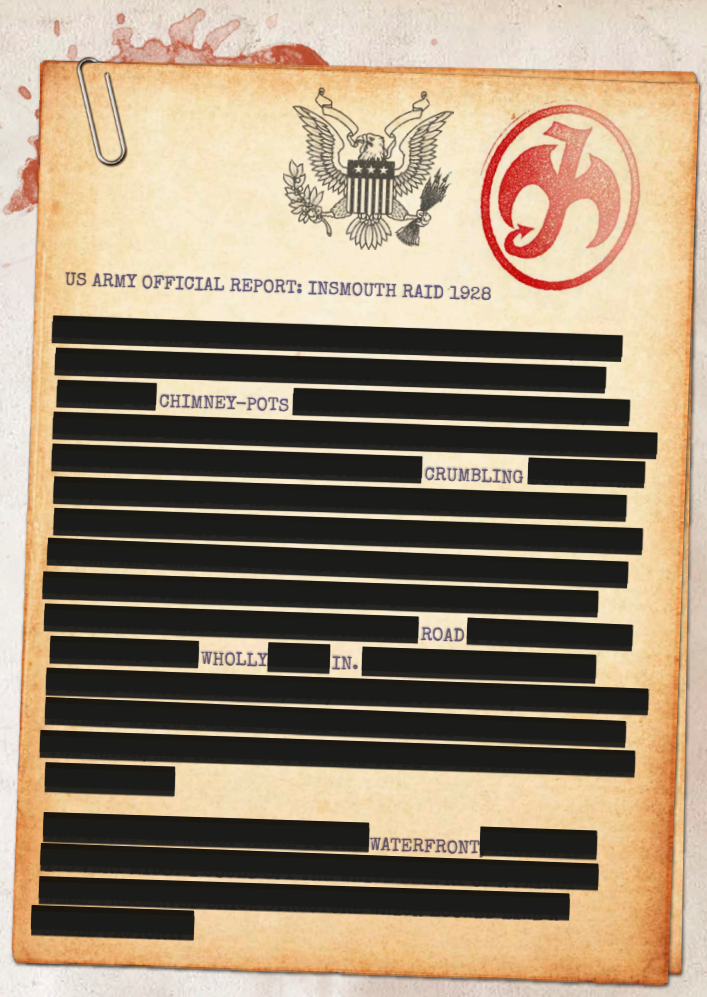
The EBAR is a Major item.

ELECTRIFIER

Restriction Rating: 4

This device can be attached to any metal melee weapon. When activated, it adds to the damage of the weapon against any Mythos Creature (except for those specifically immune to electricity). It consists of a battery backpack with heavy wiring, strapped to the weapon arm of the user. On a full charge it lasts for several minutes (a single scene) before needing to be recharged but can be turned off when not in use, preserving its charge. It can be used to knock out humans if a non-lethal attack is called for. It adds +1 Damage to the melee weapon as well as the Stun effect and the Bane quality.

Detached from a melee weapon, the Electrifier is a Minor item.



IBN-GHAZI GRENADE

Restriction Rating: 5

Rarely deployed in the field but highly useful, Ibn-Ghazi grenades are used in situations where dangerous invisible entities are likely to be encountered. As well as a standard fragmentation charge, these grenades also feature a small amount of an occult powder, first formulated by Ibn-Ghazi. This powder has the ability to reveal unseen entities, as well as damage them. As well as normal grenade damage, the powder nullifies any concealment such as phase-shifting or invisibility, adding a Revealed (p.XX) truth to any invisible or out-of-phase creature within Close range of the initial target.

3 of these Grenades are a Minor item.

MEDICINE BAG

Restriction Rating: 4

Medicine Bags are small leather sacks carrying sacred items to the Pathfinder Demon Hunters, along with a small amount of Shé Xelit. These items provide the bearer with a sense of inner focus: whether it is the energies of the Shé Xelit or self-confidence, the mental faculties and willpower of the bearer are bolstered. The wearer gains +1 Power, and they may re-roll a single d20 on any test (or opposed test) to resist hostile magic.

Medicine Bags are Minor items.

PATHFINDER "GHOST WALKER" ARMOUR

Restriction Rating: 4

The Demon Hunters have infused these bone armour vests with their most powerful protective rituals and wards. A substantial amount of intricate Shé Xelit beadwork also functions as more than mere ornamentation. The casual observer's eyes slide away from those wearing this armour, meaning the wearer of Ghost Walker armour is almost as good as invisible if they stay still. The vest grants +2 Armour, and +1 Morale against mental attacks from Mythos creatures. In addition, the wearer gains the truth Unseen by the Unnatural.

Ghost Walker armour counts as a Major item if carried and not worn.

PATHFINDER WEAPONRY

Restriction Rating: 3

The traditional weaponry of the Tlingit — the spear, war club, and bow — have benefited from a contemporary retooling. Stone and bone have been replaced with steel infused with Shé Xelit crystals during forging with Kiyoshi Kato's manufacturing techniques, fusing the ancient and modern. The addition of the Keijn and their blades to Majestic's troops give the Demon Hunters an extra edge against enemies both supernatural and mundane. These weapons are identical to normal weapons of their type but gain the *Bane* quality.

Pathfinder Weaponry is the same size as its standard equivalent.

ITHACA SCATTER-SHOT GUN

Restriction Rating: 4

The Scatter-shot gun, and the smaller Flechette pistol, are particularly nasty weapons designed for anti-personnel use and clearing confined spaces. Designed to fire a small shell which breaks apart in flight into dozens of smaller darts, the shells are often referred to as "beehive rounds" owing to the distinctive noise made as they break apart. The darts themselves shatter within the target in different directions, the dart's fin breaking off, making removal almost impossible and causing additional damage. These weapons are commonly issued against threats immune to non-terrestrial weapons or with proven regenerative powers.

The Scattershot gun is a Major item, and the Flechette pistols are Minor items.

"ZIPPY" ZERO POINT GUN

Restriction Rating: 5

Majestic combat engineers employ these bulky hand devices, known as ZPGs or "Zippy" guns. They resemble *Nachtwölfe*'s Force Plates (p.XX), although *Blauer Kristall* is not involved. Lower powered than Force Plates, these rely on a bulky battery pack and energy collector, allowing the user to manipulate gravity fields around an object, increasing it or decreasing its weight. The user can reduce gravity's pull upon an object, lightening the load and decreasing the mass; alternatively it can be made heavier. This has the effect of crushing the target into the ground. It has proven especially useful against flying opponents or vehicles, although the short range makes such use limited.

The technology allows the user to manipulate the local gravity field, increasing or decreasing an object's weight. By concentrating and focusing the energy through this device, heavy objects can be lifted, but doing so causes a power drain. In addition to being used for attacks, the device may be used to lift and move heavy objects. Attempting to lift or move an object requires a major action and a number of units of ammunition equal to the object's scale (minimum 1). Once lifted, the wielder may move an object carefully to anywhere within Close range or throw the object to somewhere within Medium range (this may be used as an attack, adding the object's Scale to the weapon's normal damage for that attack).

ZPGs are Major items.

Black Sun

Determined to bring about a "glorious" new dawn for humanity, Reinhardt Weissler and his Black Sun lackeys (p.XX) use their arcane knowledge to help further their cause. Affiliated with the avatar of Nyarlathotep, they wield significant occult power as a result, combined with the might of the SS. They also field a number of night-marish creations, created by corrupt rituals, performed in service of the Crawling Chaos.

Black Sun items cannot be requisitioned by player characters.

BLACK SUN ("SCHWARZSONNE") ARMBAND

"The soldiers were grim of purpose. They systematically checked the dead, removing some for some unknown reason, but leaving others. Each bore the insignia of a black sun in place of their Führer's sigil, leaving no doubt as to their loyalty."

— Corporal Ahkee 'The Eye' Singh

Like the *Totenkopfring* (p.XX) granted to high-ranking members of the Black Sun, the Black Sun *Schwarzsonne* armband is enchanted using a ritual ceremony held deep within Wewelsburg Castle (p.XX). Innocuous to the touch, these silken armbands are emblazoned with the Black Sun's hateful sigil.

The *Schwarzsonne* armbands are worn by all Black Sun members, both in the field and at Wewelsburg. With good reason: the creatures of the Black Sun such as *die Toten* or *die Gefellanen* and others will not attack the wearer as a result of the enchantment bound into the cloth. It does not allow the wearer to command or control such creatures but identifies them as an ally. The enchantment and ritual process involved remains a closely guarded secret by Black Sun. False armbands that have not undergone the ritual or damaged *Schwarzsonne* armbands have absolutely no effect on Black Sun creatures.

Black Steel, "Schwarzer Stahl"

The Black Sun soldier's eyes were as cold as the steel he bore, an archaic duelling blade of a metal so dark it seemed constructed of the void itself.

A Black Sun creation forged in the bowels of the Dreamlands' Wewelsburg Castle, metal ores mined from the Plateau of Leng are combined with fragments of obsidian taken from the Valley of the Black Sun to produce an alien alloy far stronger than terrestrial steel and possessing a number of unusual properties.

As its name suggests, it appears as a jet-black metal that seems to ripple and flow beneath its surface. It is icy cold to the touch and impervious to even the most extreme temperatures once forged.

When shaped into a blade, Black Steel is naturally enchanted, allowing it to harm Mythos creatures that would otherwise be impervious to normal weapons. Additionally, Black Steel weapons have a parasitic quality which give it the *Drain* effect.

BLACK SUN DEGEN

"The Black Sun officer succumbed to his wounds prior to interrogation. Aside from the SS uniform and Black Sun blazon, of special note is the rune-covered blade. Cold to the touch, the sabre appears to be made of an unknown metal."

— From a FEAR Field Report on captured Black Sun Technology

Created by Albrecht Lohmann, Black Sun's military commander, this is a variant of the SS Degen, the straight-bladed sabre used by the SS for ceremonial duties. Lohmann's taste for close combat leads him to have these weapons made for use by Black Sun's elite soldiers, bodyguards, and assassins.

Forged from Black Steel, these weapons are produced at different lengths to accommodate the height and reach of the wielder, and are perfectly balanced. Inscribed with complex runic patterns, these blades possess the innate properties of all Black Steel weapons but are additionally enchanted to drain the life of their victims. Black Sun Sabres also have the Truth A Power Fuelled by Blood and Souls.

Black Sun Sabres are Major items.

BLOODBORN DART AMMUNITION, "BLUTDORN"

Carter ducked in time, but Wilmslow was unlucky, the dart burying itself in his shoulder. He shouted in pain as an insectoid horror erupted from the welter of gore from the wound. With an alien shriek, it launched itself at Carter.

The *Blutdorn* dart is one of Black Sun's simpler, but nastier weapons, typically assigned to Black Sun snipers or assassins. The ammunition is rare and expensive to produce, but remains a powerful weapon against enemy morale and discipline, leaving terror and mayhem in their wake.

The bullet itself consists of little more than a hollowed-out dart delivery system designed to fragment on impact, exposing the content — tainted blood — to the air. Even against unarmoured flesh, the wound is unlikely to be life-threatening by itself, although painful.

Every round of this ammunition contains a Bloodborn egg (see p.XX), instantly gestating upon exposure to blood. Even if the round fails to break the skin, a trace amount of blood is enough to cause a fully-grown Bloodborn to materialise. The creature emerges within Reach of the attack's target, though it may not act in the turn it appears.

While difficult to produce and control, Black Sun is keen to develop the large-scale deployment of clusters of these weapons via artillery or aerial deployment.

3 ammo resources of Blutdorn darts count as a Minor item.

EBON SEEDS (EBON IVY)

"How dangerous could the seeds be? Well, we found out: the ground cracked and the ivy erupted in thorny serpentine coils, winding around the soldiers, the barbs piercing their flesh and hungrily ripping them apart."

— Prof. Richard Deadman

These black crystalline seeds feel odd, their surface slimy to the touch. Adapted from the vicious, barbed creepers that choke the marshy floor of the Valley of the Black Sun, Ebon Ivy is a form of razor-sharp vine possessing a basic animal intelligence, and is deployed by Black Sun in place of traditional barbed wire. Ebon Ivy is grown by casting seeds onto the ground, which quickly burrow down to take root, even cracking through concrete to find fertile soil. Shortly after being sown, thick, jagged tendrils begin to writhe from the earth, sprouting vicious barbs and quickly covering a sizeable area, all the while constantly shifting and squirming, sensing the world around them. It requires a major action to scatter the seeds across the ground. At the end of each round after being scattered, roll 1, plus an additional for each previous roll; if one or more effects are rolled, then the Ebon Ivy sprouts, filling a single zone (treat this as a truth: Tangle of Ebon Ivy).

Incredibly resilient, Ebon Ivy can be cut with bladed weapons but quickly sprouts new tendrils to replace those which have been damaged. Only fire will destroy it permanently and fire-based attacks gain the Vicious effect when attacking Ebon Ivy. Anyone unfortunate or foolhardy enough to end their turn within close range of a patch of Ebon Ivy, or who fails a test to move through it, is lashed and clawed by the plant, inflicting 4 physical stress with the Snare and Vicious effects.

Ebon Seeds are a Trivial item, unless being deployed on a large scale.

GEFALLENEN GAS

"What we thought was…the smoke of battle was something… worse. It hovered over the dead and left a foul taste, like rotting meat, in our mouths. It wasn't until later that we found out what the gas had done."

— Last words of Sergeant Colin Barker, Bronze Beret

When *Nachtwölfe* split from Black Sun, scientists were already developing their own reagent, based on work stolen from the American, Doctor Herbert West. Black Sun still had access to the data from that project and used it to create a delivery agent for their sorcery. Not to be outdone, Black Sun developed the delivery system further, creating a cluster of reagents that previously had to be applied during the casting of a spell.

Deployed in aerosol form from munitions such as artillery shells, the gas itself has no effect on living tissue, at least initially. It can easily be mistaken for the smoke of battle aside from the way it seems to coalesce around the bodies of the dead, blows against the wind and leaves a bitter, foul, aftertaste in the mouth.

When the right invocation is uttered (see Create Gefallenen p.XX), the bodies of the newly dead on the battlefield rise up as *die Gefallenen*, loyal to Black Sun and forgoing any former loyalties to the living. When the gas has been deployed correctly, the spell raises double the normal number of die Gefallenen.

Gefallenen gas takes on the size of its container.

KLEIN CELL

"We're still not sure what happened to McGinnis. He was investigating a number of artefacts, in this case a collection of strange bottles, but he disappeared from the hut. No one saw him leave, not even the guards."

— Prof. Richard Deadman

Having studied fragments of Hyperborean geometry recovered from expeditions to North Africa and combined them with the work of the German mathematician Felix Klein, Black Sun have created these unique and disturbing devices for use as both prisons and torture devices. Taking Klein's theories regarding a surface in which notions of direction cannot be consistently defined and extending them into four dimensions, Black Sun have managed to create an enclosure that cannot be escaped once entered.

A Klein Cell appears as a strangely shifting geometric form, somewhat akin to a bottle, and made from a glistening black glass material which seems to flicker in and out of sight as it twists and turns.

A victim is forced into a Klein Cell by simply touching its surface. This touch (which has to be via direct skin contact) is sufficient to drag them into its dimensional space, after which they find themselves in an endless tubular maze, where all movement appears to lead in exactly the same direction. The effect of this imprisonment quickly causes the mind to break. Through their magic, Black Sun's sorcerers can view the progress of the victim and decide when they are ready for interrogation or, in the case of the permanently insane, disposal. A daily Challenging (Difficulty 2) Will + Resilience test is required to stay sane. Failure causes 5 mental stress with the Vicious effect.

Though impossible to break from the inside, Klein Cells are relatively fragile, being only as strong as the glass which forms them. Breaking a Klein Cell will release the prisoner within, although the sudden shock of return from hyper-dimensional space to normal three-dimensional space can have catastrophic effects. It is left to the GM's discretion to determine if there are other means of extracting those held captive by less violent means. As a Klein Cell encompasses infinite, non-Euclidian space, there is technically no limit to the number of beings or creatures that can be stored in one.

Klein Cells are Minor items and impose the following truth upon anyone confined within them: A Prison of your Mind.

TOTENKOPFRING

"Professor Deadman is certain the rings have some form of occult significance within the Black Sun Cult. Whilst they resemble similar rings worn by the Nazi SS, there are markings that he believes suggest a far darker purpose."

— Peggy Walsh

Officially named SS-Ehrenringe ("SS Honour Rings"), but better known as *Totenkopfringe* ("Skull Rings") for their macabre design, these silver rings are individually inscribed for each wearer. Designed by Karl Maria Wiligut, although frequently worn as a symbol of rank and pride, their original purpose is to prevent those passing through the Wewelsburg gate to the Dreamlands from suffering the crippling physical sickness that afflicts most travellers. They also have the benefit of providing protection against *die Gefallenen* and other summoned creatures, who see the wearer as an ally, ensuring Black Sun forces are not set upon by their own undead creations.

The rings also serve a secret purpose added by Weissler and known only to his Priors and Canons. When the correct incantation (Leech Life Essence p.XX) is invoked, a sorcerer can drain any individual wearing an SS-Ehrenringe within his line of sight (see p.XX for further details). Unwittingly, the SS have become a vast magical reserve for Black Sun's ultimate rites. All members of Black Sun are presented with their rings upon initiation, while selected SS recipients are given theirs after three years of loyal service. Closely guarded, every effort is made to ensure the rings of the fallen are returned to Wewelsburg, though in the carnage of battle a few are lost.

The Totenkopfring ring is a trivial item.

WOTAN'S STAFF-SPEAR, "GUNGNIR"

"The Black Sun magicians seem to set great store by these unpleasant-looking staff-spears. The black steel blade seems nondescript, more for show, but still sharp. They're about six feet long, twisted and covered in sharp thorns that can easily lay open the hands of a careless bearer."

— Prof. Richard Deadman

These bone-white staffs are tipped by a wicked looking blade constructed of Black Steel (see p.XX). They are often carved to resemble human vertebrae, although this is more for psychological effect than anything else. While Black Sun sorcerers may not be adept with the staff's combat application, they are certainly familiar with the aid it provides in magical casting and Black Sun ceremonies.

Named after the spear carried by the god Wotan of Norse mythology, and one of their once-beloved Führer's favourite operas (Wagner's Ring Cycle), only a select few of Black Sun have been granted the right to bear these items constructed from Yggdrasil Thornwood (see right).

When blood is spilt upon the staff, it draws strength and power from it, bolstering the wielder's powers or restoring their vitality.

Staff-Spears of Wotan are Major items.

"It is beautiful,
a fitting weapon
born of the old gods!"
– Sara Frick,
Black Sun Canon

YGGDRASIL THORNWOOD AMMUNITION, "DORN VON YGGDRASIL"

"The unidentified objects consist of what appears to be fossilised wood shards within the shotgun shells. Our resident sensitives have reported an almost pathological fear of the shards, suggesting residual psychic energy"

— Prof. Richard Deadman

In the cavernous depths beneath Wewelsburg castle, Black Sun believe they have found a sapling of Yggdrasil, the World Tree of Norse Mythology. A corpse-white tree, devoid of vegetation, the trunk is covered in wicked, barbed thorns interwoven with the bones of fallen warriors, embedded within the wood itself. It defies any specific categorization of genus, and is unique, the only one of its kind.

Although it is not Yggdrasil itself, as events in Trellborg have shown (see The Trellborg Monstrosities), the sorcerers of the Black Sun have found uses for the occult energies contained within the wood. They have weaponised some of it into shotgun shells, remarkably effective against extradimensional beings.

The tree also has a number of other uses. Branches of it have been cut and fashioned into Gungnir staff-spears (p.XX), used to bolster Black Sun Sorcery. The living sap is a powerful psychoactive drug. Black Sun leaders are careful not to take too much from the tree as it extracts a price in blood and bone, in return for its "gifts". A weapon loaded with Thornwood ammunition gains the Bane quality. In addition, it grants the Drain effect on all Salvo attacks.

3 ammo loads of thornwood ammunition count as a Minor item.

Nachtwölfe

Driven by the needs of the escalating conflict, *Nachtwölfe* produce countless special innovations based on their research into ancient antiquities and the ubiquitous *Blauer Kristall* technology.

***Nachtwölfe* items cannot be requisitioned by player characters.**

Something Old...

On their own, the crumbling, blue crystals so beloved by *Nachtwölfe* appear to be relatively harmless, unless hit with sufficient force to cause a reaction. Under these conditions, the crystals release energy that acts against the applied force, in most cases negating it completely.

The crystals themselves are heavier than gold and, on close examination, their inner structure looks somehow wrong to the human eye. Characters with access to a reasonably well-equipped laboratory can analyse the crystals with a successful difficulty 2 Science test and will discover that they are composed of a hitherto unknown transuranic element with a very high atomic number.

The crystals appear to be radioactive, and prolonged contact with bare skin does produce third degree burns. *Nachtwölfe* has been able to insulate equipment that contains fragments of the raw crystals using specially treated fabrics, based on suggestions found in an ancient Tibetan text, protecting users from this relatively mundane side-effect.

ANDERSSEHER-HELM

The strangely bulky helmets worn by *Nachtwölfe* Stalkers (p.XX) have been strengthened with *Blauer Kristall* to accommodate a set of heavy, adjustable lenses. Based on the Cornwallis lens stolen by German loyalists from New World Incorporated in the 1930s, these optics have three settings. The first provides magnification equal to a standard pair of binoculars, whilst the second provides night vision equal to that of the Zielgerät 1229 infrared aiming device (p.XX). The third allows the viewer to see creatures and beings that the human eye is normally incapable of seeing. A version of these helmets, lacking the optical enhancements, is issued to some serving *Nachtwölfe* troops, though supplies are limited. The helmet grants +2 Armour and also the See the Unseen Truth.

If not worn, these helmets count as Minor items.

"These new helmets,
a little uncomfortable at first,
but mein gotte,
they are useful.

Not only protecting you
if you stick your head over the parapet,
but the range of vision they afford!

The optics are exceptional,
I doubt even the Swiss could
produce something so wunderbar!"

- Klara Becker - Nachtwölfe Stalker

AUGMENTATION & BIO-ENHANCEMENT

Nachtwölfe have made a number of technological advances, some of them terrifying in the extreme regarding their search for the "Nazi superman" or *Übermensch.* With little regard for medical ethics and morality, the use of both *Blauer Kristall* (p.XX) and Vitalität IX (p.XX) serum may well give the Third Reich — or at least *Nachtwölfe* — a considerable advantage. Particularly as they have plenty of test subjects to work with in the form of prisoners of war, and poor souls from the concentration camps.

They also experiment extensively on animals, and those not later vivisected or harvested are often added to *Nachtwölfe* forces; dogs and wolves are especially common. *Nachtwölfe* scientists are perhaps the most terrifying opponents outside of the Cthulhu Mythos: still human, but utterly without remorse or compassion, their dedication to the idea of the *Übermensch* takes them to a very dark place indeed. In the early stages of their existence, *Nachtwölfe* are concerned that the physical appearance of their test subjects remains unmarked or attractive. Only the most impressive males and females (both physically and intellectually) are selected as candidates for successful augmentation, but as the war grinds on, *Nachtwölfe* begins to care less about such things. Indeed, many of the augmentations are taken from unwilling victims, and supplemented by protomatter.

Augmentations do not count toward encumbrance.

- **Arm Enhancement:** The recipient's hand-coordination is improved. They gain Coordination +2.
- **Aural Enhancement:** The recipient gains the Hearing focus.
- **Dermal Armour Plating:** The recipient gains +1 Armour.
- **Optical Enhancement:** The recipient gains +1 to Observation based skill tests.
- **Heightened Reflexes:** The recipient gains quicker reactions - Agility +2.
- **Last Gasp, "Glorreicher Tod":** A suicide tooth implant infected with the *Die Draugar* virus, immediately turning the often unwitting victim into a *die Draugar*.
- **Leg Enhancement:** The recipient becomes faster, gaining Athletics +2 and the Running focus.
- **Olfactory Sensory Enhancement:** The recipient gains +1 on all tests regarding a sense of smell and the Smell & Taste focus.
- **Rebreather:** The recipient may spend up to 15 minutes in airless or hazardous environments without penalty.
- **Regeneration:** Recipient recovers one Stress at the start of each of their turns.
- **Skeletal Reinforcement:** The recipient bulks up, getting bigger and heavier, adding +2 to their Brawn.
- **Sleepless:** The subject rarely suffers fatigue and can stay awake for weeks at a time.

Vitalität IX "Spice Of Life"

Although hoping to discover a desperately needed cache of rare blue crystals, during one of its many digs in the Middle East, *Nachtwölfe* archaeologists instead unearthed something completely unexpected but equally intriguing.

Inside an elaborately decorated box of unknown origin, they found four carved quartz vials, three of which were unfortunately broken. The fourth contained a small quantity of a milky fluid, which detailed analysis revealed to have a remarkable "boosting" effect on living tissue. Keen to see if the serum could enhance his soldiers, Obertsleutnant Richter volunteered to become the first human test subject.

Spurred on by the obvious improvements in Richter's physique, stamina, and reflexes, *Nachtwölfe* scientists then began to develop their own version of *die Vitalität* (as they had christened the serum), as there was far too little of the original material left to use in an expanded training programme. Unfortunately, an exact reproduction proved impossible. Precisely what happened to those tested with *Vitalität I-VIII* is a closely guarded secret, but with *Vitalität IX,* the researchers have come up with a compound that, whilst far from perfect, does at least enhance the subject's physical prowess (albeit at the expense of their intellectual acumen).

The Cost of Progress

Replacing parts of the human body scientifically and surgically does not affect mortal non-spellcasting humans — but for sorcerers, there is a cost. Each *Nachtwölfe* Augmentation reduces a spellcaster's Power by 1.

BREASTPLATE ARMOUR, NACHTWÖLFE

This bullet-proof chest armour is made from the *Blauer Kristall* steel alloy developed by *Nachtwölfe* and grants +3 armour, though it also has the Heavy and Uncomfortable qualities. A bullet impact results in a bright blue flash of light as the armour redirects the force of the bullet. The armour also gives the wearer +2 Cover and +2 Morale against stress caused by hostile magical attacks.

When not worn, it counts as a Major item.

BK-259 FEINDSUCHER "FOESEEKER" RIFLE

Armed with a powerful BK-259 *Feindsucher* "Foeseeker" rifle, *Nachtwölfe*'s Nachtjäger can often operate at extended range (1000m), and the single shot *Blauer Kristall* bullet is a devastating payload, able to punch through cover and even armour to strike their targets. Fortunately for the Allies, these weapons are rare, owing to the scarcity of the ammunition.

These rifles are Major items.

Blauer Kristall Mk. I & II

"Test material appears to be highly reactive to all forms of energy. Harris says it gives him the heebie-jeebies. I'm inclined to agree with both assessments."

— Prof. Richard Deadman

Initial experiments have discovered many uses for small amounts of the blue, crystal-like material recovered from a dig in Sumatra (and subsequently found in other excavations), including powering portable devices and experimental weapons. It can also be used to create a bonded metal, for use in personnel, vehicle, and aircraft armours, which is both lightweight and able to withstand much greater impacts. Developed using instructions hidden in ancient scrolls, this *Blauer Kristall* is one of the promising ancient technical developments spurned by Reinhardt Weissler.

Once combined with steel as part of a highly secret process, the bonded material looks like black metal at first sight but has an unsettling blue sheen on closer inspection. It is also able to absorb some esoteric energies, which Mina Wolff believes should prove useful if they ever come into direct conflict with Black Sun's Mythos allies.

The bonding mechanism is still under study, and only two stable forms of the composite currently exist, known as Mark I and Mark II. As the technique is still being perfected, there is a danger of Mark I and Mark II armour shattering under certain conditions. Experiments to develop a Mark III alloy are ongoing. Newly discovered inscriptions should refine the process once they have been deciphered, but the project is in danger of stalling if *Nachtwölfe* cannot obtain enough of the raw crystal material from its various archaeological digs.

The Allies know of the material and that it has some importance to the Third Reich, but for the moment are unaware of its properties. Some shipments destined for *Nachtwölfe* have been intercepted and sent to Prof. Richard Deadman for analysis.

BLAUER KRISTALL AMMUNITION

Blauer Kristall ammunition is hard to come by and only issued to Nachtjäger and *Nachtwölfe* snipers. Expensive to create, it is not wasted on foolish endeavours and reserved only for the most skilled shooters. A weapon loaded with this ammunition has the Bane quality, and adds the Piercing 1 effect to Salvo attacks.

1 unit of *Blauer Kristall* ammunition counts as a Minor item.

"The Foeseeker is a beautiful and deadly weapon, nothing else in our entire arsenal comes even close. A range of a kilometer gives you such reach, far beyond the Americans ability to counter fire. Combine it with a Hüllen cloak and you are virtually invisible, undetectable.

Mine is named 'Sophie' after my wife, as she shares many of the same characteristics: tall, elegant, precise. 'Sophie' already has 15 notches on her stock, 15 Allied officers who will never see their homelands again.

Last week, I was issued with some of the *Blauer Kristall* ammunition, which has allowed me to expand my target range and repertoire. There was a major push at the front and I sighted three Shermans closing in our lines. Three shots, one *Kristall* cartridge into each engine compartment was all it took. Now Sophie bears three new notches – and a new nickname "tank killer."

– Luka Meyer – *Nachtwölfe Nachtjäger*

BREATHER, NACHTWÖLFE

The breather is a bulky, gasmask-style unit with tubes leading into a waist-pack. When worn, the user need not eat or drink, and can operate equally well in airless environments. The user is also protected from flashing lights by polarised lenses, granting indistinct, murky vision through approximately 6" (15cm) of solid material. If the pack is opened, a strange, powdery substance will be found inside a metallic liner. The powder is unidentifiable but seems to efficiently absorb a variety of different gasses and liquids, in return releasing a breathable air mixture.

The breathers are most often worn by 1st Division *Nachtjäger* but are issued to other *Nachtwölfe* troops if serving in extreme conditions.

If not worn, *Nachtwölfe* Breathers count as Minor items.

DIE DRAUGAR GAS

Veteran survivors from both sides of the World War I remember well the horrors of gas. *Nachtwölfe* have advanced the terrible science of such weapons still further, unburdened by any humanitarian concerns or moral scruples.

Naturally — or perhaps, unnaturally — *Nachtwölfe* scientists and innovators have found a way to weaponize the terrifying *die Draugar* agent into an aerosol form. Whilst it is expensive to produce and inherently dangerous to handle, *Nachtwölfe* has plans to introduce it upon the battlefield, in the form of artillery shells or other mass deployment modes, likely including civilian population centres.

When deployed, this gas affects an entire zone, weaponising both dead and living flesh alike, fusing them into a horrific abomination neither alive nor dead. Near mindless, but with a rapacious hunger for flesh, *die Draugar* are the perfect weapon to use on enemy field hospitals. The danger in deploying the gas among friendly targets means *Nachtwölfe* deploys it in shell form, preferring to rely upon long-range bombardment. Anyone caught in the gas without protection must attempt to resist infection as if attacked by die Draugar (p.XX).

Die Draugar Gas takes on the size of its container.

FEUERFLÜGEL AMMUNITION

This experimental ammunition is capable of penetrating light-to-medium armour and explodes on contact with its target, sending incendiary-like burning material up to 20ft (6m) away from the point of detonation. Designed to be used with the NW-Jagdgewehr-StGw43-A assault rifle (p.XX), a single successful shot is usually sufficient to kill a human, as it also sets the victim alight. If used against a hard target, the resulting explosion sends out a shower of incendiary fragments igniting surrounding flammable objects. Usually this immolates any human unfortunate enough to be in range. Thankfully for the Allies, this ammunition is still quite rare, and only infrequently encountered in the field. A weapon loaded with this ammunition adds the Area and Persistent 4 effect to Salvo attacks.

A single use of Feuerflügel ammunition counts as a Minor item.

FORCE PLATES

These are thick, studded plates of wrought iron infused with a fine, glowing "wire" lattice, attached to sturdy hand-grips. A thick cable runs from each plate to a weighty power pack, worn in the manner of a rucksack. When not in use, the plates are worn clipped to the user's belt. A trained operator can expel "telekinetic" blasts

through the force plates to varying effect. An experienced user can expel a shockwave from each force plate once per round.

If both plates are placed directly against the side of an armoured vehicle, the operator can establish a devastating harmonic vibration, rendering the crew inside unconscious. Using this attack temporarily drains the energy in the force plates, preventing the user from employing them for two rounds.

The technology in the device allows it to manipulate local gravity fields, using advanced machinery to increase or decrease an object's weight. By concentrating and focusing the energy through this device, heavy objects can be easily lifted, but doing so causes a power drain. In addition to being used for attacks, the device may be used to lift and move heavy objects. Attempting to lift or move an object requires a Major action and a number of units of ammunition, equal to the object's Scale (minimum 1). Once lifted, the wielder may move an object carefully to anywhere within Close range, or throw the object to somewhere within Medium range (this may be used as an attack, adding the object's Scale to the weapon's normal damage for that attack).

Those using force plates do not tend to use more mundane weapons, although it is usual for *Nachtwölfe* operators to carry service handguns, in case of battery pack malfunction. As insulated protective gloves are usually worn when utilising force plates, each handler is also equipped with a specially adapted heavy knife, known as the "Eisenstachel" ("Iron Sting", an insulated dagger), which has an enlarged grip and a thick ring attached to the knife's cross-piece. By inserting his thumb through this ring, a force plate user can maintain a hold on the weapon in spite of his gloves and wield it if required.

A set of Force Plates are a Major item.

HÖLLENFEUER "HELLFIRE" BELT-FED REPEATER SHOTGUN

Looking like a snub-nosed Gatling gun with an octagonal arrangement of barrels, this rapid-fire shotgun uses a similar rotary mechanism. The barrels are kept cool by an internal coolant mechanism, ejecting each spent cartridge as each shot is fired. The *Blauer Kristall* shot generates significant heat when the weapon discharges: the coolant mechanism makes the weapon bulky, but effective at close range or in breaching operations.

Höllenfeuer shotguns are Major items.

"Knock, knock,
boom, boom!
Lili is coming for you
little Tommies!"
- Lili Weber, Nachtwölfe Pionier

NW-JAGDGEWEHR-STGW43-A ASSAULT RIFLE

"Even Carter couldn't complain about the size of that last Nachtwölfe *gun!"*

— Dr. Dennis Parker

Having successfully developed the Shewolf Maschinenpistole for their commanding officer (p.XX), *Nachtwölfe* scientists explored the evolving technology further, producing a weapon that could be used by their troops in the field. By the time the scientists had sufficient quantities of *Blauer Kristall* to create such guns, they had settled on the Maschinenkarabiner 42 (Haenel) as the basis of their design.

With additional elements from the MP43 incorporated, as field testing refines the weapon's capabilities, the StGw43-A looks like an oversized version of the StGw44 with a heavier, longer barrel and an eerily blue finish. Despite the presence of the crystalline alloy, the bulky weapon still possesses brutal recoil and, in the hands of those with insufficient strength and body mass, firing it has been known to dislocate arms and break collar bones.

The Jagdgewehr is used for the initial field tests of the Zielgerät 1229 infrared aiming device. Codenamed Vampir, the device consists of a large scope and an infra-red lamp. The lamp illuminates objects at a wavelength invisible to the human eye, whilst the scope allows the shooter to see the reflected lamp light, giving them the ability to locate and fire upon targets in the dark. The gun's distinctive blue muzzle flash does not interfere with the Zielgerät's operation, although Stalkers (the gun's main users) are trained not to remain in the same place, as the weapon's flash reveals their location. Few StGw43-A retain the device thanks to the development of the Andersseher-Helm. Nachtjäger snipers train regular troops to use the scope with the smaller StGw44. In addition, the Jagdgewehr StGw-43A can fire rocket grenades (similar to a *panzerfaust*), turning the gun into an anti-materiel weapon.

Due to the scarcity of the materials needed to produce them, there are limited numbers of these assault rifles in actual service. Too cumbersome for standard use (even when not made from *Blauer Kristall*), the weapons are later reduced in size for the regular armed forces.

Jagdgewehr count as Major items.

RED RUIN GRENADE "BLUTROTER RUIN"

"We didn't realise what it was at first, just a pink mist rising in the dusk. The bodies of our comrades staggered from it, melting into pools of blood and viscera before our very eyes."

— Indira Dhawan, Gopal's Gurkhas

A particularly nasty weapon developed originally as a delivery method for deploying the Iron Plague payload, it has since become a weapon in its own right. A haemorrhagic aerosol, it is absorbed through the skin and uses the victim's own blood as a catalyst.

The reaction is one of acidic effervescence, according to *Nachtwölfe*'s clinical test results. The visual effect is far more horrific, as the victim's own blood renders their body down to its essential acids, dissolving even bone. The fatal process takes minutes, but the victim is in agony the whole time. The gas dissipates in water, leaving a red slime, but has only a few minutes contagious half-life in dry air, although damp or cold conditions can extend this half-life considerably.

Nachtwölfe use this a terror weapon and as an "efficient" way of systematically clearing pockets of resistance from underground structures or fortifications. The gas is heavier than air, seeping downwards through air vents or stairwells. In the latter days of the war, *Nachtwölfe* conceive a plan to load V-2 rockets with Red Ruin, targeting areas of specific arcane significance or strategic value — namely, Section M's London facilities, as well as major population centres.

Three of these grenades count as a Minor item.

Chopping down trees, chopping down marines it is all the same to me."

– Corporal Gerd Kunz, Nachtwölfe Sturm Trooper

RELIC DAGGER

These stylized daggers are decorated with the *Nachtwölfe* symbol of the wolf's claw. While they are precision-tooled, the blades are often tarnished and rusty. This is due to the metal's origin, from former unholy sacrificial blades and other occult items being re-forged and smelted in a secret alchemical process. As a result of this process, the blades have the ability to damage entities like the horrors of their Black Sun rivals.

They count as Minor items.

SHROUD (HÜLLEN) SEMI-ADAPTIVE CAMOUFLAGE

Shroud, or *Hüllen*, camouflage is used by the *Nachtwölfe* Stalkers and *Nachtjäger* snipers. In a secret location — even kept from many in *Nachtwölfe* itself — a bloated Spider of Leng - from the accursed plateau of the same name - is held captive. The silk from the creature's webbing is woven into garments such as greatcoats or capes. Slick to the touch, the garments appear to be black leather, but feel like silk. While wearing Shroud camouflage, the wearer appears to vanish into the shadows. Wearers of *Hüllen* camouflage gain the *Concealed* truth, applying to stealth tests and any other test to remain unseen while in dark or dimly-lit locations.

If not worn, these garments count as a Major item.

STURMBOLZENAXT TRENCH HATCHET

A combination of battle-axe and pick, the hafts of these brutal-looking weapons are carved to resemble the runic lightning bolt symbol of the SS. In the hands of the *Nachtwölfe* Sturm Troopers, these massive combination weapons look like toys, yet inflict vicious wounds upon their target. They are also useful in excavating trenches or foxholes. The augmented strength of the Sturm Troopers allows them to dig themselves in, using these tools.

Heavy and imposing, these devices count as Major items.

Deep Ones

The Deep Ones are heavily geared toward rapid deployment into melee and close combat, where they excel. Much of their weaponry comes from their marine environment in the form of adapted aquatic lifeforms, as they appear to require little manufactured technology. The pressured deeps they live at allow the creation of a number of weapons based on their environment and their Deep One hybrid troops often make use of appropriated human weaponry and equipment when required.

Deep Ones items cannot be requisitioned by player characters.

BORECRAWLER BOMB

Distantly related to Moray eels, the borecrawlers are a hitherto unknown species, slithering blindly through the abyssal muck in the depths of the ocean trenches. The surface world discovers them soon enough when the Deep Ones make use of them as living weapons. A borecrawler bomb consists of a cluster of white oblong eggs, around a foot (30cm) long. When fired from a Projector — or hurled — the eggs break upon impact releasing very hungry and angry borecrawler hatchlings. Voraciously hungry, the first thing the hatchlings need is to consume their own body weight of fresh meat within an hour — usually, the nearest food source will be enemy troops, but borecrawlers will feed on anything — including Deep Ones and each other. The Borecrawler swarm behave in the same way as a Rat Swarm (see Chapter 13: The Bestiary p.XX), though they have the ***Seething Slithering Horror*** truth instead of the truths of a normal Rat Swarm.

Two of these bombs count as a Minor item.

DEEP ONE PROJECTOR

Made from the mineral deposits secreted by tube worms near "Black smoker" thermal vents, these disposable tubes use compressed Hydrogen Sulphide gas to launch grenade-like weapons or missiles. Although highly volatile, the Projectors have a significant ranged benefit that Deep One forces otherwise lack. Deep One Projectors usually cement themselves into the ground so can be used as a form of mortar or petard as a fixed emplacement. They can also be used as a form of anti-vehicular weapon, as a kind of aquatic "bazooka".

These devices count as a Major item.

MISTWEAVER ARMOUR

A gelatinous solution rendered down from various species of deep water jellyfish, this unusual biological armour is commonly used by Deep Ones on land. Reacting when exposed to the air, the gel hardens, creating a mist around the wearer, but also creating a ballistic-resistant "second skin". In large enough numbers, Deep One troops generate a cloud of this mist, minimising their visibility. The "armour" also functions as a form of sealed suit that keeps the wearer hydrated. Over time, the gel melts, sloughing off into a pool of slime.

Mistweaver armour gives +2 Armour against physical attacks, and the mist it gives off gives the wearer the ***Concealed*** truth.

When not worn, the armour is a Major item.

MOLLUSC MINE

Easily confused with their human mine equivalent, the magnetic "Limpet" mine, these are in fact anti-personnel explosives, deployed in actual fragile seashells. Filled with acidic liquid held under considerable pressure, when the shell is broken the mollusc mine releases a cloud of pressurised acid.

A single Mollusc Mine is a Minor item.

PUFFERFISH GRENADES

Deepwater pufferfish are little more than gas bladders, a fact that the Deep Ones exploit in utilising them as a delivery systems for various chemical reagents — some are used as smoke grenades, an exothermic reaction taking place on exposure to the air, others are used to deliver air-borne toxins or acidic payloads. Pufferfish grenades are used by both Deep Ones and hybrid infantry but can also be fired from Deep One Projectors.

They are akin to normal grenades in other ways, and 3 of them count as a Minor item.

SPINE DAGGER/DART

Resembling less a dagger and more a spiny sea urchin, these weapons consist of a series of spines held in the fist. Hollow, they are usually filled with pufferfish venom (Tetrodotoxin) if paralysing their victim is required, a tactic sometimes used by Deep One Slavers. More lethal toxins can also be employed.

They are a Minor item.

Mi-Go

The Mi-Go have visited Earth many times over the centuries. As such, they have established themselves on Earth in many of the higher places and remote mountain tops, although they prefer to avoid human contact unless it is of their choosing. Their technology is a bizarre mix of the arcane, esoteric, and biological.

Mi-Go items cannot be requisitioned by player characters.

Protomatter

Protomatter is not understood by many human biologists, as it defies any form of classification. It appears to be organic, yet it is grown in vats by the Mi-Go who use it in their bio-technology. It is not "alive" yet appears to exist in some animated form. It is rumoured the Mi-Go have shared some of their technology with *Nachtwölfe*, including certain protomatter formulae. Section M is certain that protomatter is critical in a number of their experiments, notably their *Übermensch* program.

BIO-ARMOUR

A common form of armour worn by Mi-Go units, this slimy webbing reacts to a point of impact by hardening instantly, redistributing force. It adheres to the epidermis of the wearer, covering any exposed skin in a sickly grey-green covering of mucoid matter and, once bonded this way, removing it is a painful experience. The armour provides 2 points of Armour resistance but removing it from a non Mi-Go wearer inflicts an immediate injury.

If not worn, it counts as a Major item.

BIO-CLOAK

This device meshes with the arm of the user, causing 1 damage when removed. It makes the wearer invisible to other Mi-go, Elder Things, Yithians, Deep Ones, and Serpent People, but for some reason, not humans. The wearer gains the **Unseen by the Unnatural** truth, applicable to tests for hiding from or remaining unseen by these beings. Other senses, such as touch and smell, are unaffected by the cloak.

It counts as a Trivial item.

"Bally handy these bio cloaks,
you could walk through
an entire Mi-Go hive
and observe the swarm's comings
and goings with barely any risk at all.

No...
no...
I didn't mean I was volunteering
for any such assignment..."

- Captain Fred Daniels
- Section M
- currently believed MIA

BRAIN CYLINDER

Mi-Go have the ability to surgically extract living brains and keep them alive within bizarre cylinders, using them for information gathering in a very literal sense. Some scientists have postulated that these cylinders may each form a small part of a vast calculation engine, each brain being a "sub-processor" of sorts. After the events in Switzerland detailed in A Light on the Mountain (available from XX), Section M quickly ascertains that these cylinders can also — and have been — used to create copies of human brains using protomatter. So effective are they, that each clone has an almost perfect memory of their past "donor".

These devices count as Major items.

DISINTEGRATOR

So heavy that the physically weaker Mi-Go drones have to rely upon their augments to bear them into battle, these huge dish-shaped funnels can only be manipulated by specially-grown tendrils of protomatter appearing to fuse with the bearer in some form of nerve ganglion. Majestic has previously managed to secure some of this technology, although they have only been partially successful in reverse-engineering it (see p.XX).

If a Disintegrator defeats its target, then the target is utterly destroyed, leaving only a greasy cloud of smoke and a bad smell. Characters suffering this fate may spend a Fortune point to survive this, becoming defeated rather than destroyed.

These devices count as Major items.

ELECTRIC GUN, MI-GO

The Mi-Go Electric guns are still only vaguely understood by the human scientists studying them. Smaller devices are designed to stun and subdue a target using a small electrical charge, emanating as series of sparks, electrocuting the subject and sending their nervous system haywire. Augmented warrior-caste Mi-Go carry bigger versions, designed to affect multiple targets at once.

These devices count as Major items.

MATTER TRANSPLACER

This metallic, foot-long stave, is covered in exposed metal wires and must be held tightly: the other end then projects a large force-like hand out to a distance of about 30-50ft (9-15m). The strength of the pressure applied to the rod allows a grasping action with the "hand", enabling the user to pick up very large objects and move them around. In order to make the rod usable by a human, it must first be re-wired. Section M believe that Majestic's "Zippy" ZPG is derived from Mi-Go technology.

The technology in the device allows it to manipulate the local gravity field, using advanced technology to increase or decrease an object's weight. By concentrating and focusing the energy through this device, heavy objects can be lifted, but doing so causes power drain.

In addition to being used as a weapon, the device can lift and move heavy objects. Attempting to lift or move an object requires a Major action and a number of units of ammunition equal to the object's Scale (minimum 1). Once lifted, the wielder may move an object carefully to anywhere within Close range, or throw the object to somewhere within Medium range (this may be used as an attack, adding the object's Scale to the weapon's normal damage for that attack).

These devices count as Minor items.

"Crikey, these new transplacers don't half help, when it comes to shifting supplies. It's done my back a power of good."

- Sgt Vince Wilcox, Section M

Other Arcane Esoterica

These items cannot be requisitioned by player characters.

ELDER THING SHOGGOTH GOAD

A wand-like device made from blue soapstone, these curved staves have a five-pointed star at their end. If brandished in the direction of a thrall of the Elder Things, like a shoggoth, the creature will pause. To all intents and purposes the target awaits the user's telepathic commands — though it is unlikely they will be able to give any, unless the user is an Elder Thing or has some knowledge of their technology. Lacking a command, the creature eventually reverts to what it was originally doing, though it will not attack the wielder of this Goad, except to defend itself.

These devices count as Major items.

ELDER THING STAFF

This 5ft-long staff features a five-sided stem of some unknown material, and a five-sided, star-shaped tip, resembling a tropical fruit, with five segments which peels back to reveal an embedded dried-up, spherical husk inside. If examined, this husk appears to be organic and growing out of the staff itself.

Once held, the dormant staff begins to return to life, affecting the holder. To reward continued use, the staff begins to deliver strange, eerie visions to the bearer of an ancient Elder Thing city, high on a warm plateau. The GM should describe an enticing scene to the character — for example, referring to something just around the corner, a nearby intriguing sound, etc. — and pose the question: "Would you like to carry on?" If they answer in the affirmative, the GM should mark time. Each time the player answers "yes", the staff draws more from them. As this all happens in the blink of an eye it is unlikely that, without prior knowledge of the artefact, other characters will be able to warn the hapless victim of what is happening to him.

Each time the wielder answers "yes", they suffer 2 Fatigue, and add a charge to the staff. The staff can hold up to five charges. If the wielder's maximum stress is reduced to 0, they must make a difficulty 3 Will + Resilience test or be defeated, falling into a long dreamless sleep. The stored charges can be used by the wielder — if they understand how to draw upon it.

If a character has learned how to draw upon the staff's power, they may spend the charges, with each charge counting as one Momentum which may be used to buy dice when attempting to cast a spell or perform a ritual. Other, more esoteric uses for these charges may also be discovered, at the GM's discretion.

These devices count as Major items.

SHAGGAI SWORD

"The sword was an unwholesome green colour, barbed and serrated; the blade a hungry predator in aspect. The spiked hilt was contorted and warped for some alien grasp"

— Notes of Prof. Richard Deadman

A small collection of these weapons were dug up in the Severn valley in the months prior to the war. Attributed to some ancient Gnostic cult active among the Romans around the time of their occupation, these fanciful swords (gladii) are in remarkable condition for their age. The blade is capable of inflicting pain on the user but doubly so on its target. Other swords have turned up individually across the world, suggesting some form of geographic dispersal.

These devices count as Major items.

TAINTED CRYSTAL OF THE ELDER THINGS

Its purpose bent to an alien will, the Tainted Crystal is designed to suck Power from an entity at a rate of 1 unit per round, and once emptied (or if a character is without Power) drain the target's life force. This causes 1 point of stress per round until the person or creature is knocked unconscious, or the crystal is shattered by something inflicting at least 5 physical stress to it in a single attack. The subject must be in physical contact with the crystal for it to initiate the attack, and they are unable to act while it is draining them. If the person or crystal is forcibly removed, the victim suffers 1 mental stress per round from terrible hallucinations until they are at least 100ft (30m) away from the crystal.

These devices count as Minor items.

YITHIAN MIND STAMP

This device looks like a large, shaped pebble with raised ridges on each side. When gripped in the palm of the hand the Mind Stamp switches on. It has been pre-loaded with the desires, thoughts, and knowledge of three human minds from many centuries ago. A random mind will take over the holder of the Mind Stamp for 1 rounds (if 0 is rolled, then the mind takes over for a few moments, before departing), and the bearer's mind can only be freed from the temporary imprisonment by forcible removal of the pebble from their hand.

An affected person will resist efforts to remove the pebble, likely causing injury to his hand whilst doing so. The pre-loaded minds are likely to be insane from hundreds or thousands of years of being trapped inside the Mind Stamp, but they are still capable of using the holder's speech to communicate. It is possible that the imprisoned consciousness may know something very relevant to the character's current predicament, and if they can be calmed down or reasoned with, they can reveal useful information as per an ***Obtain Information*** Momentum spend (see p.XX). Any attempts to remove the Mind Stamp from a person's hand inflicts 2 physical stress, as a result of their struggle to maintain a grip on it.

These devices count as Trivial items.

Secret Weapons of the Secret War

Melee Weapons

NAME	FACTION	FOCUS	STRESS	SIZE	QUALITIES	RESTRICTION RATING
Black Sun *Degen*	Black Sun	Melee Weapons	4 Piercing 1	Major	Hunger, Bane, Parrying	—
Desiccant Spray	Majestic	Melee Weapons	4 Intense, Persistent 3 (Deep Ones Only)	Minor	Subtle	4
Matter Transplacer	Mi-Go	Melee Weapons	3 Snare	Minor	Subtle	—
Relic Dagger	Black Sun	Melee Weapons	3 Piercing	Minor	Bane	—
Sacred Khukri	Section M	Melee Weapons	4 Vicious	Minor	Bane	4
Shaggai Sword	N/A	Melee Weapons	4 Backlash 1, Vicious	Major	—	—
Spine Dagger	Deep Ones	Melee Weapons	3 Piercing 1, Stun	Minor	Subtle, Throwing	—
Sturmbolzenaxt Trench Hatchet	*Nachtwölfe*	Melee Weapon	4 Stun	Major	Reliable	—
Sword-Cane	Section M	Melee Weapons	3	Major	Hidden, Parrying, Precise	2
Wellington Umbrella (Melee)	Section M	Melee Weapons	4	Major	Hidden, Parrying	2
Wolverine Chainsaw	Majestic	Melee Weapons	6 Vicious	Major	Cumbersome, Escalation	4
Wotan's Staff-Spear, "Gungnir"	Black Sun	Melee Weapons	4 Piercing, Vicious	Major	Hunger, Bane	—

Handguns

NAME	FACTION	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICT. RATING
Blevins Steam-Assisted Enzymatic Pistol	Section M	Handguns	Close	3	Intense *or* Persistent 3	Minor	Bane	4
Dart Gun	Majestic	Handguns	Close	2 Stun	Persistent 4	Minor	Subtle	3
Flechette Pistol	Majestic	Handguns	Close	4	Intense	Minor	Bane, Debilitating	3
Wellington Umbrella (Ranged)	Section M	Handguns	Close	4	Vicious	Major	Hidden, Reliable	3
Whisperer — Silenced BB Gun	Section M	Handguns	Close	3	Vicious	Minor	Subtle	4

Rifles and Shotguns

NAME	FACTION	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICT. RATING
Beowulf Sniper Rifle	Section M	Rifles	Extreme	7 Piercing 1	Vicious	Major	Accurate, Bane	4
Bk-259 *Feindsucher* "Foeseeker" Rifle	*Nachtwölfe*	Rifles	Extreme	7 Piercing 1	Vicious	Major	Accurate	—
Blevins Steam-Assisted Enzymatic Carbine	Section M	Rifles	Medium	4	Intense *or* Persistent 3	Major	Bane	4
Bolas	Majestic	Throwing	Medium	4 Snare	—	Major	Munition, Reliable	2
Bolas (Explosive)	Majestic	Throwing	Medium	6 Snare, Vicious	—	Major	Munition, Reliable	3
Eastin-Bakhaus Arclight Rifle (EBAR)	Majestic	Rifles	Medium	5 Stun	Intense	Major	Bane, Escalation	4
Electric Gun	Mi-Go	Rifles	Long	5 Stun	Vicious	Major	Cumbersome, Bane, Escalation	—
Heavy Electric Gun	Mi-Go	Rifles	Long	6 Stun	Area, Vicious	Major	Cumbersome, Bane, Escalation	—
Green Knight Directed Energy Weapon	Section M	Exotic	Close	6 Drain	Area or Intense	Major	Bane	5
Höllenfeuer "Hellfire" Belt-Fed Repeater Shotgun	*Nachtwölfe*	Close Quarters	Close	6	Area	Major	Escalation, Inaccurate	—
NW-Stgw43-A Assault Rifle	*Nachtwölfe*	Rifles	Medium	6 Piercing 1	Vicious	Major	Heavy, Reliable	—
Scatter-Shot Gun	Majestic	Rifles	Close	5	Intense	Major	Bane, Debilitating	4
Turpin's Bane Blunderbuss	Section M	Close Quarters	Close	5 Area, Vicious	—	Major	Bane, Reliable, Munition	5
Zero Point Gun, "Zippy"	Majestic	Close Quarters	Close	4 Area, Stun	—	Major	Munition	5

Heavy Weapons and Ordinance

NAME	FACTION	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICT. RATING
Coyote Grenade Launcher	Majestic	Heavy Weapons	Long	As Grenade	—	Major	As Grenade, *plus* Escalation, Indirect	3
Crackler M5-1 Electric Bazooka	Majestic	Heavy Weapons	Medium	7 Stun	Area *or* Intense	Major	Bane, Escalation, Inaccurate	5
Deep One Projector (Pufferfish Grenades)	Deep Ones	Heavy Weapons	Long	5 Area	Stun	Major	Indirect, Unreliable	—
Disintegrator	Mi-Go	Heavy Weapons	Long	7 Intense	Vicious	Major	Cumbersome, Giant-Killer, Bane, Reliable, Escalation	—
Dragon's Breath Mk.II	Majestic	Heavy Weapons	Medium	6 Persistent 4	Area *or* Piercing 2	Major	Bane, Escalation, Debilitating	4
Force Plates	*Nachtwölfe*	Close Quarters	Close	5 Stun	Intense	Major	Cumbersome, Escalation, Giant-killer	—

Grenades and Bombs

NAME	FACTION	FOCUS	STRESS	SIZE	QUALITIES	RESTRICTION RATING
Borecrawler Bomb	Deep One	Heavy Weapons *or* Throwing	5 Intense	Minor	Inaccurate, Indirect, Munition	—
Ebon Ivy	Black Sun	Throwing	Special	Trivial	Inaccurate, Munition	—
Gefallenen Gas	Black Sun	Heavy Weapons *or* Throwing	2 Area	Size of its container	Inaccurate, Indirect, Munition	—
Ibn-Ghazi Grenade	Section M	Throwing	6 Area, Stun	Minor	Inaccurate, Munition	5
Mollusc Mine	Deep Ones	Demolitions	8 Vicious	Minor	Munition	—
Pufferfish Grenade	Deep Ones	Throwing	5 Area, Stun	Minor	Inaccurate, Munition	—
Red Ruin Grenade	*Nachtwölfe*	Throwing	5 Area, Stun, Persistent 2	Minor	Inaccurate, Munition	—

Chapter 4

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Chapter Four
Magic & The Mythos

This chapter deals with the magical and mystical elements of ***Achtung! Cthulhu***, delving into the occult traditions and potent spells used by both sides.

Magic in ***Achtung! Cthulhu*** remains a rare and unusual practice and is the preserve of sorcerers, scholars and seekers of forbidden knowledge. It also includes especially gifted individuals who due to their heritage, will or native talent, are able to shape and harness arcane forces which are sometimes far beyond their comprehension or indeed, control. You can find full details on the mechanics of magic and spelling casting in Chapter 9 of the *Achtung! Cthulhu Players Guide*.

Naturally, the use of magic is not without its cost, and may be measured in terms of both physical and mental damage, and that's before one counts the deleterious effect upon the immortal soul. Few things, especially those which promise radical change and instant power, come without cost and magic especially so. Many who have sought its benefits have unwittingly gambled away their lives and souls to a malevolent power, regretting that unholy bargain the moment the time for payment arrives.

The exigencies of the World War II have also meant magic has divided into two separate and distinct disciplines:

The first is what might be termed "**battlefield magic**", shorter-term enchantments of instant effect and brief duration: spells, curses, hexes, charms and blessings, which are primarily used to aid forces involved in combat or out in the field.

The second discipline, **ritualistic magic** is longer form, more complicated and intricate, but conversely immensely more potent and powerful. It is this kind of magic wielders use to communicate with, and summon, supernatural alien races and darker unknown forces to this world, travel between the planes of existence, or effect permanent and lasting change in the mortal plane.

Both Axis and Allies have also developed their own distinct approaches to the learning and wielding of magic and draw (or seem to) on very different sources of arcane power.

THE AXIS

The Axis' sorcerous dealings are inextricably linked to particular Mythos deities and three have emerged as their primary sources of power, although many other supernatural entities and creatures are also contacted, utilised and (seemingly) exploited on a more ad hoc basis.

Nyarlathotep is the prime mover due to his links with the Dreamlands and the Black Sun. The herald of the outer gods seems to grants his gifts relatively freely, for his own dark amusement and twisted sense of fun, although there is little doubt that he also has an agenda all of his own.

Devotees of the Cult of Cthulhu have learned to draw on the power of the dreaming Great Old One and utilise his sorcery to their own foul ends, all the while hoping to trigger a cataclysmic event to finally awaken their dread god. The Nazis also establish contact with some Deep One colonies and exchanges take place, whereby Deep One sorcerers give the Nazis further access to some of the aquatic and illusory gifts which Great Cthulhu bestows.

Yog-Sothoth, keeper of the ways, has always been generous with its unclean sorcerous gifts, granting them to any human who would gaze upon the true nature of reality, embodied in the primal nuclear power of its grandfather Azathoth, who lies at the centre of the universe. The Axis powers are not shy in taking advantage of this generosity, although whether they are using or being used by the Outer God is a fact known only to itself.

It is whispered that some on the Allied side have sought to fight fire with fire and harness the dangerous power of these Mythos deities to combat the rise of the Reich. These reports remain unconfirmed, though undoubtedly there is little smoke without fire and some on the Allied side may have been seduced into seeking a quick answer to the Nazi's supernatural pre-eminence.

"We have to do something on the magical score, our boys are being slaughtered by those Black Sun wizards. Let's fight fire with fire, I say."

– Peggy Walsh

ALLIED MAGICAL TRADITIONS

Shocked by the raw alien power of Mythos magic in the early phases of the war, the Allies seek a response, lighting upon ancient mystical and spiritual traditions to counter the magic of the Outer Gods. Section M begins by exploring the possibilities contained in Celtic and Norse traditions. Majestic, lacking the magical heritage of its European allies opts for a very different route, accelerating research and development into long neglected academic programs which explore psychic and extrasensory abilities.

During the course of the war, both Section M and Majestic establish secret colleges and facilities to recruit, train and deploy talented practitioners to power the war effort. Although initially some way behind the Black Sun and the sorcerer-mages of the Nazi Reich, the Allies rapidly catch up in this secret sorcerous war as the wider conflict progresses. Section M already has mystical defences in the form of the Fraternity of the Inner Light at the beginning of the war; stalwart guardians who repulse the Nazi's initial Norn attack. Quickly apprehending the nature of the Mythos threat, Churchill orders Section M to expand Britain's mystical forces into colleges of magic specialising in Celtic and Norse traditions, as well as exploring the alchemical tradition and the magical writings of mystics like John Dee.

The United States, though caught on the hop by the Nazi's magical endeavours (which were dismissed in the 1930s as mere "fairy tales and fantasies") remains behind in terms of countermeasures at the beginning of the war, but is soon able to deploy its considerable resources to catch up. Once the sorcerous power of the Nazi occult is revealed as a credible threat, President Franklin D Roosevelt authorises the founding and funding of programmes designed to counter the Axis' advantage.

Foreseeing that this "sorcerous war" will become an important third front, Majestic widens its search to identify and recruit talented individuals for training in mental disciplines to fight alongside conventional US forces. Identifying individuals with paranormal, psychic and extra-sensory abilities quickly become Majestic's priority number one.

BATTLEFIELD MAGIC DEVELOPMENT

Although Britain was better prepared than the US, Black Sun and Nazi sorcerers certainly held the initiative in battlefield magic, having used it covertly to help fascists in the Spanish Civil War. In 1938 Black Sun sorcerers accompanied the Nazi invasion of Austria, but were not required when the Anschluss was concluded without major conflict. It was in the Blitzkrieg through Poland, Belgium and the Battle of France that they came to the fore. The Battle

of France saw the first mass use of battlefield sorcery when elements of the British Expeditionary Force were shredded, having little or no protection against the Black Sun's magic or the many captive horrors they unleashed.

As Nazi conventional forces dominate Europe, Black Sun magical resources are withdrawn and used much more selectively, hoarded and marshalled to appear as terror troops, or used to guard vital installations or sites of high value archaeological value as the Black Sun widens its search for magical tomes and artefacts. As the war progresses into its mid-phase, Black Sun's sorcerous reign of terror over the battlefield is first challenged and then slowly weakened: firstly by Section M's improving magical countermeasures across theatres like the deserts of North Africa and Italy, and then in the bitter fighting on the Eastern Front where Russia deploys its own adepts to first harass and delay the German advance, culminating in the great reversal at Stalingrad.

"It was easy, far too easy
to overwhelm the French Army
and their Tommy allies
with mystical fire and darker magics.

Surely, this is not all the Allies have to offer?
I was hoping for a contest at least."

- Alina Lehmann - Black Sun Master

THE THIRST FOR DANGEROUS KNOWLEDGE

While battlefield magics are honed and employed to ever great effect, away from the front lines another sorcerous war is also being fought, a much deeper, more slow burning affair, as each side attempts to probe and test the other's mystical defences. There's a constant need to acquire knowledge, power, treasures and artefacts as well as exchanging information with otherworldly powers to help prevail in the wider conflict. Sometimes, this war is fought on the earthly plane, at others it spills over into the Dreamlands, sometimes even breaking through into other planes and dimensions, far beyond this Earth.

This mystical arms race grows and intensifies throughout the war and after the US joins, the Nazis are on the back foot and grow ever more desperate. After D-Day, and as the Allied forces push through occupied Europe, the Nazis become willing to make pacts with ever more dangerous powers, as they seek to fend off the inevitable. In the final phase of the war, as the Allies sweep through the low countries and into Germany itself from the west, and the Red Army advances from the east, the magic and psychic powers unleashed become ever more potent and the weapons employed ever more deadly, culminating in clashes during the Battle of Berlin and an earth-shattering finale as the Nazi seat of esoteric power on this plane, Wewelsburg Castle, falls. In this epic conflict, the combined might of the Allies is brought to bear in a cataclysmic assault which echoes Ragnarok in its destructive power.

Allied Traditions of Battlefield Magic

The three main Allied traditions of Celtic, Runic and Psychic Battlefield magic are covered in more depth in Chapter 9 of the *Achtung! Cthulhu Player's Guide* where Battlefield spells and ability descriptions are recounted in more detail.

CELTIC SPELLBOOK

Celtic magic rooted in animistic beliefs draws its magic and power from both its native pantheon and the forces of the natural world. Celtic druids and wise women are versed in the arts of healing and protective magics, but they are also able to call on fearsome destructive natural forces to smite their foes.

RUNIC SPELLBOOK

Runic spellcasters draw their power from the ancient Norse and Germanic mythologies, expressed through runic symbols, which allow its practitioners, known as spellseers or runeweavers to focus the magical energies. Though rare, these gifted individuals can be found in Scandinavian countries or anywhere the ancient roving Norse settled, which includes territories as diverse as Britain, Russia, Turkey and even the far-flung shores of America. While the Nazis attempt to pervert the use of Runes, they remain a force for good when used by those who understand their true purpose.

PSYCHIC & ESP TALENTS

Majestic, lacking the magical background of its European allies, turns to research into psychic, paranormal and extra sensory powers to counter the threat of Black Sun and its Mythos allies. Through scientific research into the occult (the full extent of which remains classified), Majestic's researchers have discovered that the innate power that some use to wield magic could (and often was) be directed in other ways — into forms such as extrasensory perception, psychokinesis, telepathy, and similar abilities. It is likely that the Nazis are studying similar techniques, though such efforts are undoubtedly overshadowed by the sorcery of Black Sun.

Fundamentally, psychic abilities are little different to the spells used by spellcasters — psychic talents as understood by Majestic are essentially 'spells' of a modern, scientific tradition. In game terms, a psychic ability is a spell, bound into a psychic's mantle to be used. The process of using a psychic ability is identical to that of using spells.

Further, researcher and dabbler spellcasters may select psychic abilities when they learn spells — their magic is self-taught and innovative, and often drawn from obscure sources. The word psychic is used to describe the individual using the ability; this is synonymous with spellcaster, and is a purely thematic difference.

Axis Traditions of Battlefield Magic

As already noted, the Axis powers call upon the gods of the Mythos to fuel their magical abilities, and the prime movers in these are the deities Cthulhu, Nyarlathotep, and Yog-Sothoth. That's not to say that some Allied research-based sorcerers do not draw upon versions of these spells of their own, often imperilling their mortal souls to learn this unholy wisdom and even some traditional spellcasters might have a version of these spells. If a research-based player character wishes to tap into this unholy knowledge (see Describing Magic p.XX), GMs should work with them during character generation to establish how they have acquired it. As a general rule, player characters do not readily begin with knowledge of these spellbooks or many of the rituals which follow them and must acquire them through their adventures and exploits.

Describing Magic

Researcher and dabbler player characters can learn any spell, from any source. Some of those spells may be stolen lore, taken from traditional sources and studied until their secrets are understood. Others might be the product of experimentation, patching together observations, scraps of lore, and the spellcaster's own discoveries. Others still may simply be the Mythos version of a tradition spell which has identical effects but a different name.

When a researcher or dabbler player character learns a spell — including those which they begin play with — they are encouraged to rename those spells as they see fit and describe them in their own ways. A dabbler may not know that they've harnessed the spell the Curse of Cthulhu for example; they may have a different name for it, and they may have powers unique to them, using the rules of an existing spell.

Tome of Cthulhu

The Great Old One Cthulhu's mind is so elemental, that even while he dreams, his followers are able to use the power inherent in his thoughts, moulding and shaping his arcane visions to affect change on the surface world. Based on water magic, Cthulhu's spell tome is primarily used by his children, the Deep Ones, spawn of Father Dagon and Mother Hydra. Mortal spellcasters who worship the Great Old One may also draw upon his incantations to summon the power of the unwholesome deep.

CALL OF THE DEPTHS

The spellcaster calls and from the deeps a powerful Reefbreaker answers, a huge warrior hero of the Deep Ones, well versed in the art of warfare on both sea and land. The Reefbreaker is a formidable, unshakeable and positively ferocious foe in hand-to-hand combat, a true champion of the undersea, ready to fight on the spellcaster's behalf.

Skill: Persuasion
Difficulty: 2
Cost: 5 Drain, Piercing 2
Duration: Instant

Effect

Summoning spell. The spell summons a Deep One Reefbreaker (p.XX), arriving at the end of the round (complications may delay the Reefbreaker's arrival by one round per complication suffered). The Reefbreaker will regard the spellcaster as an ally, but it will act as it wishes: the spellcaster must persuade the Reefbreaker to perform specific tasks.

Flawed

The Reefbreaker summoned by the spell regards the spellcaster with indifference and is more difficult to persuade to help; if angered, it may even become hostile.

CURSE OF CTHULHU

The spellcaster calls on Cthulhu's dreams made flesh and projects strange portents and terrible visions of the god who sleeps in the city of R'lyeh, sowing terror and confusion in his enemies' ranks. Individuals and units affected by the curse become terrified and disorientated, losing focus on the task in hand and suffering significant damage to their willingness to fight.

Skill: Academia
Difficulty: 2
Cost: 4 Drain, Piercing 1
Duration: Instant

Effect

Attack spell. All enemies within Close range suffer power +1 mental stress, with the Piercing 1 and Stun effects.

Flawed

A flawed version of this spell affects all creatures within range, not just enemies.

Momentum

- For 2 Momentum, add the Persistent 4 effect to the damage; the persistent damage also has the Stun effect.

POOL OF LIMPID BLISS

Utilising this unholy spell, the spellcaster causes a beautiful looking pool to form which appears to gleam and glisten, containing beautiful bathing water nymphs and handsome satyrs. Any individual who passes within close range of the pool's seductive area of effect, must try to resist its watery allure, otherwise they will throw down their weapons and attempt to bathe in its glorious waters, floating there before sinking to drown in liquid ecstasy.

Skill: Resilience
Difficulty: 3
Cost: 5 Drain
Duration: Until the end of the current scene

Effect

Manifestation spell. Choose a zone within Medium range — a pool of water, woven with spells of attraction, appears in that zone. Enemies in that zone at the start of their turns must attempt a Will + Resilience test with a difficulty of 2; failure means they suffer 4 mental stress with the Stun effect, and must move into the pool if not already within it (if stunned, they still move into the pool, compelled by the spell's effects). A character who is defeated by mental stress caused by the pool will submerge themselves in the pool and start to die as they allow themselves to drown.

Momentum

- For 2 Momentum, increase the difficulty of all tests to resist the spell's effects.
- For 1 Momentum, increase the damage the spell inflicts by +1 per Momentum spent.
- For 2 Momentum, add the Piercing 1 effect.

ECHO OF THE OCEAN

The spellcaster calls forth an evocation of the ocean's limitless depths to strengthen and reinforce his allies. Individuals and units imbued with this mighty force feel the raw, surging energy of the waves being channelled through them, boosting their strength, performance and morale until they feel nigh on unstoppable, ready to crash upon their foes like a mighty tsunami.

Skill: Persuasion
Difficulty: 1
Cost: 2 Drain
Duration: A number of rounds equal to the spellcaster's power

Effect

Blessing spell. The spellcaster, and all allies within Close range, inflict +1 stress on all their attacks — melee, ranged, and mental — and gain +2 Morale.

WAVE STORM

Summoning a maelstrom of spinning, unpredictable liquid fury, the spellcaster projects a column of tempestuous water at his foes, enveloping them in watery doom. The vortex is short lived and unpredictable, blown this way and that, at random, as if by an ocean storm, but any caught in its embrace will often have breathed their last.

Skill: Survival
Difficulty: 2
Cost: 5 Drain, Piercing 1
Duration: A number of rounds equal to the spellcaster's power

Effect

Summoning spell. The spell conjures a vortex of water into a zone within Medium range. The vortex receives its own turn in the action order, but it cannot be attacked or suffer damage in any way. At the start of the vortex's turn, it will inflict power +1 physical stress with the Piercing 1 and Snare effects on all creatures and damageable objects within Close range of it, before moving to an adjacent zone, carrying any creatures it ensnares with it.

Each time the vortex moves, the spellcaster may choose the direction if they are within Medium range of it. If the spellcaster is further away than that, then vortex remains stationary; the GM may spend 1 Threat to move the vortex instead.

Flawed

A flawed version of this spell does not allow the spellcaster to control the vortex and does not require the GM to spend any Threat to move the vortex.

Momentum

- The spellcaster may increase the damage the vortex deals by +1 per Momentum spent.

SWIMMER IN THE ELDER CURRENT

Harnessing this watery enchantment, the spellcaster transforms themselves and any nearby allies into a purely liquid form impervious to all damage which flows according to the spellcaster's will, escaping immediate harm and slipping away from danger.

Skill: Survival
Difficulty: 2
Cost: 4 Drain, Stun
Duration: Instant

Effect

Blessing spell. The spell may affect the spellcaster and any of the spellcaster's allies within Close range, up to a total number of targets equal to half the spellcaster's power (rounding up). The affected characters transform into water and flow away, reappearing moments later at any point within sight within Long range. Characters moved in this manner cannot take actions in their following turn, as if affected by the Stun effect.

Momentum

- For 2 Momentum, all characters transported by the spell receive +2 cover until the start of the spellcaster's next turn.
- For 2 Momentum, all characters transported by the spell other than the spellcaster recover Stress equal to the spellcaster's Survival skill.

CALL OF THE DEEP

Just as the ocean depths call to the Deep Ones and their hybrid children, so the spellcaster inflicts this curse upon their enemies who immediately experience a siren-like call, forcing them to move towards the nearest body of water.

Skill: Resilience
Difficulty: 2, opposed by target's Will + Resilience
Cost: 5 Drain. In addition, each effect rolled on the cost adds 1 to Threat
Duration: Until the end of the current scene

Effect

Curse spell. This spell targets a single living creature within Medium range. If the target is affected, it will move towards the nearest large body of water it can see (GM's discretion as to whether a body of water is large enough). The only actions the target may take are moving towards that body of water and trying to break free of the spell (a Will + Resilience test with a difficulty of 2). If the target reaches the body of water, they will enter the water and dive downwards until they either break free of the spell or drown. If the target cannot see a body of water, they may act normally, but the spell remains in effect until they break free.

Momentum

- For 2 Momentum, the difficulty of any skill test to break free of the spell increases by +1.
- For 2 Momentum, the target moves towards the nearest large body of water, whether or not they can see it.

GIFT OF CTHULHU

Using this spell, the spellcaster is able to temporarily take on the properties of a Deep One, even if they do not have a single iota of Innsmouth blood. Eyes bulge and become lidless, gill slits emerge from their neck, webbing emerges between the fingers and their feet elongate and take on a paddle-like quality and they are able to swim and breathe in the depths as if they were a partially transformed Deep One-human hybrid. Although the transformation is striking, the effects are not usually permanent, although a rare few, suffer a profound longing to return to the comfort of the deeps.

Skill: Survival
Difficulty: 2; if targeted at an unwilling victim, opposed by the target's Will + Resilience
Cost: 4 Drain, Piercing 1
Duration: Until the spellcaster chooses to end the effect, or a maximum number of days equal to the spellcaster's power

Effect

Transmutation spell. The spell targets either the spellcaster or a single human within Reach. The target transforms, gaining the truth "Deep One transmutation", representing their ability to breathe underwater, their ease at moving underwater, and their peculiar physical appearance. The target also gains an Athletics focus in Swimming. In addition, the character gains the Nauseating ability (page XX). When the spell's effects end, unwilling targets must roll to see if they develop a scar, as if they had recovered from a mental injury.

Momentum

- If cast upon an unwilling victim, for 2 Momentum, the target also suffers 4 Piercing 2 mental damage.
- If cast upon the spellcaster themselves, or a willing target, for 2 Momentum they may choose to suppress their transmutation for periods of up to an hour to allow them to hide without ending the effect.

RITUALS OF CTHULHU

- **Catholicon of Cthulhu:** See Healing p.XX
- **Cthulhu's Web:** See Protection p.XX
- **Summon Cthulhu:** See Evoke/Dismiss Deity p.XX

Grimoire of Nyarlathotep

The Messenger of the Outer Gods bestows his dark gifts upon his children and worshippers, sowing illusion, deception, madness and death, often for his own warped amusement. This grimoire is inextricably linked with the Black Sun and its sorcerers who wield its unholy magics often at great cost to their own personal health and sanity. Drawn from the power of the Dreamlands this is amongst the foulest and darkest sorcery practiced by any faction in the Secret War and the Dark Pharaoh delights to see it inflicted upon friend and foe alike.

THE NAMELESS MISTS

The sorcerer summons a small portion of the Dark Pharaoh's unholy sibling, the Nameless Mist to earth, manifesting as a restless, shifting chaotic mist, lingering and burning with a horrible internal intensity, damaging anyone caught in its unholy tendrils.

Skill: Academia
Difficulty: 2
Cost: 5 Drain. In addition, each effect rolled on the cost adds 1 to Threat
Duration: A number of rounds equal to the spellcaster's power

Effect

Manifestation spell. The spell conjures a foul mist, filling the spellcaster's current zone. Any enemy within the mist at the end of their turn suffers power +1 mental stress with the Piercing 2 and Stun effects. In addition, the zone gains a location truth — shifting, vile mists—which hinders vision into, out of, and through the zone, though only for the spellcaster's enemies.

Flawed

A flawed version of this spell affects all creatures, not just enemies.

Momentum

- For 2 Momentum, the spell also gains the Drain effect.
- The spell may extend the mist out to one or more adjacent zones, for 2 Momentum for each additional zone filled.

BIRTH OF THE OVERLORDS

The sorcerer concentrates, rending a hole in the veil of the dimensions, summoning a small squad of Servitor Overlords, the personal servants of Nyarlathotep, who will do the spellcaster's bidding and fight on his behalf.

Skill: Persuasion
Difficulty: Varies, see below.
Cost: 5 Drain, Piercing 2
Duration: Until the end of the current scene.

Effect

Summoning spell. The spell summons one, two, or three Servitor Overlords to fight on the spellcaster's behalf — the spell's difficulty is equal to 1 plus the number of Servitor Overlords. The Overlords will obey the spellcaster's commands, within reason, though more complex or demanding orders may require persuasion. The Overlords vanish when the spell ends, returning to their master's realm.

Flawed

A flawed version of this spell summons the Servitor Overlords, but they are not under the spellcaster's control.

Momentum

- For 2 Momentum, summon one additional Servitor Overlord.

MADNESS OF THE DARK PHARAOH

Tapping into the sprawling chaos of the Dreamlands, the sorcerer calls forth the power of the Crawling Chaos, conjuring horrific visions and glimpses of strange dimensions and eerie planes beyond this earthly existence. Characters find their willpower stretched to breaking point and any who are unable to resist, are gripped by an eccentric madness, causing them to turn against each other or nearby allies, until this temporary insanity abates.

Skill: Persuasion
Difficulty: 2
Cost: 5 Drain. In addition, each effect rolled on the cost generates 1 Threat
Duration: Instant

Effect

Control spell. The spell targets a single creature within Medium range. If the spell takes effect, the target takes power +1 mental stress, with the Persistent 5 effect. If the target would suffer one or more injuries from this spell—either from the initial effect of the spell, or from the Persistent damage—they instead fall under the spellcaster's control (they do not suffer any injuries): on their next turn, the spellcaster chooses the target's actions. The target cannot be compelled to take any action which would be immediately harmful to them.

Momentum

- For 2 Momentum, both the initial damage and the Persistent damage gain the Piercing 1 effect.
- For every 2 Momentum spent, the spell affects one additional target.

THE SHAPE OF HATE

Devotees anointed with this blessing of Nyarlathotep are seized with a kind of battle fury and sprint straight at the enemy, desperate to get into melee and tear them to shreds.

Skill: Academia
Difficulty: 2
Cost: 4 Drain, Piercing 1
Duration: A number of rounds equal to the spellcaster's power

Effect

Blessing. The spell affects a number of allies within Close range equal to the spellcaster's power; this number may include or exclude the spellcaster at their discretion. When the spell is cast, the affected characters immediately make a minor action and move towards the nearest enemy. In addition, affected allies inflict +2 stress on all melee attacks.

Momentum

- For 2 Momentum, when any affected ally makes a successful melee attack, they may make a second melee attack at +1 difficulty.

RAYS OF THE BLACK SUN (LESSER DREAD EQUINOX)

Evoking the power of madness and confusion, the spellcaster draws down and directs a scintilla of the rays of the black sun directly at the enemy.

Skill: Fighting
Difficulty: 3
Cost: 5 Drain, Piercing 1
Duration: Instant

Effect

Attack spell. The spell targets a single enemy within Medium range. The target suffers power +2 mental stress with the Piercing 1 and Snare effects.

Momentum

- For 2 Momentum, the spell gains the Persistent 4 effect.
- The spell may affect one additional target for every 2 Momentum spent.

MASK OF THE FACELESS SPHINX

Calling on the power of the dark god, the spellcaster invokes blessings on their allies, who are able to cloak themselves in one of the Black Pharaoh's most inscrutable incarnations, the Faceless Sphinx. Whilst under this protection, their outlines seem to shift and shimmer, making them much harder to hit, while any damage they take is much reduced.

Skill: Academia
Difficulty: 2
Cost: 4 Drain, Persistent 3
Duration: A number of rounds equal to the spellcaster's power

Effect

Blessing. The spellcaster, and any allies within Close range, are harder to hit, increasing the difficulty of attacks against them by +1. Further, they count as having +2 cover.

Momentum

- For 2 Momentum, the difficulty increase for attacks against the affected characters increases to +2.
- For 2 Momentum, increase the cover the affected characters receive to +4.
- For 3 Momentum, any ranged or melee attack which misses an affected character inflicts 4 mental stress with the Stun effect upon the attacker.

LESSER BLACK RAIN

Adapted from ancient Hyperborean magic, this spell summons a swirling maelstrom of lightning-flecked, thunderous black cloud. Once the maelstrom has formed, the spell cannot be halted, and soon after, the vortex rains down razor sharp shards of jagged obsidian on any victims not under hard cover.

Skill: Fighting
Difficulty: 2
Cost: 4 Drain, Piercing 1
Duration: A number of rounds equal to the spellcaster's power

Effect

Manifestation spell. The spellcaster selects a zone that they can see within Long range, and a menacing storm gathers above that zone. The storm cannot be attacked or damaged in any way, and it receives its own turn in the action order. The storm does nothing on its first turn after being created, but on all of its subsequent turns, it inflicts power +1 physical stress with the Piercing 1 effect to any creatures or damageable objects within its zone not within hard cover.

Momentum

- For 2 Momentum, add the Vicious effect.
- For 2 Momentum, the spellcaster may move the storm to any adjacent zone as a major action, requiring a Will + Resilience test with a Difficulty of 2.

BLESSING OF THE BLACK SUN

This spell projects a torrent of jet-black flames from the spellcaster's hands directed at nearby enemies, causing their skin to writhe and burn.

Skill: Fighting
Difficulty: 2
Cost: 4 Drain, Piercing 1
Duration: Instant

Effect

Attack spell. The spell targets an enemy within Close range, inflicting power +2 physical stress with the Area and Persistent 4 effects.

Momentum

- For 2 Momentum, the spell gains the Intense effect.

CREATE DIE GEFALLEN

Gleaned from the forbidden texts of Irem, this spell sees the spellcaster imbue a group of corpses with a horrible mockery or life, expending mystical energies to reanimate each of them, creating a number of *Die Gefallen* (p.XX) which then rise from the grave to do the spellcaster's bidding.

Skill: Academia
Difficulty: 2
Cost: 5 Drain, Persistent 3
Duration: Instant

Effect

Summoning spell. The spellcaster chooses one or more corpses within Close range, up to a maximum number of corpses equal to the spellcaster's power. Each corpse becomes a single *Die Gefallen*, which obey the spellcaster's commands. They are not especially intelligent, and can only follow simple commands: single words, like "guard", "attack", or similar orders.

Flawed

A flawed version of this spell does not allow the spellcaster to command *Die Gefallen* summoned — upon being summoned, they will attack any living creatures nearby, ignoring the spellcaster unless there are no other creatures nearby.

Momentum

- The spell may target one additional corpse for each Momentum spent.
- For 2 Momentum, the summoned die Gefallen are especially driven and dangerous, and may re-roll a single d20 on any melee attack they attempt.

LEECH LIFE ESSENCE

This spell allows the spellcaster to trade the lives of their victims for additional magical power, draining energy from any individuals wearing SS-Ehrenringe within their line of sight or summoned or bound creatures.

Skill: Resilience
Difficulty: 1
Cost: 3 Drain, Piercing 1
Duration: Until the end of the current scene

Effect

Control spell. The spell targets a single visible creature which the spellcaster summoned or controls (through magical means—simple authority isn't enough here), or a single individual wearing an SS-Ehrenringe, within Medium range. The targeted creature suffers power +2 mental stress, with the Piercing 2 effect. If the creature suffers a mental injury from this damage, then the spellcaster increases their power by +1 for the duration of the spell.

Momentum

- For 2 Momentum, if the spell inflicts one or more mental injuries, then the spellcaster may remove an injury of their own—physical or mental—instead of increasing their power.

RITUALS OF NYARLATHOTEP

- **Corona of the Black Sun:** See Healing p.XX
- **Ankh of the Black Pharaoh:** See Protection p.XX
- **Summon Nyarlathotep:** See Evoke/Dismiss Deity p.XX

Spellbook of Yog-Sothoth

Yog-Sothoth, the outer god, is both keeper of all knowledge and coterminous with all time and space and so its magic is based on unlocking gateways, freeing forbidden knowledge and revealing the hidden pathways which open believer's eyes to the true nature of reality. Unlike Nyarlathotep, Yog-Sothoth is not malign in the traditional sense of Mythos deities but welcomes those who would gaze upon the true state of the multiverse (even if it might drive them insane). Even though one aspect of it is trapped with the solar black sun, the god itself sometimes manifests itself as a succession of gleaming vortexes and spheres and occasionally it has been known to interfere in the affairs of mortals, impregnating them to create monstrous hybrids.

WAY OF THE GATEKEEPER

Yog-Sothoth is the opener of the ways and guardian of the hidden paths and casters are able to draw on this forbidden knowledge to move themselves and their allies swiftly and silently across the battlefield, sometimes appearing deep behind enemy lines, or using these hidden dimensional byways to evade imminent danger.

Skill: Academia
Difficulty: 2
Cost: 5 Drain, Piercing 2
Duration: Instant

Effect

Manifestation spell. The spellcaster transports a number of willing allies equal to half their power, rounding up; this may include or exclude themselves. The affected characters vanish and reappear in any zone within Long range.

Momentum

- For 2 Momentum, the maximum number of affected allies is equal to the spellcaster's power, rather than only half.
- For 2 Momentum, the affected characters may reappear in a location within a mile which the spellcaster is familiar with (they must have spent at least an hour in that location previously).

"Yog-Sothoth is indeed the key and the gate. Master the mysteries of its magics and you can cross half the universe with a single step."
– Major Seraph.

SPHERES OF YOG-SOTHOTH

The sorcerer summons a small portion of Yog-Sothoth's being to this plane, appearing in the form of a series of ephemeral spheres glowing with a pallid unholy light, then directs them at their enemies who wilt under the outer god's unclean touch.

Skill: Fighting
Difficulty: Varies, see below.
Cost: 5 Drain. In addition, each effect rolled on the cost adds 1 to Threat
Duration: Instant

Effect

Attack spell. The spell conjures one, two, or three spheres, which the spellcaster hurls at enemies within Medium range: the difficulty of the spell is equal to the number of spheres summoned. Each sphere targets a different enemy, and each enemy hit suffers power +2 physical stress with the Drain and Stun effects.

Momentum

- For 2 Momentum, the spell gains the Piercing 2 effect.

FOETID TOUCH OF AFORGOMON

Sometimes the outer god can be persuaded to 'favour' mortals with its direct touch, impregnating them with its unholy seed. Some may be able to resist these foul effects but if possessed they slowly begin to transform into the fiendish Bloodborn.

Skill: Fighting
Difficulty: 3, opposed by the target's Agility + Fighting.
Cost: 7 Drain. In addition, each effect rolled on the cost adds 1 to Threat
Duration: Instant

Effect

Attack spell. The spell targets a single enemy within Reach. If the spell is successfully cast, the target suffers power +1 physical stress with the Persistent 3 effect. Any character Defeated by this spell immediately starts dying, and if they die, a Bloodborn (p.XX) will emerge from the character's remains in the following round.

Momentum

- For 2 Momentum, the spell gains the Piercing 2 effect, applied to both the initial stress and any stress caused by the Persistent effect.
- For 2 Momentum, the spell gains the Intense effect, which applies to both the initial stress and any caused by the Persistent effect.

LOATHSOME BOND OF 'UMR AT-TAWIL

Yog-Sothoth is the warden of forbidden knowledge and this fearsome spell is aimed at breaking a foe's morale. Using this loathsome incantation, the sorcerer not only does foes substantial harm, but siphons off a portion of their life force to replenish their own.

Skill: Persuasion
Difficulty: 2
Cost: 4 Drain. In addition, each effect rolled on the cost adds 1 to Threat
Duration: Instant

Effect

Attack spell. The spell targets every enemy within Close range and inflicts power +1 mental stress with the Drain and Piercing 1 effects. In addition, if the spell inflicts one or more injuries, the spellcaster may immediately remove one of their own injuries.

Flawed

If a flawed version of this spell is cast, it targets every creature within Close range, not merely enemies.

Momentum

- For 2 Momentum, the spell gains the Piercing 2 effect.
- For 2 Momentum, the spell gains the Intense effect.
- For 2 Momentum, the spellcaster removes one injury for each injury inflicted.

BINDING OF YOG-SOTHOTH

Calling on the chaotic aspects of the outer god to confuse and mislead, the sorcerer binds all enemies nearby with this spell. While it does no direct physical damage, those troops who succumb to its deleterious effects are overcome, becoming rooted to the spot, and unable to move, fire, or defend themselves.

Skill: Persuasion
Difficulty: 2
Cost: 5 Drain
Duration: Instant

Effect

Control spell. All enemies within Close range suffer power +2 mental stress with the Snare effect. Enemies who suffer one or more injuries from this spell are paralysed instead of suffering injuries. Paralysed enemies may not take any action other than to try to break free, requiring a successful Will + Resilience test with a Difficulty of 3.

Flawed

A flawed version of this spell affects all creatures within Close range rather than just enemies.

Momentum

- For 2 Momentum, the spell gains the Piercing 1 effect.
- For 2 Momentum, the spell gains the Persistent 3 effect; the Persistent damage also has the Snare effect.

GAZE OF THE MULTIVERSE

Yog-Sothoth is the key and the gate, the keeper of hidden knowledge and using this spell, the spellcaster opens the victim's eyes to the true nature of the cold, harsh, unyielding universe which has the nuclear chaos of the mad, blind god Azathoth at its centre. Those affected by Gaze of the Multiverse are overcome by the overwhelming nature of this revelation and lose coherence and focus for its duration.

Skill: Academia
Difficulty: 3
Cost: 5 Drain, Piercing 2
Duration: Instant

Effect

Attack spell. All enemies within Close range of the spellcaster suffer power +2 mental stress, with the Stun effect.

Flawed

A flawed version of this spell affects all creatures within Close range, not just all enemies.

Momentum

- For 2 Momentum, the spell gains the Drain effect.
- For 2 Momentum, the spell gains the Vicious effect.

RITUALS OF YOG-SOTHOTH

- **Elixir of the All-in-One:** See Healing p.XX
- **Shroud of Yog-Sothoth:** See Protection p.XX
- **Summon Yog-Sothoth:** See Evoke/Dismiss Deity p.XX

"The Black Sun believe they have
Yog-Sothoth imprisoned
in that solar orb in the Dreamlands.

An imperfect understanding,
it is merely one aspect of the god.

You cannot chain something
which is co-terminus with
all time and space."

– Professor Richard Dradman

Rituals

The following rituals are examples from the Cthulhu Mythos and are drawn from the traditions which have their own forms of ritualistic magic. These should also serve as inspiration and guidance for any GMs or players wanting to create their own rituals. Where a value has a + sign this indicates that it varies at the GM's discretion; and the value given is the minimum requirement.

ALTER WEATHER

This control weather spell allows the spellcaster to shape and control meteorological conditions, either dissipating calm, sunny, rainy, stormy or snowy weather, or causing those conditions to come into being. Most magical traditions have a version of this spell and, while the components and rituals vary, the sorcerer who is its focus only has to name the effect desired to activate it at the culmination of the ritual.

Requirements: Ritualistic tools (varies).
Test: Survival, Difficulty 2
Stress: 5, plus double the ritual's Steps
Steps: 1 +
Cost: 3 Drain
Duration: A number of hours equal to the spellcaster's power

Outcome

The spellcaster may evoke any weather condition they can name from "bright and sunny" to "blinding snow and hail" and that weather condition will persist in a local area of the spellcaster's choosing equal to one mile per step for the spell's duration.

Miscast

A weather effect that is the exact opposite of the spellcaster's choosing (as determined by the GM) will instead affect the chosen area and the spellcaster will suffer 5 mental stress with the Drain effect.

ASTRAL WALKER

This ritual allows the spellcaster to detach their consciousness from their physical body so that their ethereal form roves across the multiverse, exploring locations and dimensions which are hidden from the eyes of mortal men.

Requirements: Ritual tools, libations
Test: Resilience, Difficulty 1
Maximum Stress: 6, plus twice the ritual's Steps.
Steps: 1 +
Cost: 3 Drain
Duration: A maximum number of days equal to the spellcaster's power

Outcome

The spellcaster's spirit leaves their physical body, allowing it to travel far and wide, in this dimension and many others. The character's spirit is treated exactly like their body, but while disembodied in this manner, they gain the Incorporeal special rule with a rating equal to their power (which is only ignored by magical attacks), and are entirely invisible to mundane senses.

As a disembodied spirit, the character can reach normally inaccessible places. The ability of the character to travel varies based on the Steps of the ritual. At Step 1, the character's spirit enters a place of mental refuge, isolated from the world, taking a form based on the character's nature and beliefs. If the character is a traditional spellcaster, others of their tradition can also enter this refuge, allowing them to commune and converse in safety — this is often used for teachers and students to commune over vast distances. At Step 2, the character can traverse the material world as a spirit, able to walk or run through the world at their normal movement speed. At Step 3, the character can move more swiftly through the material world, travelling miles in seconds. At Step 4, the character can enter and navigate other dimensions, though doing so without proper knowledge is extremely perilous.

While the character is invisible to mundane senses, they may still be visible to supernatural entities and Mythos creatures. If the character takes one or more injuries while under the effects of this ritual, the ritual's effects end immediately, and the character finds their body has suffered the same injuries.

Those who study the spells of Yog-Sothoth are especially adept at performing this rite, reducing the difficulty of tests to perform it by 1.

Miscast

The character's spirit departs, but it does not head to where they intend. Rather, they see glimpses of numerous other dimensions and other places, and receive confusing, horrific visions. They take 6 mental stress, with the Drain and Vicious effects, and then the spell's effects abruptly end.

BANISHMENT

Historically this ritual was used to cast out demons and malevolent spirits possessing a person, but it has now been adopted and adapted to cast out any malevolent spirit or possessing power.

Test: Persuasion, Difficulty 2+
Requirements: Ritual Tools, libations, presence of possessed individual
Maximum Stress: 8
Steps: 3
Cost: 4 Intense
Duration: Instant

Outcome

Make an opposed test combining the Will + Persuasion of the spellcaster against the possessing entity at a difficulty set by the GM, with the person possessed acting as the spellcaster's assistant. At each breakthrough this inflicts 8 mental stress, with the Piercing 1 effect, on the possessing entity. If the possessing entity is defeated it leaves its victim and may never return. It should be noted that this spell will banish both earthly ghosts, phantoms and spectres, as well as the mental influence of alien entities like the Great Race, or malevolent sorcerers who have exerted power over an individual's mind.

Miscast

An unsuccessful cast inflicts 4 mental stress upon both spellcaster and possessed victim and may also incur further complications.

COMPEL

This spell allows the spellcaster to overpower a creature, person or entity's native will, making them an unwilling slave performing any action the spellcaster desires, including those that are detrimental to their own health or natural inclinations.

Requirements: None
Test: Persuasion, Difficulty 3
Maximum Stress: 12, plus the ritual's Steps
Steps: 1+
Cost: 4 Drain
Duration: During combat for the remainder of a scene; outside of combat, a number of hours equal to the spellcaster's power

Outcome

Bound, Control spell. When cast, the spellcaster may add this ritual's effects to their mantle as if it were a battlefield spell, so long as they have space free. While within the spellcaster's mantle, they may use this effect a number of times equal to the Steps performed for the ritual — the ritual must be cast again to gain additional uses. If the spellcaster becomes unconscious (including simple sleep), then any unused uses are wasted. When the spellcaster chooses to use the spell, they may attempt a Will + Persuasion test with a difficulty of 1, opposed by the target's Insight + Resilience (also difficulty 1). If this is successful, the target suffers 6 mental damage, and if they suffer an injury, they are compelled to follow instructions given by the spellcaster for its duration instead of suffering the injury.

The spellcaster may spend 2 Momentum to add the Piercing 1 effect to the spell's damage.

Miscast

The spellcaster immediately suffers 6 mental damage, with the Drain and Piercing 1 effects. If they suffer any injuries from this damage, then they will spend a number of hours equal to the spell's Steps in an insensible stupor.

COMMUNE WITH DEITY

The ability to commune with some of the great powers abroad in the universe is a powerful one, but not one that should be attempted lightly. Communing with strange, alien Mythos entities such as Azathoth or Yog-Sothoth in search of arcane knowledge is a quick and dangerous route to power and the price is likely to be extremely high. Many find their mental stability ripped away, and the spellcaster's immortal soul is often imperilled, for few such favours are given away for free.

Requirements: Ritual tools, a blood sacrifice at minimum will be necessary, and more may be required for the powerful Mythos deities
Test: Persuasion, Difficulty 3+
Maximum Stress: 15
Steps: 3
Cost: 4 Drain, Piercing 1
Duration: Varies

Outcome

Commune spells are less complicated forms of the Evoke/Dismiss Deity spell and if successfully cast, the spellcaster is able to contact a Deity, Outer God, Great Old One or Elder God and ask directly for guidance, boons, or favours. Successfully communing with a god may take a number of forms and is unlikely to be a simple question and answer-style conversation. Responses are more likely to be made in the form of visions, prophecies, portents and omens, which must be interpreted carefully to discern their true meaning and significance.

With some Mythos deities, such as Nyarlathotep or Cthulhu, the cost is less likely to be onerous, as these entities often seek to contact and influence mankind. Spellcasters from native earth traditions are able to commune with their higher powers much more easily and at far less cost. A Celtic wise woman or Runic Spellweaver, for example, is able to attempt to contact their patron with far less onerous penalties, apart from the ignominy of being ignored if they are unsuccessful. Still, all gods and deities, earthborn or alien, have a deserved reputation for capriciousness and are unlikely to simply give away knowledge or power unearned, perhaps seeking deeds or favours in return, though they may look kindly on spellcaster's motivation or past conduct which favours their aims and ambitions.

Miscast

The spellcaster is unable to contact their chosen deity and loses a Fortune point due to the ignominy of their failure.

CREATE WARD

This enchantment creates a magical symbol with powerful anti-Mythos properties, repelling followers and minions of the Outer Gods, as well as barring the way to those gods and entities themselves. Each allied tradition has its own unique symbol, a Norse spellweaver might draw and activate the properties of Algiz, the rune of protection, while a Celtic Wise Woman might enchant a triskelion or figure from the Ogham script. This ritual may also be used to create and enchant the universal Elder Sign, often identified as a pillar of flame within a five-sided star, a traditional and powerful protective symbol against the gods of the Mythos and their servants.

Requirements: Ritual tools, suitable material to draw or engrave the Ward
Test: Persuasion Difficulty 2
Maximum Stress: 10
Steps: 1+
Cost: 3 Drain
Duration: The ward will endure for the spellcaster's power times a number of days

Outcome

The spellcaster draws or engraves the symbol onto a suitable medium and once the spell is successfully cast, the symbol is activated. Mythos entities attempting to move into close range of the symbol are repulsed by its power, suffering 8 physical stress with the Piercing 2 and Stun effects. If a creature takes one or more injuries from the damage, they are physically forced out of the warded zone and knocked prone. A creature defeated by this damage is banished to its home dimension.

The duration of the warding depends on the ritual's number of steps: with 1 step, the ward is quickly created, using salt, purified water, silver dust, holy oils, or similar poured on the ground, and the ward lasts for a number of hours equal to the spellcaster's power. With 2 steps, the ward is made painted onto the floor with specially prepared pigments and lasts a number of days equal to the spellcaster's power. With 3 steps, a lasting etching, engraving, or other mark is left, and the ward remains for a number of weeks equal to the spellcaster's power. With 4 steps, the ward is a lasting mark in a surface, which is then filled and anointed with prepared and sanctified pigments, lasting for a number of months equal to the spellcaster's power.

Miscast

Either through a mistake in its depiction, or a failure to imbue it with magical energy, the ward will not provide its usual protective effects; the spellcaster will not know this. However, the flawed ward is immediately obvious to any Mythos creature in the vicinity, who will know that the ward does not work.

DESCRY ENCHANTMENT

This spell allows the spellcaster to identify magic which has been cast in a particular area, or on a person or object. It is also able to help identify the malevolent nature of curses, evil eyes or enchantments, as well as the benign effects of sympathetic magic.

Requirements: Ritual Tools
Test: Observation, Difficulty 1+
Maximum Stress: 5
Steps: 1
Cost: 2 Drain
Duration: Instant

Outcome

Once successfully cast, the spellcaster gains knowledge of the magic within the immediate area, or upon a person or object within sight. When successfully cast, the spellcaster gains three Momentum, which may only be spent on the Obtain Information option; questions asked must relate to magic or supernatural effects in a location, or upon an object or person, which the spellcaster is looking at when the spell is cast.

Miscast

The spellcaster suffers no additional stress, but the GM will supply them with false, faulty or imperfect information about the spell, object or person they are enquiring about.

DISMISS ENTITY

This spell allows the spellcaster or a group of casters to permanently remove a trans-dimensional being's presence from Earth, banishing it back to the dimension or plane from whence it came.

Requirements: Ritual tools
Test: Persuasion, Difficulty 2+
Maximum Stress: 15
Steps: 2+
Cost: 4 Drain
Duration: Instant

Outcome

This powerful banishment spell is designed to target a single individual entity from another dimension, although not its servants, thralls or underlings, or creatures like Mi-Go or Deep Ones. Many different forms of this spell exist so the exact requirements necessary to perform the rite are left to the gamemaster's discretion. However, the ritual is likely to be of an intricate, and highly perilous nature, and might require some special resources, symbols or perhaps even a component of the creature itself (a sample of hair, fur, skin, scale or blood). The number of steps required is equal to the number of injuries the target creature can withstand, and the ritual has Resistance equal to the Courage of the target creature (or 6, if it is normally immune to mental attacks).

When successfully completed, the ritual immediately defeats the target creature. As a result, it vanishes immediately, cast back to the nameless voids from whence it came.

Miscast

The spell inflicts no damage on the entity, but 6 mental stress with the Piercing 1 effect on each of the casters.

DUST OF IBN-GHAZI

This conjuration creates an enchanted powder which makes the hidden invisible, exposes the unseen, damaging unliving and incorporeal creatures.

Requirements: Ritual tools, suitable powder to form a medium, blood sacrifice
Test: Medicine, Difficulty 2
Maximum Stress: 10
Steps: 1+
Cost: 3 Drain
Duration: instant

Outcome

This ritual creates several doses of the legendary dust (6 per Step), which may be placed into a suitable receptacle for later use. A single dose of the dust may be thrown into the air or blown towards an invisible creature within Close range, revealing the creature (though this may have other consequences); successfully locating and targeting an invisible creature takes a Coordination + Observation test with a difficulty of 2, though this requires at least suspecting there is an invisible creature nearby. Incorporeal or Unliving creatures revealed by the dust suffer 5 damage with the Piercing 1 effect; a Coordination + Athletics test with a difficulty of 2 may be attempted to throw the dust at visible Incorporeal or Unliving creatures. In small doses it may also be scattered to reveal an unseen creature's tracks, or used in a trap to track them. Each dose employed in this manner provides one bonus Momentum to buy additional d20s on skill tests to track or trap invisible creatures

Professor Deadman eventually developed a more refined version of this legendary powder which adheres to entities

and exposes them for up to five minutes. Majestic weaponised this in the form of the Ibn-Ghazi grenade which has been deployed successfully in the latter stages of the Secret War (see p.XX).

Miscast

The ritual creates dust, but the dust has no discernible effect. Anyone involved in the ritual experiences hallucinations and feelings of acute paranoia about unseen foes, lasting for a number of days equal to the ritual's Steps, and increasing the characters' complication range on all Observation tests by 2.

EFFIGY OF PROTECTION

Using this spell, the spellcaster creates a totem of wood, clay or even straw, making some superficial marks to fashion an effigy of the victim's likeness, finally placing a sample of the victim's skin, hair, clothing or a personal item inside.

Requirements: Ritual tools, a sample of the victim's hair, skin, or personal item close to them.
Test: Persuasion, Difficulty 2
Maximum Stress: 12
Steps: 3
Cost: 4 Drain, Piercing 1
Duration: The effigy will provide one week's protection per power level of the ritual's invoker.

Outcome

The spellcaster creates the factotum as part of the ritual, and if it is successful, the ritual's victim will not be able to attack the spellcaster physically or magically for its duration — they cannot attempt actions which might harm the spellcaster. If the totem is destroyed or the spellcaster attempts to harm the victim in any way, the spell ends immediately.

Miscast

The spell has the inverse effect, making the spellcaster unable to harm, or attempt to harm, the intended victim for the next day.

ETHEREAL COMMUNICATION

This spell allows the spellcaster to communicate across vast distances with a willing, conscious, sentient subject, who must also recite the answering charm simultaneously (though at no magic cost to themselves) at an appointed time to open communications.

Requirements: Ritual tools, suitable vessel capable of showing spellcaster's image (mirror, bowl of water)
Test: Academia, Difficulty 1+
Maximum Stress: 10
Steps: 1+
Cost: 2 Piercing 1
Duration: A number of hours equal to the spellcaster's Power

Outcome

The spellcaster appears in ethereal form to the receiver, and is able to speak in a normal voice, and show physical objects such as documents, maps, charts or other information which they can hold. Other factors, such as distance, being underground, or communicating between different planes of existence, may make the communication more complex (increasing the difficulty and/or number of Steps) and may incur additional cost to keep the lines and duration of communications open.

Miscast

A failed communication will inflict 3 mental stress with the Piercing 1 effect upon the spellcaster and prevent another attempt for a number of hours equal to the difficulty.

EVOKE/DISMISS DEITY

This powerful ritualistic spell summons or dismisses any of the major gods, deities and other powerful entities of the Mythos or their earthly equivalents. However, this is by no means an easy process and is likely to involve strange, intricate rituals, significant sacrifices on both the spellcaster's part, and offerings to the summoned god (including animal and even human sacrifice), as well as the proper conjunction and alignment of the stars or other factors. This is one of the most complex of all spells and assistants are often required to complete it successfully, dismissing a deity is a reversal of evoking one, reducing the difficulty and number of steps by 1 each. Below are listed some of the more common deities which this spell is able to summon, but the gamemaster should feel free to adapt or improvise for their individual adventure or campaign requirements.

Requirements: Ritual tools, major sacrifices are common
Test: Persuasion, Difficulty 4
Maximum Stress: 20
Steps: 5
Cost: 6 Drain, Piercing 1
Duration: Instant, the deity can remain for a number of hours equal to the casters' combined power, although it is not compelled to do so and will disappear when it wishes

Outcome

Once the complicated ritualistic requirements have been met and the ritual is successfully cast, the evoked deity will manifest in a form and manner of their choosing. Whether they are benign or malevolent, gracious or hostile, is determined by the GM but may be influenced by the god's nature, the sacrifices made to it and whether the boon the spellcaster seeks (often knowledge, power or both) is in keeping with the deity's aims.

If used to dismiss the entity, when the ritual succeeds the entity's manifestation will vanish, forcibly ending their appearance and causing them to disappear.

Miscast

The spellcaster and any assistants immediately suffer 7 mental stress with the Stun and Vicious effects and may

also incur the deity's displeasure, expressed in a manner of the GM's choosing. Alternatively, the ritual calls something else, something which the spellcaster didn't expect to summon, the nature of which is left to the GM to determine.

Evoke/Dismiss Azathoth

An extremely hazardous undertaking, summoning the sultan of the Outer Gods is likely to involve a significant expenditure of energy and sacrifice and result in catastrophe if the evocation is incorrect or displeases it. The summoning must take place outside, at night and the skies above offer a clear path to the nominal centre of the universe as mankind understands it. A small orchestra comprising vile drums and accursed flutes made of human skin and bones is also required to lure Azathoth to Earth.

Evoke/Dismiss Cthulhu

There are no special requirements to summon Cthulhu other than to be close to the open ocean, however it should be noted that the physical form of Cthulhu itself will not manifest as it remains dreaming in R'yleh, but the evocation of the Great Old One will come in the form of an incorporeal though still very powerful fragment of the Dreaming God.

Evoke/Dismiss Hastur

Traveller from another dimension or simply an unknowable deity, the true nature of the entity known as the King in Yellow remains uncertain, although it a powerful force in this universe. Originating in the mystical city of Carcosa and manifesting in many guises, sometimes as the faceless King in Yellow, it is always recognised by those who bear its mark, the Yellow Sign. Those who wish to summon the avatar of "he who is not to be named" require 13 candles made of human tallow.

Evoke/Dismiss Nyarlathotep

Nyarlathotep is one of the (relatively) easier deities of the Mythos to evoke as he is the herald of the outer gods, their will expressed on earth and makes a habit of involving himself in the affairs of men. Nyarlathotep may manifest himself in any one of his myriad physical forms: the Black Pharaoh, the Dark Man, even the Effigy of Hate. All that is required to summon him is knowledge of the correct spell, and a suitably generous sacrifice.

Evoke/Dismiss Shub-Niggurath

To call on this Great Old One, the spellcaster must immerse themselves in the depths of some ancient woodland, rich with old trees species like ash, oak and yew. The appearance of the Black Goat of a Thousand Young is influenced by the time of year and it is much likely she will answer the spellcaster's call if it is on a significant date like Beltane or Walpurgis Nacht. Shub-Niggurath is also likely to demand a significant sacrifice, perhaps an orgiastic revel, before she deigns to appear.

Evoke/Dismiss Wendigo

Those who would call upon the presence of the wind walker must find a desolate place far from the realms of man, strewn with snow and scoured by wild winds. The likelihood of a successful summoning increases the closer one gets to one of the earth's poles, and it is extremely unlikely the Wendigo would answer a call near the equator. Wendigo is a relatively easy Great Old One to summon as it is used to the worship of man, especially amongst the Scandinavian, Russian and Inuit peoples, however it is far harder to dismiss without enduring some lasting consequence. Those who summon the deity may find themselves gifted with its 'blessing' and become transformed into the Blessed of the Wind (see ***Achtung! Cthulhu*** Living Campaign #2 Blessed of the Wind).

Evoke/Dismiss Yig (Father of Serpents)

Yig, the great ur snake, father to the race of Serpent People and lord of all that slithers, will sometimes answer the call from children of men, but it will require the presence of several species of snake which must be charmed and venerated prior to the evocation. If the spellcaster or anyone nearby has ever harmed one of Yig's children, a serpent in any form, the god will punish that person mercilessly and without hesitation, often transforming them into a snake themselves.

Evoke/Dismiss Yog-Sothoth

Since this outer god is coterminous with all time and space, there are no restrictions on when and where it can be summoned to this earthly plane (although a significant portion of its power is trapped within the solar black sun of the Dreamlands). Although perhaps not as purely malevolent as some of the other Mythos deities, it is able to grant the evoker the gift of many kinds of hidden knowledge and help them understand the true nature of the universe (at a cost to their own mental equilibrium). Being both the key and guardian and gate, it is able to open human minds to the exploration of other worlds and will often show them the way to planes and dimensions beyond their narrow mortal comprehension.

Evoke/Dismiss Bast

Bast is a benign female feline deity; lazy, playful and capricious as any cat but she is also the eternal opponent of Yig, father of serpents and is most likely to respond to a summons if there is a prospect of opposing his designs, or even engaging in open battle against his minions. The evocation itself requires but a single cat or kitten to be present (See Tomb of the Aeons) but the spellcaster must also flatter and persuade the capricious Bast, enticing her to this plane. Before entertaining any request or boon from the spellcaster, Bast will punish those who have harmed or been cruel to felines — and her claws remain forever sharp!

Evoke/Dismiss Nodens

The Celtic god of healing, the sea, as well as hunting and hounds, Nodens is one of the easier deities to evoke, as he sees himself as both champion and protector of mankind. There are no particular restrictions on evoking Nodens, but casters are more likely to find favour if they make the attempt near the ocean under open skies. Nodens is also more likely to respond if the request for aid if the spellcaster is opposing the machinations of Nyarlathotep, for he is a sworn enemy of the Black Pharaoh.

Evoke/Dismiss Odin

Those who wish to evoke the Allfather must channel the power of his signature rune Ansuz, and inscribe it upon the body of ritual sacrifices, formerly living things of at least small animal size. These must be killed and then suspended from an oak as a tribute to the hanged god. If the correct forms are followed, the Allfather responds, but not usually immediately, and may appear in one of his many forms, most commonly a one-eyed wayfarer, or alternatively may send wisdom in the form of his ravens, Huginn and Muninn (Thought and Memory).

ENCHANT ITEM

This multi-purpose enchantment is used to permanently imbue an item with a variety of magical properties.

Requirements: Ritual tools, various depending on spell and item combination
Test: Academia, Difficulty 2
Maximum Stress: 10
Steps: 1+
Cost: 4 Drain; especially ambitious enchantments may increase the Cost further
Duration: Instant

Outcome

The spell enchants items with magical properties, usually expressed in the form of a truth. One of the more common uses is to enchant a melee weapon, so that it can damage Mythos creatures or ethereal entities, however this might be extended by giving an item the ability to protect the wielder against certain forms of damage effects or grant the possessor protection in the form of resistance.

Certain ritualistic objects might need to be enchanted to play their part in a powerful spell, or contain a permanent spell effect; for example, a mirror might be enchanted with the Planewalker spell so that it becomes a permanent bridge between worlds.

In general, the ritual has two Steps, applying a single truth to an item to represent the enchantment (such as enchanted blade). Additional powers or effects, equivalent to a truth (or roughly worth 2 points of Momentum) may be added by adding +1 to the Magnitude for each additional power or effect in the enchantment. Large or complex objects (including firearms) are harder to enchant, adding Resistance to the ritual. If the spellcaster wishes to permanently bind another ritual or spell effect into an item, the Magnitude is 2, plus the Magnitude of the ritual being bound into the item (for non-ritual spells, count the Magnitude as 1).

The variety and combinations are almost endless and left to the players and gamemaster's imagination (but always at the latter's discretion). This enchantment is the magical glue which binds many different spells, effects and objects together.

Miscast

The item is imbued with power, but errors in the process create a curse rather than an enchantment; the item may have its intended effect, but a cost or penalty associated with its use, or it may have a dangerous or unpleasant effect which is similar to the intended one.

FORECAST FUTURE

This spell grants the spellcaster hints and glimpses of what is to come in the form of premonitions, omens and visions. It should be noted however that no future is immutably fixed and what is shown may be symbolic, a partial truth or simply an interpretation of what might come to pass. Those who seek truth about what the future holds should beware, especially those who hope to gain knowledge from the deities of the Mythos, for there is little the gods enjoy more than tormenting their followers. Even those who seek knowledge from more benign oracles should exercise caution, any foreknowledge acquired may influence what is to come, and the future is never truly written until it is made.

Requirements: Ritual tools + blood sacrifice
Test: Observation, Difficulty 2
Maximum Stress: 15
Steps: 2+
Cost: 4 Drain, Piercing 2
Duration: Instant

Outcome

The spellcaster is granted visions and glimpses of the future but these are seldom straightforward and are likely to be granted in the form of visions, symbols omens and portents rather than a simple black and white accurate rendition of what is to come. The spellcaster may ask the GM a number of questions — as per Obtain Information — about the future equal to the number of Steps performed. The answers to these questions should be cryptic or symbolic rather than specific, and they must be written down for later reference

At any future point, if or when the spellcaster feels that one of the answers seems to fit the current situation, the GM grants the spellcaster a Fortune point (which the spellcaster may immediately give to any ally they can communicate with), and the answer is said to have "come to pass". No more than one answer may come to pass in any given scene.

Any spellcaster who attempts to perform this ritual again while they still have answers which are yet to come to pass from a previous casting increases the difficulty of the ritual by +1 for each answer still remaining.

Miscast

The spellcaster is shown hints and prophecies of the future, but these range from the false and misleading to the downright harmful and malicious. The spellcaster will be unable to distinguish these from any genuine visions which they may have been granted. The ritual takes effect as normal, but the GM secretly rolls 1 for each answer given — if an effect is rolled for an answer, that answer is dangerous, and generates 3 Threat when it comes to pass, instead of granting a Fortune point.

GEAS

This control spell implants a taboo upon its victim, causing them to act in a particular way under a limited and defined set of circumstances. It should be noted that not all geas are necessarily malevolent or harmful and some may even be beneficial in certain circumstances.

Test: Persuasion, Difficulty 3
Requirements: Ritual tools, sample of subject's skin or hair, animal sacrifice
Maximum Stress: 12
Steps: 3
Cost: 2 Drain. The cost increases by +1 for each point of the target's Courage
Duration: A number of weeks equal to the spellcaster's Power

Outcome

The spellcaster inflicts 8 mental stress on the target, with the Piercing 1 effect. If the target suffers an injury as a result, they become subject to the geas instead of suffering an injury. A geas will never cause its subject to harm themselves, their allies, betray their country or do anything fundamentally against their nature.

The geas must be defined in a single sentence by the spellcaster and might come in the form of "you must only fight with edged weapons" or "you will never travel by airplane". This creates a new truth for the subject which they are compelled to follow until they duration of the spell ends, or it causes a conflict which enables them to attempt a Will + Resilience test (at the GM's discretion) to break the compulsion.

Miscast

The spellcaster suffers 4 mental stress with the Piercing 2 and Vicious effects and will be compelled to follow the terms of the geas themselves.

GLAMOUR

This transformative spell changes the appearance of a person, object or thing so that those who see it, perceive it in a different way.

Requirements: Ritual tools, blood sacrifice
Test: Persuasion, Difficulty 2+
Maximum Stress: 15
Steps: 2+
Cost: 4 Drain
Duration: The glamour will hold until it is revealed

Outcome

The glamour creates a new truth for its subject, based on their surface appearance, but not their fundamental nature, which remains unaltered. A spellcaster from the Celtic druidic tradition (which is particularly adept at casting glamours), could make themselves appear more attractive, powerful or dangerous to others for example.

The spellcaster might also use the spell to conceal the true nature of something or hide an important location or object from prying eyes; larger objects and locations may increase the difficulty, or the number of steps required. When such a glamour is successfully cast, truth is certainly not in the eye of the beholder. People or objects who have a glamour cast upon them will usually pass everyday superficial inspection, but upon detailed and close examination it might be possible to discern their true nature by making a successful Will + Observation test with parameters at the GM's discretion.

Miscast

The glamour is still cast but flawed in some way that sets others on edge — this can include being too perfect an illusion, because perfection itself is inherently unnatural. They cannot accurately determine what is wrong, only that they perceive an inexplicable wrongness drawing the eye and difficult to ignore. Creatures which interact with the glamoured person, object, or place are more likely to be suspicious of it and study it closely.

GLASS OF LENG

The spellcaster creates a create a glass which draws its properties from the near mythical plateau, allowing them to see across the multiverse and monitor events in other places, planes or dimensions.

Requirements: Ritual tools, precious crystal or stone, blood sacrifice
Test: Observation, Difficulty 2
Maximum Stress: 10
Steps: 2
Cost: 2
Duration: Permanent

Outcome

The spellcaster must find or construct a suitable crystalline form and then enchant it over a number of hours

in a complicated ritual. Once imbued, this glass reveals randomly shifting scenes from the cosmos and different dimensions, much as the mystical plateau is said to flicker between planes of reality. If the spellcaster wishes to see a specific place, they must take a Will + Observation skill test at difficulty 2, to focus on a named scene which may be monitored for 30 minutes per the spellcaster's power rating. However, those who gaze into the glass's depths should beware, for what they peer at, may indeed come to peer back at them.

Miscast

The spellcaster creates a flawed glass, increasing the difficulty and complication range of focusing it by +1. Peering through a flawed glass also increases the risk that the observer will be observed by a hostile or malign creature.

HEALING

While battlefield medicine is fairly advanced in World War II, the demands of the Secret War offer new mystical means to ease the injuries and scars suffered in battle. Most magical traditions have their own unique version of this spell: some patch up and fix the most awful wounds, others provide a balm for souls shocked by the trauma of modern mechanised combat, others still repair the psychic damage inflicted by the terrors of the Mythos.

Requirements: Ritual tools
Test: Medicine, Difficulty 2
Maximum Stress: 10
Steps: 1+
Cost: 3 Drain
Duration: Instant

Outcome

The spellcaster may heal a single creature within Reach, and choose whether they are attempting to heal physical or mental harm. The ritual heals — and removes — a single injury of the chosen type for every Step the ritual requires. Instead of healing injuries, the ritual may recover Fatigue that the patient is suffering from, removing all of the patient's Fatigue instantly. These effects can be combined — healing Fatigue and two physical injuries would require three steps (one for the Fatigue, one for each injury).

Miscast: If this spell miscasts, then it still heals the patient as intended, but improperly. Any injuries healed immediately become scars, with no roll to resist this. Only half of the character's Fatigue (round down) is recovered. In addition, the spellcaster suffers a single injury for each injury healed of the same type, as the spell inflicts sympathetic wounds to power the healing effect.

"Lie back, relax, let the healing balms
of the earth mother enfold you,
knitting up damaged flesh,
healing grievous wounds,
renewing weary body,
restoring fevered mind.
When you awake
you will be born anew,
rejuvenated by the healing power
of the all mother."

– Deirdre Tighe, Celtic Druid

INFLICT/CURE INSANITY

In its curse form, this potent sorcery opens the victim's eyes to the truth of the Mythos, breaking down their mental defences to inflict madness, revealing nightmare visions of the multiverse. In its cure form, this healing benediction is able to provide a gentle balm to those afflicted by Mythos-caused insanity, restoring their mental defences and curing them of any permanent mental effects. For the spellcaster, neither form of the ritual is especially pleasant to cast, for whether to inflict madness or to undo it, one must delve deeply into that madness.

Requirements: Ritual tools, animal sacrifice and something from or belonging to the victim (Inflict), victim's presence (Cure)
Test: Persuasion, Difficulty 3
Maximum Stress: 15 (Inflict)/ 10 (Cure)
Steps: 3
Cost: 5 Drain, Piercing 2
Duration: Instant

Outcome

Both versions of this ritual target a single living creature. If the curse form of the ritual is successfully cast, the chosen target must succeed at a Will + Resilience test with a difficulty of 3. If they fail, the ritual immediately inflicts a mental scar (see Chapter 4 Action p.XX) on the victim.

If the cure form of the ritual is successfully cast, the target may attempt an Insight + Resilience test with a difficulty of 3. If they succeed, then they may immediately remove a single mental scar.

Miscast

If the ritual is miscast, the spellcaster suffers 6 mental stress with the Intense and Piercing 2 effects. If they suffer any injuries from this, then they suffer the effects of the insanity they sought to inflict or cure for the next week.

INFLICT/CURE DISEASE

In its curse form, this spell grants the spellcaster the ability to inflict a named disease upon a victim in the form of a new truth, with minor strains merely inconvenient, while more virulent and extra terrestrial diseases proving deadly. The cure version of this spell allows the spellcaster to cure many common diseases, infections and illnesses, as well as more exotic variants.

Requirements: Ritual tools, sample of victim's hair, blood or skin (Inflict), patient's presence (Cure)
Test: Will + Medicine, Difficulty 3+
Maximum Stress: 15
Steps: 2+
Cost: 3 Drain, Persistent 3
Duration: Instant

Outcome

Both versions of this ritual target a single living creature. If the curse form of the ritual is successfully cast, the chosen target must succeed at a Brawn + Resilience test with a difficulty of 3. If they fail, they immediately fall under the effects of a single disease, determined before the ritual is performed.

If the cure form of the ritual is successfully cast, the target may attempt a Brawn + Resilience test with a difficulty of 2. If they succeed, then they immediately begin to recover from a single disease, determined before the ritual is performed.

The GM may increase the difficulty and number of Steps required, based on the severity of the disease being inflicted or cured.

Miscast

If the ritual is miscast, then the spellcaster suffers 6 physical stress with the Drain effect, which ignores all Armour and Cover. If they suffer any injuries from this, then they suffer the effects of the disease they sought to inflict or cure for the next week.

INFLICT/CURE CURSE

Curses are magical banes, used to inflict all manner of debilitating and deleterious effects on the physical or mental wellbeing of their victim. These can come in many different forms: physical manifestations such as ailments or illnesses; or mental illusions and torments slowly driving the victim insane through exposure to nightmarish and unsettling imagery. The curse may even take the form of strange compulsions, making them behave or react in certain ways to stimuli or situations.

Test: Persuasion, Difficulty 3+
Requirements: Ritual tools, sample of victim's skin, hair or blood (Inflict), victim's presence (Cure)
Maximum Stress: 15
Steps: 2+
Cost: 4+ Drain. In addition, each effect rolled on the cost generates 1 Threat.
Duration: Instant

Outcome

Both versions of this ritual target a single living creature. If the curse form of the ritual is successfully cast, the chosen target must succeed at a Will + Resilience test with a difficulty equal to this ritual's number of Steps. If they fail, they immediately fall under the effects of a curse, which can take many forms. Many curses take the form of a single additional truth applied to the target character, influencing and altering their actions and ability to succeed, but the GM may allow more creative or unusual curses, such as reducing an attribute or skill, causing the loss of a focus, inflicting fatigue, and similar deleterious effects. The more potent the curse, the higher the difficulty and number of Steps.

If the cure form of the ritual is successfully cast, the curse is immediately lifted. The difficulty and number of Steps

required to remove a curse are the same as those required to inflict that curse to begin with.

Miscast

If the ritual is miscast, then the spellcaster suffers 6 mental stress with the Drain and Piercing 2 effects. If they suffer any injuries from this, then they suffer the effects of the curse they sought to inflict or cure for the next week.

The King in Yellow's Caress

A deeply unpleasant curse brought on by the unclean touch of Hastur, this curse afflicts its victims as a virulent disease, beginning as an unhealthy yellow pallor spreading across the skin, which starts to shred and peel away in flakes. Immune to conventional medicine — for it isn't truly a disease — the victim enters a delirium as their blood is poisoned and organs fail, and eventually the whole body consumes itself until death is inevitable.

Sight of Yog-Sothoth

The spellcaster exposes the victim to a portion of the Outer God's dread gaze, opening unwilling eyes to the true nature of the cosmos and the macabre madness of the Mythos. This sanity-sapping revelation quickly erodes the victim's mental wellbeing, resulting in a rapid descent into madness.

Steed of the Crawling Chaos

This unsettling hex sows its victims' dreams with strange visions and night terrors, dark omens and portents, alien vistas and outré, cyclopean landscapes which disturb their peace of mind and ability to rest. After continued exposure, the cumulative effects begin to unsettle and unbalance the waking mind, making the victim prone to all manner of mental trauma and psychoses.

Horn of Valhalla

It is sometimes difficult to judge whether this affliction is a blessing or a curse, for it comes from the Allfather's aspect as the god of battle. During combat the victim is overtaken by the spirit of the berserker, Odin's eternal shield biters, and imbued with both mighty speed, strength and a ferocity of spirit. The curse whips the afflicted into a killing frenzy, making them almost irresistible in hand-to-hand combat.

Legacy of Brown Jenkin

An extremely unpleasant curse, this transforms the target into a creature with the body of a rat and the head and hands of a tiny human, with appropriate damage to their sanity and mental stability and they gain the Truth Heir of Brown Jenkin. The victim loses much of their intelligence but gains a certain degree of animal cunning and is forced to feed on human blood to survive. The curse, while abhorrent, may be resisted by those of stout will or under certain protections. This curse takes its name from the loathsome familiar detailed in HP Lovecraft's Dreams of the Witch House.

IDENTIFY

This all-purpose spell may be used to determine the true nature or identity of an object, entity, creature or person.

Requirements: Ritual tools
Test: Observation, Difficulty 2+
Maximum Stress: 10
Steps: 2+
Cost: 2 Drain, Piercing 1
Duration: Instant

Outcome

If successfully performed, the spellcaster may ask the GM several questions about a single person, entity, object, or place, which must be answered truthfully as per Obtain Information. The spellcaster may ask one question for each Step the ritual required. Naturally, as they come from magic specifically designed to reveal the truth, the answers given to questions asked with this ritual will be significantly more accurate than might be found via mundane means.

When applied to a creature, the creature's true identity and nature can be revealed, even if that creature is operating under a different identity or its nature is concealed or unknown. When applied to an item or location, this magic can reveal any magical properties the item or place possesses, any spells which are in effect upon it, and similar information.

The difficulty will increase based on the power of the ritual's subject.

Miscast

If this ritual is miscast, then the spellcaster receives flawed answers to each question asked — they may be true, they may be false, or they may be somewhere between the two.

MIND SWAP

This spell permits the spellcaster to temporarily exchange their consciousness, for that of another living sentient being, creature or entity.

Requirements: Ritual tools, blood sacrifice, sample of victim's hair, skin or blood
Test: Persuasion, Difficulty: 3+
Maximum Stress: 12
Steps: 3+
Cost: 3 Drain
Duration: A number of days equal to the spellcaster's power

Outcome

First devised by an ancient Atlantean sorcerer known as Shek'lay, this powerful manifestation swaps the mind of spellcaster and recipient. The mind swap happens automatically between willing subjects if the spell is successfully cast, but in the case of an unwilling recipient, the victim may attempt a Will + Resilience test with a

difficulty equal to the number of Steps to defy the spellcaster's malign intent. Both spellcaster and recipient will retain all their previous memories and knowledge in their new host body, including any spells and magic. However, the further away physically each is from the another during the ritual the greater the difficulty, which increases exponentially with distance. The spellcaster may terminate the swap at any time they wish and both minds will return to their host body.

Miscast

The spellcaster will suffer 6 mental stress with the Intense effect. In extreme cases — if the spellcaster scores three or more complications on a single test — the sorcerer's consciousness will swap with a random mind close to the intended victim: human, animal or otherwise. They will not be able to reverse the effect for a number of hours equal to their power.

PERCEIVE LIFE

Utilising their magical insight, the spellcaster is able to preternaturally extend their senses in a spherical arc from their current location, detecting the number and general nature of people, creatures, entities and animals within the surrounding area.

Requirements: Ritual tools
Test: Observation, Difficulty 1
Maximum Stress: 6
Steps: 1+
Cost: 2 Drain
Duration: The spell lasts for a number of minutes equal to five times the spellcaster's power

Outcome

The spellcaster is able to sense the number of living creatures within medium range. They cannot identify specific individuals, their motives or their characteristics, though they have a general sense of their size, nature (predators, herd animals, insects, people), identity, and purpose; for example, being able to distinguish soldiers from civilians, officers from ordinary troopers, or creatures on guard duty from roving animals.

The number of Steps can be increased to extend the range of this ability, allowing the spellcaster to sense one additional zone away for each additional Step. At Step 4, the ritual may detect all living creatures within half a mile, which is the maximum range of this ritual's effect.

Miscast

The rush of sudden stimuli takes a toll on the spellcaster, inflicting 4 mental stress with the Drain and Piercing 1 effects. After that, the spellcaster receives the information this ritual grants, but cannot distinguish between animals, people, insects, or other broad categories. At most, they can distinguish roughly where living creatures are, but cannot determine anything else about them.

PLAGUE SWARM

Focusing their energies, the spellcaster calls forth a pestilent horde of terrestrial animals such as rats, insects, carrion feeders, birds, frogs and other pestilential creatures from the surrounding environment to attack their enemies.

Requirements: Ritual tools, blood sacrifice, suitable creatures from the immediate environment
Test: Persuasion, Difficulty 2
Maximum Stress: 12
Steps: 1
Cost: 3 Drain, Piercing 1
Duration: The swarm remains for a number of rounds (or minutes, if outside of combat) equal to the spellcaster's power

Outcome

The spell summons a swarm of small creatures which behaves with the characteristics of an Insect Swarm (see Chapter XX: Bestiary, p.XX). While capable of inflicting physical damage, the swarm proves extremely irritating to enemies and provides a major distraction. There is a small chance that creatures caught in a swarm may develop a foul and unpleasant disease at the GM's discretion.

Miscast

The spellcaster is unable to control and direct the swarm and it behaves in an unpredictable way, either dissipating quickly or attacking a random opponent possibly including the spellcaster themselves.

PLANEWALKER

This transportation spell is a perilous undertaking, as it pierces the veil between worlds, dimensions and other planes of existence, allowing the spellcaster to travel between any two points in the multiverse. The ritual may be attempted by anyone, but each magical tradition has its own ways of bridging the planes; a Celtic Druid may utilise the inherent energies contained in standing stones, menhirs or lay lines to use these hidden pathways, while a follower of Yog-Sothoth might easily conjure a series of glowing spherical portals which offer gateways to other worlds.

Requirements: Ritual tools, blood sacrifice
Test: Academia, Difficulty 2+
Maximum Stress: 14
Steps: 2+
Cost: 4 Drain
Duration: The portals remain open for a number of hours equal to the spellcaster's power.

Outcome

The spellcaster conjures a portal which connects two separate points across the multiverse. Once open, any character or creature may step through the portal and emerge instantly through the other side. The portals can be immediately closed at the spellcaster's direction.

The GM may increase the difficulty and number of Steps required depending on the destination point, and the suitability of the portal locations — conjuring portals in locations befitting the spellcaster's tradition, or in places where the walls between dimensions are thin make this ritual easiest, while other locations may not be so conducive to portal-making.

Miscast

The spellcaster suffers 5 mental stress with the Piercing 1 effect, and the portal will connect to a random location in the multiverse. A miscast portal cannot be closed at the spellcaster's direction, and it will remain open for the entire normal duration.

PROTECTION

Protection spells are used to deflect, absorb or repel harmful magic, projectiles, and physical attacks which might prove injurious to the spellcaster and their companions. A protection spell usually only protects against one type of attack (magic, mental or physical) but some more powerful variations offer protection against two or more types; for example, magical-physical.

Requirements: Ritual tools, blood sacrifice
Test: Survival, Difficulty 2
Maximum Stress: 15
Steps: 1+
Cost: 3 Drain
Duration: The protection endures for up to half an hour

Outcome

When performing the ritual, the spellcaster must determine how many people they wish to protect; the ritual's number of Steps is equal to the number of targets, who must all be within Reach at the moment the ritual is cast.

Once cast, the ritual protects the targets from the effects of a single type of attack or hazard: physical or mental. Each target is wreathed in a magical barrier which grants additional cover (physical) or moral (mental), equal to the spellcaster's Power for the spell's duration.

Miscast

The ritual appears to succeed, but the first time any of the affected characters suffer stress of a type matching the protection they were to receive, the stress inflicted increases by +2.

SUMMON MYTHOS CREATURE

Summoning spells are used to call to, convene and or commune with many different creatures and entities belonging to the Cthulhu Mythos.

Requirements: Ritual tools, blood sacrifice
Test: Persuasion, Difficulty 2+ (see below)
Maximum Stress: 15
Steps: 2+
Cost: 2 +
Duration: Instant

Outcome

The complexity and requirements of summoning Mythos entities and creatures are as many and varied as the creatures themselves and many details can be found in Chapter XX: The Bestiary which can readily be adapted by GMs to the requirements of their campaign. As a rule of thumb, the difficulty of summoning a creature is usually set by the number of injuries it can sustain.

This summoning spell calls either a single specimen or a small group of the target creatures, but it may not be used to summon more powerful deities; these must be called using the Evoke/Dismiss Deity spell (page XX). Not all creatures are compelled to come, though many are, and some will respond out of sheer curiosity, or in the hope that some bargain may be struck, or most likely, some advantage gained. The creature summoned is not bound or inhibited in any way (unless controlled by an additional Compel spell) and is free to engage with the summoner on whatever terms it desires, although gifts, sacrifices and in some cases outright worship, influence the creature's reaction. A couple of examples are given below to show the types of summoning that may be attempted.

Miscast

A failure to cast the spell correctly means the creature may not be summoned at all or it is not strong enough to entice the creature to the spellcaster. In some cases, the creature may visit the summoner at another time, and, in extreme cases, at a most inopportune moment.

Summon Deep One

The Deep Ones are one of the more common races likely to interact with mankind for the purposes of trade, exchange and especially the production of Deep One-human hybrids (p.XX), which play a significant if mysterious part in the Deep One reproductive cycle. There are no particular special requirements, only that the spellcaster has access to the open ocean. Deep Ones are more likely to respond if the summoning is conducted near an existing Deep One outpost or city such as Y'ha-nthle (Innsmouth) or Tep-Ditha (Brittany).

Summon Elder Thing

The Elder Things are great scientists and philosophers, but do not generally seek contact with mankind and will be reluctant to answer any summons. Most remaining Elder Things on Earth are still confined within a state of advanced hibernation and the few that are awake, may be unlikely to welcome a summons from a presumptuous spellcaster unless there is a compelling reason. Some Elder Things may choose to respond telepathically rather than in person and the chances of summoning them are greater at either of the poles where they maintain undersea cities, or at long forgotten outposts such as Karvateeli in the Ardennes Forest in Europe.

STEAL IMMORTALITY

Those steeped in the necromantic arts have usually but one aim: to extend their existence for ever. This hideous, life-draining spell is the means by which they achieve it. The cost is high, paid in the blood and souls of living victims as the spellcaster exerts a vampire-like drain on their subject, leeching the life essence from them to feed their own waning life spark.

Requirements: Ritual tools, human sacrifice
Test: Academia, Difficulty 3
Maximum Stress: 15
Steps: 3
Cost: 4 Piercing 2
Duration: Special

Outcome

This lengthy, time consuming, complicated ritual restores lost vitality to the spellcaster (or their subject) and renews their waning powers. A human victim must be bound, bled and sacrificed and this restores lost energies, life force and Will. The spellcaster is restored to perfect health and vitality. Beyond simply becoming young and vital again, the spellcaster transforms into an idealised version of themselves in the prime of their life, represented by a new personal truth: Restored and Reinvigorated.

However, this restoration is temporary, and fades after a year. If the spellcaster wishes to regain that vitality, they may attempt to perform the ritual again, but the ritual will last for one fewer week each successive time it is cast upon the same person, to a minimum of a number of weeks equal to the spellcaster's power.

Miscast

Instead of replacing lost vitality the spell inflicts 5 physical stress, with the Drain and Vicious effects, ignoring all Armour and Cover. If it inflicts any injuries, then the character also suffers a new personal truth—Withered and Diminished—which is only removed when this ritual is successfully performed again.

TRANSMOGRIFY

This ritual allows the spellcaster to assume the aspect of any living person, animal or even creature and the change is permanent until the spell is cast again.

Requirements: Ritual tools, animal sacrifice
Test: Survival, Difficulty 3
Maximum Stress: 15
Steps: 3+
Cost: 4 Drain, Piercing 1
Duration: Until Ended

Outcome

Once this transformative spell is complete, the spellcaster assumes the form of the person, creature or entity they have chosen. This remains until the spellcaster chooses to end the effect (see below). The spellcaster replaces their physical attributes (Agility, Brawn, and Coordination) with those of the creature whose form they assume, and gains that creature's personal truths and other innate special abilities (claws, flight, and anything else fundamental to the creature), but does not gain any skills, focuses, talents, spells, or other learned abilities.

If the spellcaster is attempting to mimic a specific person, provided they are familiar with or are able to extensively study that person, they create a more or less identical physical copy, although this does not reproduce mannerisms, persona, personality or any identifying marks the spellcaster does not know about.

More powerful creatures, or creatures radically different in size, substance, or shape from the spellcaster's natural form, increase the Steps required for this ritual, at the GM's discretion.

The spellcaster may choose to revert to their natural form at any time, requiring a Will + Resilience test with a difficulty equal to the ritual's number of Steps. Failure prevents another attempt to revert until 24 hours have passed.

Miscast

There are three possibilities for a miscast transmogrify spell, chosen by the GM when the ritual is miscast:

- The transformation is painful and flawed, inflicting 6 physical stress with the Intense effect, ignoring armour and cover. Once transformed, the spellcaster also gains an Imperfect Transformation truth, representing that their form is obviously wrong in some way. Stealth tests to avoid being noticed or to pretend to be someone else increase in difficulty by +1 as a result of this.
- The transformation is complete, but the spellcaster's mind is transformed as well. They become an entirely ordinary example of whatever it was they transformed into, and do not recall their original selves; if transforming into a specific person, they believe themselves to be that person (though they still don't gain any skills or knowledge, and they may just feel generally confused). They can transform back, but do not remember the need to and must be convinced of their true nature before they can revert to it.
- The transformation is complete, but permanent: the spellcaster lacks the ability to revert to their natural form. Another casting of this ritual — by the spellcaster, or on their behalf — can allow them to revert to normal.

"You want to transform me into WHAT? A perfect duplicate of Hitler? No, I don't want to 'think of the immense possibilities' and I am certainly not volunteering."

VISIT DREAMLANDS

This meditation causes the spellcaster and any companions with them to fall into a gentle slumber, remaining in a narcoleptic state for up to 24 hours (they cannot be awakened during this time). During this time their unconscious minds are able to enter and rove freely throughout the Dreamlands sharing the same subjective experiences.

Requirements: Ritual tools, libations
Test: Persuasion, Difficulty 1
Maximum Stress: 6
Steps: 1
Cost: 3 Drain
Duration: 24 hours

Outcome

The spellcaster, and a number of companions equal to their power, enter the Dreamlands and share the same subjective experiences whilst there. During this time, the traveller's astral bodies retain the same characteristics as their physical ones, but any attacks and damage suffered there will be inflicted in the form of a mental attack in the physical world. If they are defeated, their consciousness returns to the waking world though they will not reawaken until the 24-hour period is over.

Miscast

A miscast inflicts 3 mental stress on the spellcaster and their companions with the Drain effect. The spellcaster adds +1 difficulty to any attempts to use this ritual again for the next 24 hours (this is cumulative).

VOORISH SIGN

This simple ritualistic hand gesture is powered by a small expenditure of magical energy and enables the spellcaster to make unseen creatures, or any human or entity magically concealed through a glamour, seen.

Requirements: None
Test: Observation, Difficulty 1
Maximum Stress: 5
Steps: 1
Cost: 2 Piercing 1
Duration: The sign endures for a number of rounds equal to the spellcaster's power

Outcome

The Voorish sign renders invisible or incorporeal creatures visible long enough for them to be recognised or targeted. Humans, creatures and objects concealed by a glamour or any illusionary spell are revealed.

Miscast

None.

Mythos Tomes and Arcane Sources

Many dangerous secrets are hidden away in rare and impenetrable books, tomes and manuscripts, which were written long ago in the mists of history. Many of these have since been translated, added to, excised, and rewritten to bring forbidden knowledge into the modern age.

These books are highly sought after by both Black Sun and *Nachtwölfe*, seeking to harness their terrible secrets for use in the wider war. Section M and Majestic are also in the race to secure these occult tomes, desperate to deny this information to the Nazis — and it is said, to utilise the dark knowledge contained within for themselves.

The second world war has thrown the globe into chaos and while some books and tomes are safely hidden away in the protected vaults of august bodies like the British Museum, Miskatonic University or the National Library of Congress, others have been "liberated" from their places in Europe's museums and private collections by the Nazis — their terrible mysteries awaiting to be unleashed once again.

Arcane Bibliophiles

Some player characters may access to a tome or notes from an occult book as part of the character generation process (Player's Guide p.XX Characteristic). GMs should work with the players to establish a suitable backstory about the tome in their possession and how they acquired it. They might also consider that such a tome might be a partial or flawed copy of an existing work. GMs may decide that possession of a complete extant copy of the Necronomicon is probably not the ideal starting point for players (though it certainly would make for an intriguing if rather short lived experience).

STUDYING MYTHOS TOMES

Mythos tomes are vital sources of information and power; obtaining even a single major work could be the focus of an entire adventure, or a larger campaign. A book's importance is matched only by the danger it represents, for there are myriad perils that accompany knowledge of the Mythos.

A character may study a tome to gain information about a specific subject — the nature or weaknesses of a supernatural creature, the secrets of a magical tradition, knowledge of a ritual, or other information about the true nature of the universe and the malevolent gods and deities who populate it.

Studying a Mythos tome for specific information requires a Reason + Academia test, normally using the Occultism focus. The character must know the language the tome is written in (though the linguistics focus will help them to decipher texts in obscure or unfamiliar languages) as will having access to a translation. The difficulty of this test varies, as some tomes are easier to study than others; individual versions may increase this complication range if they're incomplete or flawed.

This study takes a number of days equal to the difficulty of the test to complete, though a character may spend Momentum to reduce this. 2 Momentum is sufficient to halve the base amount of time, while complications may increase the time taken by half again.

There's also a consequence for studying Mythos tomes: the secrets they contain are harrowing, and test the resolve of even the hardiest mind. Studying a Mythos tome inflicts mental stress at the end of each day it is studied, and this stress cannot be recovered while a character continues to study (its knowledge weighs heavily on the mind). Each book inflicts a different amount of stress and may have one or more effects that influence the stress inflicted. This stress is suffered whether or not the skill test to study the tome was successful.

Finally, some tomes may have other quirks, qualities, advantages, or limitations. These will be noted in the special rules for each tome. It is left to the GM as to which Mythos tomes are available during the game, as well as where they are and who owns them.

"Thank goodness our ancestors made some effort to preserve their arcane knowledge. Without the dedication of those nameless scribes working away in obscurity to hand copy books and manuscripts, a great deal of vital mystical knowledge could have been lost to us forever."

– professor Richard Deadman

Spellbound: What Lurks Within Those Covers?

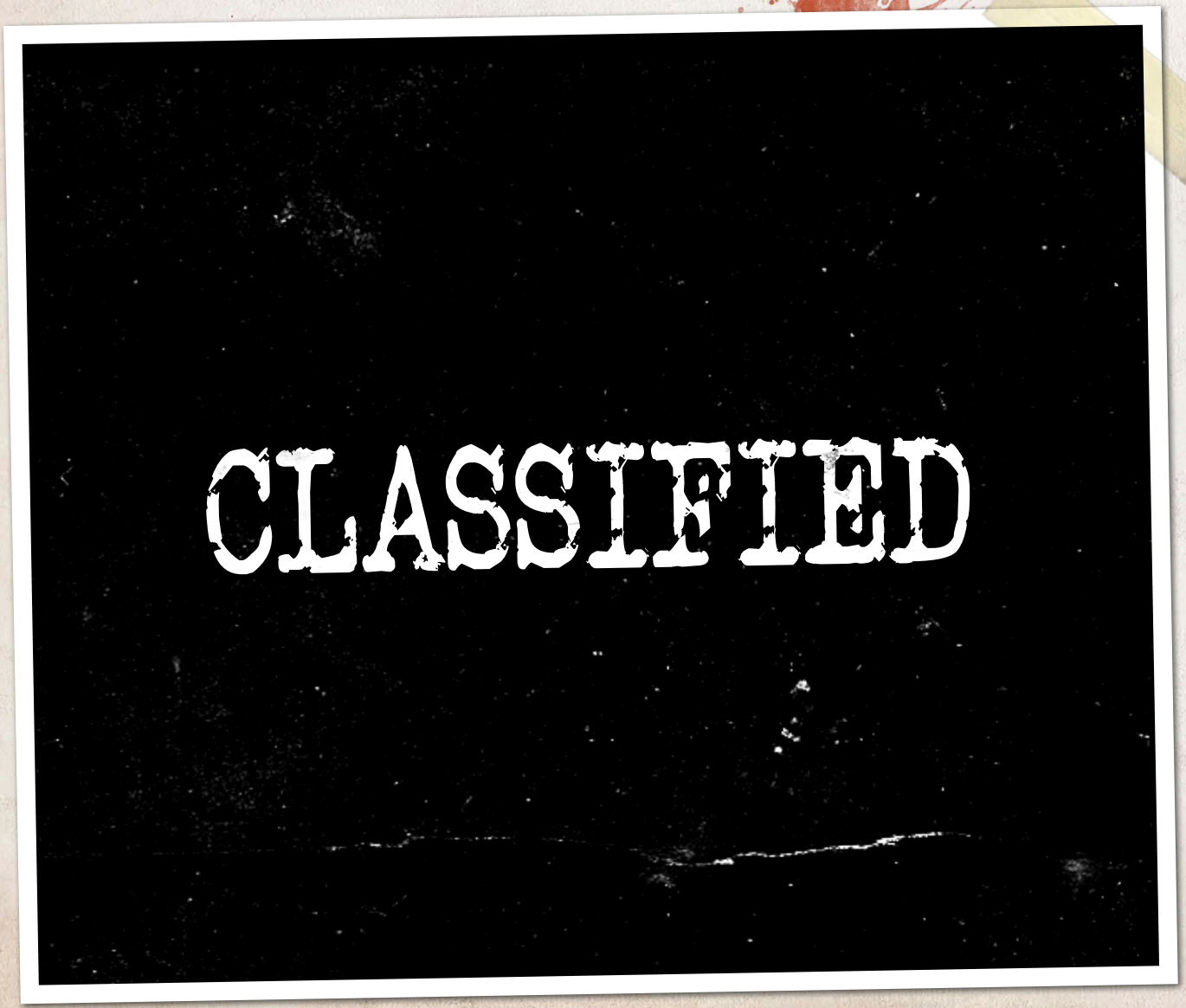
Mythos tomes may contain details on a number of spells and rituals and to learn them, a research spellcaster or dabbler must undergo the process outlined on p.XX Learning New Spells.

Rather than produce an overly restrictive list of exactly which spells and rituals are available in each esoteric volume, this is left to the GM to determine and adapt to the needs of their campaign. To calculate how many spells and rites a book might contain, take its base difficulty and multiply it by X where X is the number of dice of mental stress inflicted when studying it. This will give you its **total**.

- For spells this total will give the maximum number of spells contained in a work.
- For rituals divide the total by two, to give the maximum number of rituals it will contain (rounding down).
- The minimum number of spells and rituals is obtained by halving the total (rounding down).

For example, the **Batley Notebooks** have a difficulty of 3 and a mental stress of 3, which would give a total of 9, yielding a **maximum** of 9 spells and 4 rituals contained within its pages (and a minimum of 4 and 2). It should be stressed that damaged, flawed or incomplete versions, as well as numerous other factors determined by the GM might reduce that number further even below the calculated minimum.

The GM will always choose the spells found in a particular volume but should also consider the book's content, source material and description. The Lure of the Deeps is likely to yield spells and rituals from the Tome of Cthulhu (p.XX) while the Necronomicon, as a much wider ranging and definitive work, could contain spells and rituals from any magical tradition and a wide variety of sources.



A Collection of Known Mythos Tomes

This section contains descriptions of a number of notable Mythos tomes, and provides rules for interacting with them.

AZEUS DEMONICIUM

This dread tome is a grimoire of dark lore for those who would summon or commune with the powers of the outer dark. Originally written in Latin by an unknown Italian monk of dubious sanity, it seems to have been made at a degenerate Bishop's request but was later translated into Middle English by the English mystic, John Dee, for his own personal study. The Latin original has been lost down the ages and the only known copy of Dee's original is kept under strict lock and key at the British Library. However, a number of hasty and inferior Victorian translations in modern English have leaked into the antiquarian market which are both rare and much sought after.

Language: Latin, Elizabethan English, English
Mental Stress: *Latin Original & Dee's translation* 3 Drain 2
Inferior copies 4 Drain 2, +4 complication range

Special Rules

Those who absorb the Demonicium's lessons may decrease the difficulty of summoning creatures or communing with the entities and deities of the Mythos by one. They may also reduce the number of steps it takes to summon these entities by one.

THE BOOK OF AZATHOTH

This dread black tome is said to be a ledger of the names of all those who have pledged their lives and souls to the service of the gods of the Mythos, as well as being a repository of forbidden knowledge and foul rites. Those who study its blasphemous forms may be granted substantial knowledge and spells but at a terrible cost, for the only way to access it is via Nyarlathotep, who inevitably deceives such students into signing their souls away.

Difficulty: 3
Language: All
Mental Stress: 5 Drain, Intense, Piercing 1

Special Rules

Those who study this Black Book will have to sign it and receive two mental scars as the foreknowledge of what they have bartered away pushes their mind to the edge of sanity.

THE BATLEY NOTEBOOKS

This unusual series was written during the Victorian era by a HL Heppelthwaite, an amateur archaeologist and treasure seeker who discovered a fabulous horde in an ancient cave system beneath the Yorkshire Dales. Night after night, Heppelthwaite catalogues his unusual finds in situ, growing ever more secretive, obsessive and paranoid, as the hoard grants him dreams and visions of cult rituals, practices and worship from Neolithic times to the Middle Ages. An important source for folklore and cult traditions, the notebooks were compiled into a single volume and given a limited print run by an unknown press. Heppelthwaite's last entry details his planned descent into the cave system, one from which he never returned.

Difficulty: 3
Language: English
Mental Stress: 3 Drain, Piercing 1

Special Rules

Contain no spells, but a great deal of lore about wizards and witches, cults, creatures and entities not of this world.

BOKEN DER JAEGER DE WILDINIS (HUNTER OF THE WILDERNESS)

Written by Henrik Ulfstein in Norwegian and available as a single, privately printed edition of narrative verse published around 1900. It tells the story of a man travelling through a forest and being beset by 'The Dark Hunter' who whisks him away on the winds and offers to make him the 'Velsignet av vinden' or 'The Blessed of the Wind'. Critics have commented on the story's similarity to certain Native American myth cycles involving the Wendigo and other carnivorous deities of the wind. It contains special knowledge of both the Wendigo, its progeny the Blessed of the Wind with passing references to the Halja.

Difficulty: 2
Language: Norwegian
Mental Stress: 3 Drain

Special Rules

None.

THE BOOK OF SHROUDS

There are three main versions of this book:

- **Manuscript:** Written in corrupt Egyptian hieroglyphs on papyrus, this was discovered and translated in 1862 by the Egyptologist Francois Dupont who was subsequently confined to a lunatic asylum. The original, which is ascribed to the Egyptian sorcerer Hurtuz, disappeared.
- **Translation:** in French, translated by an unknown hand with only five copies ever made. Three are known to survive with varying degrees of completeness, with one in the British Museum's forbidden collection.
- **Book of Shrouds:** in English, a rare limited printing of perhaps 100, made sometime after a single Translation copy re-surfaced in 1918. This particular edition is flawed and incomplete although contains some useful knowledge, particularly of the spellbook of Nyarlathotep.

Difficulty:
Manuscript 5/**Translation** 3, +1 complication range
Book of Shrouds 3, +2 Complication Range
Languages: Egyptian hieroglyphs/ French/ English
Mental Stress: 4 Drain

Special Rules

- **Manuscript:** This original tome is old and fragile, and complications may cause it to become damaged. Each instance of damage increases the complication range by +1.
- **Translation:** Copies of this tome are frequently incomplete. Roll 1 when studying this tome; if an effect is rolled, the character suffers a complication as some aspect of the information sought is absent, flawed, or misleading.
- **Book of Shrouds:** Copies of this tome are extremely flawed and incomplete. Roll 3 when studying this tome; for each effect rolled, the character suffers a complication as some aspect of the information sought is absent, flawed, or misleading.

CULT OF THE IDISI

Written by a Saxon scholar around the time of his brethren's defeat and conversion to Christianity by the mighty Charlemagne, the original Cult of the Idisi describes the pagan practices of an all-female sect of Shub-Niggurat, worshippers in the region of north-western Germany around Bremen and the River Weser. The unknown historian painstakingly describes their battle tactics and dark rituals, as well as their eventual extinction at the hands of the first Holy Roman Emperor. Little is known of the book after its placement in the Benedictine monastery at Fulda, the base from which the Catholic Church organised its conversion of the native pagans.

Difficulty: 3
Language: Medieval Latin
Mental Stress: 5 Drain, Piercing 1

Special Rules

This tome is old and fragile, and complications may cause it to become damaged. Each instance of damage increases the complication range by +1.

CULT OF THE IDISI: HANSEATIC CODEX

Published around 1190 this is obviously a later inferior copy of the Saxon original, lacking much of the bloodthirsty detail of its predecessor and many of the spells.

Difficulty: 3, +1 complication range
Language: Medieval Latin
Mental Stress: 3 Drain

Special Rules

Many of the practical details of the original were omitted in this translation, and characters studying the tome to learn about magic or rituals should increase the difficulty by +1.

CULTE DES FEMMES GUERRIERES DU NORD (CULT OF THE NORTHERN WARRIOR WOMEN)

A much later 19th Century version of the Cult of the Idisi, discovered in Paris by Édouard Saby. Written for the popular French occult market, the book contains many lurid details of the warrior maidens of the North, several of them made up by the author, although Duerre obviously had access to a more complete version of the book based on the various sly hints this manuscript contains.

Difficulty: 4, +1 complication range.
Language: French
Mental Stress: 4 Drain

Special Rules

While much of this tome is based in truth, the author did take a number of artistic liberties which can be misleading; if a character suffers one or more complications while studying this tome, they suffer one additional complication.

DEE'S HIDDEN TREATISES

A series of secret essays, treatises, theorems and alchemical researches by the great Elizabethan philosopher and mystic John Dee, purporting to probe the "misteries of the unnatural worlde, alchemical researches, proofes and dyverse remedies against daemons, fyndes, faeries and other unnaturall creatchures of the darkness".

Difficulty: 3
Language: English
Mental Stress: 4 Drain, Stun

Special Rules

Contains myriad spells and alchemical formulae, and potent proofs against otherworldly entities. A successfully study of this work grants the student three free Obtain Information spends against a specific named creature or entity.

THE GERMANIA

A long-lost tome, whose words are mostly available to the modern audience through its first printed version, produced in Nuremberg, Germany in 1473. Written by the famous Roman historian Gaius Cornelius Tacitus, who never actually visited the lands of which he speaks, it details the social structure, laws, and customs of the Germanic peoples who had given so much trouble to Rome, as well as discussing individual tribes. Lost but not destroyed at the fall of the Roman Empire, the book is rediscovered in 860 in a monastery in Fulda, Germany, and several copies are made, omitting the most blasphemous and dangerous passages.

The Germania: De Origine et Situ Germanorum

"Concerning the Origin and Situation of the Germanics", in Latin, by Gaius Cornelius Tacitus, pub. 98AD. Largely cribbed from other works, including Pliny the Elder's far more explicit and spell-laden Bella Germaniae (c.60-70AD), Tacitus' study of the Germanic tribes consists of forty-six very short "chapters". As well as the fairly standard minutiae of life in Northern Europe, the book also contains rather disturbing material on the nature of the tribes' religious practices.

Difficulty: 3
Language: Classical Latin
Mental Stress: 5 Drain, Piercing 1

Special Rules

This tome is old and fragile, and complications may cause it to become damaged. Each instance of damage increases the complication range by +1. In addition, due to Tacitus' reliance on second-hand sources and other tendencies, the text contains many inaccuracies; if a character suffers one or more complications while studying this tome, they suffer one additional complication.

The Germania: Monstres and Beastes

The lurid and obscene tome was said to be penned by the enchanter Timothee and contains a plethora of subjects appropriated from other, greater works such as the Necronomicon, as well as some rare original material and it is a good source of detail on many Mythos creatures and entities. Many of the Mythos' most formidable entities are described therein, including Cthulhu and Yog-Sothoth and those seeking authoritative knowledge of many Mythos creatures will find guidance, enlightenment and sanity sapping horror within its foul pages.

Difficulty: 2
Language: Middle English
Mental Stress: 5 Drain, Piercing 1

Special Rules

This tome is unique and missing, and thus highly sought-after. A character who claims to own this tome adds 2 to Threat. Characters who own a black market copy add 1 to Threat.

FIESTA DE LOS MUERTOS

This rare Spanish tome of 1810 which translates as "Feast of the Dead", is an account of a ghoul colony in the Spanish interior during the Napoleonic Wars, written by a naturalist who signs himself as 'Malfeas'. The work is written in the form of a naturalistic study, and documents the habits, proclivities, and ritualistic and social behaviour of the ghoul pack who seem to worship Nyarlathotep. It is considered an invaluable resource for those seeking to better understand the nature of the carrion eaters.

Difficulty: 3
Language: Spanish
Mental Stress: 5 Drain, Piercing 1

Special Rules

This tome is highly sought-after. If a character reveals they have this tome in their possession, add 1 to Threat.

THE GRAYSTON ESSAYS

Written by Alexander Grayston, a Scottish captain who served in the Peninsular wars of the early 1800s, these essays detail the "fanciful notions" he experienced when incarcerated in Edinburgh's notorious Rose Hill Asylum, following an undocumented encounter with the Mythos which led to his cashiering from Wellington's army. The detailed sketches and drawings describe and expound on a number of alien devices, objects and equipment, derived from a number of Mythos sources and races.

Difficulty: 3
Language: English
Mental Stress: 3 Drain

Special Rules

The Grayston Essays read more like an engineering manual than a traditional Mythos tome. Although they contain no spells, they are particularly useful in deciphering the study, use and purpose of various Mythos artefacts and equipment. A successful study of the Essays grants three Obtain Information uses on any Mythos artefact, weapon or technology researched.

THE LURE OF THE DEEPS

This rare book comes in the form of a diary written by an unnamed author, a Deep One hybrid who was apparently part of the Innsmouth circle. It details many aspects of the unfortunate's life on the surface world and beneath the waves, before and during their gradual transformation and eventual retreat into the ocean's depths.

Difficulty: 2
Language: US English
Mental Stress: 4 Drain, Persistent 3

Special Rules

This rare volume is much sought after as source material for the Deep Ones and the cult of Cthulhu. Many secrets and mysteries of the undersea race are revealed within, as are many spells from the Tome of Cthulhu.

MYSTERIES OF THE PROCTORIA

A later Renaissance translation of a text, describing many mysteries and practices of the pre-Islamic Arab world, both mundane and supernatural. Although arduous to study, it is a valuable source of many potent spells and incantations. A folio version is thought to have been printed in Cologne, Germany, immediately suppressed upon publication by the Catholic church.

Difficulty: 2
Language: Renaissance Latin
Mental Stress: 5 Drain

Special Rules

This tome has been denounced and condemned by the Church, and the few remaining copies are sought-after by those who seek its destruction and those who wish to use it. If a character reveals that they have the tome in their possession, add 2 to Threat.

THE NECRONOMICON

This terrible and iconic book is available in five versions of varying degrees of rarity:

- **Al-Azif:** Written in Arabic, by Abdul al-Hazrad c. 730 AD. The original form of this tome is unknown, but numerous manuscript versions are known to have passed between early medieval scholars before it was reported as lost in the 12th Century. An immense collection of esoteric and blasphemous knowledge, the book touches on nearly every aspect of the Mythos, and is a valuable source of information on a wide variety of subjects, including charts and star maps.
- **Necronomicon in Greek:** Translated by Theodoras Philetas, c.950 AD. It is unclear what the fate of earlier manuscript versions has been, although they must have existed at some point due to the presence of an Italian folio edition. Suppressed by the Church, this manuscript lacked any drawings, maps, or charts; the last accurately identified copy was burned in Salem in 1692 although some are said to exist in private collections.
- **Necronomicon in Latin:** Translated by Olaus Wormius, 1228 AD. In its first incarnation, the book was circulated in manuscript form prior to being printed in Germany in the late 15th Century as a black-letter folio. The Spanish edition of the early 17th Century is almost identical to the German version. At this moment in time, only a single copy of the German printing exists; the Spanish edition has survived far better, although there are still very few copies extant and those highly prized.
- **Necronomicon in English:** Translated by Dr. John Dee, 1586. Although an accurate translation of the Greek version, certain of the more unsavoury passages have been omitted. Dee's work on the Necronomicon has never been printed and exists only in bound manuscript form. There are currently believed to be three almost complete copies in existence.
- **Sussex Manuscript in English:** Translated by Baron Frederic in 1597. This edition represents a muddled and incomplete translation of the Latin Necronomicon, originally printed in Sussex, England. The book is more properly known as the Cultus Maleficarum.

Difficulty: *Al Azif* 4
Greek 4, +1 complication range
Latin 4, +1 complication range
English 4, +1 complication range
Sussex 4, +3 complication range
Language: Classical Arabic/Byzantine Greek/ Medieval Latin/ English/ English
Mental Stress: *Al Azif* 5 Drain, Piercing 2
Greek, Latin & Dee 5 Drain, Piercing 1
Sussex 4 Drain, Piercing 1

Special Rules

- **AL-Azif:** This tome is old and fragile, and complications may cause it to become damaged. Each instance of damage increases the complication range by +1. This tome is rare and highly sought-after. A character who claims to own this tome adds 2 to Threat. This tome is sufficiently comprehensive that a character may gain bonus Momentum (which may only be spent to Obtain Information) by spending additional days studying the text: each additional day spent grants one bonus Momentum.
- **Greek, Latin, English:** Few copies exist of these tomes, and they are highly sought-after. Characters who claim to own these tomes add 2 to Threat.
- **Sussex:** This tome is a poor translation of another translation, incomplete in many places, and extremely inconsistent; if a character suffers one or more complications while studying this tome, they suffer one additional complication.

PNAKOTIC MANUSCRIPTS

Written by an unknown author sometime in the 15th Century AD, these unholy works come in the form of a bound manuscript, five versions of this book are known to be housed in European and American collections. The apparent precursor volume, the Pnakotica, was written in classical Greek. Some claim that the book traces its origins to the pre-human crinoids who allegedly seeded life on Earth.

Difficulty: 4, +1 complication range
Language: English
Mental Stress: 4 Drain

Special Rules

This tome is fragile, and complications may cause it to become damaged. Each instance of damage increases the complication range by +2.

THE R'LYEH TABLETS: COMMENTARIES

These forbidden commentaries were written by the renowned Argentinean explorer Federico dos Santos who discovered, deciphered and interpreted a series of linked pictograms and friezes on temples throughout the remotest Pacific islands in the late 19th Century. These interpretations purport to tell the full story of the Great Old One himself, the spread of his cult on earth and the part played by Father Dagon and Mother Hydra prior to recorded history. They detail many clashes between the Deep Ones, Cthulhu-worshipping men, and other ancient races and reveal many dread secrets of the lost civilisation of R'lyeh.

Difficulty: 2
Language: Spanish
Mental Stress: 4 Drain

Special Rules

While some of this rare volume is speculation and open to interpretation, it contains valuable knowledge of the Great Old One, the culture of R'lyeh and many rites and spells from the spellbook of Cthulhu.

SECRET CULTS AND OBSCURE ORDERS

Frequently referred to as the 'Bible of Depravity', this indecent tome of 1820 discusses the Regency author's connections to a variety of cults and secret societies spread throughout 19th century Europe. The female writer who identifies herself only as 'Rosalind, a sorceress', details her travels across the continent where she partakes in diabolical rituals and orgiastic rites with the numerous secret societies who apparently lurk beneath 'the surface of pious civilisation'. Scandalous and depraved, its publication provoked an immediate witch hunt, and although the author was suspected of being a minor member of the British aristocracy, her true identity was never truly discovered.

Difficulty: 3
Language: English
Mental Stress: 4 Drain, Piercing 1

Special Rules

This tome is a valuable resource for the cult practices of the 19th Century. If successfully studied seeking material relating to that period, each Momentum spent to Obtain Information allows two questions to be asked instead of one.

MAGICKAL ENDEAVOURZ

Written in English by the mystic Abraham Rolle sometime in the 18th Century, this work is best described as a guide to "mystical endeavourz and magickal works" notably the summoning of the "demonz of Aire and Fyre". It originally existed as a small and crumbling manuscript. However, later printings were circulated by an unknown hand and have become highly prized, establishing the tome as a good source of ritual summoning.

Difficulty: 4
Language: English
Mental Stress: 4 Drain, Piercing 1

Special Rules

This original manuscript is fragile, and complications may cause it to become damaged. Each instance of damage increases the complication range by +1.

Chapter 5

The Gamemaster

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Chapter Five
The Gamemaster

This chapter is all about running an actual game of ***Achtung! Cthulhu***, providing a mixture of advice, guidance, rulings, and GM-specific directions focussed on the scene economy as well as Non-Player Character mechanics. It also provides additional details on the GM's most potent mechanic in ***Achtung! Cthulhu***: Threat.

What is a Gamemaster?

The role of the Gamemaster is equal parts narrator, cast member, and referee. You are still a player at the table — you should enjoy yourself as much as everyone else — but you also have a few different responsibilities. Roleplaying games are collaborative experiences; as the GM you are responsible for describing scenes, adjudicating the rules, and trying to ensure that all the players' characters get a chance to shine. The players are there to act in your scenes, solve the problems you present them with, and tell an awesome story in collaboration with you.

You are weirdly both the most active and most passive player at the table — the most active because you are aware of everything that's going on, and need the fictional world to respond to everything the players do, but the most passive because it is the players' decisions that drive the game forward.

GAMEMASTERING 101

Given the importance of the Gamemaster's role, it is vital you prepare for the game accordingly. While some GMs are comfortable just turning up for a session and improvising, it takes practice and experience to run a game without any preparation. It is important that you are comfortable with these important elements of the role:

- **Know the Rules:** You should endeavour to be as familiar with rules for situations that might come up in play. This doesn't mean knowing the rules inside-and-out, but the GM should at least understand the core rules enough to make reasonable rulings, and if a specific set of rules are likely to come up, it's worth re-reading them before the game.
- **Know the Plot:** The player characters are often confronted with the machinations of scheming adversaries and other dangerous foes. It is essential that the GM provides these plots to give the players something for their characters to confront. They must develop broad settings and specific locales, create characters to serve as allies, rivals, enemies, and bystanders, and concoct dangerous agendas and perilous missions for the player characters to enjoy. Roleplaying games are a group effort, so the GM should always let players make their mark and be ready to adapt to the game to whatever decisions they make.
- **Be Prepared:** In many groups, the GM is responsible for making the game run smoothly and this may include providing pencils and paper, dice, or other useful gaming aids. Some GMs may prefer to hold on to character sheets between sessions, ensuring that they're all in one place. Keeping track of the little details helps keep the game moving.

The Golden Rule: "Whatever the GM Says Goes..."

That includes this book. The ***2d20 System*** rules contained in this book are intended as a tool kit for you to use to have fun exploring a story by playing through it. If a rule doesn't work for you, don't use it. If a rule shouldn't really apply because of something happening in the story, disregard it. You can manipulate the rules to fit your plot, however you want — you can even introduce new rules if you want!

While you're in the gamemaster's chair, you're in charge, and what you say goes.

THE GAMEMASTER'S ROLE AND RESPONSIBILITIES

Being the GM requires a different approach to being a player and these pointers should help you run your ***Achtung! Cthulhu*** adventures successfully so that everyone enjoys the game.

PRESENTING PROBLEMS

It is the GM's first responsibility to present the problems and challenges that the player characters encounter. Problems can manifest in a variety of ways: they could be something as overt as a battle, or as subtle as the tentacles of an ever-branching conspiracy. Problems can range in size from the incidental to the monumental: a broken light bulb can complicate a firefight, while a massive conspiracy could influence dozens more immediate decisions.

The greatest tools for presenting problems are **complications** and **Threat**. They allow you to bring immediate challenges and difficulties into play, turning what may seem like a straightforward scene into something more dynamic and complex. Having a character's gun jam shifts the flow of a fight with little effort, but the uncertainty of complications and the finite nature of Threat allows the GM to produce these effects in a less arbitrary way.

The Silver Rule: The Gamemaster Isn't Against the Players

You aren't the players' adversary, plotting their demise. You don't want their characters to be thwarted or die a terrible death — instead, your role is to make their lives interesting and present problems for them to solve. Success is good and failure is interesting! While the villains in your Secret War stories might want to harm the player characters, the best GMs tread a thin line where the risk of catastrophe is balanced with the player characters overcoming incredible odds. The player characters are the heroes of ***Achtung! Cthulhu*** and you should be their biggest fan.

LET THE PLAYERS BE AWESOME

Player characters are the heroes of the story. Each player should have plenty of opportunities for their character to shine. Every problem presented to the players is an opportunity for their characters' strengths, flaws, their preferences, and their personalities, to come to the fore and be explored. A firefight is a chance for the Soldier to put their fighting skills to use. An uncooperative guard or informant is a great chance for the Con Artist to show off their talents.

DECIDE HOW NPCS RESPOND AND INTERACT

Just like the players and their characters, you decide how NPCs in a scene act and respond to the player characters, consistent with who they are and what they want — a *Nachtwölfe* trooper behaves very differently from a Deep One Shaman.

BRINGING IN THE RULES

An important part of your role is deciding which rules apply during a scene. Some of this is straightforward — once the bullets start flying, the combat rules come into play — but there are occasions when it's not so cut and dried. The rules exist as a toolkit to give you and the players the means to resolve risky or difficult actions, and they should be able to handle a wide range of circumstances when employed with common sense and imagination (see The Golden Rule sidebar).

Many parts of ***Achtung! Cthulhu*** function like a toolbox, not a set of definitive instructions: you can use as much or as little as you need for people to roleplay as their characters and have fun doing so. With strong parallels between different sections, learning one part of the rules will soon make you familiar with many others.

Running Scenes

Each adventure is composed of scenes, with both you and the player characters having an opportunity to drive the action. Scenes usually play out like this:

- **The GM frames the action:** You describe the scene, based on what happened in the previous scene. It's useful to think about a few key pieces: **who** is present, **what** is happening, **where** and **when** is the scene occurring, and **why** are these events happening? Note down any truths that are applicable to the current scene, picking out the most significant elements and providing players with a few things to interact with.
- **The players act:** The players decide what they want to do. This might be handled in a freeform manner — where they describe how they want to act — or it might be structured using the conflict rules, with a specific order in which both players and NPCs act.
- **Resolve Action:** The players and GM determine the outcome of the players' actions, by rolling dice or judging their competence, and describing what happens as a result.
- **Repeat:** A scene may be complete with only a single action, or the players may wish to take more actions in response to the consequences they've just faced.
- **Wrap-up:** Once a scene is complete, the GM provides any extra narration needed to wrap things up and move onto the next scene…

FRAMING THE ACTION

Your biggest responsibility is to establish each scene: scenes provide context and shape for the problems that the players will encounter. You should consider a few important factors about a scene when describing it. When you establish a scene, you have free rein to answer these questions in any way you see fit, but the answers should be relevant to the adventure. In general, a scene should follow on from the scene before it, and many scenes will be driven by the players' decisions as to where to go and what to do next.

- **Where is the scene set?** Where a scene occurs defines the layout, terrain, and the likely occupants. A busy marketplace will be a very different environment to an isolated forest clearing, both in terms of layout and terrain, but also what is likely to occur there.
- **When is the scene set?** Time is as important as place. This can be absolute, with locations changing at different points in time (for example, during night time doors are more likely to be locked and locations will be lit differently, if they are lit at all). Time could also be relative, with the amount of time passed since the previous scene affecting things like the readiness of adversaries or the consequences of previous events.
- **Who is in the scene?** They will be allies, adversaries and bystanders, or perhaps a mix of all three. You might also consider nearby characters who aren't present, but who might arrive during the scene — such as reinforcements, or characters who are due to arrive at a specific time. This will be determined by when the scene takes place — you'll encounter different characters on a city street at night than inside an office building during the day. However, players always decide which of their characters are present. You can't add or remove them without a good reason and the player's agreement.
- **What is happening?** Any scene is only worth staging if something important to the story is happening. Characters in the scene should be pursuing a clear goal, like escaping a Nazi trap, or stopping a Black Sun ritual. What happens might be a continuation of something that started before the scene began, or it could be something that begins as the player characters arrive.
- **Why is this happening?** This is crucial, though the player characters may not know this information. Determining why something is happening could be the players' motivation to continue the adventure, or it could be that the villains in the adventure are pursuing an objective. This often links into a wider storyline spanning the whole adventure, but this doesn't always have to be the case.

Truths Front and Centre

If emphasising truths as a core part of the game, the GM is encouraged to note down important truths and place them in full view of all the players. This allows the players to see what the most important parts of the scene are, as well as how that changes as the scene progresses, and interact with those truths both in a narrative sense (as their characters) and a mechanical sense. This can be a little distracting, or it can detract from the players' immersion, but it sits better with players who want to engage with the game's mechanics in more depth.

ESTABLISHING THREAT

Another element that can be used to frame scenes is Threat. While you don't have to spend Threat for anything you introduce as part of framing a scene, it doesn't mean it has to be ignored when you describe a scene. You should consider a few different ways Threat could be gained or used during that scene and include those possibilities in your description. An example of this might be an alarm, which could be triggered that generates Threat, or the fact that there are enemies nearby who could be called in by spending Threat. Alternatively, unstable terrain might be a few points of Threat away from crumbling around the characters, changing the scene's environment. These kind of Threat triggers are discussed in more detail later.

Scene Framing Tools

There are a few tried and tested ways to begin new scenes. Some of these choices push some creative choices onto the players, while others hit the ground running!

- **"Why Are You Here?"** Ask each player why their character is present to give the scene some context and enable your players to give you some ideas on how to progress. You can use this if the players want to set up a scene, or to go somewhere unexpected. It's also fun to build scenes together sometimes and gives the players some power in shaping the story.
- **Framing After Arrival:** You don't need to frame a scene with the characters walking in every time — that's likely to become predictable. Often, what the characters want to achieve is already known, so it's sometimes useful to skip the boring bits of a scene. Instead describe them as they're about to attempt what they want to do.
- ***In Medias Res*:** This is a Latin phrase meaning "in the middle of things". Occasionally starting a scene in the middle of the action — during a chase, a gunfight or an intense interrogation — is an interesting way to shake things up. Used at the start of an adventure, it is referred to as a "Cold Open" (skipping any exposition and context for the scene), especially when combined with "Why Are You Here?", these techniques can kick off an adventure in a powerful and memorable way. These kinds of scenes often foreshadow something significant later on, but an alternative type of *In Medias Res* introduction may have nothing to do with the main plot (or *appear* to have nothing to do with it), instead serving as an opportunity to show off the protagonists' skills in a quick action scene.

PLAYING THINGS OUT

When the scene begins, players take the lead, and you step back a little. Setting scenes is where you have the most power, but it is within the action of a scene that characters have their opportunity to shine. You should help players show off their characters by allowing them to confront challenges, obstacles and deadly perils. Seeing a character succeed against the odds is often the most satisfying way to engage with both the game and the story.

During a scene, your involvement is more limited, relying on the actions of NPCs and the use of Threat to alter the action and respond to the player characters' actions. This places the player characters front-and-centre, while giving you the tools to ramp up the tension and test the player's problem-solving skills and their characters' abilities.

Within a scene, the players want their characters to do things, and it's your responsibility to decide if those actions are possible, and determine what happens afterwards. In a lot of cases, player characters will do things that anyone can do, and the outcome will be obvious. When the outcome of a player character's action is in doubt, it's time for the rules to come into play.

When a player character performs an action, the rules and guidelines for skill tests, described in Chapter XX: Playing the Game, provide a basis for deciding what happens when you respond with "yes", "no", or "maybe".

You ask the players, "What do you want to do?":

- **The action is simple and easy:** You should let them complete that action without risk or peril. You're free to frame this answer with conditions, such as the action taking time, drawing unwanted attention, or having some potential cost. This kind of condition is often referred to as "**Yes, but…**", where you might want to use the success as cost rules. Similarly, you

may wish to think about "**Yes, and…**" situations; these normally become difficulty 0 skill tests, where failure isn't a consideration but how successful they are is important.

- **The action doesn't fit the context or just wouldn't work:** You should tell the player if the suggestion for their action cannot be achieved at all. There might be some circumstances where the action could be performed, such as obtaining the right tools, special materials, or obscure knowledge; this is often referred to as "**No, but…**" so that you elaborate on how they might be able to do that given a little preparation on the character's part.
- **The action is risky or you're unsure of its success:** You should let the player know if their desired action is something that might be possible. In this case, you should ask for a skill test to see if they complete what they want to do. The difficulty should be set by the likelihood of success.

Action Assumptions

You should always assume the player characters are competent, driven, and capable when determining whether an action is possible. Player characters should be able to accomplish just about anything given enough time and the right tools. Skill tests apply to situations where the character lacks one of those, or they are at risk — "can the character achieve their goal in this situation?". In a similar way, a character's attributes and skills can be thought of as how good the character is at applying their strengths and knowledge when under pressure.

This means failure isn't a matter of incompetence: a character doesn't fail because they screwed up, but rather because something prevented them succeeding. They didn't have enough time, focus or the right tools, or something got in the way.

Regardless of your answer, you are responsible for describing what happens next. Each characters' action will change the situation in some way, and it's your job

> *"You should let the player know if their desired action is something that might be possible. In this case, you should ask for a skill test to see if they complete what they want to do.*

to narrate the outcome. You may ask the players for input here, especially where the action involves them — "how do you want to do this?" — but you get to decide how the world around the PCs responds to their choices. The players' actions could see the scene concluded, and even have consequences that are part of a larger plot. It could also involve changing the scene and introduce a new problem or part of the story to explore.

WRAPPING UP

Concluding a scene is just as important as starting a new one. When there's nothing worthwhile left to do, or if the players decide they want to leave, it's time for a new scene. In most cases, it should be obvious when a scene has ended, as they tend to come to a natural conclusion.

Unless you know where you want to stage the next scene, you should ask the players what they want to do next. This can help you with where to go next, even if things don't turn out quite how the players expect. The players may wish to discuss this amongst themselves briefly unless they have an immediate response.

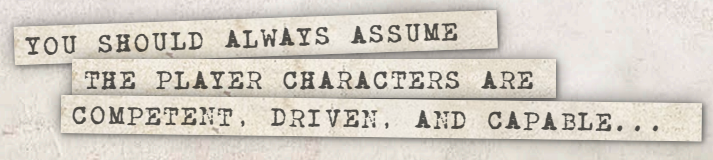
You'll need to do some minor bookkeeping at the end of a scene: reminding the players to remove all their current stress, to end any other lingering effects, and remove a point from their Momentum pool.

You should also think about the events of the scene and consider if they have long-term consequences for the story. They may not be immediately relevant, but might impact events later, laying the foundations for more adventures, or provide inspiration for complications and uses of Threat in later scenes.

No Rest for the Wicked

At the end of a scene you could rush the players headlong into the next one. If the next scene is only a short time later, with no opportunity to rest between them — perhaps the characters haven't had time to regroup, or the next scene begins only moments later — the GM should spend two Threat to reflect this.

In this case, the players do not remove any of the stress they've suffered, and lingering effects from the previous scene don't end… but they also don't lose any Momentum. This connects the two scenes so that short-term effects carry from one scene into the next.



Skill Tests

Whenever you're doubtful of the outcome of a character's action, when there is a chance of failure, or where the degree of success is important, ask for a skill test. A single skill test represents attempting an activity despite some resistance or conflict. Skill tests are completed in a relatively short amount of time: searching for clues, repairing a car, or negotiating with a suspect.

The procedure for a skill test is described fully in Chapter XX: Playing the Game, but it's good to go over the process with the GM's role in mind.

ROLLING THE DICE

1. **Choose Attribute + Skill:** You're the one who chooses which attribute and which skill are appropriate for the skill test, and if any of the character's focuses apply. You might open it up to the players, but they have to make the case for why their chosen attribute, skill, and focus are appropriate.
2. **Set the Difficulty:** You always set the difficulty for the skill test, normally between 0 and 5. The difficulty is the number of successes the player must generate to pass the skill test. Most skill tests have a Difficulty of 1 or 2, but hazards, a lack of preparation or appropriate tools, can all lead to you increasing the difficulty of routine skill tests. If it feels appropriate that a situation should increase the difficulty of a skill test, you always have the freedom to do that.
3. **Roll the Dice Pool:** Before players roll, they have the opportunity to buy bonus d20s by spending Momentum or generating Threat for your Threat pool. Always offer them the opportunity, even if they have no Momentum, because once the dice are rolled, they can only use Fortune to reroll any bad dice results.
    a. Momentum or Threat lets you buy more d20s.
    b. Fortune lets a player set one of their dice to a 1 instead of rolling it, or allows them to reroll their entire dice pool.
4. **Check for Successes:** Each d20 that rolls equal to or less than their attribute + skill target number scores 1 success.
    a. Any die that rolls a 1 is a critical success, which generates 2 successes.
    b. If they have a focus that applies they will score a critical success if a d20 rolls equal to or less than their **skill** rating.
    c. Each die that rolls a 20 causes a **complication**, (p.XX).
5. **Check Successes Against the Difficulty:** If the number of successes generated equals or beats the difficulty of the skill test, then they have passed. If the number of successes scored is less than the difficulty, they have failed.
    a. Each success above the difficulty becomes a point of **Momentum,** (p.XX).
6. **Get the Result:** You, as gamemaster and with input from the players, describe the outcome, and if the test was successful players can spend Momentum to improve the result further. After this, you, as GM introduce any complications.

> *"Give the players agency, allow them to express themselves, and give their characters a chance to shine. Entertain, delight and imperil! GMs should have as much fun as players do (if not more).*

Rules as Written

In a lot of cases, especially in combat, situations present default attribute and skill combinations, standard difficulties, and standard consequences for failure, along with specific uses for Momentum and specific effects for complications. This provides a reliable, predictable baseline so that players can plan and set expectations for how events may play out. However, you are always free to change those details as the scene dictates.

In a similar way, the players can suggest different attribute and skill combinations of their own if their actions fit. Perhaps they think a different attribute might be more fitting, or they want to use Momentum in a specific way not covered by the rules. You should consider these and negotiate with the players about alternatives — perhaps a player-suggested method is possible, but it's riskier, so the complication range goes up, or it alters the consequences of failure in some way.

> *"If a rule doesn't fit, or feel appropriate, ignore it, and make up your own*

SETTING THE DIFFICULTY

Setting the base difficulty of a skill test is more art than science in most cases, and you will soon learn to gauge difficulties with a little experience.

Most common skill tests should have a basic difficulty of 1. If a test needs to be particularly challenging, or is likely to require assistance to complete, a difficulty of 3 is a good starting point. An extremely difficult test should be difficulty 5. From those base points, adjust the difficulty based on environmental factors. Difficulties above 5 are possible, but they should be extremely rare and can only be overcome by the most capable, experienced, or gifted characters.

You can also gauge the difficulty of a skill test by calculating the chance of getting multiple successes on a roll. Scoring one success is relatively easy, and two successes is challenging but far from impossible, while three or four successes are much harder to score with only two dice. Five successes cannot be scored without buying additional dice. Difficulties 1, 3, and 5 in the difficulty table can be thought of as the crucial points where the odds change most dramatically.

Difficulty Table

DIFFICULTY	EXAMPLE
0	Researching a widely known subject
1	Overcoming a simple lock
2	Driving across challenging terrain
3	Does your disguise pass muster under intense scrutiny?
4	Deciphering an unknown alien language
5	Retaining your sanity as your stare into the face of an elder god!

> ***"Players will sometimes ignore your carefully plotted path and strike out on their own. No problem, go with the flow and improvise!***

What's at Stake?

You should have a clear idea of what a skill test is for, and what will happen if the test succeeds or fails. In general, one of the following should be true:

- **The skill test is an attempt to achieve something.** if they pass the test, the character gets what they want; if they fail, they don't. This might be to create a truth, or to change or remove a truth currently in play.
- **The skill test is to avoid or resist danger.** In this case, passing the test means the character avoids some or all of the danger, while failure means that they suffer the full effects of the danger they sought to avoid.
- **The skill test is an attempt to achieve something, but something is at stake as well.** Success means that the character got what they wanted and avoided the consequences, while failure means that they suffer the consequences instead, or must choose to face the consequences if they want to achieve their goal.

Players should know the potential outcomes for passing or failing before the skill test is attempted. The player characters are assumed to be capable enough to judge the most likely outcomes for their actions.

Observation and Simple Research

One of the most common actions a player attempts during a game is to try and learn more about the world around them. This may be short term — attempting to spot if there's a hazard nearby or a hidden object — or it might be something longer and more difficult, like investigating a crime scene or researching a nemesis.

These sorts of activities are easily handled in ***Achtung! Cthulhu***, using the Obtain Information Momentum spend. Skill tests about finding information should have a low difficulty (0 or 1), though it may be higher if the information is secret, obscure, or otherwise unknown. Success should provide basic information, with players given the opportunity to learn more by spending Momentum to ask you questions.

If the information is vital for the plot, then you should keep the difficulty low or allow the player characters to succeed at cost to receive the most vital information. They can use any Momentum they generate to gain extra context or additional useful details if they wish.

Some research subjects may be more difficult or more dangerous and can be handled by way of an Extended Test p.XX.

PACING DIFFICULTY

Structuring difficulties in a game session requires careful consideration. Starting a scene with a difficulty 4 or 5 test isn't recommended unless the scene absolutely demands it — there's always the possibility to ramp up the difficulty of tests as the action progresses, using complications and by spending Threat. In contrast, if passing a test is necessary for the story to continue, keeping the difficulty low or allowing success at cost (see p.XX) ensures a failed skill test doesn't stall progress. In general, a variety of difficulties, rising and falling throughout the session, is a great tool for pacing an adventure.

Environmental truths adjust the difficulty of skill tests, based on whether they are helpful or not, and such a truth may be beneficial in some ways and problematic in others: a heavily-crowded area may make it easier to avoid notice, but it'll make rapid movement more difficult. Think carefully about the circumstances of a scene, taking note of the truths present, and judge the difficulty accordingly.

Finally, making judgements based on the mood and preferences of the players is also key to the difficulty of skill tests. Few groups enjoy constantly having to beat the odds by facing an abundance of difficulty 4 or 5 tests, while some revel in rising to such challenges. If the group has just faced off against a difficult opponent, tension will have been running high, so allow a few easier skill tests to help release it, giving players a break and allowing them to generate some much-needed Momentum. And sometimes, players just have a bad night with a string of unlucky rolls — nobody thinks badly of a GM who eases off the pressure when the dice are falling badly, if it allows the fun and the story to continue.

No, But...

It's important to remember that the consequences of failing a skill test may only be temporary. A character may not be able to achieve their goal right now, but that doesn't mean that this will always be the case — your players will be persistent, and a character can always change the situation through their actions.

These rules presume that, given sufficient time, the correct tools, and the opportunity to concentrate, a character will be able to succeed at just about anything they set their mind to, unless that task is clearly beyond their powers, like lifting a Tiger tank with their bare hands. Failure is usually not a matter of inability, but of insufficient time, inappropriate (or absent) tools, or an obstacle or interruption. A course of action may also be deemed impossible not because the character isn't capable, but because they don't have the means at this moment in time. Finding out a way to make the impossible possible is all part of the adventure. Regarding that Tiger tank, perhaps all the characters need is a suitable fulcrum and an unfeasibly large lever?

COMPLICATIONS

Whenever a 20 is rolled, a character suffers a complication. Complications can take a number of different forms, and don't always have to be a truth, with a number of common examples below. These options can even be used for players to succeed at cost (p.XX):

- **Delay:** The action takes longer than anticipated. This could have a number of different effects. If the action takes a specific amount of time, each delay could increase that time by half. Alternatively, it may instead allow enemies to prepare, allow pursuers to catch up, or keep the character from acting when they want to.
- **Diminished Effect:** The effect of the action is only partial or incomplete. The character still gets the minimum of what they wished to achieve, but their success isn't perfect and may result in problems, like reducing the damage of an attack, or making it so that the effects of the test don't last as long as expected.
- **Limitation:** The character is prevented from using one of their normally-available options or benefits. This should only apply briefly, like a single round in action scenes. This may apply to a specific use of Momentum, losing the benefits of cover, or restricting the character's access to one of their talents momentarily.
- **Loss:** The character loses something valuable, like one of their resources. This may be one a character's belongings, ammo, or a loss of Momentum or Fortune instead (though loss of Fortune should be used sparingly).
- **Negative Truth:** The character suffers some negative truth, or the enemy gains a positive truth. Alternatively, you could remove a positive truth for the character, or remove a hindering truth from an enemy, or change a truth in the scene so that it becomes a problem for the player.
- **No Retries:** The character's chosen approach can no longer be attempted — the character cannot attempt this skill test again without changing their methods or their circumstances.
- **Revelation:** The character learns something that they wish wasn't true, such as finding out that there are reinforcements inbound, or that the enemy leader has extra guards, or something similar. Revelations may provide you with new opportunities to spend Threat.
- **Stress:** The character suffers stress, either physical or mental. A roll of 3 is normally sufficient, though inflicting a point of Fatigue is a good alternative. Additional complications may add to this stress: an extra +2 per additional complication is a good guideline.

Opposed Tests

Opposed skill tests come into play when one of your non-player characters is in direct conflict with what the player characters are attempting to do, or when they're working on the same task as the PCs and trying to complete it before they do.

Opposed tests are resolved by you and the player rolling a pool of d20s each, looking to get more successes than the other. This can produce a few different outcomes, as described below.

ROLLING THE DICE

4. **Choose Attribute + Skill for Each Character:** Like a normal skill test, each character gets a target number for each test, using an attribute + skill combination. This can be different for each character, as they can approach the same situation differently. For example, a PC trying to escape the notice of some guards would use Agility + Stealth (Urban Stealth), while the NPC guards searching for them would use Insight + Observation (Sight).
5. **Set the Difficulty:** You always set the difficulty for the skill test, normally between 0 and 5. Opposed tests have a base difficulty of 1. Each character must generate at least 1 success to pass the test, and have an impact on the result.
6. **Roll the Dice Pool:** Both you and the players involved in an opposed test have the opportunity to buy bonus d20s for the test, before you roll. Take account of anyone assisting the respective tests, and ask everyone to roll at the same time.
7. **Check For Successes:** Each d20 that rolls equal to or less than its attribute + skill target number scores 1 success.
    a. Any die that rolls a 1 is a critical success, and generates 2 successes.
    b. If you have a focus that applies you will score a critical success if a d20 rolls equal to or less than your **skill** rating.
    c. Each die that rolls a 20 causes a **complication**, (p.XX).
8. **Check Successes Against the Difficulty:** If the number of successes generated equals or beats the difficulty of the skill test, then they have passed. If the number of successes scored is less than the difficulty, the character has failed.
    a. Each success above the base difficulty becomes a point of **Momentum,** (p.XX).
9. **Get the Result:** There are four possible outcomes:
    a. **PC passes, NPC fails:** If the player character passes the skill test, and your NPC doesn't, the PC is successful — describe their success and give them the opportunity to apply any Momentum.
    b. **PC fails, NPC passes:** If the player character fails the test, and your NPC passes the test, then your NPC is successful — describe the outcome of the test with your NPC's action.
    c. **PC fails, NPC fails:** It's possible for both characters to fail their respective tests. This could mean that nothing happens, but this is an opportunity to introduce something interesting to the scene, maybe by spending Threat or offering the players success at a cost.
    d. **PC passes, NPC passes:** If both the characters pass their tests, then count up any extra successes each character has to break the tie. The character with the most wins, and the other character loses any Momentum they would have gained. The winner gets Momentum for any successes above the loser's number of successes. If there's still a tie, the character who instigated the opposed test (as opposed to the reacting character) breaks the tie but gets no Momentum.

Spending Momentum for an Opposed Test

When you call for an opposed test, making a skill test for one of your NPCs at the same time as the players are rolling, you both have the opportunity to spend Momentum (or Threat) to buy more dice. It's good practice to be up front with your players and tell them first how much Threat you're going to spend on buying more dice. That means the players are more informed about how much effort they need to put into the skill test, and it avoids any malicious tactics by spending Threat at the same rate the players spend Momentum.

> *"Opposition, conflict, jeopardy, these are often the ingredients for great roleplaying and gaming sessions.*

Challenges and Extended Tests

Nothing is certain in the Secret War and some objectives may require more work than a single skill test. Disarming a bomb, disabling a trap, or performing a magical ritual all require concentration and a concerted effort to achieve.

These instances can be resolved by using **challenges** or **extended tasks**, both involving multiple stages to ensure success, and taking some time to complete — especially in dangerous situations.

CHALLENGES

A challenge is a series of skill tests, or even extended tests (described later), accomplishing a greater goal that can't be done with one action. It provides you with a way to structure a bigger problem, of more or less any size, depending on the story and the circumstances. You can structure challenges in a number of ways, based on each test's relationship with the other.

LINEAR CHALLENGE

Skill tests in a linear challenge happen one after the other in a series of rolls. The first test leads to the second, which leads to the third, and so on. This is a limited way of structuring a challenge, but it is clear what the player characters need to do, and the order they have to do it in. Linear challenges are a good way to add a little depth to a challenge without the need for a lot of bookkeeping.

GATED CHALLENGE

In a gated challenge, certain tests can only be attempted once a linked test is completed — unlocking the other. This provides you with a little more flexibility to structure a challenge, allowing players to tackle it from a number of angles before completing it. When building a gated challenge, you should make a note of the final test that needs to be completed, and organise the other tests around it, indicating which tests must be completed before the players can move onto the others.

GROUP CHALLENGES

When a whole group is attempting a challenge, it's important to remember who is helping and where. If a character is assisting another, then they can't help another character unless there's been enough time for them to get to the next test — they can't be in two places at once! Once a test has been completed, however, it's feasible that those characters are available to work on another, but their attention must be focused on a single task at a time, even if the challenge is going on in a confined space. A character who tries to assist with every test arguably isn't contributing enough to any of them to have an impact. Your common sense is always the best judge of whether characters can help each other, depending on the circumstances of the scene. It may be that completing a test frees them up to assist with another, and you should always let the story inform your choice.

TIMED CHALLENGES

Combining time pressure or a deadline with a challenge can add tension to your scenes and your story, and you should keep in mind what the consequences are if the time runs out. When applying time to a challenge, you should have a clear idea of how long the PCs have, and how long each skill test takes to complete. A good rule of thumb is that the time the tests take is the same as how long the PCs have to complete all the tests — that way, players can spend Momentum to speed things up, and you can spend Threat or use complications to slow them down. Good drama always comes down to the wire — defusing the bomb is for more exciting for the players if the counter stops with two seconds left, instead of one-minute thirty-four.

Preparing for a Challenge

Players may want to spend some time preparing for one or more of the skill tests in a challenge, by completing a related test that isn't specified or using a skill test to create a truth. That's not a problem, just use your best judgement to determine how their actions change the circumstances of the challenge. If their supplementary actions relate to a timed challenge, then count the test against the time limit — too much dithering and preparation will seriously impact how much time the player characters have left to complete the challenge!

OPPOSITION

You may wish to present the PCs with some NPC opposition during the challenge, either on one test or for the whole challenge. In any case, you should consider what kind of opposition your NPCs provide, based on what they're doing to counter the PCs' actions:

- **Disruption** increases the difficulty of a skill test but nothing more, and could come from traps or preparations the NPCs have made before the PCs get involved. This works best if your NPCs are resourceful, or know that the PCs will try to interfere.
- **Direct Opposition** means the skill tests in the challenge are opposed skill tests, with your NPCs rolling against the PCs. You can decide which of the tests are opposed, depending on the circumstances.
- **Contested Challenges** are where your NPCs are trying to accomplish the same challenge as the PCs, but not necessarily in the same place or time. If they

are attempting the same test as the PCs, make the skill test an opposed test. The group that achieves all the skill tests first completes the challenge before the other, which could mean the other group is locked out from completing the challenge altogether. When it's a race like this, you should consider what would happen should your NPCs complete the challenge before the PCs…

EXTENDED TESTS

Extended tests are used to represent problems that take more time and effort to complete than just a simple skill test. They use the same mechanism as characters taking stress and injuries in combat, except these injuries are called **breakthroughs**.

STRESS TRACK

Each extended test has a stress track, just like a character, and a number of breakthroughs that must be made before the extended test is complete. The stress track represents how much work must be put in to resolve the problem, ranging in size from 5 to 20, while the breakthroughs represent the tasks that need to be completed.

BREAKTHROUGHS

The breakthroughs needed to complete the extended test can be thought of the key solutions to a difficult problem. Depending on the scale of the problem, the number of breakthroughs required is called the **magnitude** — between 1 and 5. When the characters have made enough breakthroughs, they've passed the extended test.

RESISTANCE

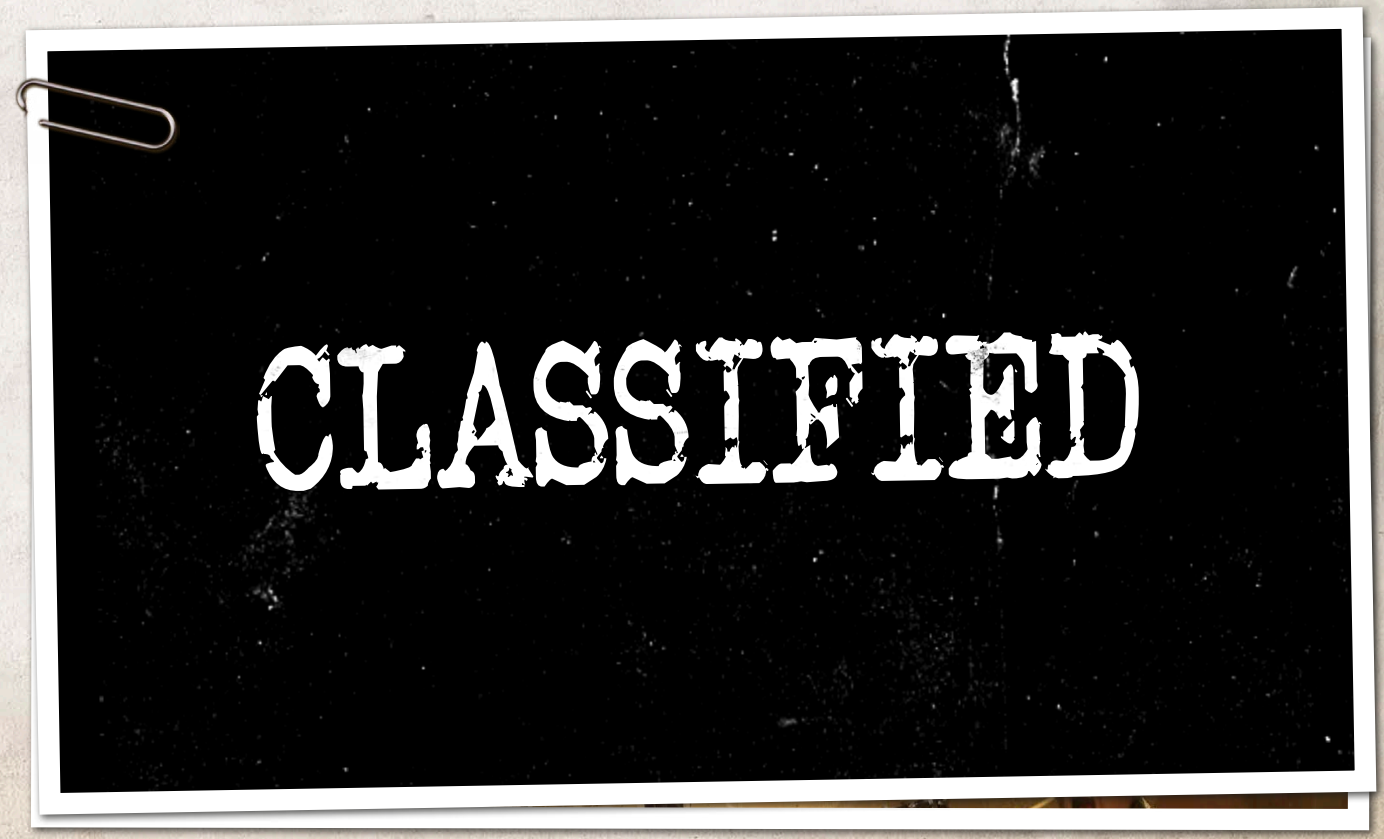
If the problem is especially tricky, you may give the test resistance rating to reduce the characters' stress rolls. Most extended tests have a resistance of 0, just like ordinary characters, but circumstances may warrant giving the stress track a resistance of 1 or 2, limiting how much stress the characters can inflict on the track with each test they make.

RESOLVING EXTENDED TESTS

Whenever a character passes a skill test to overcome the extended task, they also roll Challenge Dice (☠) to inflict stress, just as they would with an attack. The base ☠ a character rolls is 4☠ with bonus ☠ from the applicable attribute. If the character is using the right tools or has another advantage, you could give their ☠ either the Piercing or Vicious effects.

If 5 stress is inflicted in one go, or the test's stress track is filled, then one or more breakthroughs are achieved. Before that point, individual breakthroughs can have one of the following effects, at your discretion.

- **Difficulty Reduction:** Any remaining skill tests made to overcome the problem are reduced in difficulty by 1.
- **Resistance Reduction:** The stress track's resistance is reduced by 2.
- **Challenge Dice Increase:** From now on, Challenge Dice roll made against the problem gains +1☠.
- **Establish a Truth:** A new truth is established, reducing or increasing the difficulty of skill tests, or making them possible or impossible.



USING EXTENDED TESTS

Extended tests are intended to present a larger problem, when the pressure is on or the characters involved are in danger — otherwise, a challenge is more suited to represent a larger problem made up of smaller skill tests. One of the following conditions should always apply when you use an extended task, depending on the situation:

- **Combat:** The extended test takes place during an action scene. Skill tests to overcome the extended test must be attempted on a character's turn as a major action, and the rest of the combat rages on around any characters working on task. The extended test may even be an objective for the action scene as a whole — the scene concludes when the extended test is completed.
- **Costly:** The extended test is dangerous or costly to attempt. A failed skill test may impose some manner of cost, such as stress or other problems, making it unwise to spend too long working on the problem — common to rituals or occult research.
- **Constant Danger:** The environment in which the extended test is taking place is dangerous. Perhaps it occurs inside a building that's collapsing or on fire, or in an area currently being shelled by artillery. There may be some persistent hazard like mustard gas. The hazard inflicts some stress or is a truth that gets worse with every skill test attempted; alternatively, there's a risk of some dangerous event with each attempt.
- **Countdown:** the extended test is on a timer and exceeding the time limit either makes further progress impossible, or is catastrophic. You choose how much time the characters have, and how long each attempted skill test takes; Momentum can be spent to reduce this time, and complications can increase it, as discussed in *Timed Challenges*, p.XX.

CONSEQUENCE TRACKS

Just as extended tests represent problems to overcome, you can use the same mechanics to represent consequences that need to be avoided.

A consequence track is structured exactly the same way as an extended test, but instead of breakthroughs it has **setbacks.** It has a stress track from 5-20, representing how far the situation can be pushed before it begins to deteriorate. When characters meet the conditions for the consequence — like a complication on certain skill tests, a failed skill test, or performing certain actions — then you roll Challenge Dice and inflict stress to the consequence track. Like extended tests, the base roll is 4, with more added at your discretion. If the consequence is especially stable, or difficult to affect, it may also have a resistance to reflect this.

Rockets Away

Section M special forces have forced their way into the control room of a secret *Nachtwölfe* rocket base and while his comrades hold off the *Nachtwölfe* reinforcements. Private Dan Gregg rapidly inspects the control panels. A modified V2 rocket sits ominously on its launch pad, fuelled and on a five-minute countdown to launch, ready to deliver a payload of Mythos horrors on unsuspecting Allied forces.

Sweat beading on his forehead, Gregg desperately sets about trying to disarm the rocket's launch sequence. The GM decides this involves an extended test with a **stress track** of 10. Gregg is unfamiliar with the technology, and, as a result, the GM makes skill tests difficulty 1, with a resistance of 1, and a **magnitude** (or number of **breakthroughs** required) of 3. The GM also states that each attempt at a breakthrough will take 60 seconds.

Stress: ☐☐☐☐☐☐☐☐☐☐ (10)
Resistance: 1
Breakthroughs: ☐☐☐ (3)
Skill Test: Reason + Engineering (Electronics) with a difficulty of 1.

Gregg has a **Reason** of 10, an **Engineering** skill of 4 and a focus in **Electronics,** all of which are directly relevant to this extended task. Gregg attempts the skill test with a target score of 14, rolling a 2, 11, 15 and 18 for three successes, so he passes with flying colours, and uses the two Momentum to halve the time the test takes.

Gregg then rolls 6, 4 as a base and +2 because his Reason is 10. He scores a total of 7 stress. The test's resistance reduces that by 1, so Gregg gets enough to earn that vital first breakthrough.

Stress: X X X X X X ☐☐☐☐ (10)

Breakthroughs: X ☐☐ (3)

With such a successful start, the GM rules that Gregg now understands the controls, and removes the 1 resistance as he aims to make the remaining two breakthroughs. However, the clock is ticking and Gregg now only has four and a half minutes until the V2 launches. Wiping the sweat from his brow, Gregg flexes his fingers and peers at the circuit boards as he makes ready for his next attempt.

"Every action has its consequences...

A consequence can escalate because of players' actions, or it might represent an impending change to the scene, like a crumbling ruin, or the alertness of a patrol. The more setbacks the players trigger, the harder the circumstances become for them. A consequence could even run parallel to an extended test — successful skill tests help overcome the extended test, while failed tests feed into a consequence track instead.

For each setback, decide the effect each one has, both for the story and mechanically. This is likely to be one of the following:

- **Uncertainty:** Some skill tests suffer +1 complication range per setback.
- **Difficulty:** Skill tests related to the consequence increase in difficulty by +1 per setback.
- **Instability:** The consequence's resistance is reduced by 2, or the damage roll made against it increases by +1 or gains an effect like *Piercing* or *Vicious* (see p.XX).
- **Escalation:** Each setback generates 2 Threat, either used immediately or soon after to escalate the scene, such as with reinforcements.
- **Truths:** Each setback has a cumulative effect on the scene, in the form of a complication, or a truth for the enemy.
- **Event:** Each setback signals a specific event, such as the arrival or departure of specific individuals, a change in enemy tactics, or a new instance of damage or danger.

Example Consequence: Stealth

Some brave Majestic agents are attempting to infiltrate a Nazi-occupied town to meet with a resistance contact. The gamemaster decides that the guard patrols and sentries make for an interesting consequence.

They decide that the consequence has 15 stress overall, and there are 3 setbacks. Once all three setbacks have happened, then the heroes are discovered and must either talk or fight their way out. The town is fairly calm, and the guards aren't expecting trouble, so there's a resistance of 2.

The GM decides that any failed Stealth test causes a stress roll against the consequence. The base damage roll is 4, and it gains the Piercing 1 effect if any complications are suffered on the failed test.

- **Setback 1 — *"Hast du das gehört?"*:** The first setback shakes the guards out of their complacency, reducing the Resistance to 0.
- **Setback 2 — *"Ich bin sicher, dass dort draußen jemand ist…"*:** The second setback puts the guards on alert, adding +1 to the difficulty of any further Stealth tests.
- **Setback 3 — *"Achtung! Identifiziert Euch!"*:** The third setback, as noted above, means the Majestic agents have been discovered!

Using Truths

Truths form a framework to help you describe a scene, highlighting the key things that affect the characters' actions in some way. Truths are a versatile tool, and a useful way to establish situations and environments that characters can be confronted with.

In the simplest terms, a truth is a description of something that influences game mechanics. Truths always describe things that are factual about a situation, location, or character, and in turn, if the thing that a truth describes stops being true, the truth changes as well. Truths aren't inherently advantageous or problematic, but they have the potential to be either or both of those things. They help you define what is or isn't possible in a scene and determine how difficult some things are to accomplish.

Truths can:

- Make an activity easier (-1 difficulty on a skill test)
- Make an activity harder (+1 difficulty on a skill test, or require a skill test where success would normally be automatic)
- Make an activity possible where it wouldn't normally
- Make an activity impossible where it would normally be possible

In general, +1 and – 1 difficulty will be the most commonly-used effects of a truth, but they are far from the only ones. You can use a truth to justify various bonuses and penalties as the situation demands — these might be extra weapon effects, bonus Challenge Dice to attacks, an increased complication range, heightened consequences, and similar effects. For example, if an enemy has a truth that describes a weakness in its armour, you could grant an attacker the Piercing 2 damage effect on their attacks.

The use of narrative permissions — deciding whether an activity is possible or not — is also useful, particularly as those permissions can be temporary. Removing a truth that makes a skill test impossible or creating one that makes the impossible possible are good ways to handle abstract or unusual approaches to problem-solving mechanically. They can help players and GMs alike add extra impact to unfolding events.

Truths are most often created at the start of a scene, and last for as long as they remain true. If the next scene takes place in the same location, then truths relating to that location may remain. Truths tied to people, situations, or which are time-sensitive, will change accordingly, however. Persistent character truths will naturally follow the character around, though temporary ones (like minor injuries, emotional states, and similar) will go away over time.

Especially potent truths can be stacked, indicated by a number after the truth's name. A Dense Smoke 2 truth will have twice as much effect on the situation as an ordinary truth, increasing difficulties by 2, or make seeing through the smoke impossible rather than just harder.

Truths on the Fly

Truths don't need to be formally defined. If your group is comfortable with it, then truths can be left informal and handled as a natural part of the description of a scene. Indeed, this makes it easier to emphasise or deemphasise different truths as the situation demands.

In this situation, apply the influence of truths as a natural part of adjudicating the rules, without referring to truths at all — rather than having a Torrential Rain truth in play, simply apply the effects of the rain when you feel it's relevant.

This does lessen the players' ability to interact with truths as a mechanic, but it may suit some groups who focus more on story.

POSITIVE TRUTHS

Positive truths are inherently advantageous to characters and only ever provide a benefit. These truths come about mostly from equipment, Momentum spends, or Threat spends in the case of NPCs. They reduce difficulties for characters attempting skill tests related to that truth, or they make a skill test possible where it normally wouldn't have been. Positive truths can be shared, as either a new location or situation truth, or they can be personal to a character as a character truth. You can spend Threat just as players spend Momentum, creating positive truths for your NPCs during a scene. These truths can never create a problem for their owner, though they could prove problematic for the owner's enemies.

NEGATIVE TRUTHS

Negative truths get in the way or complicate a character's actions and are often generated as a result of complications. They either increase a skill test's difficulty or make it impossible where normally it would have been possible. Negative truths allow for creative additions or changes to your scenes and they are the type of truth you have most control over during play. They create new obstacles for the player characters, and may even set up new encounters and new challenges, especially when combined with existing truths. But these truths aren't insurmountable, and characters should be able to overcome those setbacks with a skill test (normally difficulty 2) or similarly action.

Adjudicating Truths, or "Because X, Y"

Handling truths may seem daunting, especially if there's a lot of them in play. In practice, however, judging whether (and how) a truth applies can be quite straightforward. Each truth can be placed into a simple statement, such as one of those below, and if that statement makes sense, then it applies. If it doesn't make sense, then it doesn't apply.

- Because I am…, this activity is…
- Because of …, this activity is…
- Because I have …, this activity is…

The end of each of those statements is usually one of "easier", "harder", "possible", or "impossible".

If the statement ends with "easier", reduce the difficulty, if the statement ends with "harder", increase the difficulty. If the statement ends with "possible", then the activity can be attempted while the truth applies. If it ends with "impossible", then it can't be attempted while that truth applies. Here are some examples:

- **Character Truth:** "Because I'm a skilled leader of men, it should be easier for me to convince these routing troops to rally and return to the fight."
- **Location Truth:** "Because this forest is dense and shadowy, it should be harder for the enemy to detect the ambush we've laid."
- **Equipment Truth:** "Because of the smoke grenades we've deployed, it will be impossible for Nachtwölfe to use their *Blauer Kristall*-powered telescopic sights to target us."

Truth and Dare

Here are a couple of example personal truths we've created for the character Captain James Swann, who is a typical Section M officer, skilled in command and commando operations and used to operating deep behind enemy lines. These reflect his background and experiences during the war, although it should be noted these were created as part of a detailed backstory, rather than derived from a specific background or characteristic.

- Veteran Commando Captain
- Caribbean Heritage

The first refers to his status as an officer leading special forces units on many different fronts and across many different theatres in Northern Europe. The consequences of this truth are that, he may come off as distant from his men, and possibly a little overly-cold and callous about matters of war, though he's also calm in a crisis and able to make life-and-death decisions swiftly and easily.

The second deals more with his experiences, and his particular expertise in fighting in warmer climes, like the island where he grew up and the jungle terrain where he served during the early part of the war. However, the result of this specialism truth is that he may not fare so well in colder climbs like arctic, mountainous or snowy environments.

PERSONAL TRUTHS

Player characters have personality traits and personal agendas that complicate their lives. Each player character will have at least one truth associated with their background. You can always use their personal truths to alter the difficulty or possibility of skill tests, but the player always chooses when a personal truth has a more dramatic effect. They can create an immediate complication for their character (as if they had rolled a 20 on a skill test) and earn 1 point of Fortune in return. You should suggest times when these truths come into play, but the player has the final decision on whether a truth is invoked in this way.

RISKS, COSTS, AND CONSEQUENCES

So, what happens when the player characters fail? If the skill test is to avoid a dangerous effect or situation, then the effects of failure are obvious: the character didn't avoid the danger and probably takes some stress. But in situations where a character is attempting to achieve something, it is important to determine what will happen if they fail to achieve their goal — after all, if there's no cost or consequence for failure, why would it be a skill test?

Risks, costs, and consequences are all different ways to express "what goes wrong". They can help to give you a sense of nuance about what failing a test means, and in turn convey those potential problems to your players.

- A risk is something that might happen because of a skill test. It isn't guaranteed to happen, but it could occur if the player suffers a complication. It doesn't change whether the test succeeds, but it might still change the outcome one way or another.

  For example: *Breaking into a safe might cause an alarm to go off.*

- A cost is something that must be paid or faced to get a desired outcome. The succeed-at-cost rules work well here, where the skill test can succeed so long as the player are prepared to pay for it with a complication.

You could describe what the cost would be up front, or offer it after they fail a roll, depending on the situation.

For example: *It might cost players a treasured possession to bribe a guard to look the other way.*

- A consequence is something that will happen because of an action; it might be the result of a failed test, or it might occur automatically if the test is even attempted.

  For example: *If players blow up a railway line, then it will be impossible to use it to make their escape.*

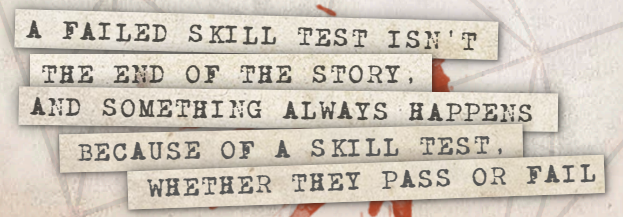
A failed skill test isn't the end of the story, and something always happens because of a skill test, whether they pass or fail. It might be obvious what a successful skill test does, because the players have already explained what they're trying to achieve, but what happens when they fail?

Complications arising from failure are a great way to represent the pressures on player characters. You could spontaneously introduce a complication by spending 2 Threat without waiting for them to occur naturally on the roll of a 20, but it should be used sparingly. Ideal opportunities for this use not only include failed skill tests, but from NPC actions (akin to spending Momentum to generate an advantage) — a complication should always occur because something happened, rather than appearing out of nowhere.

FAILING FORWARD

Failing forward is a key concept in tabletop roleplaying games, where the action of the scene always continues, good or bad. When asking for a skill test, you should consider the risks involved — the things that could go wrong. In action scenes, this is obvious: if you shoot a pistol and miss, it doesn't hit the target, but who or what does it hit? Does the bullet fly through a window, smashing it and alerting the building's occupants? Does it ricochet off walls and back over the character's head? These descriptive elements, carrying on the story even after the characters fail is a powerful tool for GMs, interweaving with the other rules of the game to create something thrilling, dynamic, and evocative.

More than that, you can use failure to help present the players with more problems to solve. You can spend Threat to introduce truths to the scene based on their failure, or even make that part of the consequence for failure an increase in the severity of an existing truth.



RISK AND COMPLICATION RANGE

A particularly risky task might not be that difficult, but might have a high probability of something else going wrong. When situations like this occur, increasing the complication range is a fantastic tool to represent that.

For example: *Sneaking past some Black Sun guards might be easy, because it's night time, but the ground is soft and if the group isn't careful, they'll leave footprints behind. Leaving footprints doesn't mean the group fails, but generating a complication here makes finding the player characters easier for the Black Sun guards.*

COST AND SUCCESS AT COST

The success at cost mechanics give you a tool to let players pass a skill test even if they fail, but doing so generates a complication — often a negative truth that you can frame as you wish. You can offer this to players before they roll, if their characters know enough about the situation, or you could offer them a consolation by letting them succeed and instead of creating a complication you generate 2 Threat, to spend later.

Narratively, these costs could instead take a number of forms, from losing ammo or equipment, having to spend money, or compromising on how they succeed.

For example: *With her plane going down, a pilot is trying to crash land in French farmland. The pilot could succeed at cost, landing the plane, but instead of the plane taking stress, the pilot and their passengers all take stress from the landing.*

Success at Greater Cost

In some cases, you may want to present players with a greater cost than just a normal complication. A simple way of handling this is that the characters suffer a number of complications equal to the skill test's difficulty, reduced by 1 for each success they scored — so, if the players scored one success on a difficulty 3 test, they would suffer two complications, if they chose to succeed at cost.

Truths generated from complications can also be more intense, functioning like multiples of themselves, by adding numbers after the title. A truth like Crashed 2 would make using a plane impossible, and the difficulty of fixing it increase by 2, rather than 1.

> ***"Be creative with your complications which might range from the downright deadly to the unintentionally hilarious.***

CONSEQUENCES

Consequences are more definite, and aren't really a success at cost option, but rather a clear narrative result of an action. If the player characters pass their skill test, then an unintended consequence will most certainly happen. This could be described up front, before the test is made, if the characters have enough knowledge about the situation. You could also wait until the skill test is made, using the consequence as part of your narration of the result. Equally, you could surprise your players by spending 2 Threat to create a new complication from their action, even if they didn't roll any 20s.

For example: *Finding and opening the secret doorway will provide a route out of the occult library, but it will also unleash whatever is scratching at the door on the other side…*

Ammunition Attrition

Ammo is not only used up when spent on salvo attacks. You can decide that a complication from a ranged attack means losing some ammo, as the character fires more than they should, or discovers that they've used up more than they thought they had.

Note that, as a normal attack for most weapons doesn't cost any uses of ammunition, a character with no ammo remaining can still attack — they're assumed to be on their last magazine, or otherwise have a few spare rounds tucked away in pockets. However, you are free to decide that a complication for such a weapon may mean that the weapon is now completely out of ammo, and they must spend ammo (once they've obtained some more) in order to reload the weapon, restoring its ability to make attacks.

Momentum and Fortune

Momentum and Fortune are the player's currency for improving the odds or changing the course of fate. It's a key part of the game, which you need to keep a track of and adjudicate when it's used.

MOMENTUM SPENDS

Momentum is spent to do a variety of things, and it's important to have an idea of when these kind of spends come into play. Before a roll, Momentum can be spent to buy more d20s, Challenge Dice, or at any time to create a truth or obtain information. It can't be spent after a player has rolled their dice pool to add additional dice. When a player generates Momentum from passing a skill test, you should encourage them to spend it on that skill test before it's considered for saving in the group pool.

While there are listed Momentum spends in Chapter 3: Playing the Game (p.XX), you're encouraged to allow players to change the scenes in large or small ways with the use of Momentum. Players can always create a truth with 2 Momentum, but if they want to spend 1 Momentum to get the upper hand in some way, or give their action a little bonus effect, you're at liberty to allow the story to change in small ways. Equally, if the group want to spend a load of Momentum, 3 or more, on something that changes the scene in a big way, consider allowing it.

FORTUNE

Fortune is spent by players to reverse poor luck or improve their circumstances in a bigger way than Momentum can. Fortune can be spent before a skill test to set a d20 to a 1, instead of rolling it — giving that player 2 successes before they even roll! They can also use it to reroll any number of d20s in their dice pool. Fortune is a powerful tool, even one that lets them create a new truth out of nothing, in a scene.

It represents the pulpy, heroic nature of their characters, and gives them an edge against your Threat pool and the nemeses they face. You should positively encourage players to devise new and ingenious ways of spending their Fortune points, provided of course they make sense within the story, action or scene. This is a chance for players to empower their characters and show why they are the true heroes of the Secret War.

A steady flow of Fortune points should be made available to players. You can award Fortune points to the players as a tangible reward for bold, audacious actions, maintaining players' involvement and engagement in the game. Players should also gain Fortune points by achieving their goals within an adventure, reaching a milestone in the story, or sacrificing themselves for the greater good by being the one to suffer the consequences of some dire event.

If Fortune points are being handed out too often, you might begin to offer fewer, or increase the challenges the player characters face, encouraging them to spend. If the players are frequently low on or out of Fortune points, then it's a good time to evaluate if encounters are too challenging, or if players are not achieving their goals, or even enjoying the game — and increase the rewards appropriately. A good rule of thumb would be that each player has at least 1 Fortune point available at any given time.

VOLUNTARY FAILURE

Players can also choose to fail a skill test, in order to gain a Fortune point. This should only be invoked when the player character has something significant to gain or lose when the skill test is being made, like missing a clue, or not making a shot. It gives players the power to gain Fortune when there isn't any other opportunity.

Threat

Threat, discussed briefly at the end of Chapter 3: Playing the Game, is a key mechanic for the GM that you can use to raise the stakes in a scene, or increase the drama of a whole adventure. It allows you to bolster the actions of non-player characters, and to alter and manipulate elements in a scene without direct action from NPCs, providing twists, turns, and challenges for the player characters to overcome.

You begin every adventure with 2 Threat for each player in the game session, and gain more during play. As you do, the Threat pool grows and shrinks as you introduce truths and buy dice for your NPCs, building tension across a whole adventure. The more Threat you possess, the greater the sense of impending danger. Strictly speaking, the player characters don't know how much Threat you have but, like all good pulp fiction, their instincts may tell them when something seems too easy, or they may "have a bad feeling" when danger draws near, giving them a sense of the peril that awaits them.

As the adventure progresses, you could spend a large amount of Threat in one scene, creating a difficult and dangerous situation… but also producing a release of tension afterwards as Threat is now low. Alternatively you may choose to allow Threat to build over successive scenes, spending little or none of it until a climactic event occurs. In this way, Threat mimics and emulates the rising and falling tension of a movie or play, culminating in a grand finale.

GAINING THREAT

You begin every adventure with a set amount of Threat, based on both the number of players and on the underlying tension and danger of the adventure itself. By default, this is 2 Threat per player character in the adventure, but some adventures may begin with a larger or smaller number.

- A **low stakes** adventure begins with 1 Threat per player character. These adventures are likely to be simple, straightforward affairs. This is useful for one-off games, while in a campaign it might suit beginner, low-key adventures or serve as a change of pace after a few high-stakes adventures.
- A **high stakes** adventure begins with 3 Threat per player character. These adventures are high in action, drama, and uncertainty, as well as reward. In a campaign, several adventures may lead up to a high stakes adventure, building in tension over time.
- A **catastrophic** adventure begins with 4 Threat per player character. These adventures are explosive, whether literally or figuratively, and are ideally suited to climactic life and death struggles against major adversaries. They should also be extremely rare, being built up to over the course of a long campaign.

Once an adventure has begun, the gamemaster can spend and gain Threat as they see fit. The GM gains Threat through a variety of situations and circumstances.

GENERATING THREAT

- **Momentum Spends:** Players may generate Threat instead of paying with Momentum when they use a Momentum spend, such as Obtain Information, Keep the Initiative, or Buying d20s. The cost is exactly the same, each point giving you 1 Threat instead of costing the player 1 Momentum.
- **Complications:** Whenever a player suffers a complication on a skill test, they can buy it off by generating 2 Threat for the GM instead. Alternatively, you could choose to add 2 points to your Threat pool, if you want to save it.
- **Escalation:** If a character performs a risky action, or one likely to have repercussions, they immediately generate 1 Threat.
- **Threatening Circumstances:** The environment or situation of a new scene may be inherently dangerous in some way, generating Threat automatically when the scene begins. Some NPCs generate Threat simply by turning up (see the Menacing special ability, p.XX), in response to changes in the situation (often noted in the NPC's special abilities or talents), or by taking certain actions. Sometimes, the environment may have specific ways of increasing Threat: an alarm that could be triggered, dangerous machinery that could be activated, flammable materials that could burn or explode.
- **Adversary Momentum:** Adversary NPCs with extra successes they don't wish to spend may add to the Threat pool instead, as they lack a group Momentum pool to save the points in.

SPENDING THREAT

There are numerous ways to spend Threat and this is deliberate. You can use Threat just as the players use Momentum, improving the odds of your NPCs' dice rolls, or you can use it narratively.

- **Momentum:** You can use Threat instead of Momentum spends for your non-player character.
- **Threat Costs:** On any action where a player character would generate Threat, you can spend the same Threat for an NPC to do the same action, instead.
- **Adversary Complications:** If an NPC suffers a complication, you can buy off that complication by spending two Threat.
- **Complication:** You can create a complication by spending two Threat.
- **Reinforcements:** At the start of a round in an action scene, you can bring in additional enemy NPCs. In a conflict, you should do this at the start of a round, with the reinforcements able to act during that round as normal. This does not apply to NPCs who are present at the start of the scene, only additional ones who arrive while the scene is in progress. There must be some logical reason why reinforcements have arrived and where they've come from.
  - Trooper NPCs cost 1 Threat each
  - Lieutenant NPCs cost 2 Threat each.
  - A group of Trooper NPCs cost half their total number, rounded up.
  - A Nemesis level NPC might be summoned for 5 Threat.

Reinforcements

Introducing reinforcements is a powerful tool, in part because it allows you to scale a conflict on the fly according to the player characters' abilities. Justifying reinforcements is easy — a Wehrmacht patrol could come across the players, for example — and it can be used to refocus an action scene on its objectives rather than simply trying to defeat all the enemies.

- **Environmental Effects and Narrative Changes:** You can use Threat to bring a sudden narrative change into motion, or by taking truths and other description and emphasising or developing them.
  - **Incidental Effect:** 1 Threat. You can manifest things like flickering lights, unstable floors, and thick smoke. These don't cause a significant problem but could increase the complication range of a skill test, make something routine a difficulty 1 test, or requiring a skill test to avoid a problem. Or, they might just be atmospheric little ways to foreshadow something worse ahead.
  - **Change of Circumstance:** 2 Threat. You can take an existing location or situation truth and remove it, change it, or add a new truth that alters the scene.

CONFLICT STRUCTURE: EVENING THINGS UP

The gamemaster is free to include as few or as many NPCs as they wish during a scene, however, it is useful for them to understand how to balance and structure conflicts for one reason: expectation management. If the GM knows how many NPCs of different types are likely to pose a reasonable challenge to the player characters, then it's easy to determine what will be an easy encounter, or a difficult one, and plan accordingly.

The rules can provide a basis for this, though different NPCs will vary in how competent and capable they are, and different groups of player characters will vary in how they approach different threats; how well they work together; how much they use Threat and Momentum to get ahead; and how lucky their dice rolls are.

A key component of balancing a conflict is the number of turns (and thus, the number of actions) each side takes during each round: in most cases, a reasonable challenge will have the adversaries collectively take roughly as many turns each round as the player characters. Thus, if there are four player characters, then the adversaries should also take roughly four turns per round on average.

However, this average will change during the conflict as combatants are defeated. Thus, more fragile enemies — such as Trooper NPCs — are typically worth less during a conflict, because they're unlikely to last very long, so the GM can include more of them.

This is also a consideration when Trooper NPCs are used in groups: a group of Trooper NPCs only takes a single turn each round, but they are collectively more resilient than a single Lieutenant NPC.

On average, there are a few basic assumptions that can be worked with: in a single balanced encounter, the number of Lieutenant NPCs present should equal the number of player characters. Two Lieutenant NPCs can be replaced by three Trooper NPCs. Two Lieutenant NPCs can be replaced by a single Nemesis NPC.

Incidental NPCs aren't intended to be present often enough to be part of this accounting — they are created as-and-when needed, rather than being a normal planned part of a conflict — but for the sake of completeness, each can be thought of as worth half a Lieutenant NPC (so two Incidental NPCs equal a single Lieutenant NPC).

Beyond that, the GM should also be aware of how the environment and environmental effects play into this: NPCs with a solid defensible position will be harder to deal with than ones in the open without cover, for example, while a dangerous environment will make things more difficult for the player characters. The relative armaments of each side will make a difference too — in a wide-open space, the side with longer-ranged weapons will have the edge, while the side more suited for melee and short-ranged firefights will prevail at close quarters.

REVEALS AND REVERSALS

Threat spends can reveal something to the players dramatically, something they were previously unaware of. This could be an ally betraying them, or an ambush, or discovering a hidden trap in the room. Using Threat for a reveal can set up a new situation, changing the nature of a scene — perhaps a social conflict becomes a combat scene, or perhaps there's a new challenge to overcome, or the players now have to race against the clock. A reveal is a major event, and should cost a fair amount of Threat, depending on its impact to the scene and story.

A reversal is a significant turning point or change of fortune for the player characters, which you can do once per adventure to frame how a scene ends. By spending two Threat per player character present, you end the scene immediately, with the situation unresolved, and can then describe how the situation escalates or deteriorates — an overwhelming number of enemy reinforcements suddenly arrive, for example — and then end the scene. You

shouldn't use a reversal to harm or kill the player characters, only to radically change their circumstances, and the players should be given a few moments to discuss their new situation before you start a new scene. As you chose how the previous scene ended, you can use that description to set up the next scene in a specific way, or you can let the players frame the next scene. To compensate the players for facing a reversal, give them a Fortune point each.

Guide to Hazard Stress & Threat Costs

EFFECT	THREAT COST	NOTES
3 stress	2	Base damage for a hazard
+2 damage	+1	Repeatable
Area	Multiply Threat cost by 2	Apply cost modifier from this last
Drain	+1	—
Intense	+2	—
Persistent X	+(X divided by 2)	Rounding up
Piercing X	+1	Rounding up
Snare	+1	—
Stun	+1	—
Vicious	+2	—
Applies to more than one Zone	+3	—
Does not affect Adversaries	+3	—

THE PRINCIPLES OF THREAT

A tool for pacing and dramatic storytelling aside, Threat is best thought of as a representation of all the things that might go wrong at any given moment. It's the unknown variables, unfolding conspiracies, the malign influence of powerful foes, and the chaos that can erupt when tension runs high.

During a scene, Threat is one of the two methods you can use to influence events — the other being the actions of NPCs. As a result, it is powerful and evocative, but it is also finite, with the quantity often defined by the actions that take place in the scene. While some ways of gaining and spending Threat are straightforward, others may require more work to use in a satisfying way. Key to this are the following principles:

FORESHADOWING

It is never a bad idea to describe ways that Threat could be gained, or effects triggered in advance of using them. During the action, the GM may describe a problem that might occur but by outlining it in advance, it doesn't come "out of nowhere", and feels like an organic part of the scene rather than something arbitrary.

Environmental Actions

In a conflict, when the situation is split into rounds and turns, it may sometimes be useful to set aside a turn every round for the environment to take actions. Strictly speaking, the environment isn't doing anything deliberately, but timing provides a convenient point to handle those moments to spend Threat on environmental or narrative effects (as opposed to spending it on characters directly).

For example: *The action is taking place inside a burning building. The GM can spend Threat to make the fire spread, causing parts of the ceiling or floor to collapse, as choking smoke billows out. Spending Threat on those effects has a place in the normal action order — so that the situation will get worse, but it won't necessarily get worse at the same point each round, as the GM and the players decides who goes next each turn.*

If the environmental situation is especially severe, it may even generate Threat each round, and Threat can be spent in multiple turns each round, though in that case it may be wise to break up the situation into discrete problems, each of which receives a distinct turn (perhaps, in the example above, the collapsing building is one problem, and the fire is another).

Truths can provide a solid basis for this: if a walkway is unstable, then a truth which reflects this can justify uses of Threat when establishing the scene. During a scene, complications, failed skill tests, or the cost to attempt something can all be used as opportunities to use Threat. Another way may be for adversaries to create truths that benefit them, serving nicely as foreshadowing.

In addition to making the use of Threat seem natural, foreshadowing also gives the players a chance to try and prevent that problem. This may turn into an extra objective for the player characters to pursue, or they may decide that they've got too much to do already and ignore that potential problem.

Suspense versus Surprise

In drama, a situation is more suspenseful if the audience knows that something bad is going to happen — a bomb suddenly revealed under a table is worth a few seconds of shock, but it may produce many more minutes of tension if the audience knows about the bomb in advance while the scene proceeds normally.

Threat can also serve this purpose: as it builds, it heralds a forthcoming problem, and if you foreshadow the different ways that Threat can be spent, then that will generate tension and suspense for the players. By comparison, spending Threat on some unexpected danger might produce a surprise, but the surprise may feel hollow, arbitrary, and adversarial.

THE SPOTLIGHT

When you gain or spend Threat, the resulting effects can serve to draw attention to specific themes and ideas, or to certain elements of a scene or individual character. This can, in turn, create new opportunities for the players to engage with the situation. Using Threat to highlight things can make the game more engaging, compared to simply using Threat to make things more difficult.

With a thematic spotlight, you can use Threat to pick out a specific concept central to the adventure or campaign. Spending Threat to introduce specific types of challenge encourages a specific approach: large numbers of enemies and frequent reinforcements might mean players begin favouring a stealthy, considered approach. Alternatively, you can use Threat to dissuade a certain type of action: in a situation where stealth is necessary, the GM can declare that taking hasty, noisy, or overt actions will add to Threat — this extra level of cost to "go loud" guides player choices, helping to create adventures where slipping past or quietly neutralising enemies is more commonplace than simply charging in all guns blazing.

A situation spotlight draws attention back to a specific part of the current scene. This might be to a specific place within the environment, like spending Threat to make a crumbling building start to collapse, or it might be to highlight an important character, by spending Threat to use a unique and powerful ability. It might even be a single objective — you could spend more Threat on adversaries trying to reach a specific location or attack a specific character, if that aids their goal. This can be a useful way to add urgency to a situation, especially if things seem too easy for the players. Alternately, you may wish to add 1 or 2 to your Threat pool periodically (either in general, or because of NPC actions, like setting explosives or performing a dark ritual) to represent a ticking clock, urging the players onward if they're being overly cautious.

You can also use Threat to present a problem which a specific character is ideally-suited to solve, allowing them to showcase their skills, or alter circumstances to play to a character's personality or backstory, encouraging the player to bring their story to the fore, presenting them with a dilemma or a tough choice. Occasionally, you may wish to play to the weaknesses of a specific character or put them in a situation where their strengths become a liability.

> *"Think of your adventure like a song, with verses and choruses, peaks and troughs, a rhythm all of its own.*

Dithering

Sometimes players spend too long debating a situation when their characters don't have the time to pause. In particularly time-sensitive situations like combat, you could announce to the group that their ongoing debates will generate Threat—and if this doesn't stir them to action, add 2 points to the Threat pool.

This Threat could even be spent right away to change the situation in such a way that makes the players react and gets the game moving again, perhaps by starting a quick-fire action scene. If nothing else, a sudden burst of activity can shake things up and kick start proceedings.

CAUSE AND EFFECT

Because Threat is usually a result of character action, it helps provide a balance to the game, ensuring that the "pressure" the player characters apply to a situation is met with equal force by their opponents.

Threat serves as a visible cause-and-effect for players taking risks and facing the problems that accompany them — the GM's use of Threat feeds from circumstances in-game — heroes push their luck, and fate pushes back. This provides the players with an understanding of how their choices influence the problems they face and gives you, as the GM, a clear license to create those problems on the fly.

The causality of Threat means you should provide a narrative link between the ways that Threat is gained during a scene, and the effects that come from spending it. It doesn't have to apply every time you gain or spend Threat, but a few key instances can help engender a feel of continuity and authenticity.

A good example of this might be a character generating Threat to buy dice when climbing a crumbling cliff, and you spending some of that Threat later to make the cliff begin to subside.

THE FLOW OF THREAT

Threat is often gained through the actions of the player characters; this means that the players have considerable control over the amount of Threat you have available. Cautious, reluctant, or careful players may contribute very little Threat (as may new players who aren't comfortable with the idea of empowering you with a currency that works against them), while aggressive or determined players can flood the GM with surplus Threat.

Players reluctant to add to Threat may find themselves Momentum-starved at crucial moments, making higher difficulty skill tests and other challenging situations more difficult to overcome. Players more comfortable with

giving you Threat can blast through difficult situations with relative ease, as they'll always have the extra dice and other benefits they need, using these to generate extra Momentum accordingly. You should therefore monitor the group's behaviour, and their approach to Threat, guiding decisions made during the game. You can respond subtly to their approach by changing the number of enemies in an action scene, or raising or lowering the difficulty of skill tests.

Your use of Threat should be adjusted accordingly — if players generate a lot of Threat, then that Threat can be used to put pressure on those players in turn, so that the players have a degree of control over how big a challenge they face. If the players are wary of Threat, then you should use Threat sparingly. Threat use may need to be rationed anyway, as there isn't as much available. Also, using effects that alter scenes rather than just amp up the difficulty can be good for the game in general — players wary of Threat often feel afraid of it being used to "punish" them later, so using it in more narrative and less adversarial ways can help. It can also help if Threat is used in small quantities, rather than saving up for a bigger effect — a large pool of Threat can seem ominous, especially for players expecting some big, catastrophic expenditure.

If the players give Threat freely, then you should use it eagerly and often. Using Threat roughly as often as the players generate it is a good benchmark, simply to avoid a flood of points. Players giving Threat freely are either looking for a challenge, or don't regard it as particularly daunting. If the players want a challenge, spending Threat gives the player what they want. If they don't think it's particularly daunting, spending Threat regularly means that the player doesn't come to regard adding to Threat as consequence-free — an ever-growing pool of Threat may seem intimidating, unless you never spend any of it, at which point it will have no bearing on play at all.

In either case, you can always regulate the flow of Threat, spending it more frequently than it is gained will reduce the size of the Threat pool and make the situation less tense, while spending it less frequently than it is gained allows the pool, and the tension it represents, to grow.

THREAT AS A DANGER METER

An interesting use of Threat doesn't rely on how it is gained or spent: instead, it considers simply how much Threat there is. The overall quantity of Threat can be used as a gauge for the situation currently playing out. This is a useful trick when handling games focused on infiltration or subterfuge (though it works in other situations too), as the amount of Threat can provide a useful guide for how NPCs will act — higher Threat means adversaries are alert, wary, and quick to respond, while bystanders may withdraw from the area or hide if startled.

Threat Limits

The problem of flooding the Threat pool can be a challenging one to overcome, especially if players are willing to test the limits of the game and simply add to Threat at every possible opportunity.

If need be, the GM may wish to impose limits on how much Threat the players can voluntarily add to the pool at any time. Possible limitations include:

- **Momentum Debt:** Players may only choose to add to Threat instead of spending Momentum if they have no Momentum in the group pool.
- **Threat Cap:** There is a maximum amount of Threat that the players can add to the GM's pool from each round in combat — 6 is a good value for this, though you can adjust this higher or lower at your discretion.
- **GM Veto:** You may choose not to allow specific additions to Threat on a case-by-case basis.
- **"Minimal Risk":** You can declare that some scenes or situations have minimal risk — these situations do not allow the players to add to Threat at all, and you shouldn't generally spend Threat in these scenes either.

This provides a greater sense of feedback for Threat, with an effect more visible and pervasive than individual uses of Threat. It is especially valuable in situations where the peril is contained within the local environment — such as a single building, a compound, or some other restricted area — or where there is some supernatural phenomenon in play Threat can represent, such as a haunted castle or ritual site.

If the situation is one where Threat fluctuates heavily, it can also cue a change in NPC behaviour. If high Threat means that an enemy is alert and vigilant, spending Threat for that enemy can represent the intensity of their search. As Threat decreases, enemies relax their efforts, let their guard down, and go back to normal patrols. A sudden increase in Threat will increase their alertness again. This produces a degree of dynamic feedback, where actions feeding and drawing from Threat influence the situation in passive ways, as well as more active and immediate ones.

> *"Threat is the GM's currency and like all currency, it should be spent wisely!*

Experience and Character Progression

It's the brave heroes who fight the Secret War who deserve the plaudits, and their heroism is typically rewarded at the end of every session, and certainly at the end of every adventure. Players nominate their fellows for certain rewards, but there are additional factors GMs may wish to consider when deciding whether PCs deserve a promotion:

- Whether a PC distinguished themselves through particularly conspicuous acts of bravery, gallantry or heroism. +10XP
- Whether a PC was seriously wounded during the course of their duties. +5XP
- Whether a PC found innovative or novel solutions to problems they encountered. +5 XP
- If a PC was willing to sacrifice their well-being or put themselves at risk for the good of their group. +10-20XP
- If there was some particularly adept or enjoyable roleplaying of their character. +5XP
- Whether they went far above and beyond the call of duty in any aspect of their performance. +10XP
- If they permanently defeated a major adversary, NPC or recurring nemesis +15-20XP
- How challenging the mission was. +5-20 XP

Running Action Scenes

Action scenes are the most dramatic, tense, and exciting moments in your story. World War II called upon everyday people to dig deep and face Axis oppression and occupation, jeopardising their lives for the greater good. The heroes of the Secret War do just that, and more, facing insurmountable odds when confronting the Mythos and its cosmic horror.

PACING AND STRUCTURE

While playing normally, players can react in a more free-form way — acting and attempting skill tests in any order — but action scenes are structured in **rounds** and **turns**, to give all characters their moment to influence the scene.

Most action scenes will involve physical or magical conflict — a contest of blades, guns, magic, and monsters — but it doesn't always have to. You may wish to call for an action scene for something like a chase, or an escape scene, where timing is important and keeping a close eye on positioning is required.

Turns move back and forth between the player characters and your NPCs. It's always your decision who goes first, a player character or one of your NPCs, but the players should always be favoured unless there is a specific reason for the NPCs to go first (like an unnoticed ambush). This may be obvious, based on events that occurred prior to the start of the action scene; if there is any uncertainty (such as multiple characters who could all justifiably act first), you should select the player character with the highest Coordination or Insight to act first.

Alternatively, to start the action scene in a malevolent way, you could spend 2 Threat to take the first turn.

ESTABLISHING ZONES AND TRUTHS

Zones make up the spaces in which a combat encounter takes place. They don't have a fixed size and it's up to you to determine their shape and composition based on the terrain of the area. The sizes of zones may also depend on the features of the area, with smaller zones in cramped environments (like a library) or larger zones for clear, outdoor environments.

Establishing zones inside a building will be comparatively easy, as each room can be a zone, while a more open landscape may have a mix of zone sizes depending on the terrain. You also need to figure out the relative positions of the zones, perhaps by drawing them out for the players, by using their character's perspective to describe relative positioning to others, or by using a single important feature to describe everyone's relative position.

Zones can easily be described in ranges, relative to the character, if you don't draw them out. "You are close to the pillar" or "You are at Long range from the sniper's position"; giving an intuitive description of the distances involved in a combat encounter. This also applies to the mechanics of moving and making attacks. Alternatively, if you enjoy using them, miniatures add personalisation to characters and can easily be combined with maps and floorplans to give an atmospheric rendering of the battlefields of the Secret War, as well as characters' exact position. You can find plenty of these on Modiphius.net including miniatures of the heroes and villains of the Secret War, tiles, floorplans and playing aids, all part of the ***Achtung! Cthulhu*** Collection.

You should also establish which truths apply to which zones. Large environmental conditions like "Darkness" might affect every zone, while a "Smoke Grenade" might only affect one zone or line of sight through that zone.

Sneak Attack

The element of surprise is a powerful advantage in a fight, and some forms of attack are especially effective against surprised or defenceless foes.

The GM may, at their discretion, apply a bonus to the stress a weapon inflicts against an enemy unaware of their presence or otherwise exposed and vulnerable (this might be represented by a truth applying to that enemy). This should especially be the case with any weapon possessing the Subtle quality, as they're ideal for these circumstances. This bonus doesn't have to be large: +2 stress inflicted, or the Intense effect is enough, allowing enemies to be overcome a bit more quickly from surprise attacks.

Shaping the Battle

In an action scene, creating a truth represents a wide range of different actions or effects, limited mainly by the context of the scene and your imagination. Players can use their character's skills for other things than fighting in an action scene. A few examples are provided below:

- **Protection:** The character creates a truth that represents a defensive position they've found or made, either for themselves or for someone else. The truth will make enemy attacks more difficult or even impossible until they can dislodge the protected character or find some way to negate that truth (such as outflanking).
- **Evasion:** Similarly, a character might try to move in such a way as to make themselves harder to hit — this might be a truth bought with Momentum after a character sprints or drives a vehicle defensively.
- **Tactics:** A character might create a truth by giving a battle plan or initiating a cunning manoeuvre. These kinds of truths shouldn't last more than a round or two — few plans survive contact with the enemy — but they might make some allied actions easier or some enemy actions harder. Naturally, only those who can hear a plan will properly benefit from it.

BALANCE

Balancing an action scene means judging whether the danger facing the player characters is too high or too low. Most action scenes should be challenging, but not impossible while others might have high stakes and low odds of success. When you're preparing for, or framing an action scene, you should consider the circumstances that have brought about the scene, and therefore what kind of opposing force the characters are facing. Your NPCs might be a small band of green Nazi soldiers — an easy target for experienced Section M agents. The PCs might be facing a whole squad of a dozen well-trained soldiers, or even worse — the Great Old One himself, Cthulhu. However daunting, the players should always have a chance of completing their objective, even if it costs the characters their lives, as a no-win scenario just isn't fun for most people.

As a rule of thumb, every 3 Trooper NPCs equal 2 player characters, while a Lieutenant NPC is equal to a starting player character. Nemesis NPCs are a little more powerful than player characters, and are a significant challenge when backed up by their lesser counterparts.

- **Unorganised Mob:** 8 Trooper NPCs
- **Enemy Squad:** 1 Lieutenant with 11 Trooper NPCs, split into groups
- **Enemy Specialists:** 5 Lieutenant NPCs
- **Leader and Guards:** 1 Nemesis and a group of 5 Trooper NPCs
- **Leader and Cadre:** 1 Nemesis, 1 Lieutenant, two groups of 4 Trooper NPCs

Inanimate Objects

Objects can be damaged, just as characters can be, and use largely the same rules. Objects can suffer physical stress from attacks. They can also have Armour, representing the object's hardness and ability to withstand impacts, and can benefit from cover. Further, objects do not gain Fatigue (see page XX) in the same way as characters, and therefore effects which would give a character Fatigue do not affect objects.

Injuries suffered by an inanimate object are truths that represent the object breaking, compromising its function and structure. This may increase the difficulty of any skill test to use or interact with the object — like damage to a car adding +1 difficulty per injury to tests to drive it — or it may expose and weaken the object, reducing its Armour by 2 per injury. The effects of injuries on objects can be as varied and versatile as any truths.

The number of injuries an object can withstand before it is destroyed depends on the object itself: a flimsy interior door may collapse after a single injury, while a sturdy wall may take several injuries. You can use the object's scale (p.XX), or how significant the object is to the fiction as a guide for this, treating it in a similar way to an NPC (where Trooper, Lieutenant, and Nemesis NPCs can withstand different numbers of injuries).

> *"What happens when an irresistible force meets an immovable object?*

Non-Player Characters

Non-player characters are the cast of personalities with which you influence the story. From the ranks of devious Black Sun sorcerers and monstrous alien entities, to plucky Allied soldiers and driven wartime resistance leaders, they are yours to play and relish. This section covers the ways in which non-player characters (NPCs) function in game terms, as well as giving guidance on how you can structure encounters with them, opposing the player characters with an ever-rotating cast of intriguing NPCs.

NPC ALLEGIANCE

NPCs fall into one of three groups: **allies**, **adversaries**, and **bystanders**. It's important to know what side an NPC is on, because it defines whether they save extra successes as Momentum (in the players' pool) or generate Threat (saving extra successes in your Threat pool).

An NPC's allegiance is subject to change — while it is determined at the start of a scene, it may alter as scenes and circumstances change. A conscientious objector may be an adversary during a social conflict scene, but when violence breaks out, they become a bystander (see pXX).

Changing Allegiance

In any given scene, an NPC is usually either clearly an adversary or an ally. However, an NPC might be regarded as an adversary for some purposes (such as social conflict), and an ally for others (physical challenges, combat). You should try and avoid situations where the NPC must be both adversary and ally simultaneously, to minimize confusion. If an NPC betrays the player characters (going from ally to adversary), spend Threat to emphasize this change, while an adversary becoming an ally might be a reward for the players' successes.

ALLIES

Ally NPCs aid the actions of the player characters and their associates. They're not necessarily good, or even friendly, but they are on the player characters' side, at least for now.

Allied NPCs contribute Momentum to the player characters' Momentum pool and may spend Momentum from that pool at the players' discretion. Where NPCs would spend Threat to perform an action or gain a bonus, allied NPCs instead add to Threat. Similarly, if an NPC would generate Threat, then an allied NPC removes points from the Threat pool instead.

PLAYER CONTROLLED NPCS

In action scenes, allied NPCs may take any action that the GM determines for them, or they may be placed under the players' command. While under a PC's command, an allied NPC is only be able to perform a limited range of actions, as follows:

- **Conflict:** Commanded NPCs do not receive a turn in a conflict; instead their actions (per the limitations below) are resolved as part of the actions of the player character commanding them.
- **Free and Minor Actions:** A commanded NPC performs whatever free and minor actions are needed to keep up with the PCs, as well as any necessary to follow the orders of the PCs. They do not have to spend Momentum to perform extra minor actions.
- **Major Actions:** Commanded NPCs cannot attempt skill tests as a major action, unless a player character spends their major action to order them (the PC gives up their action to let the NPC take a major action instead), or if they perform the Assist major action. Commanded NPCs can only assist one player character, or follow one order, per round.
- **Reactions:** Commanded NPCs cannot perform reactions.

> *"Allies are useful supporters, rank and file troops, henchmen and in some cases, specialists, who add even more options and abilities for your characters to draw on during an adventure.*

> *"The bible says "By your friends shall ye be known" but surely this is doubly true of adversaries too?*
> *Every group of agents worth their salt will accumulate a substantial cast of NPC enemies, adversaries and foes who will be spoiling to wreak their revenge.*

Supporting Characters

It is useful to allow players to take direct control of allied NPCs from time to time, particularly if a player's own character is not present in the current scene. At that point, the NPC is treated as a player character. This is a good way to keep players involved and active during scenes where they might not otherwise contribute.

If a supporting character is defeated, the player may immediately switch to their player character or another allied NPC who is not already under a player's control. Similarly, if a PC is defeated, and there are allied NPCs present in the scene, you could let the player take control of an allied NPC for the remainder of the scene, letting them take minor and major actions normally.

This can also be used for longer-term absences, such as if a player's character is injured or recovering. Allowing a player to play an allied NPC while their normal character recovers from serious injury is often a fun way to change up the dynamics of the group and keep a player active when their character can't be.

ADVERSARIES

Adversaries are NPCs who oppose, hinder, or interfere with the actions of the player characters. They are not necessarily evil, but they do represent a challenge to be avoided or overcome.

Adversaries are the NPCs who typically require the greatest number of rules, as their opposition to the PCs means they need attributes and skills, for their own skill tests and their own actions. For this reason, most of the rules in this chapter assume that an NPC will be an adversary.

BYSTANDER

Bystanders are everyone else. They are the NPCs who are neither aligned with, nor opposed to the player characters. Bystanders almost never require individual rules, as they aren't often required to make skill tests, and they aren't typically the target of attacks.

Where bystander NPCs have rules, they will normally be abstracted into other elements of the system, such as representing a dense crowd with a truth.

TYPES OF NPC

The many and varied characters and creatures the player characters encounter come in many shapes and sizes, and are graded by their power and significance to the adventure. NPCs are normally described by their allegiance and type, such as **Adversary Trooper** or **Allied Lieutenant**.

TROOPER NPCS

Trooper NPCs can be thought of like extras in a movie, perhaps with a line or two of dialogue and a small role to play in the story. Trooper NPCs are the most common type of NPC present in a scene, and are most effective in groups. Trooper NPCs cost 1 Threat each, if you introduce them as reinforcements during a scene, or half as much if they arrive as part of a group.

Incidental NPCs

If you need to create a non-player character on the fly, or a character that's fairly incidental to the scene here are some rules you can use. An incidental NPC doesn't have normal attributes and skills, talents or other special abilities. They are also immediately defeated if they suffer any stress, and cannot attempt reactions.

An incidental NPC has a single attribute rating, and skill rating, relating to whatever the NPC attempts to do. They always have an applicable focus for that activity as well. The NPC's attribute and skill ratings are determined entirely by their quality, as displayed on the following table.

NPC Quality

NPC QUALITY	ATTRIBUTE	SKILL	TARGET NUMBER
Poor	7	0	7
Basic	8	1	9
Proficient	9	2	11
Talented	10	3	13
Exceptional	11	4	15

They can be added to a scene freely where it makes sense for them to be present, and are present only as long as you need them. Examples might include bartenders, pilots or one-off characters designed to relay information or provide exposition.

Squad Tactics

Trooper NPCs can operate in groups. A group of up to five identical Trooper NPCs can act as one, taking a single turn during action scenes. When a group attempts a skill test, a single NPC in the group — its leader — attempts the test. Roll 2d20 for the leader and roll 1d20 for each other NPC in the group as they assist that test. The dice gained from assistance do not count towards the limits of buying d20s, so you can still purchase bonus d20s for the leader by spending Threat.

When a group makes an attack, it inflicts +1 damage for each NPC in the group beyond the first. When a group is attacked, they can't make reactions. When they are affected by an attack, resolve the attack against a single NPC within the group, inflicting stress and injuries normally; as Trooper NPCs, they are defeated by a single injury. If the initial NPC target is defeated, then any remaining stress is applied to the next NPC in the group. If the remaining stress was enough to defeat the next NPC, any remaining damage is carried over once again. Continue until no damage remains, or until all NPCs in the group have been defeated.

If a group would suffer a complication, it may be applied to the entire group equally, or it may be immediately negated by defeating a single member of the group (the NPC is abandoned or left behind).

See the table below for additional uses for Threat.

GROUPS WITH LEADERS

A group of Trooper NPCs can be accompanied by a Lieutenant or Nemesis NPC — or even a player character — as their leader. If this is the case, the leader always attempts the group's skill tests, with the Trooper NPCs assisting. When a group with a leader is attacked, the attack is applied to Trooper NPCs in the group first, so the leader is always be the last to be harmed.

When attacking a group with a leader, the attacker can spend 2 Momentum from a successful attack to target the leader and inflict stress to them — if this is done, then damage does not carry over to the rest of the group.

When a group arrives as reinforcements with a leader, the leader must be paid for separately from the Threat pool, with Lieutenant NPCs costing 2, and Nemesis NPCs costing 3.

Common Threat Spends

OPTION	THREAT COST	EFFECT
Reinforcements	See effect	Trooper NPCs, brought into a scene as reinforcements, arrive as a group rather than individually. A group of reinforcements costs Threat equivalent to half the number of Trooper NPCs in the group, rounded up.
Look Out!	1	If another NPC on their side, within Reach is targeted by an attack, the group may have that attack target them instead.
Fall Out	2	At the start of their turn, the group immediately splits into individual Trooper NPCs. If the group has already taken its turn this round, then all the individual members of the group are considered to have acted already. If this is used at the start of the group's turn, choose a single member of the group to act when the group disperses.

A Trooper NPC has:

- **Truths:** A single truth, providing a brief description of who the NPC is and/or what they do.
- **Attributes:** Total attributes add up to 48.
- **Skills and Focuses:** One skill with a score of 3, two skills with a score of 2, three skills with a score of 1, and up to 2 focuses that relate to their role in the scene.
- **Stress Track:** Equal to half their Brawn + Resilience or Will + Resilience, whichever is higher.
- **1 Injury:** They are defeated if they suffer any injuries.
- **No Reactions:** They cannot use reactions.

LIEUTENANT NPCS

Lieutenant NPCs are more dedicated and resourceful characters, with extra training and useful abilities. They are often leaders and specialists alongside groups of Trooper NPCs, or are the trusted assistants of leaders and nemeses. Lieutenant NPCs cost 2 Threat each to bring in as reinforcements.

- **Truth:** A Lieutenant NPC has one or two truths, providing a brief description of who they are.
- **Attributes:** Attributes in line with player characters — with a total of 51.
- **Skills and Focuses:** Skills in line with player characters, that total up to 17. They also have up to 4 focuses that relate to their role in the scene.

- **Stress Track:** Equal to their Brawn + Resilience or Will + Resilience, whichever is higher.
- **2 Injuries:** They are defeated if they suffer 2 or more injuries.
- **Reactions:** They can make a reaction, once per round.
- **NPC Fortune spends:** You can spend 3 Threat, once, to make use of a Fortune point spend for the Lieutenant NPC (see p.XX).
- **Special Rules:** They may also have special rules, related to their role in the adventure.

NPC Fortune

NPCs do not have Fortune like player characters do. Instead, you can use Threat to replicate the effects of Fortune for Lieutenant and Nemesis NPCs.

It costs three Threat to gain the benefits of a single point of Fortune. A Lieutenant NPC may do this once per scene, while a Nemesis NPC may do this as often as they want during a scene, though only once per round.

The GM may invoke a personal truth possessed by an NPC, in the same way that a player character's truths can be invoked, creating a complication for the NPC. However, rather than gaining Fortune, invoking one of an NPC's truths generates 3 Threat.

Defeated NPCs

Most NPCs can be defeated with only 1 or 2 injuries, rather than 3 as is the case for PCs. When an NPC is defeated, you have free rein to determine whether the NPC is unconscious, dead, or incapacitated in another way, based on the needs of the adventure and the method used to defeat them.

NEMESIS NPCS

Nemesis NPCs are the most important NPCs in your cast of characters, with a wide range of abilities (although it should be noted Nemesis rank denotes their power, rather than meaning they are necessarily adversaries to your player characters, though they often are). Nemesis NPCs are named, have backstories, and may be the main villain in your players' own Secret War or one of their heroic allies. As they are likely to appear frequently, they are treated like player characters in many ways.

- **Truth:** A Nemesis NPC has two truths, providing a brief description of who they are.
- **Attributes:** Higher than average attribute scores — adding up to a total of 54.
- **Skills and Focuses:** They also have above average skills, with scores that total up to 20, and up to 4 focuses that relate to their role in the scene.
- **Stress Track:** Equal to their Brawn + Resilience or Will + Resilience, whichever is higher.
- **3 Injuries:** They are defeated if they suffer 3 or more injuries, the same as the player characters.
- **Reactions:** They can make as many reactions as they like, at a cost of 2 Threat per reaction.
- **NPC Fortune spends:** You can spend 3 Threat to make use of a Fortune point spend for the Nemesis NPC (see p.XX). You may do this as many times as you wish — Nemesis NPCs are exceptional in this regard.
- **Special Rules:** They may also have special rules, related to their role in the adventure.

Nemesis NPCs aren't introduced to a scene by spending Threat — they are important enough to either be present, or they aren't, and if they have a chance of arriving later, this should be handled narratively.

> *"Great Nemesis NPCs are often made not born.*
> *Consider plucking a memorable Trooper NPC from obscurity and building them up, letting them grow in power and influence in parallel to your agents. Recurring villains often make for the most entertaining adversaries, as they have built up a long personal history with your players.*

Common NPC Special Abilities

Some non-player characters are strange, otherworldly beings, with superhuman powers. Some humans even bear augmentations, like *Nachtwölfe* soldiers, or have enhanced training that gives them an edge. There are a selection of common special rules shared by NPCs, which can be found below.

NPC Escalation

Many NPCs contain options or abilities marked **Escalation**. These options make an NPC more dangerous. They are also commonly applied to improve Armour and give them more powerful weapons.

When an NPC is brought into a scene — either at the beginning, or by spending Threat for reinforcements — you can spend 1 Threat to add a single Escalation option to all the Trooper NPCs of that type, or to a single Lieutenant or Nemesis NPC. Each Escalation option costs 1 Threat individually.

For Example, a normal Heer Soldier (Trooper NPC) might carry an MP40 submachine gun as standard, but have Escalation options for a semi-automatic rifle and a light machine gun. When a squad of troopers arrives in a scene, the GM spends 1 Threat to arm the squad with semi-automatic rifles, instead of their SMGs.

- **Brutal X:** The NPC relies on overwhelming brute force. Add X to the stress of its melee attacks, and always use its Brawn attribute when making or defending against a melee attack.
- **Extraordinary [Attribute] X:** An attribute far beyond the normal abilities of a human. The NPC gains X automatic successes on skill tests that use that attribute. They also gain +X bonus Challenge Dice to attacks inflicting bonus stress based on the listed attribute, increase their stress track by +X if Brawn or Will is the attribute listed.
- **Fast Recovery X:** The NPC recovers from stress and injury quickly. At the end of each of its turns, the NPC removes X Stress. If the NPC has any injuries at the start of its turn, you may spend 2 Threat to remove an injury completely. This ability stops functioning once the NPC is defeated.
- **Fearsome X:** The NPC's form, nature, or raw presence inspires fear. The NPC adds X and the Piercing X effect to the damage of its mental attacks when face-to-face. In addition, the first time that a player character sees this NPC, they must immediately attempt a Will + Resilience test with a difficulty of X, or suffer the stress from the NPC's basic mental attack (noted in its profile).
- **Feeds Upon Fear:** The NPC relishes the fear of others, becoming bolder and more dangerous in the presence of panic. Whenever a character suffers a mental injury within Medium range of the NPC, generate 2 Threat.
- **Flight:** The NPC can move freely through the air, moving into empty zones above ground level and maintaining its position by hovering. It must spend at least a minor action moving each turn; if it cannot make this move, it will fall, suffering stress as a result. It will also fall if it is knocked prone. If the NPC wishes to carry another creature, or something similarly heavy, while flying, this will require a Brawn + Athletics Test, with a difficulty determined by the GM based on size and portability, as well as the NPC's means of carrying the creature or object.
- **Grasping:** The NPC can grapple its foes. You may spend 1 Threat when the NPC successfully makes a melee attack to gain the Snare effect. While it has hold of a target, the NPC cannot attempt a melee attack against any other target, but reduces the difficulty of any melee attacks against the grappled enemy by 1.
- **Immune to X:** The NPC is unaffected by an environmental or situational condition, such as cold, disease, fear, pain, poison, heat, or vacuum.
- **Incorporeal X:** The NPC is only partially of the physical universe, and it does not fully interact with it physically. They gain X Armour, and may move freely through rough or difficult terrain. If you spend 1 Threat, they can move through solid objects like a wall or door.
- **Invulnerable:** The NPC is impervious to harm, and it cannot be injured in any way. They still suffer stress from attacks, but do not suffer injuries. This may take different forms, as described in the NPC's special rules.
- **Keen Senses:** One of the NPC's senses is especially sensitive. Choose one of their senses. Reduce the difficulty of skill tests using that sense by 2. The NPC can also detect things using that sense that others cannot.
- **Menacing:** The NPC is dangerous, heralding a greater problem for those who confront it. When this NPC enters a scene, immediately generate 1 Threat, even if the NPC is an ally.
- **Mindless:** The NPC is an unintelligent being, driven purely by instinct or rudimentary programming. Unless it is commanded to do something, it will mindlessly move towards and attack the nearest enemy. A Mindless NPC cannot attempt reactions, and cannot suffer any mental stress, mental injuries, or be reasoned with.
- **Natural Armour X:** The NPC has some innate resistance to physical stress, and has X Armour, as well as any Armour the NPC wears.

- **Natural Courage X:** The NPC has some innate resistance to mental stress, and has X courage, in addition to any from another source.
- **Night Vision:** The NPC can see in complete darkness. They ignore any difficulty, or complication range increases caused by darkness, and can attempt skill tests that would otherwise be made impossible by darkness.
- **Scale X:** The NPC is significantly larger or smaller than humans. Humans are scale 0. When a larger NPC suffers physical stress, add their scale to the amount of stress needed to inflict an injury. The size of an NPC should also change the difficulty of skill tests, like a truth.
- **Spellcaster (Attribute) X:** The NPC is a spellcaster, with base 2 power, with bonus from the listed attribute (Insight, Reason, or Will). They know a number of spells equal to X.
- **Threatening X:** The NPC is powerful and dangerous. They begin each scene with a personal pool of X Threat, which can only be spent on this NPC. Allied NPCs may spend points from this personal pool instead of adding points to Threat. You can add 3 points to this personal pool by voluntarily suffering a complication related to the NPC.
- **Tough X:** The NPC can take much more punishment than most. The number of injuries the NPC can withstand before being defeated is increased by X. You can also spend 3 Threat to ignore an injury being inflicted on the NPC.

Creating Unique Abilities

While these pages cover a wide range of powers and native characteristics which can be used by NPCs, it's also quite feasible to create unique ones of your own. There are so many weird and wonderful individuals, gods, monsters, deities, and demons within the Cthulhu Mythos, that even the most exhaustive list couldn't cover them all.

So where to begin? You'll notice that most of these special abilities take the form of a truth, and that's the best place to start when creating a custom ability. Ask yourself: how does this creature's innate characteristic affect itself, players, allies, the environment, or a particular scene? This can usually be expressed in a short descriptive sentence.

Beyond that, think about how this NPC truth might be articulated within the mechanics of the game. Does it increase some of the creature's own attributes, or lower others? Could it make skill tests in certain situations easier for the NPC, or make them harder for its foes? Finally, what weight would you give this ability? How effective is it? This can often be expressed by a number. Finally, what effect would Momentum or Threat spends have on this ability, if any?

Here's a quick example: We decide an allied NPC is able to encourage and motivate their allies and term this ability "Inspirational". When this NPC is present in a scene, all allies within medium range receive +2 Morale, expressed by the suffix "Inspirational 2". Spending 1 Momentum adds another point of Morale, another 2 grants another point and a further three, a third. Inspirational 2, another ability to add to the list!

Approximate Scale

A creature or object's scale is an approximate category, but, for the sake of convenience, some useful descriptions with examples are provided in the table below. The bulk or density of a creature or vehicle should also be a factor of their scale, not just their overall size.

Title		
SCALE	INJURY THRESHOLD	DESCRIPTION AND EXAMPLES
-2	3	Tiny (rat, or insect swarm)
-1	4	Small (rat swarm, or eagle)
0	5	Human-sized (person, or bicycle)
1	6	Tall (bookcase, or bear)
2	7	Large (Deep One Reefbreaker, or Jeep)
3	8	Huge (Sherman tank, or The Great Race of Yith)
4	9	Enormous (Tiger tank, Dagon, or Hydra)

Creating Non-Playable Characters

Populating an adventure and even an entire campaign might seem like a daunting task, but ***Achtung! Cthulhu*** makes it easy to create your supporting cast. We have many existing examples which you can use straight off the page in Chapter 6: Heroes & Villains of the Secret War, or which can be readily adapted. However, If you do want to build custom NPCs from scratch, this guidance will give you a helping hand.

CREATING TROOPER NPCS

Trooper NPCs are rank-and-file members of factions and organisations such as Black Sun troopers, *Nachtwölfe* engineers or resistance fighters. They form the nameless extras in adventures, often as groups of adversaries in a conflict, or as guards or minions for a Lieutenant or Nemesis NPC.

To create a Trooper NPC:

- **Create a Truth:** Begin by describing the NPC with a single truth, providing a good idea of their role, job, or purpose. *For example: "Black Sun Trooper".*
- **Assign Ability Scores:** Distribute scores of 10, 9, 8, 8, 7, 6 in any order to the character's attributes.
- **Assign Skill Ratings:** Choose one skill to set at 3, two skills to set at 2, three skills to set at 1.
- **Focuses:** Choose up to two focuses.
- **Special Rules:** Add one or two special abilities from *Chapter 6: Talents,* the common special rules above, or make up your own.
- **Determine Final Details:** Work out their stress track by adding Brawn + Resilience or Will + Resilience (whichever is higher), then dividing that total by 2 (rounding up). Select weapons and equipment (if any) and record their attacks' focus, range, stress rating and effects, salvo attack, and qualities.

CREATING LIEUTENANT NPCS

Lieutenant NPCs are a cut above Trooper NPCs, and they range from squad leaders to expert scientists. If encountered in numbers, or with several Trooper NPCs, they can form a more formidable obstacle and drain the player characters' resources.

To create a Lieutenant NPC:

- **Create Truths:** Begin by describing the NPC with one or two truths, providing a good idea of their role, job, or purpose. *For example: "Nachtwölfe Hauptmann".*
- **Assign Ability Scores:** Distribute scores of 11, 10, 9, 8, 7, 6 in any order to the character's attributes. Alternatively, you could freely assign scores, with each attribute between 6 and 12, with the total adding up to 51.
- **Assign Skill Ratings:** Choose one skill to set at 4, two skills to set at 3, two skills to set at 2, and three skills to set at 1.
- **Focuses:** Choose up to four focuses.
- **Special Rules:** Add two to three special abilities from *Chapter 6: Talents,* the common special rules above, or make up your own.
- **Determine final details:** Work out their stress track by adding Brawn + Resilience or Will + Resilience (whichever is higher). Select their weapons and equipment (if any) and record their attacks' focus, range, stress rating and effects, salvo attack, and qualities.

> ***"Creating memorable NPCs isn't just about their special abilities, funky weapons, or unusual characteristics, it's about creating credible personalities with their own backstories and motivations. Ask yourself 'what drives this character, why do they do what they do?' If you've got a solid answer to that, you're probably on the right track.***

POPULATING AN ADVENTURE AND EVEN AN ENTIRE CAMPAIGN MIGHT SEEM LIKE A DAUNTING TASK, BUT ACHTUNG! CTHULHU MAKES IT EASY TO CREATE YOUR SUPPORTING CAST

CREATING NEMESIS NPCS

Nemesis NPCs are your equivalent of a player character — only better — and represent recurring villains or the key figures of the Secret War. A lot more thought and creativity should be put into creating a Nemesis NPC, giving them background stories, complex motivations, and unique personalities.

To create a Nemesis NPC:

- **Truths:** Decide on the role your Nemesis NPC plays in the adventure, maybe based on their origins, rank, or job, and giving them two truths describing your concept for them.
- **Assign Attribute Scores:** Begin each attribute at a score of 6, and then freely add 18 more points, with maximum score of 12 for each attribute (unless they are a Mythos creature).
- **Assign Skill Ratings:** Begin each skill at a score of 0, and then freely add 20 points, with maximum rating of 5 in each skill.
- **Choose Focuses:** Choose up to six focuses.
- **Talents:** Choose up to four talents or special abilities for the NPC.
- **Special Rules:** Add as many special abilities as you need to match your concept from *Chapter 6: Talents,* the common special rules above, or make up your own.
- **Determine final details:** Work out their stress track by adding Brawn + Resilience or Will + Resilience (whichever is higher). Select their weapons and equipment (if any) and record their attacks' focus, range, stress rating and effects, salvo attack, and qualities.

Weird NPCs

The universe of ***Achtung! Cthulhu*** is populated by strange and unusual entities — gods, demons, and alien creatures — and special rules can be called on to represent everything from wild animals to cosmic entities. You can find plenty of examples in Chapter 6: Heroes and Villains of the Secret War Chapter 7: The Bestiary.

Truths can be used to represent everything from a deadly assassin, to an earth-native race like the Deep Ones, or a shapeless spawn from a nameless dimension. They are, therefore, one of your most powerful tools when creating and describing your NPCs. Truths can describe the strangest otherworldly entities, making their skill tests easier (or harder) or making an impossible thing entirely within their ability.

Special rules can also help by providing some specific mechanics to describe how they play. For example, it may be necessary to model a swarm of small but vicious, unnatural creatures like a cursed rat horde. The creatures themselves are individually too small to be more than a nuisance, but collectively they pose a much bigger danger. In this instance, the normal rules apply with little variation: a "single" Trooper NPC may represent a portion of the swarm, which fights as a group. The whole swarm may have rules like Incorporeal to represent their diffuse nature, and Tough against non-area attacks to represent the difficulty of harming such a mass of creatures.

CREATING NPC SPECIAL RULES

You can start to create NPC special rules from the list of suggestions below or adapting some from the existing villains, entities and creatures you'll find in Chapter 12: Heroes and Villains of the Secret War. Creating your own unique rules will help define some distinctive and memorable traits for the major heroes and villains of your campaign. When a talent calls for a "specific skill test" or "acting in a certain way", it is asking for a limiting factor to the rule. As Adversary NPCs only use Threat, rather than Momentum, some special rules that are normally distinct for PCs may be identical for NPCs.

Also, because NPCs appear in-game for less time than player characters, NPC talents can be more potent or flexible than those available to the players, especially for Nemesis NPCs who are meant to be a serious challenge.

You can use the following suggestions to model your own special rules:

- **Proficiency:** When performing a specific skill test, in a certain way, the cost to buy the first bonus d20 is reduced to 0.
- **Threatening:** When performing a specific skill test, or acting in a certain way, and buying additional d20s with Threat, you may reroll a single d20.
- **Guidance:** Whenever the NPC assists an ally in a certain way, you may reroll their d20.
- **Substitution:** Whenever the NPC performs a specific skill test, you may use a different attribute or skill instead of the normal one required.
- **Familiarity:** Whenever the NPC attempts to perform a specific skill test, you may reduce the difficulty by one, to a minimum of 0.
- **Additional Threat Option:** Nemesis NPCs can gain a specific or unique benefit by spending 1 or more Threat.

Chapter 6

Heroes & Villains of the Secret War

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Chapter Six
Heroes & Villains of the Secret War

The story of the Secret War is told through the people who fought it. There are heroes, drawn from all walks of life and on both sides of the conflict, resisting the might of the Nazi war machine and its occult practitioners. There are villains, willing to go far beyond trivial concerns like ethics and morality, seeking power and supremacy through hideous pacts made with unspeakable powers from beyond this world.

Sometimes it's hard to tell friend from foe, for few things are simply black and white in this covert battleground, and there are as many shades of grey as there are individuals, each with their own powerful drives and motivations. That's without reckoning on the inexorable advance of the alien Mythos powers working behind the scenes on their own dark agendas.

This chapter provides the GM with ready-made statistics for a variety of conventional Allied and Axis forces as well as notable regiments and special forces on both sides who are most deeply embroiled in this concealed conflict. Here you will also find the stories of its true heroes and villains, singular, gifted individuals representing the greatest players in this battle, the ones most likely to turn the tide of a battle and even affect the outcome of the war itself.

Incoming Fire

The majority of NPCs in this chapter have some manner of ranged weapon, but none of their profiles list how much ammo they have. This is by design: tracking a handful of reloads on every NPC would be an extra detail for the GM to remember, and they've got plenty to think about already.

So, whenever an NPC wishes to make a Salvo attack, or otherwise spend ammunition (such as to attack with a weapon with the Munition quality), they must spend 1 Threat for each load of ammunition they expend. Allied NPCs add to Threat instead — if the Allies go in guns-blazing, then the Nazis will respond in kind.

British Forces

At the outbreak of war, the British Army is a well-equipped, professional force designed for rapid mechanised warfare. However, the conservative thinking of the British and French High Commands reduces them to a defensive combat role, a move which proves fatal in the face of the German Blitzkrieg. After the miracle of Dunkirk, despite the loss of much of their armour and heavy equipment, the British are able to rearm through the aid of the American Lend-Lease Act and, once their US allies join the war, are able to truly take the fight back to the Germans.

BRITISH INFANTRYMAN

Trooper NPC

British infantrymen are tough, professional soldiers, displaying typical British reserve even in the midst of battle. While the British Army suffers a series of defeats during the early stages of the war, at no point in the course of the conflict are they routed, always ensuring an orderly retreat. The standard infantry weapon is the Lee-Enfield rifle, though after encounters with the German MP38/40 submachine gun, some mixed units also field Sten guns to supplement their firepower. A standard section carries a single Bren light machine gun as a support weapon, providing significantly more firepower than the US BAR. Early in the war, squads are provided with the Boys anti-tank rifle for anti-armour firepower, though this is replaced by the more powerful PIAT launcher after 1943.

Truths

- Stalwart British Tommy

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	7
REASON	7	WILL	9

Skills

Athletics 2, **Fighting 2** (Rifles), **Medicine 1**, **Resilience 3**, **Stealth 1** (Camouflage), **Survival 1**

STRESS	6	INJURIES	1
ARMOUR	1	COURAGE	2

Attacks

- **Lee-Enfield Rifle:** (Rifles), Long range, 6 (Salvo: Vicious), *Reliable*
- **Bayonet:** (Melee Weapons), 3 Piercing 1

Escalation Options

- **Bren Machine Gun:** (Rifle), Medium range, 5 (Salvo: Area), *Heavy, Inaccurate*
- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, *Inaccurate, Munition*
- **PIAT Anti-Tank Weapon:** (Heavy Weapon), Medium range, 6 Piercing 1, Vicious, *Cumbersome, Escalation, Giant-Killer, Heavy, Inaccurate, Munition*

BRITISH ARMY OFFICER

Trooper NPC

Well trained, professional and highly disciplined, the backbone of the British Army is its commanding officers. Despite their tendency to value consolidation and caution over risk-taking in battle, there is no doubt about their courage, commitment and tactical thinking in even the most trying combat situations.

Truths

- Battlefield Leader

Attributes

AGILITY	8	BRAWN	7
COORDINATION	8	INSIGHT	8
REASON	9	WILL	8

Skills

Academia 1, **Athletics 1**, **Fighting 2** (Handguns), **Medicine 1**, **Resilience 2**, **Stealth 1**, **Survival 1**, **Tactics 1** (Leadership)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **Enfield No 2 Service Revolver:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters, Reliable*

Escalation Options

- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, *Inaccurate, Munition*

Special Rules

- **Rally the Troops:** The army officer can face harsh odds with a stiff upper lip and imperturbable calm and is a fine leader of men. By spending a point of Momentum as a minor action, the Officer grants +1 Morale to all allied troopers within Close range.

GUARDS REGIMENTS

Lieutenant NPC

The five infantry regiments of the Foot Guards — the Grenadier Guards, the Coldstream Guards, the Scots Guards, the Irish Guards, and the Welsh Guards — are amongst Britain's oldest and most prestigious regiments, having served with distinction in countless conflicts over the centuries. As such, they are the most senior and experienced troops in the British Army, often used to spearhead attacks thanks to their fearsome reputations. In combat they are a true force to be reckoned with.

Truths

- Elite British Infantry

Attributes

AGILITY	8	BRAWN	9
COORDINATION	9	INSIGHT	9
REASON	7	WILL	9

Skills

Athletics 2, **Fighting 3** (Close Quarters, Rifles, Threat Awareness), **Medicine 1**, **Observation 2**, **Resilience 3**, **Stealth 2** (Camouflage), **Survival 2**, **Tactics 1**, **Vehicles 1**

STRESS	12	INJURIES	2
ARMOUR	2	COURAGE	4

Attacks

- **Thompson Submachine Gun:** (*Close Quarters*), Close range, 5 (Salvo: Stun), *Inaccurate*
- **Mills Bomb:** (Throwing), Close range, 7 Area, Stun, *Inaccurate, Munition*

Escalation Options

- **Bren Machine Gun:** (Rifles), Medium range, 6 (Salvo: Area), *Heavy*, *Inaccurate*
- **PIAT Anti-Tank Weapon:** (Heavy Weapons), Medium range, 7 Piercing 1, Vicious, *Cumbersome*, *Escalation*, *Giant-Killer*, *Heavy*, *Inaccurate*, *Munition*

Special Rules

- **Tip of the Spear:** Guards regiments are used to being thrust into the line of fire. Guardsmen may keep the initiative for 1 Momentum instead of 2.

THE COMMANDOS AND SAS

Lieutenant NPC

The Commandos, or Special Service brigades, are the most influential Allied special forces formations in World War II. Initially they are used as small, highly mobile raiding forces, but after 1943 they spearhead Allied assaults from Tunisia to D-Day. Highly trained, extremely fit, and masters of unorthodox warfare, commandos learn how fire a silenced SMG effectively, kill a sentry silently, fight without weapons and seize, strip, reassemble, and fire enemy weapons. Alongside this, they are also trained to climb mountains, navigate difficult terrain, use small boats, and blow things up. From 1943, forward observer and forward air control skills are added to their curriculum.

Truths

- Elite British Special Forces

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	7	WILL	9

Skills

Athletics 3, **Fighting 3** (Hand-to-Hand Combat, Close Quarters, Threat Awareness), **Medicine 1**, **Observation 2**, **Resilience 3**, **Stealth 3** (Camouflage), **Survival 2**

STRESS	12	INJURIES	2
ARMOUR	2	COURAGE	4

Attacks

- **Sten Mk IIS Suppressed SMG:** (Close Quarters), Close range, 3 (Salvo: Stun), *Inaccurate*, *Subtle*
- **Fairbairn–Sykes fighting knife:** (Melee Weapons), 3 Piercing 1, *Hidden*, *Subtle*

Escalation Options

- **Bren Machine Gun:** (Rifles), Medium range, 5 (Salvo: Area), *Heavy, Inaccurate*
- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, *Inaccurate, Throwing*
- **3lb Standard Charge:** (Demolition) Close range, 10 Area, Stun (Salvo: Intense)

Special Rules

- **Commandos:** Commandos are masters of silent killing and sabotage. When attacking whilst hidden the Commando is always considered to have an appropriate focus.
- **Sabotage:** Commandos are experts at sabotage and can use their Fighting skill in place of Engineering when attempting sabotage.

British Secret War Special Forces

BADGER'S COMMANDOS

Lieutenant NPC

Brave and bold, these Allied commandos are used to operating deep behind enemy lines, on a variety of covert operations. Well versed in fighting both conventional Axis forces and the horrors unleashed in the Secret War, they are a unit of crack troops highly trained and ready to operate by land, sea and air. They use signature Blevin Steam weaponry to fight the Mythos and are named after their commander Eric "Badger" Harris.

Truths

- Elite anti-Mythos Commandos

Attributes

AGILITY	9	BRAWN	8
COORDINATION	9	INSIGHT	8
REASON	7	WILL	10

Skills

Athletics 3, **Fighting 3** (Hand-to-Hand Combat, Close Quarters, Threat Awareness), **Observation 2**, **Resilience 3** (Mental Discipline), **Stealth 3**, **Survival 2**, **Tactics 1**

STRESS	13	INJURIES	2
ARMOUR	1	COURAGE	5

Attacks

- **Blevin Steam Gun:** (Rifles), Medium range, 4 (Salvo: Intense or Persistent 2), *Bane*
- **Fairbairn–Sykes fighting knife:** (Melee Weapons), 3 Piercing 1, *Hidden*, *Subtle*
- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, *Inaccurate*, *Throwing*

Escalation Options

- **Bren Machine Gun:** (Rifles), Medium range, 5 (Salvo: Area), *Heavy*, *Inaccurate*
- **3lb Standard Charge:** (Demolition) Close range, 10 Area, Stun (Salvo: Intense)

Special Rules

- **Commandos:** Commandos are masters of silent killing and sabotage. When attacking whilst hidden the Commando is always considered to have an appropriate focus.
- **Mythos Lore:** Badger's Commandos have faced the Mythos repeatedly and lived to tell the tale. They may re-roll 1d20 when testing to resist a mental attack.

Playing as one of Badger's Commandos

Any player character can begin play as one of Badger's commandos. There is no need to concern yourself with directly modelling the stats and skills of the NPC presented here. Players are heroes cut from a different cloth, and, while it is recommended that such a character choose the Infiltrator or Soldier Archetype and have an Army or Covert Operative background, there is nothing stopping a player from choosing another path, with the GM's agreement.

Players wishing to possess Blevin Steam Weaponry should consider the Own an Occult Artefact Characteristic.

THE GREY WATCH

Lieutenant NPC

This elite band of Scottish warriors are handpicked from the cream of the Highland regiments and comprises those who have displayed dauntless bravery in the face of Mythos terror. Virtually immune to the mind-melting effects of the Mythos, these fierce Gaelic combatants excel in hand-to-hand combat, sporting an array of traditional and modern weaponry. Arrayed in a distinctive grey and green tartan, the Watch are one of Section M's deadliest units and are always accompanied by a piper who plays the Pipes of McMurden (see p.XX), an enchanted set of bagpipes, their unearthly skirls causing fear amongst Mythos entities, while also making them vulnerable to conventional weapons.

Truths

- Dauntless Highland Warriors

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	7
REASON	7	WILL	10

Skills

Athletics 3, **Fighting 4** (Hand-to-Hand Combat, Melee Weapons, Close Quarters), **Observation 2**, **Persuasion 2** (Intimidation), **Resilience 4**, **Stealth 1**, **Survival 1**, **Tactics 1** (Battlefield Tactics), **Vehicles 1**

STRESS	13	INJURIES	2
ARMOUR	4	COURAGE	6

Attacks

- **Winchester M12 Shotgun:** (Close Quarters), Close range 6 (Salvo: Vicious), *Reliable*, *Inaccurate*

- **Basket-hilted Claymore:** (Exotic) 5 *Bane*, Parrying
- **Shield:** (Melee Weapons), 4 Stun, *Bane*, +2 Armour (included)

Escalation Options

- **Turpin's *Bane* Blunderbuss:** (Rifles) Close range, 5{CD] Area (Salvo: Intense), *Bane*, *Reliable*
- **Green Knight Directed Energy Weapon:** (Exotic) Close range, 6 Area (Salvo: Drain or Intense), *Bane*

Special Rules

- **Ne'er a Backward Step:** The Grey watch always march into battle to the strains of the Pipes of McMurden. While the pipes can be heard, each member of the Grey watch gains +3 Morale.
- **That's Nae Timorous Beastie:** The Grey watch are especially staunch when it comes to facing Mythos creatures. All Melee and Hand-to-Hand Combat attacks gain the *Bane* quality and deal +1 damage (included above)

THE SACRED BLADES: GOPAL'S GHURKHAS

Lieutenant NPC

The Himalayan mountain men rightly have a reputation as one of Great Britain's most dauntless fighting units, but Gopal's Ghurkhas are a legend even among their own people. Drawn from the Kirat people of western Nepal, these warriors follow the Mundhum teachings and possess a powerful shamanic tradition based on ancient Vedic texts. Led by Subedar Govinda Gopal, they wield a fearsome sacred Khukri in combat and earned their reputation early in the Battle of France by wiping out a nest of summoned Black Sun horrors. Gopal, although heavily wounded in the engagement, remarked afterward that it was "jolly good fun" and his unit's secondment to Section M Special Forces swiftly followed.

Truths

- Fearsome Mythos-Hunting Mountain Men

Attributes

AGILITY	10	BRAWN	9
COORDINATION	8	INSIGHT	8
REASON	8	WILL	8

Skills

Athletics 3, **Fighting 3** (Hand-to-Hand Combat, Melee), **Medicine 1**, **Observation 2**, **Resilience 2**, **Stealth 3** (Camouflage, Rural Stealth), **Survival 2**, **Tactics 1** (Battlefield Tactics)

STRESS	11	INJURIES	2
ARMOUR	3	COURAGE	2

Attacks

- **Sten Mk.V Submachine Gun:** (Close Quarters), Close range, 4 (Salvo: Stun), *Inaccurate*
- **Sacred Khukri:** (Melee Weapons), 5 Vicious, *Bane*
- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, *Inaccurate*, *Munition*

Escalation Options

- **Ibn Ghazi Grenade:** (Throwing), Close range, 6 Area, *Inaccurate*, *Munition*, reveals hidden foes
- **Blevins Pistol Handgun Close 3 (Salvo:** Intense or Persistent 3), *Bane*

Special Rules

- **Hard As Nails:** The Ghurkhas are some of the toughest soldiers on the planet, gaining +1 Armour (included)
- **Lying in Wait:** When the Ghurkhas are called as reinforcements they can pay 1 additional Threat to have laid an ambush. This allows the Ghurkhas to emerge from hiding anywhere within Close range of the enemy.

THE BRONZE BERETS

Lieutenant NPC

For most, going toe-to-toe with even the most minor Mythos entity is a sure-fire route to gibbering madness or an equally unpleasant death, so Section M's Quartermaster division under Dr Parker conceived the idea of a portable rail gun, able to target these creatures from afar. Pairing experimental Elder Sign-inscribed ammunition with this "Beowulf" (monster slayer) Mk 1 sniper rifle proved extremely fruitful in damaging or permanently banishing Mythos entities. Section M then embarked on a covert programme, recruiting marksman from special forces and other elite units to be the men behind the trigger. These specialists were awarded a bronze beret, signifying their feats of marksmanship. The berets traditionally notch each mythos kill on their weapon and earn a "Grendel" (10 kills) "Grendel's mother" (30 kills) and "Dragon" patch (50 kills) to track their overall tally.

Truths

- Elite Anti-Horror Snipers

Attributes

AGILITY	9	BRAWN	8
COORDINATION	10	INSIGHT	9
REASON	7	WILL	8

Skills

Academia 1 (Occultism), **Athletics 2**, **Fighting 3** (Rifles), **Observation 3** (Sight), **Resilience 2**, **Stealth 3** (Camouflage) **Survival 2**, **Tactics 1**

STRESS	10	INJURIES	2
ARMOUR	1	COURAGE	2

Attacks

- **Beowulf Mk 1 Sniper Rifle:** (Rifles), Extreme range, 8 Piercing 1, (Salvo: Vicious), Accurate, *Bane*
- **Mills Bomb:** (Throwing), Close range, 7 Area, Stun, *Inaccurate*, *Munition*
- **Blevin Steam Pistol:** (Pistol), Close range, 3 *Bane*
- **Ibn Ghazi Grenade:** (Throwing), Close range, 3 Area, *Inaccurate*, *Munition*, reveals hidden foes

Special Rules

- **Cool as a Cucumber:** Bronze Berets are imperturbable and generally react to enemies with a round from their Beowulf Rifle. If a Bronze Beret ever suffers mental stress from a Mythos creature or object, they can pay 1 Threat to immediately make an attack against the source of their terror as a Reaction. This attack increases in difficulty by +2.
- **From a Mile Away:** Bronze Berets, if they are ever seen, are usually only glimpsed as a dot on the horizon. If summoned as a reinforcement they will appear at extreme range, usually in a tree or similar high ground. On their first attack in a scene using their Beowulf Sniper Rifle, they gain +3d20 for their attack. The attack is so surprising that it forces all mortal enemies in the same zone as the target to make a difficulty 1 Resilience test or suffer 3 mental stress with the Stun effect.

Section M: Field Operatives

CAPTAIN ERIC "BADGER" HARRIS

Nemesis NPC

Captain Harris and his men are the burly right arm of the secret department within British Intelligence known as Section M. Affectionately nicknamed "Badger's Commandos", this elite unit is given all manner of odd prototype devices to combat the Nazis and the menace of the Mythos. Badger Harris himself is an exemplary leader of men, always in the vanguard, cool and collected in the face of multiple Mythos horrors. His daunting physicality, supreme tactical awareness and instinctive grasp of experimental weapons and their application, make him a formidable commando and guerrilla warfare expert, used to operating deep behind enemy lines.

Truths

- Heroic Leader of Badger's Commandos

Attributes

AGILITY	9	BRAWN	10
COORDINATION	9	INSIGHT	9
REASON	8	WILL	9

Skills

Academia 1, **Athletics 3**, **Engineering 1**, **Fighting 3** (Hand-to-Hand Combat, Close Quarters, Rifle), **Medicine 1**, **Observation 2**, **Resilience 3** (Mental Discipline), **Stealth 3**, **Survival 2**, **Tactics 1**, **Vehicles 1**

STRESS	13	INJURIES	3
ARMOUR	3	COURAGE	4

Attacks

- **Blevin Steam Gun:** (Rifles), Medium range, 5 (Salvo: Intense or Persistent 3), *Bane*
- **Sten Mk.V Submachine Gun:** (Close Quarters), Close range, 5 (Salvo: Stun), *Inaccurate*
- **Fairbairn–Sykes fighting knife:** (Melee Weapons), 4 Piercing 1, *Hidden*, *Subtle*
- **Mills Bomb:** (Throwing), Close range, 7 Area, Stun, *Inaccurate*, *Munition*

Special Rules

- **Guerrilla Par Excellence:** When leading allied troops, whether commandos or ordinary infantry, Badger can use the special rules of the squad he leads, as well as those of his own men.
- **Nemesis of the Black Sun:** Badger has faced the Black Sun time and again and is one of their most implacable enemies. When facing their summoned monsters, he and his men gain +2 Morale.
- **Tech-savvy:** Badger is very familiar with new technology and is undaunted by occult devices or experimental equipment. When attempting to use any such technology, Badger may re-roll 1d20.

CORPORAL AKHEE "THE EYE" SINGH

Nemesis NPC

Feared by the Allies almost as much as he is by the Axis powers, Corporal Singh became infamous in his homeland after the Black Mist Incident. Whilst exploring a long-abandoned temple, he discovered the statue of a forgotten god, and was 'rewarded' with the distinctive amulet which has given him his nickname. Singh is only just beginning to learn to control its terrifying power which once unleashed, turns him into a whirling cloud of blades, spreading sinister tendrils of a deadly black mist, as the Eye on the pendant begins to open. Singh dreads what will happen if it ever fully awakens as he believes the world will end. His burden has made him gloomy and withdrawn, however he has served Section M with courage, distinction and bravery across a number of theatres and missions, often as a member of Badger Harris's commandos.

Truths

- Haunted Mystical Warrior

Attributes

AGILITY	10	BRAWN	10
COORDINATION	10	INSIGHT	7
REASON	8	WILL	9

Skills

Academia 2 (Occultism), **Athletics 2**, **Engineering 1**, **Fighting 4** (Melee Weapons, Rifle), **Observation 2** (Instincts), **Persuasion 1**, **Resilience 2**, **Stealth 2**, **Survival 2**, **Tactics 1**, **Vehicles 1**

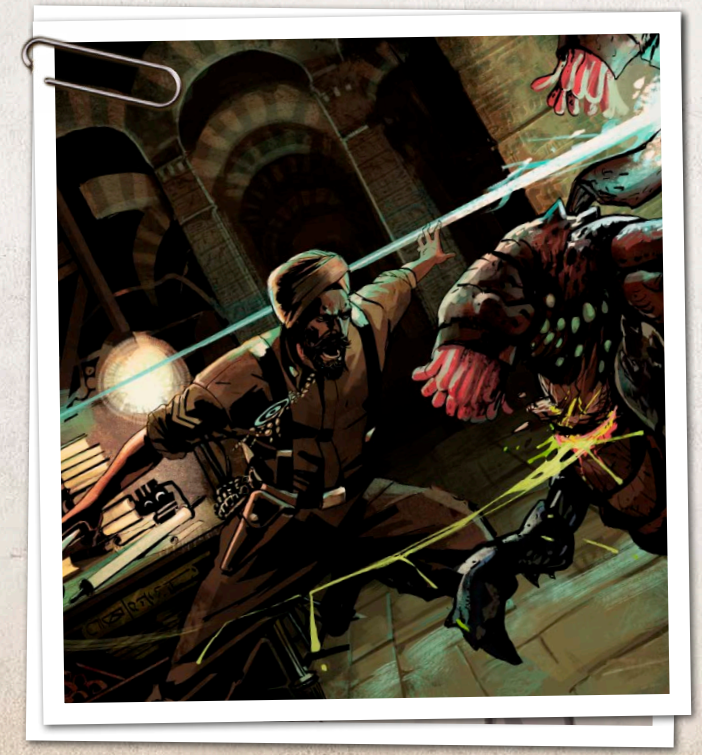
STRESS	12	INJURIES	3
ARMOUR	2	COURAGE	3

Attacks

- **Blevin Steam Gun:** (Rifles), Medium range, 4 (Salvo: Intense or Persistent 3), *Bane*
- **Kirpan:** (Melee Weapons), 5 Piercing 2, *Hidden*, *Subtle*
- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, *Inaccurate*, *Throwing*

Special Rules

- **The Eye Opens:** Once per scene Singh can pay 2 Threat to declare that the eye opens. At this time Singh will assume his unleashed form and will be able to attack all enemies within Close range with +3d20 to hit and the Area effect on his Kirpan. At the end of his attack, Singh must attempt a difficulty 2 Will + Academia test to return the eye to its slumber and resume his mortal form. If this is unsuccessful, everyone within close range suffers 5 mental stress. Each turn the eye's dark tendrils will expand into one adjacent zone and Singh must take a major action attempt to calm it or else everyone in that zone will be subject to the mental attack. The mist will expand into one additional zone per turn, for up to eight zones distance, until all enemies are defeated or until the action scene is over, after which it safely dissipates.



"MAD" JACK MCMASTERS

Nemesis NPC

Lieutenant Colonel "Mad" Jack McMasters is a much decorated and ever-so-slightly deranged Allied hero, whose fearless nature, ability to inspire men and deep loathing of the Order of the Black Sun, has made him one of the Allies' most potent weapons in the Secret War. McMasters has a profound fondness for ancient weaponry, often using his longbow on stealth and infiltration missions. He likes nothing better than duelling Black Sun canons or Mythos horrors with his broadsword Nelly. He is said to keep the head of the Black Sun canon who slew his brother preserved in a box and, when one of his occasional fits of madness overtakes him, can be heard talking to and even crooning to this macabre trophy.

Truths

- Heroic Foe of the Black Sun
- Gentleman of the Old School

Attributes

AGILITY	8	BRAWN	9
COORDINATION	8	INSIGHT	9
REASON	8	WILL	12

Skills

Academia 1 (Occultism), **Athletics 2** (Physical Training), **Fighting 3** (Melee Weapons, Close Quarters, Exotic), **Observation 2**, **Persuasion 2**, **Resilience 4**, **Stealth 2**, **Survival 2**, **Tactics 1**, **Vehicles 1**

STRESS	16	INJURIES	3
ARMOUR	2	COURAGE	7

Attacks

- **Sten Mk.V Submachine Gun:** (Close Quarters), Close range, 5 (Salvo: Stun), *Inaccurate*
- **Longbow:** (Exotic), Long range, 6 Piercing 1 (Salvo: Vicious), *Reliable*, *Subtle*
- **Longsword (Nelly):** (Melee Weapons), 6 *Bane*
- **Mills Bomb:** (Throwing), Close range, 7 Area, Stun, *Inaccurate*, *Throwing*

Special Rules

- **Death to the Black Sun!** McMasters is prone to fits of Beyond Fearless: If McMasters ever suffers an injury from a mental attack or Mythos source, he may pay 2 Threat to ignore the injury.
- **Melancholy:** Mad Jack is prone to melancholy and often only comes to life when plotting the downfall of the Black Sun. When facing those Nazi villains, he may, after making an attack, spend 2 Momentum to make a second attack.

MAJOR SERAPH: THE WHITE WITCHMAN

Nemesis NPC

Major Seraph is a powerful sorcerer and adept, and one of the 'chief spooks' of Section M. Physically thin, pale and rather angular, with fey, equine facial features and a distinctive shock of long, unnaturally white hair, he is a striking sight. He favours conventional military battle dress, usually accompanied by a great coat or leather aviator's jacket. He will occasionally resort to conventional weapons, but when pressed much prefers to fight with his distinctive Khukri. Sorcery is his chief weapon though and he is capable of adopting local traditions depending where he is (Viking magic in Scandinavia, Egyptian magic in the desert, for example). It is said, Seraph sometimes transform into a vengeful archangel or demonic form, when unleashing his most potent magics.

Truths

- Mysterious Otherworldly Sorcerer

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	9
REASON	9	WILL	12

Skills

Academia 5 (Occultism), **Athletics 1** (Physical Training), **Fighting 2** (Melee Weapons, Exotic), **Observation 2**, **Persuasion 2**, **Resilience 2**, **Stealth 2** (Camouflage), **Survival 2**, **Tactics 2** (Battlefield Tactics)

Power: 6

STRESS	14	INJURIES	3
ARMOUR	1	COURAGE	5

Attacks

- **Enchanted Khukri:** (Melee Weapons), 4 Vicious, *Bane*
- **Webley Revolver:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*, *Reliable*
- **Mills Bomb:** (Throwing), Close range, 7 Area, Stun, *Inaccurate*, *Munition*
- **Ibn Ghazi Grenade:** (Throwing), Close range, 3 Area, *Inaccurate*, *Munition*, reveals hidden foes

Spells and Rituals

Seraph is a powerful spellcaster, who uses Will to cast spells, and may learn spells from different traditions and has access to all spell books, including both Allied and Mythos traditions and all rituals. The spell selection shown is just a typical sample: Spear of Lug, Bounties of Dagda, Horn of Néit, Roots of the Earth, Curse of Loki, Wisdom of Frigg, Wave Storm, Pool of Limpid Bliss, Way of the Gatekeeper, Dismiss Entity (ritual), Descry Enchantment (ritual), Planewalker (ritual).

Section M: Top Brass

THE RIGHT HON. ALEXANDER (ALEC) WARD-GRAY, VISCOUNT TOWTON

Nemesis NPC

Alec Towton ran away to sea to find his fortune and, after many an adventure, returned home to set up his own business empire. He misses the excitement of commerce, but realises he has now embarked on the greatest challenge of all — helping Section M defend Britain against the might of the Nazi occult.

Towton has direct experience of its dangers, something happened to him on his travels and although he never speaks of it, the library at his ancestral pile has certainly acquired some unusual reading material. He has also formed strong links with various academics at Oxford and Miskatonic Universities, notably one Professor Richard Deadman. Short, lithe, and charismatic, Towton is a driven and determined man who likes to work and play hard and has bent his considerable intellectual and resources to defeating Black Sun and all its unholy works.

Truths

- Patrician Head of Section M
- Prodigious Linguist

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	9
REASON	11	WILL	10

Skills

Academia 2 (Linguistics, Occultism), **Athletics 2**, **Engineering 1**, **Fighting 1**, **Observation 2**, **Persuasion 3**, **Resilience 2**, **Stealth 2** (Disguise), **Survival 2**, **Tactics 2** (Leadership), **Vehicles 1**

STRESS	12	INJURIES	3
ARMOUR	1	COURAGE	4

Attacks

- **Webley Revolver:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*, *Reliable*

Special Rules

- **Friends and Allies:** Towton has accrued allies across the globe in all different walks of life. Given time to utilise his contacts, Towton can pay 1 Threat to find a friend or ally in a position to provide him with aid.
- **Veteran Adventurer:** Viscount Towton has led a lifetime of challenge and adventure. When making any test using Insight or Reason he can reroll 1d20.

MARGARET "PEGGY" WALSH

Nemesis NPC

Brought up in a strict Scottish household, Miss Walsh appears to be the archetypal demure secretary, responsible for ensuring that Lord Towton's day runs smoothly. Appearances are deceptive, however, despite always being immaculately turned out, Peggy's upbringing did little to curb her inherent wild streak, and she took the job with her adventurous nobleman precisely because there was likely to be danger and excitement at every turn. Young, pretty, and adventurous, Peggy nevertheless has a sensible head on her shoulders and is highly organised. She enjoys a challenge, which is just as well, given who she works for.

Truths

- Stalwart Personal Assistant

Attributes

AGILITY	8	BRAWN	7
COORDINATION	8	INSIGHT	10
REASON	9	WILL	12

Skills

Academia 2 (Occultism), **Athletics 1**, **Fighting 1**, **Medicine 1**, **Observation 3** (Hearing), **Persuasion 3** (Negotiation), **Resilience 2**, **Stealth 2** (Disguise), **Survival 1**, **Tactics 3** (Leadership), **Vehicles 1**

STRESS	14	INJURIES	3
ARMOUR	0	COURAGE	5

Attacks

- **Wellington Umbrella (Ranged):** (Handguns), Close range, 6 (Salvo: Vicious), *Hidden*, *Reliable*

Special Rules

- **Perfectly Prim and Proper:** Miss Walsh maintains a perfect front of proper manners and behaviour. At times, her social skills allow her to fade into the background, unnoticed by those around her. At others, her disapproving glare can give pause to even the most stubborn soul. Miss Walsh reduces the difficulty of all Stealth tests she attempts by 1, as her demure appearance leads others to ignore her. However, when she wishes to be noticed, she may pay 2 Threat to make a mental attack against a single character in close range; this is a **Will + Persuasion test** with a difficulty of 1, which inflicts 5 mental stress with the Stun effect if successful. Mental injuries inflicted by Miss Walsh represent embarrassment more than harm, and they are recovered automatically (and without risk of scars) at the end of the scene.
- **Wild At Heart:** Miss Walsh loves adventure and willingly embraces feats of derring-do. When she purchases one or more d20s on a skill test for acrobatics, climbing or running, she may re-roll 1d20.

ARTHUR MORRIS

Nemesis NPC

Recruited after he intervened in a brawl outside a club in Soho, Morris now acts as chauffeur, handyman, and sparring partner to his Lordship. Just as loyal as Miss Walsh, he too rarely speaks about the strange encounter that plunged them into running Section M, although he does like to drop dark hints when he's had one too many drinks. Strong, stocky, with a bent nose testament to his earlier career, Morris is a serious man, more renowned for his sense of duty than his sense of humour.

Truths

- Trusted Bodyguard
- Former Wrestler and Thug

Attributes

AGILITY	9	BRAWN	12
COORDINATION	9	INSIGHT	8
REASON	7	WILL	9

Skills

Athletics 2 (Physical Training), **Engineering 1**, **Fighting 4** (Hand-to-Hand Combat), **Medicine 1**, **Observation 2**, **Persuasion 3**(Intimidation), **Resilience 3** (Physical Fortitude), **Stealth 1**, **Survival 1**, **Vehicles 2** (Cars)

STRESS	15	INJURIES	3
ARMOUR	3	COURAGE	4

Attacks

- **Brass Knuckles:** (Hand-to-Hand Combat), 6 Stun, *Hidden*

Special Rules

- **The Old One-Two:** If Morris lands a blow using his Hand-to-Hand Combat focus and generates 2 Momentum he may hit the target again. No additional skill test is required and the Momentum can be spent as normal. While this doesn't count as an additional action, once he has used this ability, Morris cannot make any additional Melee attacks until his next turn.

DR DENNIS PARKER

Nemesis NPC

As head of research at Clemens Park, Dr. Parker maintains a largely liberal attitude to the strange goings on around him. Having worked for Towton as an industrial chemist before the war, he trusts His Lordship's judgement, but is more than a little bemused by the strange direction in which he finds his life turning. It is his job to ensure an apparently never-ending supply of gadgets and gizmos to Section M's field agents, something which his top-class Cambridge education has barely prepared him for. Of medium build and height, Dr. Parker's only outstanding physical feature are his green eyes, which miss absolutely nothing. Calm and methodical, he is also capable of large, apparently disconnected, leaps of logic but tends not to venture an opinion until he has something worth saying.

Truths

- Technological Genius
- Quartermaster

Attributes

AGILITY	7	BRAWN	7
COORDINATION	7	INSIGHT	10
REASON	12	WILL	11

Skills

Academia 5 (Science), **Athletics 1**, **Engineering 4** (Mechanical Engineering), **Fighting 1**, **Medicine 1**, **Observation 4** (Sight), **Persuasion 2**, **Resilience 1**, **Vehicles 1**

STRESS	12	INJURIES	3
ARMOUR	0	COURAGE	3

Attacks

- **Parker's Steam Derringer:** (Exotic), Close range, 5 (Salvo: Intense), *Bane*, *Hidden*

Special Rules

- **Genius intellect:** Parker may re-roll 1d20 on any test he attempts which uses Insight or Reason.
- **My Little friend:** Parker often tinkers with various devices and often comes up with interesting variations on established gadgets. If Parker pays 1 Threat, then he has one such device upon his person. Usually this is his signature Steam Derringer, but GMs might allow all manner of gadgets. The Steam Derringer is a compact version of the Blevin steam gun (see p.XX).

Resistance Forces

Despite their early successes across Eastern and Western Europe, everywhere the Axis forces occupy local resistance movements emerge. In the East, Polish, Yugoslavian and Soviet partisans form up to resist the hated invader, in central Europe there are major French, Belgian and Dutch movements, while in the North, Danish and Norwegian resistance prove a constant thorn in the Nazis' side. Even Axis countries like Italy and Germany themselves boast significant resistance movements and everywhere, once the shock of invasion subsides, people band together to fight back against the oppressors, whether through small acts of defiance like tuning in to the BBC World Service on secret radios, to spreading propaganda, helping to repatriate downed airmen, or even sabotaging infrastructure or attacking the occupying forces.

"Resist, resist to your very last breath!"
- Ariane Dubois

RESISTANCE FIGHTER/PARTISAN

Trooper NPC

These brave resistance fighters operate clandestinely, either living locally within native populations or striking from hills, mountains and abandoned places to fight their hidden war. Values are given for a typical resistance fighter, but individuals may have different skills and expertise, varying according to their background, occupation and the country they reside in. They might also have different weapons and equipment, being either supplied from London via airdrop, or acquiring local weapons and equipment from the invading forces.

Truths

- Civilian Dedicated to Overthrowing Nazi Occupiers

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	7
REASON	7	WILL	9

Skills

Athletics 1, **Engineering 1** (Explosives), **Fighting 2** (Close Quarters), **Resilience 3**, **Stealth 2**, **Tactics 1**

STRESS	6	INJURIES	1
ARMOUR	0	COURAGE	2

Attacks

- ***Maschinenpistole* 40 (MP40):** (Close Quarters), Close range, 4 (Salvo: Stun), *Inaccurate*

Escalation Options

- ***Stielhandgranate* 24:** (*Throwing*), Close range, 5 Area, Stun, *Munition*

ARIANE DUBOIS

Nemesis NPC

A stalwart member of the French Resistance, Ariane has been the bane of Wehrmacht officers across occupied France. Initially motivated by revenge for the death of her parents at the hands of the Black Sun, she was often in the forefront of resistance attacks, sprinting forward with her trusty Lugers whilst the terrifying creature that bonded with her during Operation Pandemonium prepares to devour the spirit of another Nazi. She tries not to dwell on what will happen once there are no more Nazis left to kill.

What began as simple blind revenge has changed Ariane over the course of the war. At first, she struck with pure hatred, but eventually came to realise revenge is a dish best served *du froid* and has risen to become a cunning and tough leader of the French resistance, co-ordinating and planning savage attacks against the hated occupiers.

Truths

- Resistance Hero, Haunted
- Symbiotic Creature

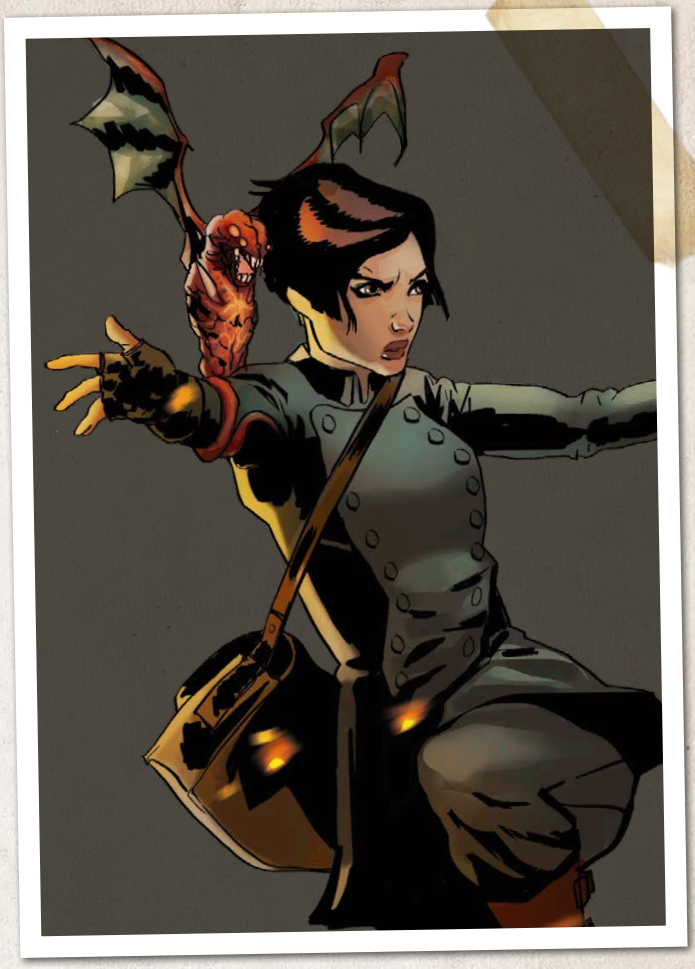
Attributes

AGILITY	9	BRAWN	9
COORDINATION	10	INSIGHT	9
REASON	8	WILL	9

Skills

Academia 1 (Occultism), **Athletics 2** (Running), **Engineering 2** (Explosives), **Fighting 3** (Handguns), **Observation 2**, **Persuasion 2**, **Resilience 2**, **Stealth 2** (Disguise), **Survival 1**, **Tactics 2**, **Vehicles 1**

STRESS	11	INJURIES	3
ARMOUR	4	COURAGE	3



Attacks

- **Dual Luger P08 9mm:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*
- **Stielhandgranate 24:** (Throwing), Medium range, 6 Area, Stun, *Munition*

Special Rules

- **Both Guns Blazing:** Dubois is an expert at dual wielding pistols. She may choose to make two attacks with her Lugers as normal for a character wielding two weapons, or she may choose to focus fire on a single foe. If she chooses to focus fire, she makes a single ranged attack, but adds +2 to the stress inflicted and the Intense effect.
- **Demonic Protector:** Dubois has a demonic ally which is her constant companion. If Ariane is ever threatened, the demon will drop everything to come to her aid and defend her to the death.

ARIANE'S CREATURE

Lieutenant NPC

As Ariane has evolved, so too has her spirit creature. From the small, winged fell demon that once perched on her shoulder, it can now grow and transform into an unstoppable, brutal battlefield behemoth.

Truths

- Soul-Drinking Demon

Attributes

AGILITY	10	BRAWN	14 (1)
COORDINATION	10	INSIGHT	8
REASON	6	WILL	12

Skills

Academia 5 (Occultism), **Athletics 4**, **Fighting 3**, **Persuasion 3**, **Resilience 5**

STRESS	20	INJURIES	2
ARMOUR	5	COURAGE	8

Attacks

- **Horrible talons:** (Hand-to-Hand Combat), 7 Vicious

Special Rules

- **Drink Soul:** As a major action, Ariane's creature may use its Drink Soul ability against a single human-sized enemy victim within Reach. The creature must make a Will + Persuasion test, opposed by the target's Will + Resilience (both at difficulty 1) — if successful, the spirit creature drinks deep, inflicting 6 mental stress with the Drain and Piercing 1 effects. Ariane recovers 1 stress for each point of Fatigue inflicted. If the victim is defeated by this attack, the demon drinks their soul; their thoughts and memories become part of the spirit creature (and subsequently Ariane). The demon may only ever attempt this attack on an individual once.
- **Extraordinary Brawn 1:** The demon gains one automatic success on all Brawn-based skill tests. In addition, it inflicts +1 physical stress with melee attacks, has +1 maximum Stress, and +1 Armour resistance, all of which are included in the profile above.
- **Menacing:** When the creature enters a scene, immediately generate 1 Threat.
- **Tail lash:** If the demon suffers any stress from a melee attack, it may pay 2 Threat to inflict 4 physical stress to its attacker, knocking them prone.

US Forces

US INFANTRYMAN

Trooper NPC

The US Infantry is the backbone of the US Army and is a flexible and effective combat force. Although sometimes suffering from poor quality personnel (with promising recruits transferred to elite forces), they are well-equipped and well fed compared to other Allied or Axis troops, and can rely upon the largest support structure of any army, with ample air power, artillery backup, and first-class medical care. Tough, resilient and courageous, the US infantryman should never be underestimated.

Truths

- Well Equipped Infantry Fighter

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	8
REASON	8	WILL	7

Skills

Athletics 2, **Fighting 2** (Rifles), **Medicine 1**, **Resilience 1**, **Stealth 1** (Camouflage), **Survival 1**, **Tactics 1**, **Vehicles 1**

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **M1 Garand:** (Rifles), Medium range, 5 (Salvo: Vicious), *Reliable*
- **Bayonet:** (Melee) 3 Piercing 1

Escalation Options

- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, *Inaccurate*, *Munition*
- **M1A1 Bazooka:** (Heavy Weapons), Medium range, 6 Vicious, *Cumbersome*, *Escalation*, *Inaccurate*, *Giant-Killer*, *Heavy*, *Inaccurate*, *Munition*
- **Browning Automatic Rifle:** (Rifles), Medium range, 5 (Salvo: Area), *Heavy*, *Inaccurate*

US INFANTRY OFFICER

Trooper NPC

US Infantry officers are well trained in the theory of war but lack the battlefield experience and direct tactical knowledge of their British counterparts. After the US enters the war in 1941, they are given a baptism of fire in both European and Eastern theatres and emerge as courageous and determined leaders of men.

Truths

- Well-trained but Untested Leader

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	8
REASON	9	WILL	7

Skills

Academia 1, **Athletics 1**, **Fighting 1** (Handguns), **Observation 3**, **Persuasion 2**, **Tactics 2** (Leadership)

STRESS	4	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **M1911A1:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*
- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, *Inaccurate*, *Munition*

US ELITE FORCES

Lieutenant NPC

US Airborne and Ranger divisions form the bulk of the US's elite armed forces in the field and are the bedrock of many US combat operations. US Airborne forces are tenacious combatants, trained to drop into and hold strategic positions against their enemy, but like all paratroopers they are not equipped for prolonged engagements. Rangers are volunteers drawn from other Army units with an emphasis on physical discipline, tactical expertise, and combat ability, giving them the capacity to rapidly adapt to an ever-changing battlefield while working in close-knit teams.

Truths

- Elite US forces

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	8	WILL	8

Skills

Athletics 3, **Fighting 3** (Close Quarters), **Observation 2**, **Persuasion 1**, **Resilience 2**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 1** (Covert Abilities), **Vehicles 1**

STRESS	11	INJURIES	2
ARMOUR	2	COURAGE	2

Attacks

- **Thompson Submachine Gun:** (Close Quarters), Close range, 4 (Salvo: Stun), *Inaccurate*
- **Mk1 Trench knife:** (Melee Weapons), 3 Vicious, *Hidden*
- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, *Inaccurate*, *Munition*

Special Rules

The NPC has either one of **Airborne** or **Behind Enemy Lines** abilities, plus the **Do or Die** ability, below:

- **Airborne:** Airborne troops are trained to parachute into battle. When called in as reinforcements, airborne troops can arrive from above, deploying from a transport plane flying overhead. Any ranged attack made against them before they land, at the beginning of their first turn, suffers +1 difficulty.
- **Behind Enemy Lines:** Rangers are used to operating behind enemy lines and may re-roll a single d20 on any Stealth or Survival test they attempt.
- **Do or Die:** Airborne and ranger forces are used to operating independently and know they are likely to be cut off from support for a lot of the time. Such is their determination that they may pay 1 Threat to gain +2 Morale.

US Secret War Special Forces

PATHFINDER DEMON HUNTERS

Lieutenant NPC

The Pathfinder Demon Hunters are known to their own people as the Keijn (Tlingit for five). Only the bravest and most spiritual warriors learn the ways of the demons, along with how to battle and defeat them. Armed with traditional Tlingit Shé Xelit armour and weapons, the warriors join the US Pathfinders under the command of Majestic to fight against the evil unleashed by the Third Reich.

Truths

- Spiritual First Nation Warriors

Attributes

AGILITY	9	BRAWN	8
COORDINATION	8	INSIGHT	8
REASON	8	WILL	10

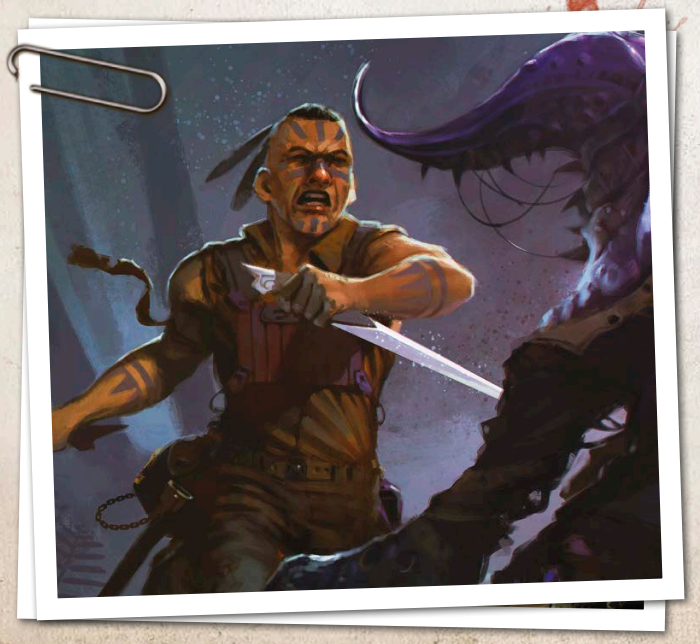
Skills

Athletics 3 (Physical Training), **Fighting 3** (Melee Weapons), **Observation 2**, **Persuasion 1**, **Resilience 2**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 1** (Covert Abilities), **Vehicles 1**

STRESS	10	INJURIES	2
ARMOUR	2	COURAGE	4

Attacks

- **Blevin Steam Pistol:** (Handguns), Close range, 3 (Salvo: Intense or Persistent 3), *Bane*
- **Tlingit bow:** (Exotic), Long range, 5 Piercing 1, (Salvo: Vicious), *Reliable*, *Subtle*, *Bane*
- **Tlingit sword:** (Melee Weapons), 6 Piercing 2, *Reliable*, *Subtle*, *Bane*



Special Rules

- **Spiritual Beliefs:** Demon Hunters accept the supernatural as a regular part of existence. When facing Mythos threats, they gain the Vicious effect on all attacks with a Tlingit bow and all melee attacks. In addition, they increase their Armour by +4 against spells and the attacks of Mythos creatures.
- **Victory Soothes Me:** Whenever a Nazi sorcerer or occult creature is defeated within Medium range of a Demon Hunter, that Demon Hunter immediately recovers 3 Stress.
- **Will and Will Alone:** Demon Hunters gain bonus Armour resistance and melee damage from Will rather than Brawn.

THE FLAMING SALAMANDERS

Lieutenant NPC

"If it slithers, make it wither. Still in doubt? Burn it out!" runs the motto of the Majestic Corps' Flaming Salamanders, a group of dedicated Marine pyromaniacs whose default response to the horrors of the Mythos is 'cleanse them with fire'. These Marines usually operate in small sections and wear an all-enveloping suit comprised of flame-retardant, bullet-resistant fabric developed by Majestic's secret labs. The Salamanders, commanded by Captain Leon Husk, employ all manner of fire-based weaponry, from standard weapons modified to shoot flammable ammunition, to napalm grenades and several grades of flamethrower including the devastating Dragon's Breath Mk II.

Truths

- Anti-Mythos Pyromaniacs

Attributes

AGILITY	8	BRAWN	10
COORDINATION	9	INSIGHT	8
REASON	7	WILL	9

Skills

Athletics 2, **Engineering 2** (Combat Engineering, Explosives), **Fighting 2** (Heavy Weapons), **Medicine 1**, **Observation 1**, **Persuasion 1**, **Resilience 3**, **Survival 2**, **Tactics 2**, **Vehicles 1**

STRESS	13	INJURIES	2
ARMOUR	3	COURAGE	4

Attacks

- **Dragon's Breath Mk II:** (Heavy Weapons), Medium range, 6 Persistent 4, (Salvo: Area or Piercing 2), *Escalation*, *Bane*, *Debilitating*

Escalation Options

- **Crackler M5-1 Electric Bazooka:** (Heavy Weapons), Medium range, 7 Stun, (Salvo: Area or Intense), *Bane*, *Escalation*, *Inaccurate*
- **Napalm Grenade:** (Throwing), Close range, 5 Area, Persistent 4, *Inaccurate*, *Munition*

Special Rules

- **Burn it Down:** The Salamanders prefer flamethrowers over every other weapon, but when a more long-range armament is required, they can swap out the regular ammo of a weapon with incendiary rounds. When making a Salvo attack with a conventional firearm (a handgun, carbine, rifle, sub-machine gun, etc.), a Salamander may add the Piercing 4 effect to the attack instead of the normal Salvo options.
- **Fireproof:** The Salamanders' uniforms and armour are treated to resist fire. They gain +1 Armour and ignore the Persistent X effect from fire, flame, or heat-based attacks.

FOLEY'S FURIES

Lieutenant NPC

The Furies are a cohort of elite US airborne troops, parachuted in to counter Mythos-supported assaults or clean up any outbreaks of stray horrors and are considered by Majestic to be the ultimate clean-up squad. Armed with the very latest Majestic weaponry, the Furies have racked up over 100 combat drops on fronts from the deserts of Africa, to the forests of the Ardennes to the jungles of Burma. The Furies' unit badge and insignia depicts a vengeful Greek goddess rending apart a Servitor and they are commanded by Colonel Frank 'Furious' Foley, a grizzled veteran of the 101st Airborne.

Truths

- Mother of all Rapid Response Units
- Best Possible Equipment

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	8	WILL	8

Skills

Athletics 3, **Fighting 3** (Close Quarters), **Observation 2**, **Persuasion 1**, **Resilience 2**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 1** (Covert Abilities), **Vehicles 1**

STRESS	11	INJURIES	2
ARMOUR	2	COURAGE	2

Attacks

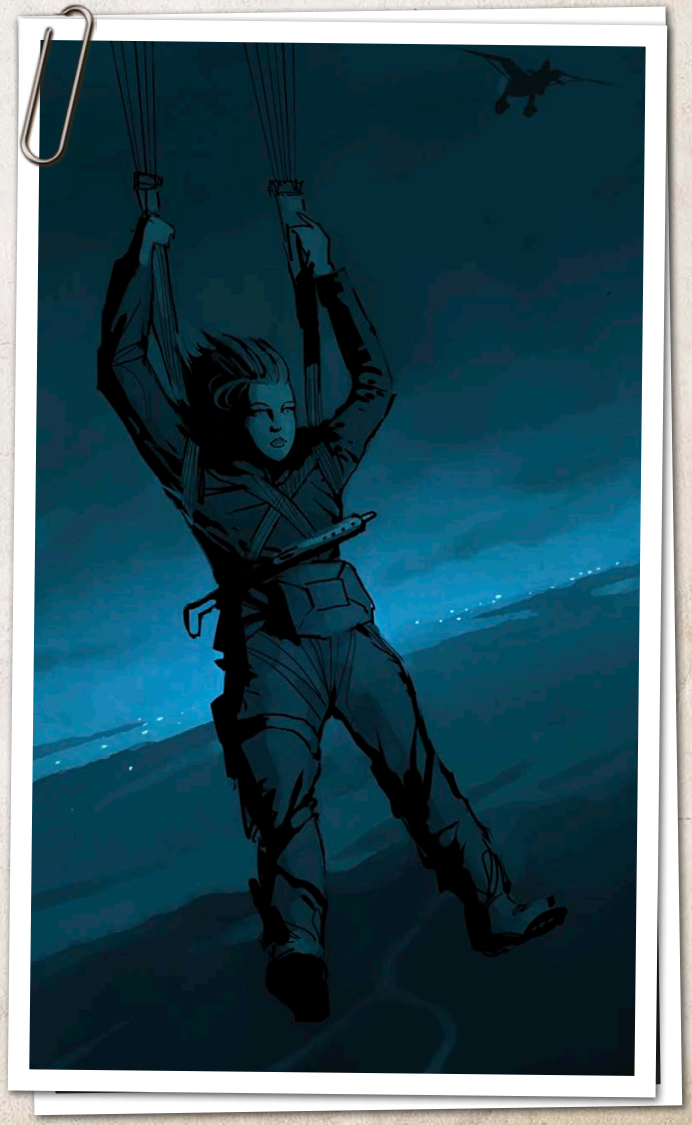
- **Eastin-Bakhaus Arclight Rifle (EBAR):** (Rifles), Medium range, 5 Stun, (Salvo: Intense), *Bane*, *Escalation*
- **Mk1 Trench knife with Electrifier:** (Melee Weapons), 4 Stun, Vicious, *Bane*
- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, *Inaccurate*, *Munition*

Escalation Options

- **Coyote Grenade Launcher (Fragmentation Grenades):** (Heavy Weapons), Long range, 6 Area, Stun, Indirect, *Escalation*, *Inaccurate*, *Munition*

Special Rules

- **Airborne Forever:** Foley's Furies are drawn from the best of the Airborne rangers. When called in as reinforcements, Furies can arrive from above, deploying from a transport plane flying overhead. Any ranged attack made against them before they land, at the beginning of their first turn, suffers +2 difficulty.
- **Aren't You Dead Yet?** Support is considered dispensable for the Furies. When operating without direct support, Furies gain +2 Morale.



Majestic Field Operatives

SERGEANT BRANDON CARTER

Nemesis NPC

On secondment from the US Army, Carter is one of the few people to survive the "Stratford Affair". Since that day he is never without an Elder Sign medallion, causing his Thompson submachine gun to take on a life of its own, spitting out a hail of Mythos-fuelled bullets. Some might dismiss Carter as a typical "loud mouthed Yank" and it's true, his bluntness and lack of social graces, can rub many — especially officers and those who consider themselves his superiors—up the wrong way. However, there's no doubting Carter's courage and absolute commitment to the cause: he hates Nazis in general and reserves a special fury for the Black Sun and its many works. A natural soldier and a superb squad leader, the powers his medallion bestow mean he has few qualms about going toe to toe with even the nastiest Mythos horrors.

Truths

- Bold, Brash & Blunt
- Courageous NCO

Attributes

AGILITY	9	BRAWN	10
COORDINATION	10	INSIGHT	8
REASON	8	WILL	9

Skills

Athletics 3 (Throwing), **Engineering 2** (Explosives) **Fighting 3** (Close Quarters), **Observation 1**, **Persuasion 1**, **Resilience 3**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 2**, **Vehicles 1**

STRESS	13	INJURIES	3
ARMOUR	3	COURAGE	4

Attacks

- **Thompson Submachine Gun:** (Close Quarters), Close range, 4 (Salvo: Stun), *Inaccurate*
- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, *Inaccurate, Munition, Bane, Vicious*

Special Rules

- **Medallion of Power:** Carter's medallion protects him against the Mythos. His Armour against the attacks of Mythos creatures increases by +3. In addition, attacks with his SMG are considered to have the *Bane* and *Vicious* qualities against all Mythos creatures.
- **With Me Soldier!** When Sgt Carter leads a squad he can perform reactions, though he must pay 1 Threat to do so.

PROFESSOR RICHARD DEADMAN

Nemesis NPC

"Pasty" Deadman, as he is known (much to his chagrin), is your classic American professor who gets caught up in the action but who just might have sufficient knowledge to defeat the Nazis' Mythos magic. Instrumental in the establishment of both Section M and Majestic, he is a great asset to the Allied war effort and one of their strongest magical adepts.

Deadman is able to access and learn a wide variety of spells, although he favours protective magics, and eschews the more sinister mind-warping ones, unless the need is absolutely critical. The spell selection shown is just a small example of what Deadman is capable of and GMs may choose a selection of their own devising, based on what the Professor would deem appropriate for a particular mission.

Deadman has an incredible and occasionally infuriating eye for detail, and regularly interjects 'did you know that…' to enlighten his colleagues as to the innocuous origins of some random detail, that sometimes turn out to be vital to the mission. Deadman is also an obsessive collector and has amassed a vast library of rare books, tomes, manuscripts and antiquities during both his studies and his travels. He has unprecedented access to library services throughout the academic world and extensive contacts in the shady rare book and antiquities markets.

He maintains a personal library said to contain copies of the forbidden Necronomicon, the Cthäat Aquadingen, and the Cultes des Goules as well as many other rare and unusual mythos tomes. If Deadman does not possess a copy of an esoteric work, it is likely he can quickly gain access to it. Deadman's Achilles' heel is his passion for and devotion to rare books and his personal Holy Grail is the endless search for the Chroniclos Atlantis et Lemuria — a tome even rarer than the Necronomicon, said to be the memoirs of a sorcerer who witnessed the fall of the lost continents. It is the one book which has consistently eluded him and the merest hint or chance of obtaining a copy is enough to set Deadman twitching. He may even forget or ignore all other current objectives in his obsession for possessing this long-lost work.

Truths

- Absent-minded Bookworm
- Powerful Sorcerer

Attributes

AGILITY	9	BRAWN	7
COORDINATION	8	INSIGHT	9
REASON	11	WILL	10

Skills

Academia 5 (History, Occultism), **Fighting 2** (Handguns), **Medicine 3** (First Aid), **Observation 1**, **Persuasion 3**, **Resilience 5** (Mental Discipline), **Stealth 1**

Power: 5

STRESS	15	INJURIES	3
ARMOUR	1	COURAGE	5

Attacks

- **M1911A1:** (Handguns), Close range, 5 *Accurate*

Special Rules

- **Personal Wards:** Deadman's personal protective magics increase the difficulty of any spell cast against him by 2.
- **Protective Magics:** Deadman maintains a wide variety of protective charms over himself and his companions. Deadman and any ally within Close range gain +4 Cover and Morale against stress caused by spells and magical attacks.

"I do wish you'd
stop calling me that,
I admit my head's
often lost in my books,
but I get as much
sunlight as anyone else."
– Richard Deadman

Spells and Rituals

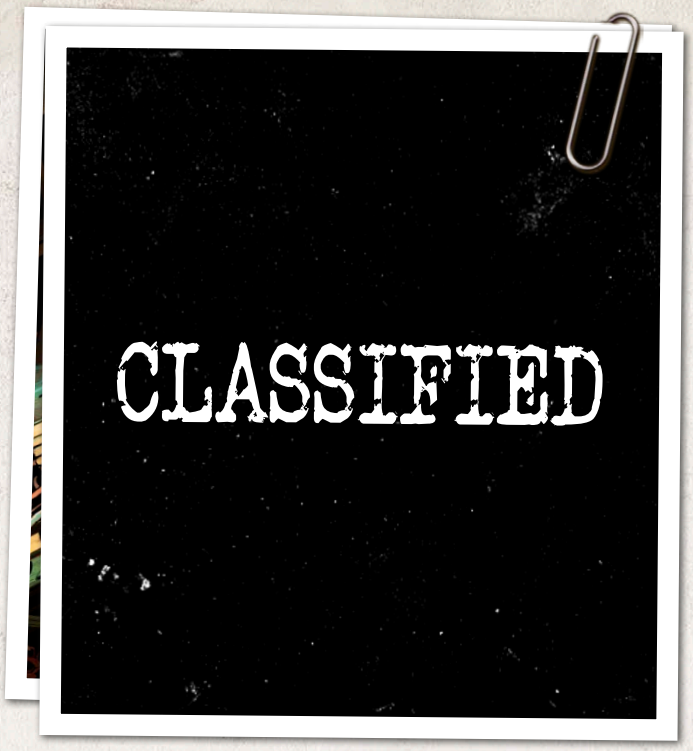
Deadman is a powerful spellcaster, using Reason to cast spells, and has learned spells from many different traditions. He has access to all spell books, including both Allied and Mythos and all rituals. The spell selection shown is just a representative sample: Spear of Lug, Bounties of Dagda, Horn of Néit, Roots of the Earth, Curse of Loki, Wisdom of Frigg, Wave Storm, Pool of Limpid Bliss, Way of the Gatekeeper, Dismiss Entity (ritual), Descry Enchantment (ritual), Planewalker (ritual).

Majestic Top Brass

SALLY ARMITAGE

Nemesis NPC

Her father's involvement in a series of strange events in the late 1920s, and her own childhood in the woods and fields along the Miskatonic River, have prepared Miss Armitage to deal with the baffling and bizarre cases that Majestic are tasked with solving. Direct and unfussy, Sally's mind is highly analytical and she is an excellent judge of character. She has always worked hard to get what she wants and expects the same dedication from her staff. No practitioner herself, she both admires and is highly wary of anyone professing actual ability in the arcane arts. Even though her father's health is now failing, she still consults him regarding the more obscure minutiae of her current occupation. Willowy and serene, the first few flecks of grey are starting to appear in Sally's practically-styled and neatly-groomed hair. Quiet and watchful, she is an excellent listener and quite adept at leading people into telling her more than they probably should, with insightful yet apparently harmless questions.



Truths

- A Quiet and Steady Hand
- Shrewd, Wary of the Occult

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	9
REASON	9	WILL	12

Skills

Academia 4 (Occultism), **Athletics 1**, **Fighting 2** (Handguns), **Medicine 2**, **Observation 3**, **Persuasion 3**, **Resilience 2** (Mental Discipline), **Tactics 3** (Leadership)

STRESS	10	INJURIES	3
ARMOUR	0	COURAGE	5

Attacks

- **M1911A1:** (Handguns), Close range, 5 (Salvo: Vicious) *Close Quarters*

Special Rules

- **Calm conversation:** When engaging in conversation with another character, Sally can, without making a test, ask a single question as per the Obtain Information Momentum spent.
- **Raised in the Miskatonic:** It takes a lot to make an Armitage panic. Whenever Sally suffers a mental injury from Mythos sources (creatures, spells, cultists), she may pay 2 Threat to ignore that injury.

DR. WILFRED C LLANFER

Nemesis NPC

Head Librarian at Miskatonic University since the mid-1930s, Dr. Llanfer is very fond of Sally Armitage, his former mentor's daughter, and is delighted to be of service to both her and his country. Deep down he fears the repercussions of delving too far into forbidden lore to secure victory, for both sides. Precise and generally charming, only a wanton disregard for knowledge and a lack of care towards his precious books are known to rouse him to anger. He attempts to steer any trainees away from what he considers to be harmful areas of research, and concentrates on providing a curriculum promoting protection and avoidance rather than head-on challenge.

Tall, spare, and topped by an immaculate crown of white hair, Dr. Llanfer is no longer in the prime of his youth, as evidenced by the slight stoop with which he now walks. His mind, however, is still razor-sharp and he knows the location of every book in his beloved library, as well as the names of those borrowing them.

Truths

- World Leading Academic
- Esoteric Authority

Attributes

AGILITY	9	BRAWN	7
COORDINATION	8	INSIGHT	10
REASON	11	WILL	9

Skills

Academia 4 (History, Occultism), **Engineering 2**, **Fighting 2**, **Medicine 2**, **Observation 3**, **Persuasion 3** (Intimidation), **Resilience 2** (Mental Discipline), **Tactics 2**

STRESS	11	INJURIES	3
ARMOUR	0	COURAGE	3

Attacks

- **M1911A1:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

Special Rules

- **Pay Your Fines or Else:** The Miskatonic University Library is considered a sensitive site. At any point Dr. Llanfer can call upon the assistance of a half dozen US Elite Forces (using the normal rules for reinforcements — this rule means that such reinforcements are always available when Llanfer is present). While these troops are highly trained killers, they are also skilled librarians with 2 ranks of the Academia skill.
- **Ultimate Occult Librarian:** The Miskatonic University Library is the premier occult library on US soil. In addition to the usual Library rules, the library counts as an occult site and has at least one copy of every Mythos tome (apart from the Chroniclos Atlantis et Lemuria) .

ETIENNE-LAURENT DE MARIGNY

Nemesis NPC

De Marigny lives comfortably in his extravagantly decorated New Orleans home, an annexe of which serves as the unofficial office of Majestic in the Deep South. Well versed in the occult, his practical experience is invaluable to those who seek him out. Having served in the French Foreign Legion in his youth, he understands the dangers of armed conflict and the forces both sides are playing with. Although not overly enthusiastic about involving himself in the Secret War, he understands the necessity of levelling the playing field against Black Sun and *Nachtwölfe*, and sees his work for Majestic as a solemn duty. He will only take on the most gifted of students, and does not suffer fools gladly. Handsome and slender, with a dark complexion and a neatly trimmed moustache, de Marigny retains his youthful good looks. His fashion sense tends towards the old-fashioned, with a hint of military uniform, and his gaze often seems to be focussed elsewhere.

Truths

- Noted Creole Mystic
- Occult and Oriental scholar
- Retired Soldier

Attributes

AGILITY	9	BRAWN	7
COORDINATION	8	INSIGHT	10
REASON	10	WILL	12

Skills

Academia 3 (History, Occultism), **Fighting 2** (Handguns, Melee Weapons), **Medicine 1**, **Observation 3**, **Persuasion 3** (Intimidation), **Resilience 3** (Mental Discipline), **Stealth 2**, **Survival 2**, **Vehicles 1**

Power: 5

STRESS	15	INJURIES	3
ARMOUR	1	COURAGE	6

Attacks

- **M1911A1:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

Special Rules

- **A Man of Many Parts:** With a background that includes French and African practitioners, De Marigny has a plethora of cultural traditions to draw from. By honouring each of these traditions De Marigny has accrued a retinue of ghosts and spirits that protect him from fellow sorcerers. All hostile spells cast on De Marigny increase in difficulty by +2.
- **Gifted Students:** De Marigny always has an apprentice on hand to aid him both in spell casting and defensively. These students are particularly gifted and have **Academia 3** (Occultism) in addition to other skills they might possess.

Spells and Rituals

De Marigny is a spellcaster, who uses Will to cast spells, and has learned spells from many different traditions — the spell selection shown is just a representative sample: Spear of Lug, Bounties of Dagda, Horn of Néit, Roots of the Earth, Curse of Loki, Wisdom of Frigg, Wave Storm, Dismiss Entity (ritual), Descry Enchantment (ritual), Planewalker (ritual).

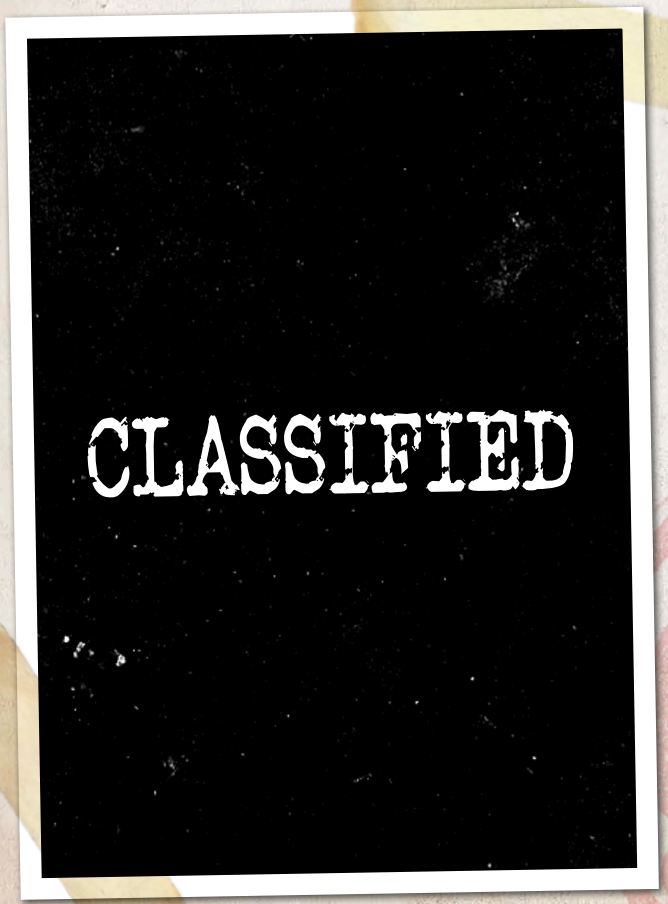
"Defeating the Nazis is all well and good,
but it's what comes after that,
that's what keeps me awake at night."
– Sally Armitage

KIYOSHI KATO

Nemesis NPC

Kato is of Japanese heritage and his great grandparents served the Aizu domain as swordsmiths before his family headed west to Hawaii, despairing of Japan's imperialist direction. Kiyoshi's father and brothers maintain the tradition of being swordsmiths, while his keen intellect turned him to other pursuits. Holding doctorates in biology, chemistry, and physics, Kiyoshi is a fixture at MIT throughout the late 1930s and a close associate of Professor Deadman although he views the Mythos as 'nothing more than science we need to unravel'.

When Majestic needs a head of research and development, Deadman recommends Kiyoshi and his tireless and relentless pursuit of knowledge — his motto is "Geniuses design, masters build, but never forget the students using it in the field." While Majestic's R&D generates dozens of strange prototypes, they all share common traits of durability and reliability, a fact Kiyoshi is immensely proud of. Kiyoshi spends most of the war splitting his time between the R&D headquarters at MIT and the nondescript warehouses in San Francisco where much of the Majestic's manufacturing happens. Of middling height, with a thin frame and piercing dark eyes, Kato rarely seems like he is paying attention, but he is constantly assessing both his situation and his audience, while dreaming up new weapons and equipment to give Majestic a cutting edge.



Truths

- Master Technician and Armourer
- Head of Majestic R&D and Manufacturing

Attributes

AGILITY	9	BRAWN	8
COORDINATION	11	INSIGHT	11
REASON	11	WILL	9

Skills

Academia 4 (Science) , **Athletics 1**, **Engineering 4** (All focuses), **Fighting 1 Medicine 1**, **Observation 3**, **Persuasion 3**, **Resilience 3**, **Survival 1**, **Tactics 1**, **Vehicles 1**

STRESS	10	INJURIES	3
ARMOUR	2	COURAGE	2

Attacks

- **M1911A1:** (Handguns), Close range, 4 (Salvo Vicious), Accurate
- ***Shé Xelit* Katana:** (Melee Weapons) Touch, 4 Parrying, *Bane*

Special Rules

- **Reverse Engineering:** Given sufficient time, Kato is able to analyse and reproduce the effects of any captured weapon, ordinance or device, conventional, magical or otherwise. All tests made as part of the process to achieve this are reduced by 2 difficulty.
- ***Shé Xelit* Vest:** This discrete vest which Kato wears beneath his normal clothes grants +2 Armour, and +1 Morale against mental attacks from Mythos creatures. In addition, the wearer gains the truth ***Unseen by the Unnatural.***
- **Weapon Master:** Kato is an expert at creating conventional, experimental and magical weaponry. He can imbue any weapon he makes to roll one automatic effect of his choosing.

Achtung! Cthulhu's heroes must not only battle the horrors of the Mythos and their insane worshippers, but face off against one of the most advanced and experienced military machines even seen. Although this may fill some with dread, others will see the opportunity to trade blows with the Nazis as relative light relief when compared with the cosmic terrors they encounter.

Whatever style of campaign the GM intends on running, this section provides an overview of the adversaries you are likely to encounter and in the normal course of events most will be regular army units, not crack squads of SS Einsatzgruppen. The Secret War is rarely normal though.

This guide is not intended to provide an exact simulation of wartime forces, the emphasis here is on gameplay, not historical accuracy and a GM may wish to create further differentiation, by modifying these base stats to reflect greener or more veteran troops.

GERMAN INFANTRY UNITS

The ubiquitous German infantry platoon, as well as being the most common unit players are likely to encounter, is probably one of the most significant in the war. The backbone of the *Heer* (German Army), are tough, experienced, well-equipped, and disciplined troops, instilled with a strong esprit de corps and permitted to accomplish objectives with far greater freedom than other infantry.

Aggressive on the attack and stubborn in defence, the infantry are the heart of the German military machine. A typical German infantry platoon at the start of the war consists of three squads armed with Karabiner 98k Rifles, one MG34 LMG and Modell 24 Stielhandgranaten (better known as the "Stick Grenade", or "potato masher"). For anti-tank purposes, infantry are equipped with an anti-tank grenade, colloquially known as *Geballte Ladung*, which is effectively a standard stick grenade with six grenade heads strapped around it with wire, capable of damaging light armoured vehicles but of little practical use against heavier tanks. Commanding this platoon is one junior officer accompanied by a senior NCO, three messengers, and two soldiers tasked with manning the platoon mortar; initially a 2" (5cm) mortar, though later replaced with the 3" (81mm) version. Later in the war, infantry units are equipped with *Panzerschreck* and *Panzerfaust* anti-tank launchers to enhance their anti-armour capabilities.

Despite what the propaganda films would have you believe, most German infantry squads are still "ground-pounders" with no mechanised or motorised transport. As the war progresses, regular infantry are often provided with medium trucks for transport, but early on do not be surprised to see infantry platoons cycling past on push-bikes. Regular infantry are likely to be encountered as both garrison units and in front line positions.

GERMAN INFANTRY SOLDIER

Trooper NPC

Highly trained and well disciplined, the German infantryman is battle hardened, with high morale and used to tasting victory after the Blitzkrieg across Europe. Deployed from Norway to North Africa, these are the core of the German army.

Truths

- Rank and File Soldier

Attributes

AGILITY	8	BRAWN	9
COORDINATION	8	INSIGHT	8
REASON	8	WILL	7

Skills

Athletics 2, **Fighting 2** (Rifles), **Resilience 2**, **Stealth 1**, **Survival 1**, **Tactics 1**, **Vehicles 1**

STRESS	6	INJURIES	1
ARMOUR	2	COURAGE	2

Attacks

Most German Infantry are armed with rifles like the *Gewehr* 41 or *Karabiner* 43 though it is not uncommon to see a squad member armed with the MP40 submachine gun, or a pair of troopers manning MG34 or MG42 machine guns.

- ***Geweher* 41/*Karabiner* 43:** (Rifle), Medium range, 5 (Salvo: Vicious), *Reliable*
- **Bayonet:** (Melee), 4 Piercing

Escalation Options

- ***Machinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Heavy*, *Inaccurate*
- ***Stielhandgranate* 24:** (Throwing), Close range, 5 Area, Stun, *Munition*
- ***Panzerfaust* 60:** (Heavy Weapons), Long range, 5 Piercing 1, Vicious, *Cumbersome*, *Escalation*, *Giant-Killer*, *Heavy*, *Inaccurate*, *Munition*

INFANTRY OFFICER

Trooper NPC

From Leutnant to Oberst, German infantry officers are highly trained, well-organised and inspirational leaders of men. They are encouraged to be aggressive and operate with a degree of freedom and flexibility, giving them considerable latitude to accomplish their tactical goals.

Truth

- Experienced Infantry Leader

Attributes

AGILITY	7	BRAWN	8
COORDINATION	8	INSIGHT	8
REASON	9	WILL	8

Skills

Academia 1, **Athletics 2**, **Fighting 2** (Handguns), **Resilience 2**, **Stealth 1**, **Survival 1**, **Tactics 1** (Leadership)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	2

Attacks

- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

PANZERGRENADIER

Lieutenant NPC

Originally called *Schützen* or *Kavallerieschützen*, *Panzergrenadiere* are the motorised or mechanised infantry of the German Army, usually upgraded from regular infantry as the war progresses. Intended to work in co-operation with fast moving tank formations, Panzergrenadiere are armed and organised in an analogous manner to regular infantry but are transported in either medium trucks or in Sd.Kfz 251/1 half-tracks, often with a Sd.Kfz 251/10 in support. As these units are often upgraded from regular infantry, the GM can assume that these men are more experienced than regular units.

Truths

- Elite Infantryman

Attributes

AGILITY	8	BRAWN	9
COORDINATION	9	INSIGHT	7
REASON	8	WILL	9

Skills

Athletics 2, **Engineering 2**, **Fighting 3** (Rifles), **Medicine 1**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 2**

STRESS	11	INJURIES	2
ARMOUR	2	COURAGE	3

Attacks

- ***Geweher/Karabiner* 43:** (Rifles), Medium range, 5 (Salvo: Vicious), *Reliable*
- **Bayonet:** (Melee Weapons), 4 Piercing 1

Escalation Options

- ***Machinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Heavy Inaccurate*
- ***Stielhandgranate* 24:** (Throwing), Close range, 5 Area, Stun, *Munition*

FALLSCHIRMJÄGER

Lieutenant NPC

Formed shortly before the outbreak of war, the *Fallschirmjäger* ("Parachute Fighters") are Germany's elite parachute infantry. Heavily indoctrinated and instilled with a fearless warrior mentality, these are committed and ferocious shock troops, and their combat model is copied by both the British Paratroops and US Airborne forces. Fallschirmjäger often suffer heavy casualties as they drop into enemy positions, resulting in Hitler's decision to curtail airborne operations later in the war. However, whenever and wherever they are deployed they rarely fail to secure their objectives regardless of the cost.

Early in the war they are armed as standard with either the Karabiner 98k rifle or the MP38/40 SMG, but are later issued with the StGw 44 battle rifle, the first true assault rifle, increasing their lethal effect even further. *Fallschirmjäger* also field their own combat engineer troops, though unlike standard *Pioniere*, these troops emphasise storm tactics, employing flamethrowers and satchel charges

Truths

- Elite Parachute Troops

Attributes

AGILITY	9	BRAWN	10
COORDINATION	8	INSIGHT	8
REASON	7	WILL	9

Skills

Athletics 3, **Fighting 3** (Rifles, Melee Weapons), **Medicine 1**, **Observation 1**, **Resilience 3**, **Stealth 1**, **Survival 2**, **Tactics 2**, **Vehicles 1**

STRESS	13	INJURIES	2
ARMOUR	3	COURAGE	4

Attacks

- ***Maschinenpistole* 40 (MP40):** (Close Quarters), Close range, 4 (Salvo: Stun), *Inaccurate*
- ***Sturmgeweher* 44:** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
- **Bayonet:** (Melee Weapons), 5 Piercing 1

Escalation Options

- ***Machinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Heavy*, *Inaccurate*
- ***Flammenwerfer* 41:** (*Heavy* weapons), Medium range, 5 Persistent 4, (Salvo: Area), *Debilitating*, *Escalation*

Special Rules

- **Airborne:** The Fallschirmjäger are trained to parachute into battle. When called in as reinforcements, airborne troops can arrive from above, deploying from a transport plane flying overhead. Any ranged attack made against them before they land, at the beginning of their first turn, suffers +1 difficulty.

BRANDENBURGER

Lieutenant NPC

Brandenburger are Germany's commandos, designed to operate in small units behind enemy lines, disrupting command and control functions. Specialists in small unit infiltration and sabotage, *Brandenburger* are organized along regional and language lines (for example, Baltic/Russian, French, English-speaking) which they use to great effect, posing as American troops to wreak havoc behind the American lines during the Ardennes offensive. Despite their successes and evident proficiency in unconventional warfare, the Brandenburg units eventually fall foul of internal Nazi politics and those not seconded to *Nachtwölfe* are transferred to the SD, who deploy them as elite conventional infantry. They perform a fighting retreat from the USSR, during which their units are effectively destroyed, with the survivors disappearing amidst the chaos of the Soviet advance into Germany.

Truths

- Elite German Commando

Attributes

AGILITY	9	BRAWN	8
COORDINATION	9	INSIGHT	9
REASON	8	WILL	9

Skills

Athletics 2, **Fighting 3** (Close Quarters, Rifles), **Observation 2**, **Resilience 2**, **Stealth 3** (Rural Stealth, Urban Stealth), **Survival 2**, **Tactics 2**, **Vehicles 1**

STRESS	13	INJURIES	2
ARMOUR	1	COURAGE	3

Attacks

- ***Maschinenpistole* 40 (MP40):** (Close Quarters), Close range, 5 (Salvo: Stun), *Inaccurate*
- ***Sturmgeweher* 44:** (Rifles), Medium range, 6 (Salvo: Stun), *Unreliable*
- **Bayonet:** (Melee Weapons), 3 Piercing 1

Escalation Options

- ***Machinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Heavy*, *Inaccurate*.

Special Rules

- **Commandos:** Commandos are masters of silent killing and sabotage. When attacking whilst hidden the Commando is always considered to have an applicable focus.
- **Good Luck!:** Brandenburgers are masters of disguise. When trying to pass as Allied soldiers, any test to detect the deception is increased in difficulty by +1.
- **Sabotage:** Commandos are experts at sabotage and can use their Fighting skill in place of Engineering when attempting such activities.

WAFFEN-SS

Lieutenant NPC

Created as the armed wing of the SS, the Waffen-SS fights alongside the *Heer* regular army, although it is fully independent and answers to the political leadership of the Nazi party, rather than the Wehrmacht. In tactical situations, however, command is given to the High Command of the Armed Forces (Oberkommando der Wehrmacht, or OKW).

Initially, membership of the Waffen-SS is open only to Aryan Germans, mirroring the Nazis' twisted racial ideology, but after 1940 Hitler authorises the formation of units comprised of largely foreign volunteers, particularly from the Eastern European nations (though Poles and Jews are permanently excluded).

Waffen-SS troops are, as a rule, fanatical in their Nazi beliefs and, as the war progresses, are responsible for some of the conflict's most terrible war crimes. Ruthless and disciplined soldiers, Waffen-SS units receive the best training, equipment, and vehicles, and are deployed as shock troops designed to shatter enemy lines. The Waffen-SS field a number of infantry regiments including regular infantry, pioneers, and *Panzergrenadiere*, as well as their own Panzer regiments—indeed, Waffen-SS Panzer regiments are assigned the majority of Tiger I and II tanks when they are fielded.

Waffen-SS formations are identical to their Wehrmacht counterparts, though the SS are more dedicated, even fanatical, and are equipped with the best weapons and vehicles available. The example below is intended to model the average SS Soldier.

Truths

- Fanatical Political Solider

Attributes

AGILITY	8	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	8	WILL	9

Skills

Athletics 2, **Engineering 2**, **Fighting 3** (Rifles), **Medicine 1**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 2**

STRESS	11	INJURIES	2
ARMOUR	2	COURAGE	4

Attacks

- ***Maschinenpistole* 40 (MP40):** (Close Quarters), Close range, 4 (Salvo: Stun), *Inaccurate*
- ***Sturmgeweher* 44:** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
- **Bayonet:** (Melee), 4 Piercing 1

Special Rules

- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).

EINSATZGRUPPEN

Trooper NPC

The *Einsatzgruppen* are the vilest manifestation of the Nazi regime, and truly represent the black heart of their war machine. Formed in 1938 by Reinhard Heydrich, their initial function is to act as death squads, following regular troops into occupied territories and murdering anyone considered an enemy of the Nazi regime such as Jews, Poles, intellectuals, and Communists.

Utterly without mercy or humanity, the men of these murder squads are even more fanatical than the Waffen-SS, committing endless atrocities in the field as well as being instrumental in the policing of the concentration camps. Unsurprisingly, Black Sun have an affinity with the *Einsatzgruppen*, regularly employing them in both defensive and strike missions to further their diabolical aims. *Einsatzgruppen* infantry statistics are identical to regular infantrymen but, like the Waffen-SS, they are fanatical in their belief in the National Socialist dream.

Truths

- Murderous Fanatics

Attributes

AGILITY	8	BRAWN	9
COORDINATION	8	INSIGHT	8
REASON	8	WILL	7

Skills

Athletics 2, **Fighting 2** (Rifles), **Resilience 2**, **Stealth 1**, **Survival 1**, **Tactics 1**, **Vehicles 1**

STRESS	6	INJURIES	1
ARMOUR	2	COURAGE	3

Attacks

- ***Geweher/Karabiner* 43:** (Rifles), Medium range, 5 (Salvo: Vicious), *Reliable*
- **Bayonet:** (Melee Weapons), 4 Piercing 1

Escalation Options

- ***Machinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Heavy*, *Inaccurate*
- ***Stielhandgranate* 24:** (Throwing), Close range, 6 Area, Stun, *Munition*

Special Rules

- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).

SS SONDERKOMMANDO

Nemesis NPC

SS Sonderkommando units are temporary combat groups, formed from existing SS units to accomplish specific objectives. Due to the fluid nature of these missions, *SS Sonderkommando* units are formed as required, and not even the SS leadership have a clear idea of how many units are in operation. While not strictly combat units, *SS Sonderkommando* are often reinforced with elements of the Waffen-SS should their missions involve field operations and, like their Waffen-SS brothers, they are provided with any resources required to fulfil their objectives. Black Sun and *Nachtwölfe* both make great use of *SS Sonderkommando* units, such as *Sonderkommando H* ("*Hexen*"), who Black Sun have officially tasked with uncovering evidence of the persecution of German witches by the Catholic Church during the Middle Ages. In reality, this mission is far more concerned with elucidating the rituals and practices of the witches themselves.

When encountered in the field, *SS Sonderkommando* units are often accompanied by Black Sun or *Nachtwölfe* operatives, with their leaders acting as advisors to their commanders. In combat situations, they are always supported by *Waffen-SS* infantry. Wherever players encounter the *SS Sonderkommando*, it can be assumed that the Mythos is not far behind. SS Sonderkommando share identical game statistics with regular infantrymen, though those chosen to advise the Black Sun and *Nachtwölfe* are seldom less than eerily proficient.

Truths

- Dangerously Intelligent Fanatic

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	10	WILL	9

Skills

Academia 2, **Athletics 2**, **Fighting 2** (Handgun, Rifle), **Medicine 1**, **Observation 1**, **Persuasion 3**, **Resilience 2**, **Stealth 2**, **Survival 2**, **Tactics 3** (Leadership, Covert Operations)

STRESS	11	INJURIES	3
ARMOUR	2	COURAGE	4

Attacks

- ***Sturmgeweher* 44:** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

Special Rules

- **Commandos:** *Sonderkommando* are masters of silent killing and sabotage. When attacking while hidden, the *Sonderkommando* is always considered to have an applicable focus in whatever weapon they are using.
- **Deadly Advice:** *Sonderkommando* officers speak softly but carry a big gun. When a *Sonderkommando* officer is offering advice and support to a unit of Black Sun troopers, the troopers count as Lieutenant NPCs with the Commandos special rule. When leading other German military NPCs, those NPCs gain the Commandos and Fanatic special rules.
- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- **Sabotage:** *Sonderkommando* are experts at sabotage and can use their Fighting skill in place of Engineering when attempting such activities.

Black Sun

BLACK SUN TROOPER

Trooper NPC

Uncommon soldiery, chosen from the SS and other elite field units, these soldiers serve as the armoured fist of the Black Sun forces. Although they are non-adepts, a combination of intensive training and brainwashing means they are inured to the many captive horrors which the Masters and Canons summon, as well as being able to view sights that would ruin a normal man's mind without being affected. The Black Sun Armband insignia they sport (worn on the left arm) contains a charm similar to the *Totenkopfringe*, identifying them as allies, ensuring they are not attacked by summoned creatures.

Truths

- Fanatical Infantry

Attributes

AGILITY	8	BRAWN	10
COORDINATION	8	INSIGHT	6
REASON	7	WILL	9

Skills

Athletics 1, **Fighting 3** (Rifles), **Resilience 2** (Discipline), **Survival 2**, **Tactics 1**, **Vehicles 1**

STRESS	6	INJURIES	1
ARMOUR	2	COURAGE	3

Attacks

- ***Sturmgewehr* 44* (StGw44):** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
  * Early experimental models of the Sturmgewehr 44 were available to the Black Sun from 1942 onwards. Before that MP40s were more common.
- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

Escalation Options

- ***Flammenwerfer* (FmW) 41:** (Heavy Weapons), Medium range, 5 Persistent 4 (Salvo: Area), *Escalation*, *Debilitating*
- ***Maschinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Inaccurate*

Special Rules

- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- ***Schwarzsonne* Armband:** (See p.XX) Identifies the wearer as an ally to creatures summoned by the Black Sun.

BLACK SUN DEMON TAMER: DÄMONENBÄNDIGER

Lieutenant NPC

Although the majority of Black Sun's captive horrors are summoned on the battlefield, some are bound and retained on a more permanent basis and assigned to specialist handlers, who are able to work with these creatures and bend them to their will, using them as shock troops, trackers or guard units. The most common is the Black Sun Demon Tamer who is bonded with a Teufelshund (See p.XX) by powerful black sorcery. Other *Dämonenbändiger* may bond with the Chosen or even more exotic Mythos creatures like Cold Ones, Night Gaunts or Halja.

Truths

- Creature Handler
- Bonded with a Horror

Attributes

AGILITY	8	BRAWN	9
COORDINATION	8	INSIGHT	8
REASON	9	WILL	10

Skills

Academia 3 (Occultism), **Athletics 2**, **Fighting 2** (Close Quarters), **Medicine 1**, **Resilience 3**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 1**

STRESS	13	INJURIES	2
ARMOUR	2	COURAGE	6

Attacks

- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious) *Close Quarters*

Special Rules

- **Demonic Ally:** A demon tamer has a creature such as a Teufelshund (see p.XX) bound to them by powerful spells in arcane rituals deep within the bowels of Wewelsburg Castle. This creature will obey the tamer's commands without question, but the tamer needs to concentrate and focus on its creature to direct its efforts, requiring a major action each time they give it a fresh order. The *Dämonenbändiger* is bonded with its creature to such an extent that whenever the creature suffers an injury, the tamer suffers 5 mental stress with the Piercing 2 effect.
- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- ***Schwarzsonne* Armband:** (See p.XX) identifies the wearer as an ally to creatures summoned by the Black Sun

BLACK SUN NOVICE

Trooper NPC

The Novices are the foot soldiers of Black Sun, working as researchers, investigators, and analysts both in the field and at Wewelsburg. While the Masters and Canons have witnessed the true power of the Black Sun, the Novices are excluded from the reality of the cult until they are considered ready for initiation into the true order. Novices are regularly seconded to other units and departments within the Nazi machine, in particular the *Ahnenerbe*, where they undertake archaeological expeditions and research for Black Sun.

Generally, Novices are not trained for combat, relying on the SS for support in battle. A few may be capable of sorcery and witchcraft (and as such form part of Black Sun's *Hexenzirkel*), but most are academic or scientific specialists. Only those showing true commitment and zeal for their cause are raised to the ranks of the Masters.

Truths

- Black Sun Initiate
- Twisted Academic

Attributes

AGILITY	8	BRAWN	7
COORDINATION	8	INSIGHT	8
REASON	9	WILL	8

Skills

Academia 2 (Occultism), **Athletics 2**, **Fighting 1** (Close Quarters), **Medicine 1**, **Resilience 2**, **Stealth 1**, **Vehicles 1**

Power: 1

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	5

Attacks

- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

Special Rules

- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- **Occult Neophyte:** Novices have yet to awaken their full magical potential. Though they have a Power of 1, they are not spellcasters themselves. Their Power can only be used to assist other characters in performing rituals.

BLACK SUN MASTER

Lieutenant NPC

The Masters are the main field operatives of Black Sun, deployed to command the Novices in their pursuit of the arcane treasures of the Earth. The Masters tend to operate behind the guise of the SS, with only their Black Sun insignia distinguishing them when in uniform. In addition to commanding in the field, the Masters are often deployed on more clandestine operations behind enemy lines. While their sorcerous capabilities are inferior to the Canons, their abilities should never be underestimated.

Truths

- Battlefield Commander
- Twisted Academic

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	8
REASON	10	WILL	9

Skills

Academia 3 (Occultism), **Athletics 1**, **Engineering 1**, **Fighting 2** (Close Quarters), **Medicine 1**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 2**

Power 3

STRESS	11	INJURIES	2
ARMOUR	1	COURAGE	4

Attacks

- **Black Sun *Degen*:** (Melee Weapons), 4 Piercing 1, *Hunger*, *Bane*, Parrying
- **Walther P series:** (Handguns), Close range, 3 (Salvo: Vicious), *Close Quarters*, *Hidden*, *Reliable*

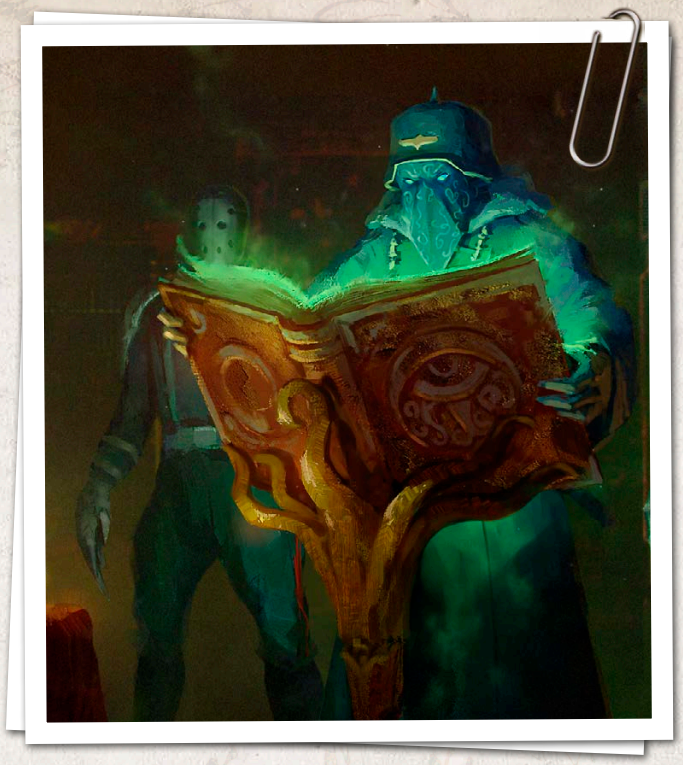
Special Rules

- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).

Spells and Rituals

The Black Sun Master has begun their journey down a dark occult path. They are spellcasters who use Reason to cast spells, and know three spells from the spellbook of Nyarlathotep, typically those below, but individuals may vary.

- **Mask of the Faceless Sphinx:** (Reason + Stealth, difficulty 2, cost 4 Drain) For 4 rounds, allies within Close range increase the difficulty of range attacks targeting them by +1 and gain +2 cover.
- **Rays of the Black Sun:** (Reason + Fighting, difficulty 3, cost 5 Drain, Piercing 1) The Master targets a single enemy within Medium range with a ranged attack, inflicting 6 mental stress with Piercing 1 and Snare effects.
- **The Nameless Mists:** (Reason + Resilience, difficulty 2, cost 5 Drain and +1 Threat per effect) The spell conjures a foul mist in the current zone that lasts 4 rounds, any enemy within the mist at the end of their turn suffers 5 Piercing 2, Stun mental stress. The zone gains the truth Shifting Vile Mists.



BLACK SUN CANON

Lieutenant NPC

Instantly recognisable by the black silk masks that hide their faces, the Canons are Black Sun's main battlefield magical force, employing the dark arts to wreak terrible damage upon their enemies. Only the most zealous and ruthless Masters are accepted into the ranks of the Canons, where they are trained in the use of magic to inflict pain, death, and terror. When encountered in the field, they are accompanied by combat troops to ensure their safety, as they invoke their foul enchantments.

Truths

- Initiate of the Inner Circle
- Beyond Good and Evil

Attributes

AGILITY	7	BRAWN	7
COORDINATION	8	INSIGHT	9
REASON	11	WILL	9

Skills

Academia 4 (Occultism), **Athletics 1**, **Fighting 2** (Close Quarters), **Medicine 2**, **Resilience 3** (Discipline), **Survival 1**, **Stealth 1**, **Tactics 3** (Battlefield Tactics)

Power: 4

STRESS	12	INJURIES	2
ARMOUR	1	COURAGE	5

Attacks

- **Black Sun *Degen*:** (Melee Weapons), 4 Piercing 1, *Hunger*, *Bane*, Parrying

- **Walther P Series:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*, *Hidden*, *Reliable*

Special Rules

- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).

Spells and Rituals

The Black Sun Canon follows a dark occult path. They are spellcasters who use Reason to cast spells and know four spells from the spellbook of Nyarlathotep, typically those below, but individuals may vary.

- **Birth of the Overlords:** (Reason + Persuasion, difficulty 1 + number of overlords, cost 5 Drain, Piercing 2) The Canon summons 1-3 Servitor Overlords until the end of the scene.
- **Mask of the Faceless Sphinx:** (Reason + Stealth, difficulty 2, cost 4 Drain) For 4 rounds, allies within Close range increase the difficulty of ranged attacks targeting them by +1 and gain 2 Cover.
- **Rays of the Black Sun:** (Reason + Fighting, difficulty 3, cost 5 Drain, Piercing 1) The Canon targets a single enemy within Medium range with a ranged attack, inflicting 6 mental stress with Piercing 1 and Snare effects.
- **The Nameless Mists:** (Reason + Resilience, difficulty 2, cost 5 Drain) The spell conjures a foul mist in the current zone that lasts 4 rounds, any enemy within the mist at the end of their turn suffers 5 Piercing 2, Stun mental stress. The zone gains the truth Shifting Vile Mists.

BLACK SUN NORN DREAMER

Lieutenant NPC

Recruited from the sanatoriums and asylums of the Reich, the Norn are individuals possessing above average dreaming abilities. Though some have joined Black Sun from other departments due to their unusual talents for dreaming, most are identified through medical records and given a chance for freedom by joining the Norn. Early in the war, their powers are deployed against the sleeping minds of enemy commanders, but after the trouncing handed out by the Fraternity of the Inner Light during 1940, they are restricted to a defensive role, as well as assisting the Gestapo with internal security and counterintelligence. The Exarch himself is said to be accompanied by two of his most powerful Norn to warn him of potential threats in the minds of those he deals with.

The Norn are also employed to strengthen and expand Wewelsburg II, though at great personal mental cost. Many Norn are effectively burnt out by the stress of this dreaming. Though both male and female Norn exist, evidence suggests that the majority are women, possibly due to their increased emotional and empathic talents. Regardless of their gender, most Norn exhibit personality disorders and neuroses, an inevitable result of recruitment from the Reich's mental institutions.

Truths

- Black Sun Initiate
- Dreamer
- Institutionalized

Attributes

AGILITY	7	BRAWN	8
COORDINATION	7	INSIGHT	10
REASON	9	WILL	10

Skills

Academia 2 (Occultism), **Athletics 1**, **Engineering 1**, **Fighting 2** (Melee Weapons), **Medicine 2**, **Observation 2**, **Persuasion 2**, **Resilience 2**, Stealth 0, **Survival 1**, **Tactics 1**, **Vehicles 1**

STRESS	12	INJURIES	2
ARMOUR	1	COURAGE	5

Attacks

- **Luger P08 9mm:** (Handguns), Close range, 6, *Close Quarters*
- **Black Steel Spear:** (Melee Weapons), 4 Piercing 1, *Hunger*, *Bane*

Special Rules

- **Dreamer:** Dreamers are profoundly powerful in the Dreamlands and can substitute their Willpower attribute for Agility, Brawn or Coordination while in that otherworldly place.
- **Latent Magic:** Although not spellcasters themselves, Norn have a power of 3 which they may use when assisting another spellcaster perform rituals. When a Norn assists in a ritual, they automatically generate 1 success instead of rolling to assist, and contribute their full 3 Power to the primary spellcaster rather than half.
- **Telepathic Senses:** A Norn with Telepathic senses can spend 1 Threat when making an Insight + Observation test to look for hostile characters, traps or similar threats. If the character does this then the test's difficulty is reduced by 2 to a minimum of difficulty 0.

LESSER AND GREATER DIE AUSERWÄHLTEN: THE CHOSEN

Trooper NPC

Upon being elevated to the rank of Master, each initiate of the Black Sun must stand before the black sun itself and allow its light to bathe them as it stares deep into their hearts. Most who undergo this ritual are deemed worthy and return as a Master, but there are those whose souls are forever warped by the gaze of their terrible god. Of this number, the majority are reduced to twisted, screaming masses of writhing flesh, and are either imprisoned in the deep vaults beneath Wewelsburg II or, cleansed with fire.

The remainder, their minds and bodies mutated and warped, join the ranks of *die Auserwählten*, the Chosen. These parodies of humanity are deployed to guard Black Sun's most secret places, primarily Wewelsburg II, where their appearance won't cause panic among the uninitiated. However, as the war progresses, and particularly after the failure of the Soviet campaign, Black Sun begin to release them onto the battlefield to act as shock troops against the Soviet juggernaut as it fights its way towards Berlin. In April of 1945, as the conflict spirals out of their control, Black Sun even stoops to releasing them onto the streets of Berlin, adding these terrifying abominations to the horrors already at large.

The effect of the Dreamland's black sun on *die Auserwählten* is unpredictable, with no two afflicted in the same manner, but all show signs of its taint, sprouting new limbs and writhing tentacular appendages. The minds of *Die Auserwählten* are just as malformed as their bodies. Some possess little more than animal intelligence after their transformation, but some are still capable of rational thought and can use weapons and other equipment.

Greater Chosen

Each *die Auserwählten* is a unique creature blessed by Yog-Sothoth, but some receive greater blessings. When one or more *die Auserwählten* first appear in a scene, the GM may spend 1 Threat to turn one of them into a Greater Chosen, which becomes a Lieutenant NPC (increasing their maximum Stress to 15, and maximum Injuries to 3, including its *Tough 1* special rule).

Greater Chosen often demonstrate more bizarre and horrific mutations, and thus the GM may roll or choose additional mutations from the table, spending 1 Threat for each additional mutation. The same mutation may not be taken more than once.

Truths

- Hideous Mutant
- Shredded Sanity

Attributes

AGILITY	9	BRAWN	10
COORDINATION	9	INSIGHT	6
REASON	5	WILL	9

Skills

Athletics 2, **Fighting 2** (Hand-to-Hand Combat), **Observation 1**, **Resilience 5**, **Stealth 1**, **Survival 2**, **Tactics 1**, **Vehicles 1**

STRESS	8	INJURIES	2
ARMOUR	5	COURAGE	6

Attacks

- **Bludgeoning Fists, Lashing Tendrils, and Raking Claws:** (Hand-to-Hand Combat) 5, and see "Mauled by Mutants", below.

Special Rules

- **Immune to Cold, Disease, Fear, Pain:** *Die Auserwählten* are immune to stress, complications, and truths that represent any of the listed conditions.
- **Mauled by Mutants:** When making a melee attack with *Die Auserwählten*, the GM may add one of the following effects to the attack: Piercing 1, Snare, or Stun.
- **Tough 1:** *Die Auserwählten* can withstand one more injury than most Trooper NPCs (included above). In addition, whenever a *die Auserwählten* suffers an injury, the GM may spend 3 Threat to ignore that injury.

Random Mutations

D20 ROLL	RESULT
1-2	**Hulking Form.** The creature is large and powerfully built, gaining the following abilities: ✠ **Extraordinary Brawn 1:** The creature gains 1 automatic success on all Brawn tests, as well as increasing the creature's melee damage by +1, and its maximum Stress and Armour by +1. ✠ **Scale 1:** It takes 6 stress (after reductions) to inflict an injury on the creature, rather than 5. Its large size may also make some skill tests easier or harder.
3-4	**Surprising Speed.** The creature is startlingly quick, and gains the following abilities: ✠ **Extraordinary Agility 1:** The creature gains 1 automatic success on all Agility tests. ✠ **Deadly Swiftness:** The creature is terrifyingly fast, adding +1 to the difficulty of all ranged attacks against it. Further, if a ranged attack against it misses, it may immediately spend 1 Threat to make a movement minor action.
5-6	**Twisted Cunning.** The creature retains some of its shattered mind. The creature's Insight and Reason increase to 8; it gains the Close Quarters focus, and it is capable of using ranged weaponry (commonly an MP40: Close Quarters, Close range, 4 [Salvo: Stun], Inaccurate). It also gains the following ability: ✠ **Feed upon Fear:** Whenever a character within Medium range of this creature suffers a mental injury, generate 2 Threat.
7-8	**Monstrous and Fearsome.** While all *die Auserwählten* are repugnant things, this creature is especially terrifying, it gains the following ability: ✠ **Fearsome 1:** The creature's form and presence inspire fear. It has a mental attack inflicting 4 Piercing 1 mental stress. In addition, the first time a PC sees this creature, they must immediately attempt a **Will + Resilience test** with a difficulty of 1 or suffer mental stress as if from that mental attack.
9-10	**Malleable Form.** The creature's flesh seems to run like wax and contort like rubber. It may spend 1 Threat while moving to squeeze through narrow gaps (the gaps underneath doors, narrow air vents, and similar). In addition, it gains the following ability: ✠ **Fast Recovery 2:** The creature removes 2 stress at the end of each of its turns. If it has any injuries at the start of its turn, it may spend 2 Threat to remove an injury completely. This ability stops working when the creature is defeated.
11-12	**Mindless Brute.** The creature is utterly mindless and driven only to destructive rampages. It gains the following abilities: ✠ **Brutal 1:** The creature may always use Brawn when making or defending against a melee attack, and it adds +1 to the stress its melee attacks inflict. ✠ **Mindless:** The creature is completely driven by instinct, and unless given commands, it will mindlessly pursue and attack the nearest enemy. It cannot attempt reactions, it cannot suffer mental stress, or mental injuries, and it cannot be reasoned with.
13-14	**Faceless Mouth.** The creature's face has no features only a gaping maw, filled with misshapen teeth. It cannot see, but it can hear, smell, and otherwise sense accurately enough to move around. It reduces the difficulty of all tests to hear or smell things by 2 and can detect things by those senses which humans cannot.
15-16	**Hideous Flesh.** The creature's body is a mass of pulsating tumours, scales, chitinous growths, calcified masses, and other disgusting nevi which leave the creature extremely resistant to harm. It replaces Tough 1 with Tough 2 (and can thus withstand 5 injuries now) and adds +3 to its Armour.
17-18	**Lumbering and Shambling.** The creature moves with a slow, lumbering gait. The creature cannot take the Rush major action, but it cannot be knocked prone. It may also ignore the Heavy quality on any weapon it wields.
19-20	**Font of Madness.** The creature's form is fluid and ever shifting, its mind broadcasting a continual susurrus of incoherent thoughts to all nearby. All creatures, other than devotees of the Black Sun, within Medium range of the creature, suffer 3 mental stress with the Piercing 1 effect at the start of its turn. Any spellcaster within Medium range attempting to cast one of Yog-Sothoth's spells gains +1 Power, but may only purchase additional d20s using Threat for that spellcasting attempt.

DIE TOTEN

Lieutenant NPC

Few outside Black Sun have encountered *Die Toten*, and even fewer survive to recount their experiences. *Die Toten* are both Weissler's personal guard and his elite warriors. None but the highest ranks of Black Sun know the true nature of *Die Toten*, though their name could not be more apt. *Die Toten* are born from the ranks of the dead, their bodies and minds preserved through perverse magics. Most are created from the bodies of the *SS Einsatzgruppen* in Black Sun's employ, blessed with unearthly strength and reflexes in unholy ceremonies in the shadowy vaults of Wewelsburg.

Born in darkness, *Die Toten* have one weakness. Their grey, lifeless flesh is incredibly sensitive to natural daylight and, if exposed, begins to smoulder and burn under its glare. To counter this effect, their bodies are protected by thick uniforms and their faces by steel masks, which have no eyeholes. It is thought *Die Toten* do not rely on sight to track their prey, detecting them through other warped senses gifted during their resurrection.

Die Toten are unswervingly loyal to their Black Sun masters and cannot be reasoned with or diverted from their missions through pleas. Only those who wear the Totenkopfringe can command them.

Their countenances hidden behind featureless steel face-plates, and their black uniforms inlaid with silver runes, *Die Toten* possess unnatural speed and vigour, able to close with their enemies at an alarming rate. Once in combat, *Die Toten* dispatch their foes with vicious, surgically engrafted, black steel blades, shrugging off everything but the most persistent gunfire, all in unnerving silence.

Truths

- Vicious Bodyguard
- Undead abomination

Attributes

AGILITY	10 (1)	BRAWN	10 (1)
COORDINATION	10 (1)	INSIGHT	6
REASON	6	WILL	9 (1)

Skills

Athletics 2, **Fighting 3** (Melee Weapons), **Observation 3**, **Resilience 5**, **Survival 3**, **Tactics 1**

STRESS	16	INJURIES	2
ARMOUR	6	COURAGE	7

Attacks

- **Black Steel Claws:** (Melee Weapons), 5 Vicious, *Hunger*, Parrying

Special Rules

- **Deadly Swiftness:** *Die Toten* are terrifyingly fast, adding +1 to the difficulty of all ranged attacks against them. If a ranged attack against them misses, they may immediately spend 1 Threat to make a movement minor action.
- **Extraordinary Agility, Brawn, Coordination, Willpower:** *Die Toten* gain one automatic success on all skill tests which use Agility, Brawn, Coordination, or Willpower. They also gain +1 bonus stress to any attacks which gain bonuses from Brawn or Willpower, gain +1 Armour, +1 Courage, and +1 to their maximum stress, all of which are already included above.
- **Immune to Cold, Disease, Fear, Pain, Poison, Heat or Vacuum:** *Die Toten* are immune to stress, complications, and truths that represent any of the listed conditions.
- **Mindless:** *Die Toten* are driven by instinct, and unless given a specific command, mindlessly pursue and attack the nearest enemy. They cannot attempt reactions, they cannot suffer mental stress, or mental injuries, and they cannot be reasoned with.
- **Reborn in Darkness:** *Die Toten* are mortally vulnerable to sunlight. Though their uniforms are normally proof against the light, if that protection is damaged (such as by an injury), they suffer 4 physical stress with the Persistent 4 and Piercing 2 effects at the start of each turn they remain in direct sunlight. Conversely, Die Toten recover 3 stress at the start of each turn they are in complete darkness.

Black Sun High Command

REINHARDT WEISSLER, EXARCH OF THE BLACK SUN

Nemesis NPC

Reinhardt Weissler is the undisputed messiah of the Black Sun, feared and respected by even the highest echelons of the Nazi regime. His reputation as a sorcerer par excellence gives him huge authority, used with great relish in the tireless pursuit of his goal to free the black sun. He sees the Nazis as a means to an end, and would cast them aside without a second thought if it furthered his quest to release the gaze of the black sun onto the world. A gifted orator, Weissler has woven a web of legends and myths around the black sun which reinforce Nazi beliefs, but in reality are little more than fairy tales. Only those initiated into the Black Sun learn the true meaning of their faith.

Despite his advanced years, the secrets imparted to Weissler by Nyarlathotep have preserved his tall, lean body, and outwardly he appears to be no more than fifty years old, with black hair heavily streaked with silver, an angular face and blazing brown eyes. As a result of Nyarlathotep's "gift", Weissler's aging process has effectively been halted, but at a cost. Periodically, he requires the Steal Immortality ritual to be cast on him by Reiner Lang to prevent his body returning to its true state, an event that would doubtlessly kill him. Weissler is almost never encountered alone, always being accompanied by at least two of his *Die Toten* bodyguards and a retinue of his most accomplished sorcerers and sometimes Norn too.

Truths

- Immortal leader of the Black Sun
- Powerful Sorcerer
- Restored and Invigorated

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	10
REASON	10	WILL	14

Skills

Academia 4 (Occultism), **Athletics 1**, **Fighting 3** (Melee Weapons), **Medicine 2**, **Observation 2**, **Persuasion 3**, **Resilience 2**, **Stealth 1**, **Tactics 2**, **Vehicles 1**

Power: 7

STRESS	16	INJURIES	4
ARMOUR	4	COURAGE	7

Attacks

- **Black Sun Sword Cane:** (Melee Weapons), 5 Piercing 1, *Hunger*, *Bane*, *Hidden*, Parrying

Special Rules

- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- **Fast Recovery 2:** At the end of each of his turns, Weissler removes 2 stress. In addition, if he is injured at the start of his turn, he may spend 2 Threat to remove that injury immediately.
- **Master of the Black Sun:** Weissler wears the *Meister Totenkopfring* which contains a rune which allows him to command any other *Totenkopfring* wearer automatically (as if he had performed the Compel ritual, p.XX) and at no cost, as well as the usual functions of the ring (p.XX).
- **Menacing:** Weissler's presence is an ill-omen. When Weissler first appears during a scene, generate 2 Threat immediately.
- **Tough 1:** Weissler can withstand 4 injuries rather than 3. In addition, if he suffers an injury, he may spend 3 Threat in order to ignore that injury.

Spells and Rituals

Weissler is a spellcaster who uses Will to cast spells and is always considered to have an applicable Focus when casting spells. He knows any spell from the spellbooks of Nyarlathotep or Yog-Sothoth the GM requires and any ritual.

The Priors

With the defection of Mina Wolff to found *Nachtwölfe*, there are now four Priors of the Black Sun. These powerful sorcerers oversee most of the Order's operations, acting with Weissler's full authority. While each has their own area of expertise, they are all capable of commanding the Order in their own right. Much of their time is spent at Wewelsburg or in its Dreamlands counterpart, though for the most vital operations they will sometimes venture into the field to command their faithful troops.

ALBRECHT LOHMANN, PRIOR OF THE BLACK SUN

Nemesis NPC

Albrecht Lohmann is Black Sun's military commander, with jurisdiction over both the Canons and *Die Toten*. Cruel and heartless to the core, his zeal for the completion of Black Sun's ultimate goal quickly brought him to Weissler's attention, with the Exarch relying upon him more and more to implement his strategies. Lohmann is without a doubt the most powerful sorcerer within Black Sun, and is said to undertake some of its most critical missions in the field. His willingness to stand beside them in battle has created a strong bond between him and the Canons who are utterly loyal to him, a fact that causes increasing alarm to the other Priors.

Though greying at the temples, Lohmann still possesses a rugged handsomeness, although his piercing grey eyes and permanent sneer give him an arrogant air. Ever vain, Lohmann spends much time maintaining his athletic physique and loves wearing the uniform of the SS, believing it shows off his fine form to even greater effect. His only physical failing is the scarring around his neck, caused by a childhood case of chickenpox, which he disguises with high collars and cravats.

Truths

- Black Sun Military Commander
- Powerful Sorcerer

Attributes

AGILITY	10	BRAWN	9
COORDINATION	9	INSIGHT	10
REASON	9	WILL	11

Skills

Academia 3 (Occultism), **Athletics 3**, **Fighting 3** (All), **Medicine 1**, **Observation 2**, **Persuasion 2**, **Resilience 3**, **Stealth 1**, **Survival 2**, **Tactics 4** (All), **Vehicles 1**

Power: 6

STRESS	14	INJURIES	3
ARMOUR	3	COURAGE	6

Attacks

- **Black Sun *Degen*:** (Melee Weapons), 5 Piercing 1, *Hunger*, *Bane*, Parrying
- **Walther P Series:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*, *Reliable*

Spells and Rituals

Lohmann is a powerful spellcaster, who uses Will to cast spells and is always considered to have an applicable focus when casting spells. He knows any spell the GM requires from the spellbooks of Nyarlathotep and Yog-Sothoth.

Special Rules

- **Black Sun Prior:** Lohmann wears a Prior's *Totenkopfring* containing a rune which allows him to command any other *Totenkopfring* wearer — other than the Exarch, or another Prior — automatically (as if he had performed the Compel ritual, p.XX) and at no cost, as well as the usual functions of the ring (p.XX).
- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- **First amongst the Canons:** Lohmann is the exalted leader of the Canons. While Lohmann is present in a scene, Black Sun Canons remove 2 stress at the start of each of Lohmann's turns, and may re-roll a single d20 on any Insight, Reason, or Will test attempted.
- **Menacing:** Lohmann's presence is an ill-omen. When Lohmann first appears during a scene, generate 1 Threat immediately.

ASTRID URNER, PRIOR OF THE BLACK SUN

Nemesis NPC

From an early age, Astrid Urner exhibited a talent for languages, spending several years studying at Oxford University, where she developed a fascination with classical and dead tongues and probing the mysteries of the occult. Her lust for knowledge attracted the attention of Weissler and she readily accepted his offer of power, swearing an oath of fealty beneath the burning black orb itself.

She now leads Black Sun's analysis section, poring over every shard of knowledge they've plundered, looking for clues to the Hyperborean era. Obsessive and single-minded, Urner maintains direct authority over Black Sun's Novices, personally joining expeditions and excavations whenever possible. Though outwardly loyal to Weissler and the Black Sun, Urner has a long-held affection for Mina Wolff and, even after her defection, the two maintain a covert though close relationship.

Years of poring over the dusty remains of antiquity have taken their toll on Urner. She stoops and walks with a cane, her breathing is laboured and her speech is frequently punctuated by fits of wracking coughs. Her once auburn hair is now dull and brittle, and her watery brown eyes squint out from behind thick spectacles. She tends to dress conservatively in tweeds, preferring civilian dress to military uniform, giving her the appearance of a spinster aunt rather than a black magician.

Truths

- Elderly Academic
- Wolff Sympathiser

Attributes

AGILITY	7	BRAWN	7
COORDINATION	7	INSIGHT	10
REASON	11	WILL	9

Skills

Academia 5 (All), **Engineering 1**, **Fighting 1** (Melee Weapons), **Medicine 1**, **Observation 2**, **Persuasion 2**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2**, **Vehicles 1**

Power: 5

STRESS	11	INJURIES	3
ARMOUR	0	COURAGE	7

Attacks

- **Black Sun Sword Cane:** (Melee Weapons), 4 Piercing 1, *Hunger*, *Bane*, *Hidden*, Parrying

Special Rules

- **Expert Academic:** Urner has a decades old career in academics. She may re-roll any number of d20s on any Academics test she attempts. In addition, her Courage is increased by an amount equal to her Academia skill (included above).
- **Black Sun Prior:** Urner wears a Prior's *Totenkopfring* which contains a rune which allows her to command any other *Totenkopfring* wearer — other than the Exarch, or another Prior — automatically (as if she had performed the Compel ritual, p.XX) and at no cost, as well as the usual functions of the ring (p.XX).
- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- **Menacing:** Urner's presence is an ill-omen. When Urner first appears during a scene, generate 1 Threat immediately.

Spells and Rituals

Urner is a spellcaster, who casts spells using Reason and is always considered to have an applicable focus when casting spells. She knows any spell or ritual the GM requires from the spellbooks of Nyarlathotep and Yog-Sothoth.

REINER LANG, PRIOR OF THE BLACK SUN

Nemesis NPC

The repugnant Lang epitomises the worst in men and, even amidst the ranks of Black Sun, he is viewed with disdain. From an early age Lang showed a talent for science and medicine; fascinated by the work of the early alchemists, he spent much time scouring forbidden books for ways to enhance his own scientific experiments. His career was brought to an unexpected halt when he was forced to flee Munich after the disappearances of several homeless people were linked to him.

His initiation into Black Sun gave Lang everything he could possibly want — the resources to carry out his research without hindrance or repercussion, and the freedom to satisfy his murderous desires as he saw fit. Lang is now responsible for Black Sun's research and development program, harnessing the magics they discover for the good of the Reich. He is responsible for the creation of *die Gefallenen* and the adaptation of many spells and formulae. He spends most of his time in his private laboratory in Wewelsburg meddling with unholy magics, both for the Exarch and to satisfy his own whims. He regularly performs the Steal Immortality ritual for the Exarch, a duty he believes places him above the other Priors.

Lang's flabby and sweaty frame long ago gave him the nickname "*Nacktschnecke*" (or "Slug") and his clammy body and head are devoid of hair, while his dark, darting eyes and rotten teeth only add to his vile appearance. He insists on wearing uniforms that are too tight, causing his clothing to bulge and strain and shows little interest in personal hygiene. Even his dress uniforms are spotted and smeared with untold stains and splatters of both his last meals and the remains of his experiments.

Truths

- Repulsive Scientist and Sorcerer

Attributes

AGILITY	8	BRAWN	7
COORDINATION	8	INSIGHT	8
REASON	9	WILL	10

Skills

Academia 3 (Occultism), **Athletics 1**, **Engineering 1**, **Fighting 2** (Melee Weapons, Handguns), **Medicine 4** (Surgery), **Observation 2**, **Resilience 2**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 1**

Power: 4

STRESS	12	INJURIES	3
ARMOUR	1	COURAGE	5

Attacks

- **Black Steel Knife:** (Melee Weapons), 3 Piercing 1, *Hunger*, *Bane*, *Hidden*, *Subtle*
- **Walther P series:** (Handguns), Close range, 3 (Salvo: Vicious), *Close Quarters*, *Hidden*, *Reliable*

Spells and Rituals

Lang is a spellcaster, who casts spells using Reason, and is always considered to have an applicable focus when casting spells. He knows any spell the GM requires from the spellbooks of Nyarlathotep and Yog-Sothoth.

Special Rules

- **Black Sun Prior:** Lang wears a Prior's *Totenkopfring* which contains a rune allowing him to command any other *Totenkopfring* wearer — other than the Exarch, or another Prior — automatically (as if he had performed the Compel ritual, p.XX) and at no cost, as well as the usual functions of the ring (p.XX).
- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- **Menacing:** Lang's presence is an ill-omen. When Lang first appears during a scene, generate 1 Threat immediately.
- **Unholy Anatomist:** Lang has a finely detailed understanding of the human body. When making a melee attack, he may use his Medicine skill and Surgery focus. In addition, he may spend 1 Threat to re-roll any number of challenge dice when inflicting physical stress with an attack or spell.

KLAUDIA FLEISCHER, PRIOR OF THE BLACK SUN

Nemesis NPC

Klaudia Fleischer commands the Norn dreamers, and, of all the Priors, is the most well known outside of Black Sun. She liaises regularly with her counterparts in the dreaded Gestapo, as her dreamers delve into the sleeping minds of the people, ever vigilant for treachery. Born into a wealthy Koblenz banking family, Fleischer was prone to bouts of hysteria and depression, resulting in several attempts to take her own life. Fearful for her sanity, her family eventually had her committed, and she remained incarcerated and heavily sedated for many years before being discovered by Weissler.

Lured by his promise of release from pain and fear, she readily accepted his invitation to witness the black sun for herself, but the vision was too great a strain on her mind. Upon her return to the waking world, Fleischer took a straight razor and opened her veins from wrist to elbow. Only Weissler's magic prevented her death, and since that day she has been both thankful for and resentful of his intervention.

A powerful dreamer, Fleischer has been instrumental in the expansion of Wewelsburg II. Before the disaster of the Norn's "Battle of Britain", she spends much time exploring the Dreamlands but later in the war is forced to maintain a more mundane existence, working closely alongside the Gestapo.

The epitome of the true Aryan woman, Fleischer's natural beauty has been compared to Dietrich or Garbo, though the icy glare of her pale eyes soon silences such frivolous comparisons. Precise and economical in both dress and deportment, Fleischer prefers the uniform of the SS as a practical and powerful statement of her intent. Always perfectly presented, she eschews the wearing of jewellery or makeup and wears her hair scraped back, giving her beauty a severe aura. The only unusual decoration she wears apart from her Prior's *Totenkopfring* is a pair of silver cuffs on her wrists that hide the ugly scars running up her arms; a reminder of her unsuccessful attempts to end her own life.

Truths

- Leader of the Norn
- The Gestapo's Secret Weapon

Attributes

AGILITY	8	BRAWN	8
COORDINATION	7	INSIGHT	11
REASON	9	WILL	11

Skills

Academia 3 (Occultism, History), **Athletics 1**, **Engineering 1**, **Fighting 2** (Melee Weapons), **Medicine 1**, **Observation 2**, **Persuasion 3**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 1**, **Vehicles 1**

Power: 5

STRESS	14	INJURIES	3
ARMOUR	1	COURAGE	5

Attacks

- **Black Sun *Degen*:** (Melee Weapons), 4 Piercing 1, *Hunger*, *Bane*, Parrying
- **Walther P series:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*, *Reliable*

Special Rules

- **Black Sun Prior:** Fleischer wears a Prior's *Totenkopfring* which contains a rune allowing her to command any other *Totenkopfring* wearer — other than the Exarch, or another Prior — automatically (as if she had performed the Compel ritual, p.XX) and at no cost, as well as the usual functions of the ring (p.XX).
- **Dreamer:** Dreamers are profoundly powerful when in the Dreamlands and can substitute their Will attribute for Agility, Brawn or Coordination while in that other worldly place.
- **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- **Latent Magic:** Fleischer has considerable latent power. When assisting a ritual (rather than leading it herself), she automatically generates 1 success instead of rolling to assist, and she contributes her full Power to the primary spellcaster rather than half.
- **Menacing:** Fleischer's presence is an ill-omen. When she first appears during a scene, generate 1 Threat immediately.
- **Telepathic Senses:** Fleischer can spend 1 Threat when making an Insight + Observation test to look for hostile characters, traps or similar threats. If she does this then the test's difficulty is reduced by 2 to a minimum difficulty of 0

Spells and Rituals

Fleischer is a spellcaster, who casts spells using Insight and is always considered to have an applicable focus when casting spells. She knows any spell the GM requires from the spellbooks of Nyarlathotep and Yog-Sothoth, and the Visit Dreamlands ritual.

STANDARTENFÜHRER 'SWEET' LIESEL BÖHM

Nemesis NPC

Tall and with a shock of long curly red hair running down her back, 'Sweet' Liesel looks for all the world like she should be stalking a catwalk at a pre-war Paris Fashion show. Malevolent, cunning and mischievous, she is a Black Sun agent of great renown, having completed missions throughout the war, and all over the world, earning the uniform of an SS Standartenführer by 1943. Changeable and amoral, she considers herself an adept, but is only really a dabbler with magic. She delights in chaos and confusion and random acts of cruelty or generosity, as the mood takes her.

Truths

- Beautiful
- Mischievous
- Charismatic Occult Dabbler

Attributes

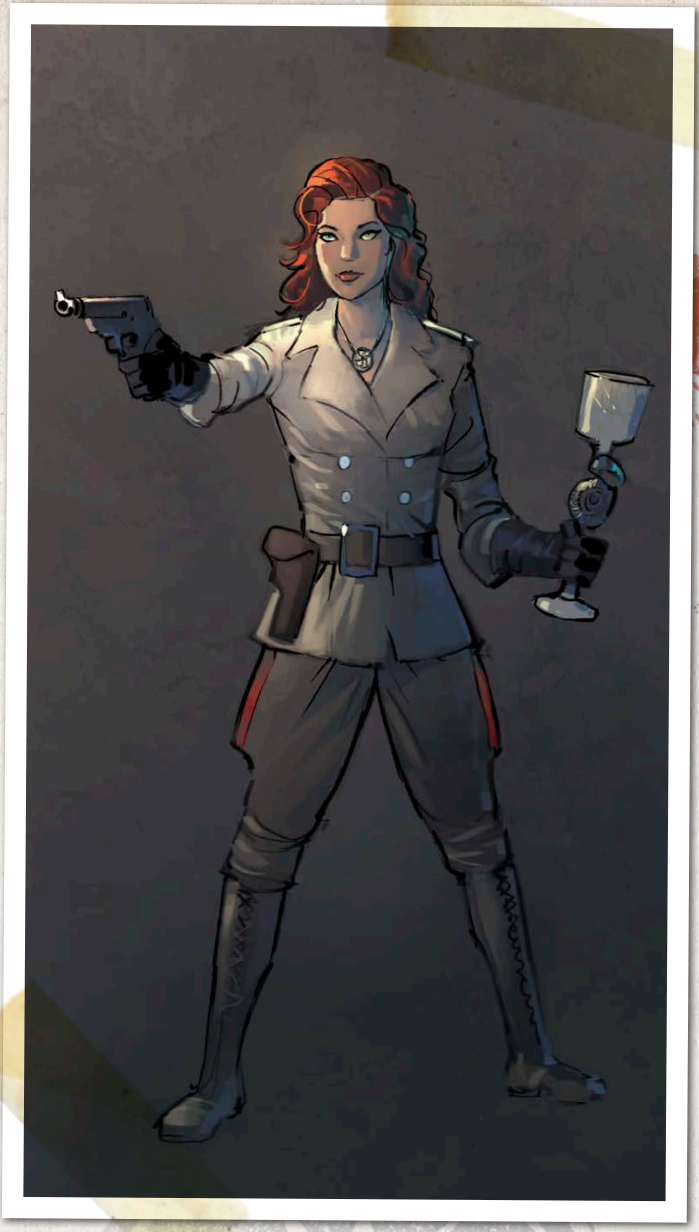
AGILITY	9	BRAWN	8
COORDINATION	9	INSIGHT	8
REASON	8	WILL	9

Skills

Academia 1 (Occultism), **Athletics 2**, **Engineering 1**, **Fighting 3** (Rifles, Heavy weapons), **Medicine 1**, **Observation 1**, **Persuasion 2**, **Resilience 2**, **Stealth 2**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 1**

Power: 2

STRESS	11	INJURIES	3
ARMOUR	2	COURAGE	3



Attacks

- ***Sturmgewehr* 44 (StGw44):** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*
- ***Stielhandgranate* 24:** (Throwing), Close range, 5 Area, Stun, *Munition*

Escalation Options

- ***Flammenwerfer*:** (*Heavy* weapons), Close range, 5 Persistent 4, (Salvo: Area), *Debilitating*, *Escalation*
- ***Machinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Heavy*, *Inaccurate*
- ***Panzerfaust* 60:** (Heavy Weapons), Long range, 5 Piercing 1, Vicious, *Cumbersome*, *Escalation*, *Giant-Killer*, *Heavy*, *Inaccurate*, *Munition*

Special Rules

- **Random Acts of Chaos:** Once per scene, Böhm may perform an act of inexplicable cruelty or generosity, something entirely contrary to the way she has acted so far in the scene, such as executing a subordinate on a whim, or allowing enemies to go free for the flimsiest reason. In combat, this is counted as a major action. If she does this, then roll 3, and immediately generate Threat equal to the total rolled, for the chaos and confusion she provokes. If the number of effects she rolls is greater than the number of times this scene she has used this ability, she may use it an additional time.
- **Occult Dabbler:** When casting a spell Böhm may increase her Power by +2, but if she does so, one point is removed from Threat for each effect rolled when she rolls her Power dice. She knows three spells from the books of Nyarlathotep or Yog-Sothoth as chosen by the GM.

"Oh, come darling,
don't be such a bore.
Have you never wanted
to experience the wilder side of existence?

Forget about conventional
notions of honour and duty,
walk the darker path
and immerse yourself
in its beguiling charms..."

– Sweet Liesel Bohm.

Nachtwölfe

Whereas Black Sun uses foul sorcery and cultivates unholy pacts with dark forces, *Nachtwölfe*'s focus is on using science and technology to enhance the Nazi war machine, all powered by the Atlantean *Blauer Kristall* technology. *Nachtwölfe* maintains many active forces in the field, serving independently, or more usually on special attachment to standard *Heer* forces, experimenting with new Wunderwaffe (or wonder weapons) to turn the tide of war. Where its signature *Blauer Kristall*, and its derived serums, have been used to enhance its individual soldiers or animals, the subjects become more physically developed, growing stronger and more aggressive, but correspondingly less intelligent and controllable, more given to violent rage and battle frenzy. Wherever they materialise, the Allies have learned to fear the appearance of *Nachtwölfe*'s distinctive wolf's paw insignia.

NACHTWÖLFE TROOPER / NCO / LIEUTENANT

Trooper NPCS

These are standard *Nachtwölfe* infantrymen, not usually enhanced by any scientific means, but trained in the array of advanced weaponry *Nachtwölfe* has developed from its *Blauer Kristall* technology. Troopers, NCOs and their junior officers hope to earn their spurs during service in the field. They can then go on to become specialists, ultimately earning the right to wield the force plates of a *Stärkemeister*.

Truths

- Ambitious Intelligent Infantry

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	7
REASON	9	WILL	8

Skills

Academia 1, **Athletics 1**, **Engineering 1**, **Fighting 2** (Rifles), **Resilience 2**, **Stealth 1**, **Survival 1**, **Tactics 1** (Leadership)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	2

Attacks

- ***Sturmgewehr* 44 (StGw44):** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious) *Close Quarters*

Escalation Options

- ***Machinengewehr* 42 (MG42):** (Rifles), Medium range, 6 (Salvo: Area), *Escalation*, *Heavy*, *Inaccurate*
- ***Stielhandgranate* 24:** (Throwing), Close range, 5 Area, Stun, *Munition*
- **Enhanced:** Lieutenants may sport a single augmentation (see p.XX)

Special Rules

- **Advanced Technical Training:** *Nachtwölfe* Troopers are trained in the use of all manner of experimental technology. All tests to use technological devices are decreased by 1 to a minimum of difficulty 1.

NACHTWÖLFE SCIENTIST

Trooper NPC

Nachtwölfe scientists are rarely encountered out in the field, having far too much to work to do in the (relative) safety of their laboratories. They are sometimes found at sites containing important Atlantean finds and will possess whatever technical equipment their current task requires. When out in the field they tend to eschew formal uniform, wearing lab coats or civilian clothes in the hopes that they can remain undetected.

Truths

- Amoral Scientific Experimenter

Attributes

AGILITY	7	BRAWN	8
COORDINATION	6	INSIGHT	8
REASON	10	WILL	9

Skills

Academia 3 (Science), **Engineering 2**, **Medicine 2**, **Observation 1**, **Persuasion 1**, **Vehicles 1**

STRESS	4	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

Special Rules

- **Dedicated Researcher:** While within Close range of a subject of their research, the character gains +2 morale, as they will undertake substantial risks to continue studying their subject.

NACHTWÖLFE FIELD RESEARCHER

Trooper NPC

The Field Researcher's task is to scour the globe hunting for lost technology, Atlantean or otherwise, for *Nachtwölfe*'s scientific and engineering teams to repurpose to the Nazi cause. Researchers are found with whatever technical and investigative equipment their current task requires, recognisable by the distinctive blue-grey uniforms and Wolf's paw insignia.

Truths

- Amoral Investigator

Attributes

AGILITY	8	BRAWN	7
COORDINATION	8	INSIGHT	8
REASON	9	WILL	8

Skills

Academia 2, **Athletics 2**, **Engineering 2**, **Fighting 1** (Pistols, Close Quarters), **Observation 1**, **Resilience 1**, **Vehicles 1**

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*

Special Rules

- **Dedicated Researcher:** While within Close range of a subject of their research, the character gains +2 morale, as they undertake substantial risks to continue studying their subject.

STÄRKEMEISTER (FORCE MASTER)

Lieutenant NPC

Force Masters are the officer class of *Nachtwölfe*, called to the battlefield only at the most critical moments to strike their enemies. Of all the troops serving *Nachtwölfe*, the *Stärkemeister* undergoes the most focused training regime, dealing almost exclusively with force plates. A newly trained Force Master is not considered, by their peers, to be one of their number until the latest recruit has slaughtered an entire an enemy tank crew using their force plates alone. A Stärkemeister carries two bizarre, studded metal Force Plates, powered by a weighty power pack worn on their back.

Truths

- *Nachtwölfe* Leader
- True Believer

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	8
REASON	9	WILL	9

Skills

Academia 1, **Athletics 2**, **Engineering 2** (Combat Engineering), **Fighting 3** (Close Quarters), **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 2**

STRESS	11	INJURIES	2
ARMOUR	2	COURAGE	3

Attacks

- **Luger P08 9mm:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*
- **Atlantean Force Plates:** (Close Quarters), Close range, 5 Stun (Salvo: Intense), *Cumbersome*, *Escalation*, *Giant-Killer* (see p.XX for special rules).
- ***Eisenstachel* Dagger:** (Melee Weapons), 2 Piercing 1

Special Rules

- **Advanced Force Plate Training:** Force masters are trained to such a degree that they can coax additional performance from their Force Plates. When making an attack with them, the character may spend 1 Threat to do one of the following, or 2 Threat to do both: increasing the weapon's range to Medium or adding the Snare effect to the attack.

NACHTWÖLFE PATHFINDER (SCOUT)

Lieutenant NPC

Lightly armed and armoured, the pathfinder is an infiltration specialist and *Nachtwölfe*'s eyes and ears on the battlefield. Using a mix of advanced optics (both daylight and night vision lenses) and powerful radio communications to pinpoint enemy positions, the pathfinder then directs mortars or artillery to soften targets up, before signalling the launch of the infantry assault to go in for the kill. Unless cornered, *Nachtwölfe* Pathfinders will often aim to avoid direct combat, preferring to evade and flee back to the protection of their own lines.

Truths

- Elite Scouts
- Cutting Edge Technology

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	9
REASON	9	WILL	9

Skills

Academia 1, **Athletics 2**, **Engineering 1**, **Fighting 3** (Heavy weapons, Rifles), **Observation 3** (Sight), **Resilience 2**, **Stealth 1**, **Survival 1**, **Tactics 2**, **Vehicles 1**

STRESS	11	INJURIES	2
ARMOUR	1	COURAGE	3

Attacks

- *Sturmgewehr* 44 (StG 44): (Rifles), Medium range, 6 (Salvo: Stun), *Unreliable*

Special Rules

- **Advanced Optics:** The character may reroll a single d20 on any Observation skill test which uses their Sight focus. They ignore any difficulty increases that come from poor light or darkness.
- **Aerial Bombardment:** Pathfinders utilise state of the art spotting and communication technologies to ambush enemy troops from above. As a major action, the Pathfinder can spend 2 Threat to call in supporting fire from distant artillery or passing aircraft. This is an attack, requiring a Reason + Fighting test with a Difficulty of 2, and with one of the following profiles:
  - **Anti-Armour Strike:** (Heavy Weapons), Long range, 7 Piercing 1, Vicious, *Cumbersome, Giant-Killer*
  - **Anti-Personnel Strike:** (Heavy Weapons), Long range, 7 Area, *Stun*

NACHTWÖLFE STALKER (HEAVY WEAPON/ SUPPORT SPECIALIST)

Lieutenant NPC

The Stalker's role is to back up *Nachtwölfe* frontline troops with their superior firepower. Candidates for *Nachtwölfe* Stalker training have to be at the peak of physical fitness and undergo a three-month programme of intense physical training, combined with daily injections of an experimental concoction known as *Vitalität* IX. The strength of the drug is increased throughout the programme, causing the candidate to physically bulk up in terms of strength and stature. At the same time, the candidate loses cognitive reasoning capacity while becoming ever more aggressive. At a menacing 7ft (2.1m) tall, a Stalker is more than strong enough to carry the heavy Jagdgewehr StGw43A experimental gun in their muscled arms, while their uniform struggles to contain their oversized form. Their massive physique, armoured gauntlets, and specialised equipment give the impression of fighting something distinctly otherworldly on the battlefield.

Truths

- *Nachtwölfe* Battlefield Behemoth
- See the Unseen

Attributes

AGILITY	10	BRAWN	10 (1)
COORDINATION	13 (1)	INSIGHT	7
REASON	6	WILL	10

Skills

Athletics 3, **Engineering 1**, **Fighting 4** (Hand-to-Hand Combat, Rifles, Heavy Weapons), **Observation 1** (Sight), **Resilience 5**, **Stealth 1**, **Survival 1**, **Tactics 1**

STRESS	16	INJURIES	3
ARMOUR	7	COURAGE	7

Attacks

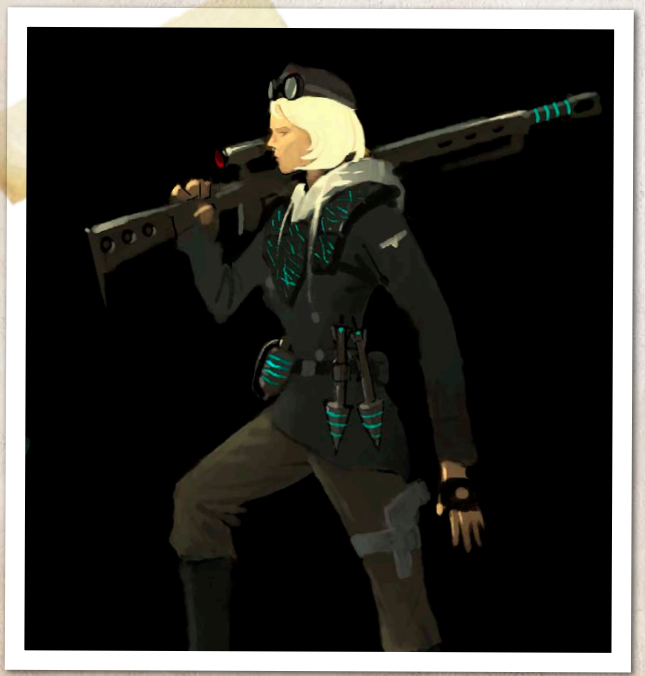
- ***Jagdgewehr Sturmgewehr 43A:*** (Rifles), Medium range, 6 Piercing 1 (Salvo: Vicious), *Reliable*
- **Integrated *Panzerfaust*:** (Heavy Weapons), Long range, 5 Piercing 1, Vicious, *Cumbersome*, *Escalation*, Giant-killer, *Inaccurate*, *Munition*
- **Steel Boots and Gloves:** (Hand-to-Hand Combat), 6 Stun, Vicious

Escalation Options

- **Machinengewehr 131 (MG131):** (*Heavy* Weapons), Medium range, 7 (Salvo: Area), *Escalation*, *Inaccurate*

Special Rules

- **Advanced Optics:** The character may reroll a single d20 on any Observation skill test using their Sight focus. They ignore any difficulty increases coming from poor light or darkness.
- **Extraordinary Brawn 1:** The character receives 1 automatic success on all Brawn-based skill tests. They also receive +1 on melee attacks and add +1 to both Armour and maximum stress (these bonuses are included above).
- **Overkill:** Stalkers ignore the *Heavy* quality on any weapons they wield (it has been removed from their weapons, above). In addition, a Stalker generates 1 Threat each time it inflicts an injury.
- **Scale 1:** The Stalker suffers an injury after suffering 6 or more stress (after reductions) in a single attack, rather than the normal 5. Their size may also make some tasks easier or harder.
- **Tough 1:** The Stalker can withstand one more Injury than usual (included above). In addition, they may spend 3 Threat to ignore an injury being inflicted.



NACHTJÄGER (SNIPER)

Lieutenant NPC

Nachtwölfe Nachtjäger or "Night Hunters" are assassination specialists, often targeting NCOs, officers and other high-ranking individuals to weaken the enemy's command structure and sow confusion in their ranks. Armed with a powerful BK-259 *Feindsucher* "Foe seeker" rifle they can often operate at extended range (1000m), and the single shot *Blauer Kristall* bullet is a devastating payload, punching through cover and armour to strike their targets. Elite *Nachtwölfe Nachtjägers* who have secured two dozen confirmed officer kills, are issued with advanced semi-adaptive Hüllen or Shroud camouflage, making them extremely difficult to detect. The *Nachtjäger* also carries a Relic dagger for close quarter combat and as a protection against any summoned Black Sun entities, often sporting additional chest and head armour to protect them from injury.

Truths

- *Nachtwölfe* Elite Sniper

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	9
REASON	8	WILL	9

Skills

Academia 1, **Athletics 2**, **Engineering 1**, **Fighting 3** (Heavy Weapons, Rifles), **Medicine 1**, **Observation 2** (Sight), **Resilience 1**, **Stealth 2** (All Focuses), **Survival 1**, **Tactics 2**, **Vehicles 1**

STRESS	10	INJURIES	2
ARMOUR	1	COURAGE	2

Attacks

- **BK 259 Foeseeker:** (Rifles), Extreme range, 7 Piercing 1, (Salvo: Vicious), Accurate
- **Luger P08 9mm:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*

Special Rules

- **Advanced Optics:** The *Nachtjäger* may reroll a single d20 on any Observation skill test which uses their Sight focus. They ignore any difficulty increases that come from poor light or darkness.
- ***Blauer Kristall* Ammunition:** The *Nachtjäger* can spend 1 Threat to fire a Blauer Kristall round. *Blauer Kristall* ammunition adds the Bane quality to the weapon, and adds the Piercing 1 effect to Salvo attacks.
- **Hüllen Camouflage (*Escalation*):** When a *Nachtjäger* first appears in a scene, they may spend 2 Threat to be equipped with Hüllen camouflage. This adds the Concealed truth to the character, which applies to their stealth tests and to tests to locate them while in dark or dimly lit locations.

NACHTWÖLFE PIONIER (COMBAT ENGINEER)

Lieutenant NPC

Nachtwölfe's heavy reliance on battlefield technology requires extensive support and the *Pionier* is an expert in the maintenance and repair of Atlantean and *Blauer Kristall* powered machinery, as well as performing a traditional combat engineering role. Armed with a Höllenfeuer "Hellfire" belt-fed repeater shotgun, Pioniers can carry several different varieties of grenades and field explosives, as well as mortars, machine gun turrets and other support weaponry. All are experts in the setting up or clearing of minefields, barricades and other fortifications.

Truths

- Devious *Nachtwölfe* Defensive Specialist

Attributes

AGILITY	8	BRAWN	7
COORDINATION	9	INSIGHT	9
REASON	9	WILL	9

Skills

Academia 1, **Athletics 2**, **Engineering 3** (Combat Engineering, Explosives, Mechanical Engineering), **Fighting 3** (Close quarters, Heavy Weapons), **Observation 1**, **Resilience 1**, **Stealth 1**, **Survival 1**, **Tactics 2** (Battlefield Tactics), **Vehicles 2**

STRESS	10	INJURIES	2
ARMOUR	2	COURAGE	2

Attacks

- ***Höllenfeuer* "Hellfire" Belt-Fed Repeater Shotgun:** (Close Combat), Close range, 7 (Salvo: Area), *Escalation*, *Inaccurate*

Escalation Options

- ***Flammenwerfer* 41:** (Heavy Weapons), Close range, 6 Persistent 4 (Salvo: Area), *Debilitating*, *Escalation*
- ***Stielhandgranate* 24:** (Throwing), Close range, 6 Area, Stun, *Munition*

Special Rules

- **Advanced Technical Training:** Nachtwölfe Troopers are trained on all manner of technology. All tests to use technological devices are decreased by 1 to a minimum of difficulty 1.
- **Dig In:** A *Pionier* who has had time to prepare their defences is a formidable foe indeed. If a Pionier has the opportunity to dig in, they generate 3 Threat, which must be spent on the Mines and/or Cover options, below:
  - **Mines:** A *Pionier* may spend up to 3 Threat to seed a zone with compact anti-personnel mines. A character who enters that zone must roll X, where X is the Threat spent — if any effects are rolled, then the character suffers 6 physical stress with the Area and Stun effects. Characters may attempt to spot the mines before they enter the zone, though the difficulty for this is equal to the Threat spent. They may spend 1 Momentum to use incendiary mines instead, replacing the Stun effect with the Persistent 4 effect.
  - **Cover:** A *Pionier* may spend up to 3 Threat to fortify a zone, adding barricades, earthworks, and sandbag walls. Each point of Threat creates a single fortification. A fortification may grant either +4 Cover to one character within Reach of it, or +2 Cover for up to two characters within Reach, chosen when the fortification is created.

NACHTWÖLFE HUNDEMEISTER / BESTIENMEISTER

Lieutenant NPC

These *Nachtwölfe* specialists are adept in the training and deployment of creatures *Nachtwölfe* has enhanced with *Blauer Kristall*. Most common is the *Hundemeister* who works with the iconic Alsatians so beloved of the Führer, creatures who sport a variety of technological "enhancements," eyes and teeth glowing an eerie blue after their intensive serum treatments. *Hundemeister* can work in a variety of combat roles, but their dogs are especially adept as guards or trackers, using their enhanced senses to seek out infiltrators or run-down escapees. Far rarer are other classes of *Nachtwölfe Bestienmeister*. Little concrete data exists on these exotic animal handlers, but fragmentary though credible reports suggest some are able to work with iconic creatures favoured by the Nazi regime like eagles, bears, wolves and even the fabled auroch.

Truths

- Depraved Beast Handler

Attributes

AGILITY	9	BRAWN	9
COORDINATION	8	INSIGHT	8
REASON	9	WILL	8

Skills

Academia 1, **Athletics 2**, **Engineering 2** (Combat Engineering, Mechanical Engineering), **Fighting 3** (Rifles, Heavy Weapons), **Medicine 1**, **Observation 1**, **Resilience 1**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 1**

STRESS	10	INJURIES	2
ARMOUR	3	COURAGE	1

Attacks

- ***Maschinenpistole* 40 (MP40):** (Close Quarters), Close range, 4 (Salvo: Stun), *Inaccurate*

Special Rules

- **Beast Allies:** *Hundemeister* are intimately bonded with their animals, looking after them and training with them daily when they are not on duty. They have a single companion animal, the most common of which is the *Kristall* modified Alsatian.

Kristall Modified Alsatian

TRUTHS

- Augmented Fighting Dog

Attributes

AGILITY	11	BRAWN	9
COORDINATION	5	INSIGHT	10
REASON	5	WILL	9

SKILLS

Athletics 3, Fighting 3 (Bites), **Observation 2** (Smell), **Resilience 2, Survival 3** (Tracking)

STRESS	6	INJURIES	1
ARMOUR	1	COURAGE	2

ATTACKS

- **Enhanced Bite: Agility + Fighting** (Hand-to-Hand Combat, 4 Piercing 1)

SPECIAL RULES

- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, it cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Keen Senses (Scent):** Reduce the difficulty of any skill test which involves scent by 2, to a minimum of 0. The creature may detect things which humans cannot using its sense of smell.
- **Defend until Death:** The Alsatian is extremely loyal and devoted to its Hundemeister and will defend them to the death. The dog gains +2 Morale when they are present and if the *Hundemeister* is ever defeated, the dog moves as fast as possible to their side and will defend them from any attacker until it is killed.

"The Sturm Troopers are our great armoured fist.

First into combat, first into the breach, often the first to die, too,

yet only after they have wrought great ruin upon our foe.

They are a glittering spear tip of death and destruction..."

- Mina Wolff

NACHTWÖLFE STORMTROOPER

Lieutenant NPC

The Stormtrooper is one of *Nachtwölfe*'s earliest experiments in combining *Blauer Kristall* with cybernetic technology to create a super soldier, specialising in an assault and close quarter combat role. Enhanced to considerable size, Stormtroopers have various technological body modifications including arms for strength, eyes for night vision and even legs for additional speed/leaping capabilities. They also select respiratory modifications, allowing them to breathe in hazardous environments and even underwater. These enhancements mean they can also sport considerable quantities of body armour for additional protection against melee weapons, and they are armed with an array of *Nachtwölfe* weaponry, most commonly the Stg-44NW variant Assault rifle, a variety of grenades and the signature *Sturmbolzenaxt* trench hatchet. Fearsome close quarters combatants, the Stormtroopers are first into the breach, relying on their armour, close-quarters weapons, brute strength and explosive loadouts to punch a hole in enemy defences.

Truths

- Cybernetic Shock Trooper
- Can Fight Anywhere

Attributes

AGILITY	8	BRAWN	12 (1)
COORDINATION	8	INSIGHT	7
REASON	7	WILL	9

Skills

Athletics 2, **Engineering 2** (Mechanical Engineering), **Fighting 4** (Heavy Weapons, Rifles, Melee Weapons), **Medicine 1**, **Resilience 4**, **Survival 2**, **Tactics 1**, **Vehicles 1**

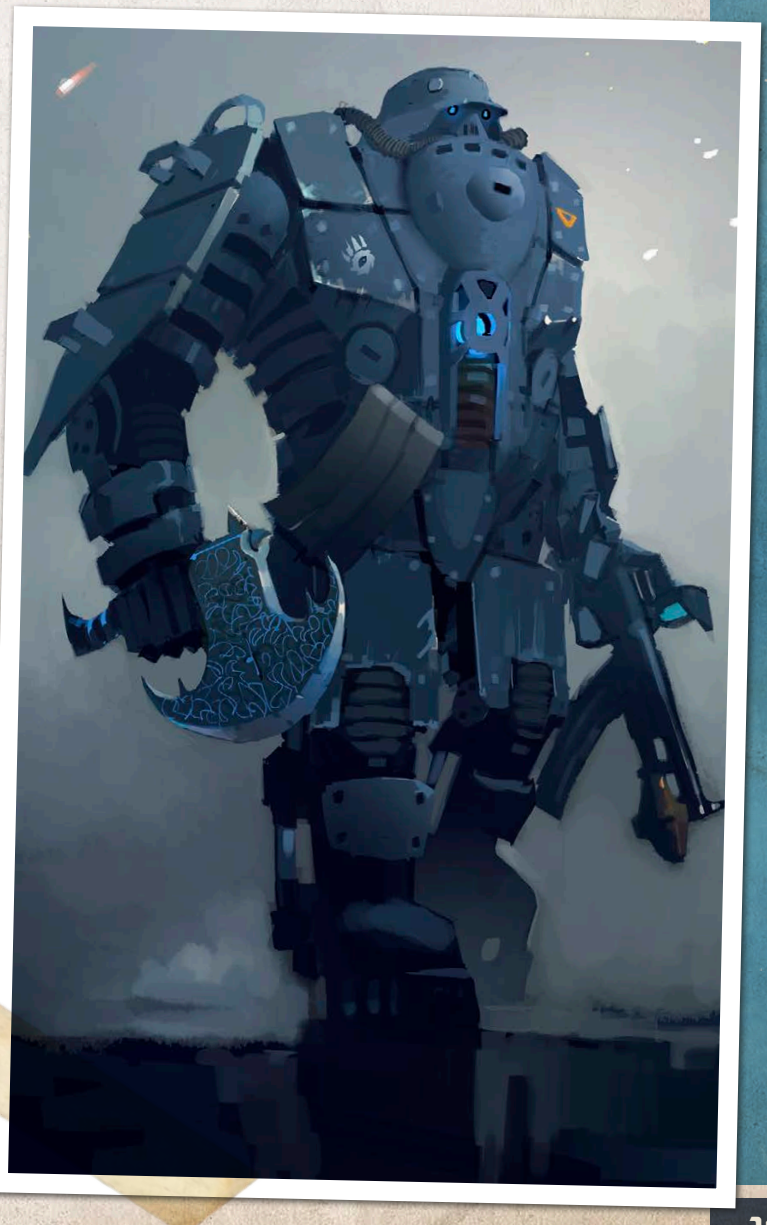
STRESS	17	INJURIES	3
ARMOUR	7	COURAGE	5

Attacks

- ***Sturmgewehr* 44 (StG 44):** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
- ***Sturmbolzenaxt* Trench Hatchet:** (Melee Weapons), 8 Stun, *Reliable*
- ***Stielhandgranate* 24:** (Throwing), Close range, 5 Area, Stun, *Munition*

Special Rules

- **Advanced Optics:** The character may reroll a single d20 on any Observation skill test which relies on sight. They ignore any difficulty increases that come from poor light or darkness.
- **Extraordinary Brawn 1:** The character receives 1 automatic success on all Brawn-based skill tests. They also receive +1 on melee attacks and add +1 to both Armour and maximum stress (these bonuses are included above).
- **Menacing:** When the character first appears in a scene, generate 1 Threat.
- **Scale 1:** The character suffers an injury after suffering 6 or more stress (after reductions) in a single attack, rather than the normal 5. Their size may also make some tasks easier or harder.
- **Tough 1:** The character can withstand one more Injury than usual (included above). In addition, they may spend 3 Threat to ignore an injury being inflicted.



NACHTWÖLFE WOLF GUARD (WOLFESGARD)

Lieutenant NPC

Commanded by the severe, austere and devilish Hauptmann Gerd Schmidt, the Wolf Guard are drawn from the very cream of *Nachtwölfe*'s ranks and form the personal bodyguard of Mina Wolff herself. Fanatically loyal to Wolff, these elite infantrymen are rarely seen outside Fenrir's Seat unless accompanying her on one of her lightning tours of inspection. However, when a mission is deemed pivotal to the prosperity of the Fatherland, members of the Wolf Guard may be entrusted to see it carried out to completion, having unrestricted access to all the very latest experimental weaponry *Nachtwölfe* can muster.

Truth

- Wolff's Elite Infantry
- Dedicated Bodyguard

Attributes

AGILITY	9	BRAWN	12
COORDINATION	10	INSIGHT	9
REASON	9	WILL	10

Skills

Academia 1, **Athletics 2**, **Engineering 1**, **Fighting 3** (Rifles), **Medicine 1**, **Observation 1**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2**, **Vehicles 1**

STRESS	12	INJURIES	2
ARMOUR	6	COURAGE	4

Attacks

- ***Sturmgewehr* 44 (StGw44):** (Rifles), Medium range, 5 (Salvo: Stun), *Unreliable*
- **Wolf Axe:** (Melee Weapons), 6 Vicious

Special Rules

- **Augmented:** All Wolf Guard are heavily augmented and enhanced, giving them vigour and vitality beyond human limits. They cannot suffer Fatigue from anything other than magical effects, and they recover 1 stress at the end of each of their turns while they are not defeated.
- **Faithful unto Death:** All Wolf Guard are fiercely loyal to Mina Wolff and in her presence gain +2 Morale and will defend her to the death against any attacker. Any Wolf Guard within Reach of Mina Wolff may use a reaction to redirect any attack targeting her to themselves instead.
- ***Nachtwölfe* Armour:** The special *Blauer Kristall* alloy breastplate grants the wearer +2 Cover and +2 Morale against hostile magical attacks, in addition to the Armour rating it provides.

Nachtwölfe High Command

GENERALOBERST MINA WOLFF, NACHTWÖLFE COMMANDER

Nemesis NPC

Mina Wolff is the head and unquestioned leader of *Nachtwölfe*. Following her defection from Black Sun, the Night Wolves have been carefully moulded in Mina's image with a dedication to technological advancement through the Atlantean *Blauer Kristall* technology bordering on the fanatical. However, as an individual, Mina remains opaque and unknowable, even to those within her inner circle and she operates with a drive and tenacity in pursuit of motives known only to herself.

Her striking beauty appears to place her in her late twenties, but no-one remembers her changing much over the last two decades, as if time itself is standing still to applaud her countenance. Of course, those who enquire too closely about her exact age and origins are seldom heard from again.

Mina's chiselled cheekbones, shoulder length blond hair (tightly bound under her commander's hat), and stunning bright blue eyes set her apart. Her body is lithe, and she is extremely fit. Her stamina is legendary, as she works relentlessly, driving her team to discover the lost secrets of the Atlanteans. More importantly, she is strategic in her thinking, achieving the best from those around her, lacking the desire to play the political games that cripples the Nazi leadership. Mina holds a theoretical rank of General in the Wehrmacht, but only for purposes of direct relations with the regular forces. To all intents and purposes, Mina is virtually untouchable as she reports directly to the Führer himself.

Truths

- Ruthless Supreme Commander of *Nachtwölfe*
- Mysterious Past

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	10
REASON	8	WILL	12

Skills

Academics 3, **Athletics 2**, **Engineering 1**, **Fighting 3** (Close Quarters), **Medicine 1**, **Observation 3**, **Persuasion 4**, **Resilience 3**, **Tactics 3**, **Vehicles 1**

Power: 4

STRESS	14	INJURIES	3
ARMOUR	2	COURAGE	6

Attacks

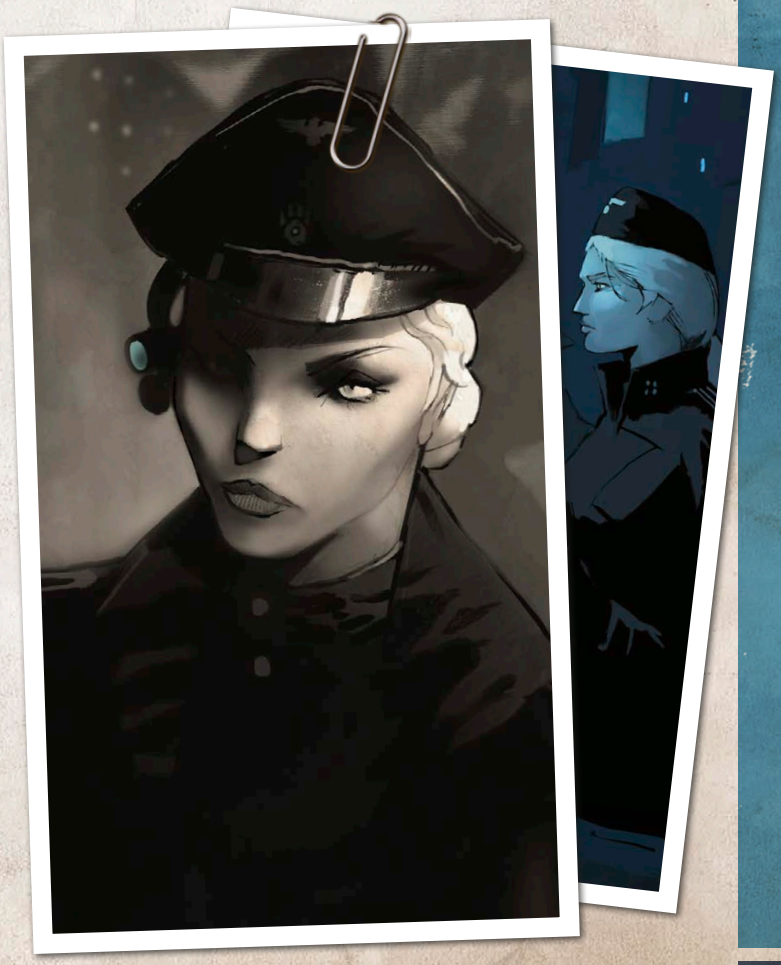
- **Walther P Series:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*, *Reliable*
- **Shewolfe *Maschinenpistole*:** (Close Quarters), Medium Range, 6 Piercing 1 (Salvo: Stun or Vicious), *Reliable*
- ***Die Blaue Reitgerte*:** (Melee Weapons) 3 Stun, *Debilitating*

Spells and Rituals

Wolff is a spellcaster, who casts spells using Insight. She knows any Celtic or Runic spell the GM wishes her to have, and any rituals she requires. However, she rarely uses sorcery, and would never do so publicly.

Special Rules

- **Infinite Vigour:** In addition to never visibly aging, Wolff has limitless stamina, and seems never to tire. She cannot suffer Fatigue from anything other than magical effects (including the costs of spells), and she recovers 1 stress at the start of each of her turns while she is not defeated.
- **Threatening 3:** When Wolff enters a scene, she immediately generates 3 points of Threat which only she may use.



OBERSTLEUTNANT OSKAR RICHTER, COMMANDER (WOLFSZAHN BATTALION)

Nemesis NPC

One of the seven Inner Circle Obersts charged with the management of different departments, installations, and expeditions, Richter leads the *Wolfszahn* Battalion, *Nachtwölfe*'s elite fighting force. Richter's white hair belies a model of Nazi purity. Standing 6ft tall, his toned physique and regular workouts inspire his men to high standards of personal fitness. The only person to have used the original Vitalität serum to enhance his fighting prowess, he regularly spars with the soldiers under his command, who would literally follow him to hell if ordered to do so. Richter is rarely seen in the full officer's uniform normally expected of commanders, instead preferring to get his hands dirty at the frontline, taking personal command with a guard of Specialists, Stalkers, and Force Masters by his side.

Truths

- Fearsome Warrior
- Relentless Battlefield Commander

Attributes

AGILITY	9	BRAWN	11 (1)
COORDINATION	9	INSIGHT	10
REASON	8	WILL	9

Skills

Academia 1, **Athletics 2**, **Engineering 2** (Combat Engineering), **Fighting 3** (Hand-to-Hand Combat, Rifles, Heavy Weapons), **Medicine 1**, **Observation 1**, **Resilience 1**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 1**

STRESS	13	INJURIES	4
ARMOUR	4	COURAGE	2

"I did not mean to kill him, but it is of no consequence. If he could not withstand the rigours of sparring, he was not fit to serve. Thus the weakest of the pack are culled, ensuring only the strongest endure."

– Oskar Richter

Attacks

- ***Jagdgewehr Sturmgewehr* 43A:** (Rifles), Medium range, 8 Piercing 1, (Salvo: Vicious), *Reliable*
- **Integrated *Panzerfaust*:** (Heavy Weapons), Long range, 7 Piercing 1, Vicious, *Cumbersome*, *Escalation*, Giant-killer, *Inaccurate*, *Munition*
- ***Sturmbolzenaxt* Trench Hatchet:** (Melee Weapons), 7 Stun, *Reliable*

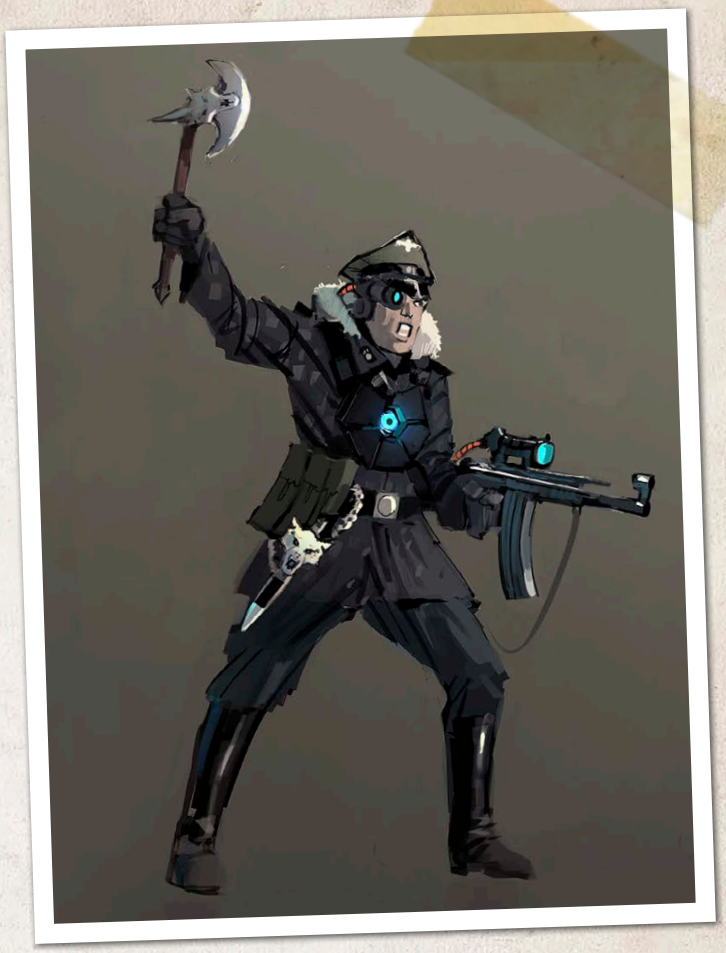
Special Rules

- **Efficient Killing Machine:** Whenever Richter makes a Salvo attack, roll 1. On an effect, the ammunition is not expended.
- **Extraordinary Brawn 1:** Richter receives 1 automatic success on all Brawn-based skill tests. He also receives +1 on melee attacks and add +1 to both Armour and maximum stress (these bonuses are noted above).
- **Fast Recovery 2:** Richter regains 2 stress at the end of each of his turns. In addition, if he has any injuries at the start of his turn, he may spend 2 Threat to remove an injury completely. This ability stops functioning once he is defeated.
- **Menacing:** Richter's presence is threatening. When he enters a scene, immediately generate 1 Threat.
- **Stalker Prototype:** While Richter hasn't gained the size of later-generation Stalkers, he is more than capable of wielding heavy weapons with his unrivalled fitness as they do. Richter can ignore the *Heavy* quality of any weapon he wields (this quality has thus been removed from his weapons, above).
- **Tough 1:** Richter can withstand one more injury than usual (included above). In addition, he may spend 3 Threat to ignore an injury being inflicted.

HAUPTMANN GERD SCHMIDT, COMMANDER (WOLF GUARD)

Nemesis NPC

Schmidt is in command of the *Nachtwölfe* elite Wolf Guards charged with Mina's personal security. An image of Aryan perfection, his precision is matched only by his immaculate appearance. The Guards, drawn from the very best *Nachtwölfe* Specialists, Stalkers, and Force Masters, can be found testing the most powerful of *Nachtwölfe* equipment and their number one priority is to ensure no Black Sun or Allied agents get close to Mina. Schmidt has a hidden past almost as mysterious as that of his mistress, appearing from nowhere amongst the ranks of *Nachtwölfe* and assigned to the position of Captain of the Guard by Mina herself. Schmidt is stony featured, with an unreadable face and inscrutable eyes. In many people's opinion, it is as if the devil himself is watching for any sign of trouble around Mina.



Truths

- Loyal
- Fierce
- Praetorian Commander

Attributes

AGILITY	11	BRAWN	9
COORDINATION	9	INSIGHT	10
REASON	8	WILL	11

Skills

Academia 1, **Athletics 1**, **Engineering 1**, **Fighting 4** (Rifles), **Observation 4** (Sight, Hearing, Instincts), **Resilience 2**, **Stealth 3**, **Survival 1**, **Tactics 3** (Leadership)

STRESS	13	INJURIES	3
ARMOUR	2	COURAGE	4

Attacks

- **Walther P Series:** (Handguns), Close range, 5 (Salvo: Vicious), *Close Quarters*, *Reliable*
- **Atlantean Force Plates:** (Close Quarters), Close range, 7 Stun (Salvo: Intense), *Cumbersome*, *Escalation*, Giant-killer
- ***Eisenstachel* Dagger:** (Melee Weapons), 3 Piercing 1

Special Rules

- **Augmented:** Like all Wolf Guard, Schmidt is heavily augmented and enhanced, with vigour and vitality beyond human limits. He cannot suffer Fatigue from anything other than magical effects, and he recovers 1 stress at the end of each of his turns while he remains undefeated.
- ***Eisenstachel* Master:** Schmidt has learnt to us the *Eisenstachel* blade as a remote tool through the power of his force plates. Schmidt can pay 1 Threat to fling his blade and retrieve it as a standard action. This is treated as an attack with his Force Plates, but it exchanges the Stun Effect for Piercing 2, and removes the *Cumbersome* and *Giant-Killer* qualities.
- **Eye for Trouble:** Anyone attempting a test to hide, or move under a false identity in Schmidt's presence increases the difficulty of their test by +2.
- **Menacing:** Schmidt's presence is intimidating. When he enters a scene, immediately generate 1 Threat.

"The safety of Generaloberst Wolff,
must be your highest priority at all times,
for if she is lost, we become a pack without its alpha.
You will do anything to prevent this,
even if it means your own death."
- Hauptmann Gerd Schmidt

PROFESSOR KRAFT HEIMBURG

Nemesis NPC

Kraft Heimburg is the ex-chief of Laboratory Number 7 at Wewelsburg Castle, the very lab that was destroyed in Mina's first experiment. Abandoning Black Sun with his mistress, he too believes the technology of the ancients is the key to unlocking the greater mysteries of the universe and creating a global Third Reich. Heimburg is a practical man and has embraced Mina's vision wholeheartedly, throwing himself into developing the equipment and breakthroughs she needs. Although in his late forties, Heimberg is well-honed for a scientist, having served as an apprentice engineer in World War I before being introduced to the Thule Society, as a member of their fledgling science team. A faint wisp of grey mars his jaunty, swept-back hair but is complimented by his deep green eyes. Lately he has been having strange dreams of bizarre geometric contraptions, which he puts down to the late hours he and his team have been pulling on the latest Atlantean inventions.

"The Blauer Kristall is the key, an almost limitless source of power. From it we will derive the Wunderwaffe that will hurl the Allies back into the sea and send the Reds scurrying back to Moscow. We must step up production immediately!"

- Professor Kraft Heimburg

Truths

- Esoteric Scientific Expert
- His Dreams Are Not His Own

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	9
REASON	11	WILL	9

Skills

Academia 3 (Occultism, Science), **Athletics 1**, **Engineering 5** (Mechanical Engineering), **Fighting 2**, **Medicine 3**, **Observation 3** (Sight), **Persuasion 1**, **Resilience 1**, **Vehicles 1**

STRESS	10	INJURIES	3
ARMOUR	1	COURAGE	2

Attacks

- **Walther PPK with *Blauer Kristall* Bullets:** (Handguns), Close range, 4 (Salvo: Piercing 1 & Vicious), *Bane*, *Close Quarters*, *Hidden*, *Reliable*

Special Rules

- **Infected by Sarthothus:** Heimburg is unaware of it but he has been possessed by a significant amount of Sarthothus's (p.XX) consciousness and is secretly working toward the restoration of the sundered god. Whenever he is the target of a hostile spell, increase the difficulty of that spell by +2.

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Chapter Seven
Bestiary

The Secret War is a time of great change, when both terrestrial creatures and strange entities walk the dark corners of a war-ravaged globe. These range from humble native animals co-opted to serve as beasts of burden to bolster the war effort, to creations of abhorrent science constructed as cannon fodder, feeding the ever-hungry gears of the war machine.

Elsewhere, stirred by the tumult, both native and non-native alien races awaken, seeking advantage in the confusion, while strange entities from beyond the stars also sometimes stalk the battlefield. Most sinister of all are those who seek to draw the appalling deities of the Mythos itself into the conflict, little realising that they might just trigger an apocalyptic event which would enslave all sentient life itself.

This chapter contains a bestiary for the many creatures you'll deploy as a GM —from minor annoyances like rat swarms, to major antagonists like the repulsive Deep Ones or the mysterious Mi-Go, to the very Elder Gods and Great Old Ones themselves!

Animals

AUROCH

Lieutenant NPC

A giant species of cattle, long extinct, but brought back to life by the genetic experiments and selective breeding programs of the Nazis as both a symbol of their Aryan heritage and so that Herman Göring might have something to hunt. The auroch is a beast of formidable power and resilience and it is said rare enhanced versions are sometimes paired with a *Nachtwölfe Bestienmeister*.

Truths

- Massive Herd Animal
- Belligerent

Attributes

AGILITY	7	BRAWN	14 (1)
COORDINATION	5	INSIGHT	9
REASON	3	WILL	6

Skills

Athletics 2 (Running), **Fighting 1**, **Observation 2** (Instincts), **Resilience 3** (Fortitude), **Survival 1**

STRESS	18	INJURIES	3
ARMOUR	5	COURAGE	0

Attacks

- **Horns and Trampling Hooves:** (Hand-to-Hand Combat), 8

Special Rules

- **Brutal 1:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Extraordinary Brawn 1:** The creature adds 1 automatic success to all Brawn tests. It also adds +1 to its melee attacks and adds +1 to its maximum stress and its Armour (all included above).
- **Goring Charge:** When an auroch succeeds at a melee attack immediately after moving into Reach, add the Intense effect to the damage.
- **Scale 2:** The creature takes an injury if it suffers 7 or more stress (after reductions) from one attack, rather than 5. Its size may also make other tests easier or harder.
- **Tough 1:** The creature can withstand 1 extra Injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

BEAR

Lieutenant NPC

Ferocious when roused but frequently docile and wary of people crossing their territory, bears can be found in the forests of Northern Europe and Scandinavia, as well as across America. The bear is resilient and extremely powerful, making them a deadly foe to anyone unfortunate or unwise enough to rouse them to anger.

Truths

- Powerful Solitary Beast
- Territorial

Attributes

AGILITY	9	BRAWN	14
COORDINATION	5	INSIGHT	10
REASON	4	WILL	9

Skills

Athletics 3 (Climbing, Running), **Fighting 3**, **Observation 4** (Smell and Taste), **Resilience 2**, **Stealth 1**, **Survival 2** (Tracking)

STRESS	16	INJURIES	3
ARMOUR	4	COURAGE	1

Attacks

- **Claws:** (Hand-to-Hand Combat), 7, *Debilitating*
- **Roar:** (Mental Attack), 4 Piercing 1

Special Rules

- **Brutal 1:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer stress as if from a mental attack.
- **Keen Senses (Scent):** The creature reduces the difficulty of all skill tests relating to smell by 2, to a minimum of 0. It can detect things by scent which humans cannot.
- **Scale 2:** The creature takes an injury if it suffers 6 or more stress from one attack, rather than 5. Its size may also make other tests easier or harder.
- **Tough 1:** The creature can withstand 1 extra Injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

BAT

Trooper NPC

Almost sightless, but capable of navigating through highly evolved sonar sensory apparatus, these mammals are found throughout Europe and the rest of the world. Their sonar capabilities mark them out as unusual and bats have even been considered for use as a messenger service, or for delivering bombs by the more ambitious and unhinged of military innovators.

Truths

- Tiny Flying Mammal
- Nocturnal

Attributes

AGILITY	12	BRAWN	4
COORDINATION	6	INSIGHT	12
REASON	3	WILL	4

Skills

Athletics 2 (Flying), **Observation 4** (Hearing), **Stealth 3**, **Survival 2**

STRESS	2	INJURIES	1
ARMOUR	0	COURAGE	0

Attacks

- **Biting and Clawing:** (Hand-to-Hand Combat), 2 Stun

Special Rules

- **Echolocation:** A bat can navigate and accurately perceive its surroundings through use of echolocation. A bat is not hindered by darkness or poor visibility.

- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Keen Senses (Hearing):** The creature reduces the difficulty of all hearing-based skill tests by 2, to a minimum of 0. It can detect things by hearing which humans cannot.
- **Scale -2:** The creature suffers an injury after suffering 3 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Swarming:** When fighting in a group, bats add the *Area* effect to their melee attack.

DOG

Trooper NPC

Man's best friend is determined and loyal as well as deadly when pushed to extremes or trained to them. Dogs are used in numerous roles by all sides in both the Secret War and indeed the wider conflict, serving as guards and trackers but always as faithful companions.

Truths

- Trained Dog
- Loyal Companion

Attributes

AGILITY	11	BRAWN	9
COORDINATION	5	INSIGHT	10
REASON	5	WILL	9

Skills

Athletics 2, **Fighting 2**, **Observation 3** (Smell and Taste), **Resilience 1**, **Survival 2** (Tracking)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	2

Attacks

- **Bite:** (Hand-to-Hand Combat), 3

Special Rules

- **Good Boy:** Dogs are extremely loyal and devoted to their owners, trainers and handlers gaining +2 Courage in their presence. If their handler is defeated, the dog will move as fast as possible to the character's side and will defend them from anyone who gets too close. Wild or stray dogs do not gain this benefit, unless befriended by a character.
- **Grasping:** After a successful attack, spend 1 Threat to add the *Snare* effect to the attack. While it has a target ensnared, the dog cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Keen Senses (Scent):** The dog reduces the difficulty of all skill tests relating to smell by 2, to a minimum of 0. It can detect things by scent which humans cannot.

EAGLE

Trooper NPC

A bird of incredible grace, power and nobility, the eagle courses through the air on enormous wings, searching for prey. It possesses fierce weapons with its cruel beak and savage claws. Some eagles are capable of being trained to attack prey.

Truths

- Bird of Prey
- Predatory Swooping

Attributes

AGILITY	12 (1)	BRAWN	6
COORDINATION	6	INSIGHT	12
REASON	5	WILL	9

Skills

Athletics 3 (Flight), **Fighting 1**, **Observation 3** (Sight), **Resilience 1**

STRESS	4	INJURIES	1
ARMOUR	0	COURAGE	1

Attacks

- **Tearing Beak and Talons:** (Hand-to-Hand Combat), 2 Piercing 1

Special Rules

- **Extraordinary Insight 1:** The creature adds 1 automatic success on all Insight tests.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Grasping:** After a successful attack, spend 1 Threat to add the *Snare* effect to the attack. While it has a target ensnared, an eagle cannot make melee attacks against other targets, but reduces the difficulty of attacks versus the ensnared target by 1.
- **Keen Senses (Sight):** The creature reduces the difficulty of all skill tests relating to sight by 2, to a minimum of 0. It can detect things by sight at distances far greater than humans can.
- **Scale -1:** The creature suffers an injury after suffering 4 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

HORSE

Trooper NPC

A strong, fast and resilient creature for riding or drawing carriages and wagons, the horse has been used as a mount by mankind for many thousands of years, creating a strong bond between man and beast. Different breeds are used in racing, riding, or serving as draft animals, and many varieties serve in World War II, transporting supplies and ammunition to the front line.

Truths

- Trustworthy Beast of Burden
- Sturdy Companion

Attributes

AGILITY	9	BRAWN	12
COORDINATION	4	INSIGHT	9
REASON	5	WILL	8

Skills

Athletics 2 (Running), **Observation 2** , **Resilience 3** (Fortitude), **Survival 1**

STRESS	8	INJURIES	1
ARMOUR	3	COURAGE	0

Attacks

- **Trampling Hooves:** (Hand-to-Hand Combat), 6 Stun

Special Rules

- **Brutal 1:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Mount:** A horse can be ridden as a mount by a character. When ridden as a mount, the horse assists the rider's Athletics and Observation tests. Attacks against a mounted character target are randomised between mount and character (roll 1d20: 1-10 mount, 11-20 rider); if the mount is knocked prone or defeated, the rider falls from the mount and suffers a hit from the mount's normal melee attack.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

INSECT SWARM

Trooper NPC

When large numbers of insects gather, they can assume the characteristics of a single living entity. Moving with a sudden collective purpose, they swirl and eddy, suffocating and choking those unfortunate enough to encounter them.

Truths

- Buzzing Cloud of Creatures

Attributes

AGILITY	10	BRAWN	4
COORDINATION	4	INSIGHT	8
REASON	4	WILL	9

Skills

Athletics 1 (Flight), **Observation 2**, **Resilience 1**

STRESS	3	INJURIES	1
ARMOUR	3 (Incorporeal)	COURAGE	1

Attacks

- **Stinging and Biting:** (Hand-to-Hand Combat), 2 Area, Drain
- **Revulsion:** (Mental attack), 4 Piercing 1, Stun

Special Rules

- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a

character sees this creature, they must immediately attempt a **Will + Resilience test** with a difficulty of 1 or suffer mental stress as if from that mental attack.

- **Flight:** The creature can move freely through aerial zones above the battlefield.
- **Incorporeal 3:** The insect swarm is diffuse and difficult to harm, as it is many creatures rather than just one. It has 3 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, the swarm can find a way through a solid barrier such as a wall or door. It loses its Armour against any attack with the Area effect.
- **Mindless:** The swarm is completely driven by instinct, and unless given commands, it will mindlessly pursue and attack the nearest enemy. It cannot attempt reactions, it cannot suffer mental stress, or mental injuries, and it cannot be reasoned with.
- **Scale -2:** The swarm suffers an injury after suffering 3 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

WOLF

Trooper NPC

Haunting the Northern European forests and mountains, wolves are formidable pack hunters, using their numbers and intelligence to track and hound their prey to exhaustion.

Truths

- Cunning Predator
- Hunts in Packs

Attributes

AGILITY	11	BRAWN	9
COORDINATION	6	INSIGHT	10
REASON	5	WILL	9

Skills

Athletics 2, **Fighting 2**, **Observation 3** (Smell and Taste), **Resilience 1**, **Stealth 2**, **Survival 2** (Tracking)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **Bite:** (Hand-to-Hand Combat), 3
- **Wolf's Howl:** (Mental Attack), 3 Area, Stun

Special Rules

- **Grasping:** After a successful attack, spend 1 Threat to add the *Snare* effect to the attack. While it has a target ensnared, the wolf cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Keen Senses (Scent):** The creature reduces the difficulty of all skill tests relating to smell by 2, to a minimum of 0. It can detect things by scent which humans cannot.
- **Pack Hunter:** Wolves gain Morale equal to the number of wolves present in the scene, to a maximum of 5 Morale. In addition, when attacking a creature that has already been attacked by one or more wolves that round, a wolf may re-roll a single d20.
- **Wolf's Howl:** Wolves can make a mental attack, listed above.

RAT SWARM

Trooper NPC

Riddled with disease, the verminous swarms of rats which infest the sewers of major cities or entrenchments and fortifications, can pose an unexpected but horrific threat to those who encounter them. Riled up by desperation or sometimes something more sinister, these rat swarms can bite and gnaw through flesh, making them both dangerous and dreadful foes.

Truths

- A Mass of Vermin
- Diseased Bites

Attributes

AGILITY	9	BRAWN	6
COORDINATION	6	INSIGHT	9
REASON	5	WILL	8

Skills

Observation 1, **Resilience 2**, **Survival 1**, **Stealth 1**

STRESS	4	INJURIES	1
ARMOUR	1 (Incorporeal)	COURAGE	0

Attacks

- **Many Tiny Bites:** (Hand-to-Hand Combat), 2 Area

Special Rules

- **Incorporeal 1:** The rat swarm is diffuse and difficult to harm, as it is comprised of many creatures rather than just one. It has 1 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, the swarm can find a way through a solid barrier such as a wall or door. It loses its Armour against any attack with the *Area* effect.
- **Keen Senses (Scent):** The swarm reduces the difficulty of all skill tests relating to smell by 2, to a minimum of 0. It can detect things by scent which humans cannot.

- **Mindless:** The swarm is completely driven by instinct, and unless given commands, it will mindlessly pursue and attack the nearest enemy. It cannot attempt reactions, it cannot suffer mental stress, or mental injuries, and it cannot be reasoned with.
- **Night Vision:** The swarm can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale -1:** The swarm suffers an injury after suffering 4 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

Creations of Abhorrent Science

DIE DRAUGAR

Lieutenant NPC

The product of insane *Nachtwölfe* science, *Draugar* (singular: Draugr) are shambling reanimated corpses. The process of their creation requires a formula, administered, typically as a gas. Upon contact with dead tissue, the gas immediately begins to reanimate it, restoring a horrid semblance of life.

The effect upon live tissue is even more horrific; skin withers, bones suddenly seize and snap and internal organs begin to liquefy, killing the victim in moments. Blood still pouring from ears, mouth and nose, the recent dead then return in a parody of life; a predatory, viral consciousness leading them towards the living, seeking fresh flesh to add to their unholy mass.

Truths

- Writhing Mass of Necrotic Flesh
- Infect and Consume

Attributes

AGILITY	7	BRAWN	11
COORDINATION	7	INSIGHT	6
REASON	4	WILL	9

Skills

Athletics 2, **Fighting 3** (Hand-to-Hand Combat), **Observation 1**, **Resilience 2**, **Survival 1**

STRESS	13	INJURIES	2
ARMOUR	4	COURAGE	3

Attacks

- **Necrotic Grasp:** (Hand-to-Hand Combat), 4 Persistent 5
- **Terrifying Presence:** (Mental attack), 5 Piercing 2

Special Rules

- **Consume and Expand:** When *die Draugr* kills another creature, it may absorb that creature's mass into itself if it is within Reach. If it does so, it immediately heals a single injury it has suffered. If it hasn't suffered an injury, instead it gains an additional truth: growing necrotic mass. Multiple instances of that truth stack if it continues to kill. See also the **Monstrous Growth** sidebar.
- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, it cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Horrific Bioweapon:** A creature killed by *die Draugar* — including by persistent damage it has inflicted — will reanimate as another *die Draugar* at the start of the next round if it is not consumed.
- **Mindless:** The creature is completely driven by instinct, and unless given commands, it will mindlessly pursue and attack the nearest enemy. It cannot attempt reactions, it cannot suffer mental stress, or mental injuries, and it cannot be reasoned with.
- **Unliving:** The creature is not truly alive. It is immune to suffocation, poison, and disease, and cannot suffer Fatigue.

Monstrous Growth

Die Draugr is a creature with potential to grow and expand, potentially indefinitely. In play, this can be a little trickier to resolve, so a simplified version is listed in the creature's entry, where it gains an additional truth. However, if you wish to handle this growth in a more detailed manner (and are willing to accept recalculating a couple of things each time), then each time the creature grows, it gains one instance of one of the special rules summarised below. Once it has all three rated at 1, it may start increasing the ratings to 2.

- **Extraordinary Brawn X:** The creature gains X automatic successes on all Brawn tests. It also adds +X to melee attacks, and gains +X maximum stress and armour.
- **Scale X:** The creature takes an injury if it suffers (5+X) or more stress (after reductions) from one attack, rather than 5. Its size may also make other tests easier or harder.
- **Tough X:** The creature can withstand X extra injuries. The creature may also spend 3 Threat to ignore suffering an injury.

This guidance can also be used for creating especially large versions of other creatures.

DIE GEFALLENEN

Trooper NPC

The Black Sun always requires fresh soldiers. They do not have to be intelligent or cunning, just obedient; bodies which can soak up bullets, simple meat puppets. That is what Die Gefallenen ('The Fallen') are, corpses given unclean life by the vile, inhuman sorceries of the Black Sun. They range from those dead who are so fresh they might be thought to be still living, to those so bloated and maggot-ridden that they seem likely to disintegrate with every fresh twitching step.

Truths

- Undead Soldier
- Mindless Aggression

Attributes

AGILITY	8	BRAWN	11
COORDINATION	6	INSIGHT	6
REASON	6	WILL	9

Skills

Athletics 1, **Fighting 3** (Hand-to-Hand Combat), **Observation 1**, **Resilience 2**, **Survival 1**

STRESS	7	INJURIES	1
ARMOUR	4	COURAGE	1

Attacks

- **Grasping Hands:** (Hand-to-Hand Combat), 4
- **Terrifying Presence:** (Mental attack), 4 Piercing 1

Special Rules

- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, it cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Headshot:** A character attacking Die Gefallenen may attempt to target the head specifically, attempting to destroy the brain. This increases the difficulty of the attack by +1, but allows the attack to ignore the creature's armour entirely.

- **Mindless:** The creature is completely driven by instinct, and unless given commands, mindlessly pursues and attacks the nearest enemy. It cannot attempt reactions, it cannot suffer mental stress, or mental injuries, and it cannot be reasoned with.
- Unliving: The creature is not truly alive. It is immune to suffocation, poison, and disease, and cannot suffer Fatigue.

REANIMATED CORPSE

Trooper NPC

Dark sorcery and perverted science have been combined to defeat death. In truth, whatever essence of life is dragged back from the beyond bears little resemblance to what came before. Where once there was intelligence, now there is only a lust for blood and slaughter. First created by the scientist, Herbert West, whose secrets were appropriated by the crazed researchers of *Nachtwölfe*, those called back to unlife will be pressed into combat, where their insatiable blood lust can be slaked.

Truths

- Animated Corpse
- Murderous Instinct

Attributes

AGILITY	6	BRAWN	10
COORDINATION	6	INSIGHT	6
REASON	4	WILL	9

Skills

Athletics 1, **Fighting 2** (Hand-to-Hand Combat), **Observation 1**, **Resilience 2**, **Survival 1**

STRESS	7	INJURIES	1
ARMOUR	2	COURAGE	1

Attacks

- **Grasping Hands:** (Hand-to-Hand Combat), 4
- **Terrifying Presence:** (Mental attack), 4 Piercing 1

Special Rules

- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, it cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Headshot:** A character attacking the corpse may attempt to target the head specifically, attempting to destroy the brain. This increases the difficulty of the attack by +1, but allows the attack to ignore the creature's armour entirely.
- **Mindless:** The creature is completely driven by instinct, and unless given commands, it will mindlessly pursue and attack the nearest enemy. It cannot attempt reactions, it cannot suffer mental stress, or mental injuries, and it cannot be reasoned with.
- **Unliving:** The creature is not truly alive. It is immune to suffocation, poison, and disease, and cannot suffer Fatigue.

"The dead... the dead are arisen and hungry for mortal flesh."

Horrors & Monstrosities

Monstrous Sorcerers

A number of creatures in this chapter have the ability to cast spells, using the rules for battlefield spellcasting found in Chapter XX. However, eldritch abominations, monstrous sorcerers, and Great Old Ones don't fall into the categories of traditional caster, researcher, or dabbler, and do not have to prepare a mantle of spells — they can use their spells known freely. Any creature able to cast spells will have an entry explaining which spells it knows, which attribute it uses for casting spells, and what its Power rating is. This Power includes any bonuses from a high attribute score.

Monstrous sorcerers may even know spells from traditions which don't necessarily make sense for them to know, such as Hastur knowing Celtic spells. In these cases, this represents the creature knowing a spell which has identical effects, but which probably looks very different to onlookers. The GM is encouraged to be creative in their descriptions of these spells.

Such creatures may also know and attempt to perform appropriate rituals at the Gamemaster's discretion.

BLOODBORN

Trooper NPC

Teeming insect spawn, tempted into the waking world by the Black Sun, the Bloodborn are, in truth, residents of the Dreamlands. Sustained by the blood of the world beyond the wall of sleep, they prey on any who inadvertently stumble into their grasp. When a target has been located, they swiftly swarm around them and puncture the skin with a sharpened proboscis, exsanguinating the unfortunate victim in a matter of minutes. As soon as they have ingested blood, the adult Bloodborn begins to shiver and, apparently, decompose. Flakes of gnarled chitin slough away, becoming pullulating larvae in seconds — ready to grow and mature and become the next generation of parasites in moments.

Truths

- Teeming Swarm from Beyond

Attributes

AGILITY	10	BRAWN	8
COORDINATION	12	INSIGHT	9
REASON	8	WILL	8

Skills

Athletics 3 (Flying), **Fighting 1**, **Resilience 2** (Discipline)

STRESS	5	INJURIES	1
ARMOUR	2 (Incorporeal)	COURAGE	1

Attacks

- **Proboscis Jab:** (Hand-to-Hand Combat), 3 Drain, Persistent 3, Piercing 1
- **Swarming and Buzzing:** (Hand-to-Hand Combat), Close range, 3 Area
- **Unnerving Drone:** (Mental attack), 3 Piercing 1

Special Rules

- **Fearsome 1:** Bloodborn inspire fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 1 or suffer mental stress as if from that mental attack.
- **Flight:** The Bloodborn can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Spawning:** Whenever a Bloodborn (or group of Bloodborn) inflicts one or more physical wounds, they may spend 1 Threat to immediately spawn one more Bloodborn (which will join a group, if one is present).
- **Venom of Dreams:** Persistent damage inflicted by the creatures' proboscis jab has the Stun effect.

COLD ONES

Lieutenant NPC

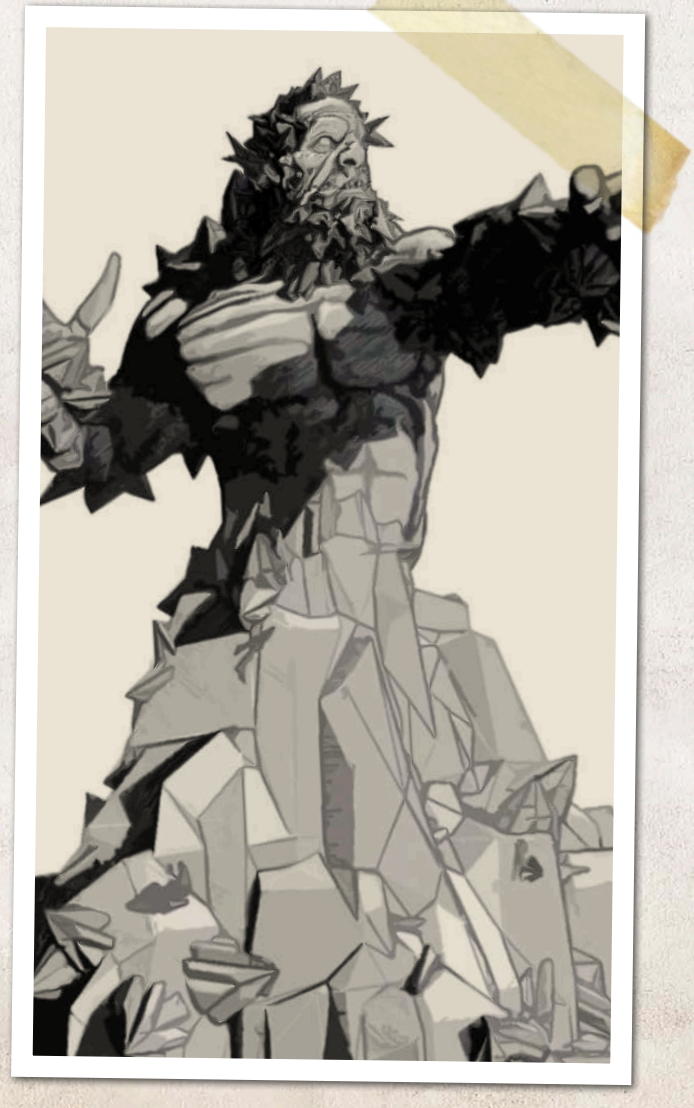
Moving with unnatural speed, each flexion of limb accompanied by the strange, keening groan of ice sheets under duress, Cold Ones are beings composed entirely of ice and snow. Capable of forming any part of their jagged, unfinished bodies into razor sharp blades of ice, or stripping flesh from bone via a propulsion of ice crystals, Cold Ones are creatures of raw sorcery. In service to the Great Old Ones, and bound by their will, they are lethal servitors of the eldritch forces, appearing from the swirling blizzard and slaughtering anything and anyone they encounter, before dissipating into the howling winds as though they were never there.

Truths

- Wraiths of Ice and Snow

Attributes

AGILITY	11	BRAWN	8
COORDINATION	9	INSIGHT	10
REASON	10	WILL	11



Skills

Fighting 2 (Hand-to-Hand Combat), **Stealth 5** (Rural Stealth), **Resilience 2** (Discipline)

STRESS	13	INJURIES	2
ARMOUR	5 (Incorporeal)	COURAGE	3

Attacks

- **Freezing Touch:** (Hand-to-Hand Combat), 4 Drain, Piercing 1, Stun
- **Terrifying Wail:** (Mental Attack), 5 Intense, Piercing 1, Stun

Special Rules

- **Fearsome 1:** Cold Ones inspires fear. They can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Flight:** Cold Ones can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Freezing Aura:** Any character who ends their turn within close range of a Cold One automatically suffers one Fatigue due to the intense cold that surrounds them. Any Fatigue caused by a Cold One can only be removed if the character retreats to a warm, sheltered environment for at least an hour.
- **Ice Blast:** When a Cold One is defeated, it explodes in a burst of intense cold. This inflicts 5 physical stress with the Drain and Piercing 1 effects to all creatures within Close range of it.
- **Icy Camouflage:** A Cold One is almost impossible to see amongst ice and snow, appearing as little more than a faint cloud of icy mist. When attempting a stealth test in snowy or icy conditions, a Cold One scores two automatic successes.
- **Immune to Cold, Disease, Fear, Poison:** The creature is immune to stress, truths, and other effects caused by the listed conditions.
- **Incorporeal 5:** A Cold One is a creature of ice, snow, and frozen malice, as intangible as a frozen wind. It has 5 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, the creature can pass through a solid barrier such as a wall or door. It loses its Armour against fire and intense heat.

COLOUR OUT OF SPACE

Lieutenant NPC

A being almost beyond description, insinuating itself into the minds of those exposed to it, ravaging their body, eroding the very fabric of their being. Is it a gas? A spectral fragment of light from another universe, where the laws of physics do not function as they do here or something else entirely? *Nachtwölfe* are rumoured to have invested more than simply lives in the pursuit of an answer as to the true nature of these beings.

Truths

- Impossible Luminescence from Beyond the Cosmos
- Insubstantial Yet All-Too-Real

Attributes

AGILITY	10	BRAWN	–
COORDINATION	12	INSIGHT	6
REASON	9	WILL	10

Skills

Fighting 2, **Observation 4** (Instincts), **Resilience 3** (Discipline)

STRESS	13	INJURIES	2
ARMOUR	10 (Incorporeal)	COURAGE	5

Attacks

- **Feeding:** (Exotic), 5 Drain, Stun
- **Translucent Grasp:** (Exotic) 4 Snare; see Become Tangible, below.
- **Disintegrate:** (Exotic), Close range, 6 Intense, Piercing 2; see Disintegrate, below.
- **Mental Onslaught:** (Mental attack), 6 Drain, Piercing 2

Special Rules

- **Become Tangible:** A Colour can spend 1 Threat to make part of itself tangible. This translucent appendage allows the Colour to grab, grasp, and otherwise interact with solid objects, as if it had a Brawn of 10. While it is partially-tangible, it gains the Translucent Grasp attack, above.
- **Disintegrate:** A Colour can spend 2 Threat to focus itself and disintegrate through solid matter within close range. This uses the Disintegrate ranged attack, above.
- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Feed Upon Fear:** Whenever a character within Medium range of a Colour suffers a mental injury, generate 2 Threat.
- **Feeding:** When a Colour inflicts an injury, it may spend 3 Threat to gain the **Scale 1** and **Tough 1** special rules, or to increase both of those special rules by +1 if it already has them. If a Colour suffers any Injuries, it reduces its scale and Tough special rules by 1 each (if it has them; if they reach 0, then the special rules are removed) instead of suffering an injury.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Disease, Fear, Pain, Poison, Heat, and Vacuum:** The creature is immune to stress, truths, and other effects caused by the listed conditions.
- **Incorporeal 10:** A Colour is a creature without corporeal substance as we understand it. It has 10 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, the creature can pass through a solid barrier such as a wall or door. It loses its armour against magical attacks, weapons with the Bane quality, electrical attacks, and attacks from strong magnetic sources.
- **Invulnerable:** A Colour Out of Space cannot suffer injuries from any physical attack, other than magical attacks, from weapons with the Bane quality, electrical attacks, or strong magnetic fields.
- **Photophobic:** A Colour dislikes bright light, and it will attempt to avoid exposure to it. When in direct bright light, it increases the difficulty of all skill tests by +1.
- **Threatening 3:** When a Colour first appears in a scene, it generates 3 Threat, which only it may use.

CULTIST OF THE OLD GODS

Lieutenant NPC

Cultists of the Old Gods are the representatives of old and ancient powers, leading their worshippers on Earth, summoning many different Mythos creatures in the service of their masters. If they were once human, little remains of their origins now, and close contact with their lords has warped their bodies into vile imitations of their cosmic deities. Viscous membranous flesh undulates beneath their robes while grotesque digits grasp their summoning staff. Most abhorrent of all are the twisted tentacles that form their face beneath a single, horrific, unblinking eye.

Truths

- Foul Servants of the Ancient Powers
- Degenerate Sorcerous Fiend

Attributes

AGILITY	8	BRAWN	12
COORDINATION	9	INSIGHT	12
REASON	9	WILL	12

Skills

Academia 3 (Occultism), **Fighting 1**, **Persuasion 2** (Invocation), **Resilience 3** (Discipline), **Survival 2** (Spiritualism)

Power: 6

STRESS	15	INJURIES	2
ARMOUR	3	COURAGE	6

Attacks

- **Mythos Staff:** (Melee Weapons) 7 Stun

Special Rules

- **Menacing:** This creatures' mere presence is an ill-omen. When a Cultist of the Old Gods first appears in a scene, generate 1 Threat.

Spells and Rituals

A Cultist of the Old Gods is a spellcaster who uses Will to cast spells and knows up to three spells the GM chooses from the traditions of Cthulhu, Nyarlathotep, or Yog-Sothoth.

ELDER THINGS

Lieutenant NPC

Once masters of Earth, the barrel-bodied Elder Things are scientists, explorers and voyagers possessed of formidable technology which outstrips even the most advanced terrestrial science. Many of the Elder race left Earth long ago, abandoning it and retreating in the face of a great civil war with the Shoggoths—their former servants—which they had bred for slave labour but who attained consciousness and fought against their former masters. Some members of the Elder can still be found in remote corners of the earth, hibernating in hidden cities, and sometimes awakening to conduct curious experiments. What they want, and what they intend, is impossible to know.

Truths

- Aeons-old Empire Builders and Scientists

Attributes

AGILITY	10	BRAWN	12
COORDINATION	9	INSIGHT	12
REASON	12 (2)	WILL	12

Skills

Academia 3 (The Occult), **Athletics 1**, **Fighting 4** (Hand-to-Hand Combat), **Observation 2**, **Resilience 3** (Discipline) **Tactics 2**, **Vehicles 1**

Power: 7

STRESS	16	INJURIES	4
ARMOUR	9	COURAGE	6

Attacks

- **Lashing Tentacles:** (Hand-to-Hand Combat), 5
- **Crushing Grasp:** (Hand-to-Hand Combat), 5 Intense, Vicious; only vs grappled targets.
- **Unsettling Presence:** (Mental attack) 6 Piercing 1, Stun mental damage

"Long have they served their abhorrent masters down the ages and it has changed them in ways which are not wholesome to behold."

Spells and Rituals

An Elder Thing's understanding of reality resembles sorcery to lesser beings. They are treated as spellcasters who use Reason to cast spells and know up to four spells from the ESP and Psychic Talents list.

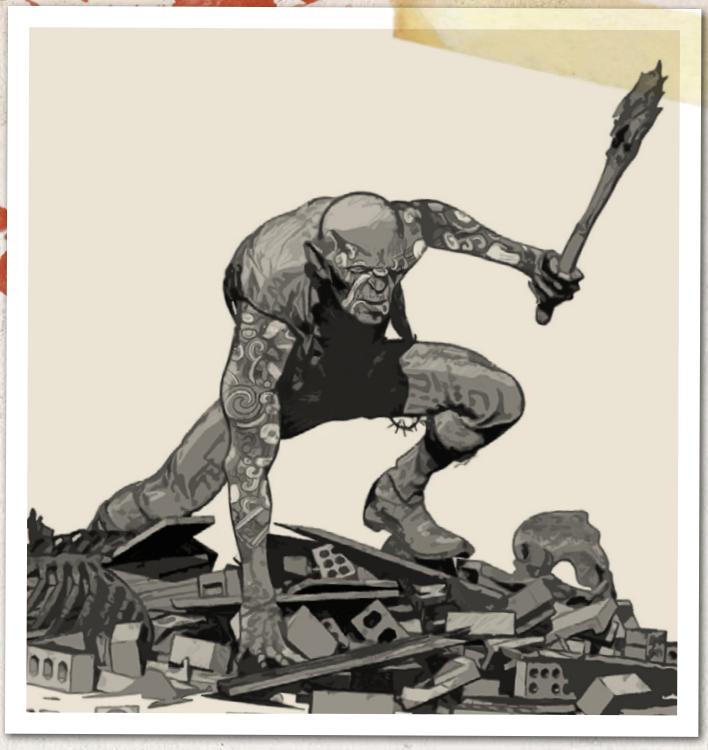
Special Rules

- **Extraordinary Reason 2:** Elder Things add 2 automatic successes to all Reason tests. They also add +2 to its Power, included above.
- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 1 or suffer mental stress as if from that mental attack.
- **Flight:** Elder Things can fly and move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Grasping:** After a successful attack, the Elder Thing may spend 1 Threat to add the Snare effect to its attack. While it has a target ensnared, it cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Immune to Cold, Disease, Pain, Poison, and Vacuum:** Elder Things are immune to stress, truths, and other effects caused by any of the listed conditions.
- **Tough 2:** Elder Things can withstand 2 extra injuries (included above). They may also spend 3 Threat to ignore suffering an injury.
- **Scale 2:** Elder Things suffer an injury after suffering 7 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on size.
- **The Former Masters:** It is said in the annals of forbidden lore that the Elder Things created man as a jest, that they are our creators and fear of their return, and their power, forms an atavistic willingness to serve in humanity which is difficult to resist. Whatever the truth of this, when a human suffers one or more mental injuries from an Elder Thing, they increase the difficulty of any test to attack or harm an Elder Thing by one for each mental injury they have suffered. This penalty lasts until the end of the scene.

GHOULS

Trooper NPC

Carrion eaters residing on both Earth and in the Dreamlands, Ghouls emerge to gorge themselves on the remains of the dead wherever death has its dominion. It is unclear whether all Ghouls were human or merely those who have spent too long among them, but it is possible for a transformation to occur, and Section M is careful to monitor any of its agents who have come into contact with the creatures. Possessed of thick, rubbery, grey skin and the bestial features of shrivelled hounds, Ghouls are dangerous enemies, attacking in swarms and capable of overwhelming even determined defenders. However, they are not mindless creatures, and can be reasoned with, although the price is often paid in the corpses of former friends, sacrificed to feed the ghouls' unwholesome appetites.



Truths

- Loathsome Corpse-Eaters

Attributes

AGILITY	9	BRAWN	10
COORDINATION	10	INSIGHT	7
REASON	9	WILL	9

Skills

Athletics 3 (Climbing), **Fighting 2** (Hand-to-Hand Combat), **Observation 2** (Smell & Taste), **Stealth 2**, **Resilience 1**

STRESS	6	INJURIES	1
ARMOUR	3	COURAGE	2

Attacks

- **Raking Claws and Fangs:** (Hand-to-Hand Combat), 4
- **Scent of the Grave:** (Mental attack), 4 Piercing 1, Stun

Special Rules

- **Fearsome 1:** Ghouls inspire fear. They can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a

character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 1 or suffer mental stress as if from that mental attack.

- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, a Ghoul cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Immune to Cold, Disease, Pain, Poison, and Vacuum:** Ghouls are immune to stress, truths, and other effects caused by any of the listed conditions.
- **Rend:** If a Ghoul succeeds at a melee attack, it may spend 1 Threat to add the Vicious effect to the attack's damage.
- **Uncanny Physiology:** A Ghoul increases its Armour by +2 against ranged attacks.

FLUTTERING FIEND

Lieutenant NPC

A hideous, misshapen amalgam of crow and mole and other, less savoury, less terrestrial creatures, the Fluttering Fiends are a verminous terror to any who take to the skies. Their unwholesome wings support noxious bodies which flop and careen through the air, savaging and tearing, seeking only to rend tender flesh.

Truths

- Unnatural Flapping Things
- Beyond Description

Attributes

AGILITY	12	BRAWN	11
COORDINATION	8	INSIGHT	4
REASON	6	WILL	6

Skills

Athletics 2 (Flight), **Fighting 1**, **Observation 3** (Hearing), **Resilience 2**

STRESS	13	INJURIES	2
ARMOUR	4	COURAGE	2

Attacks

- **Ungainly Claw Swipe:** (Hand-to-Hand Combat) 4
- **Cruel Bite:** (Hand-to-Hand Combat) 4 Snare, and see Vampiric Bite, below
- **Hideous Form:** (Mental Attack) 3 Piercing 1

Special Rules

- **Bizarre Anatomy:** The strange configuration of flesh and limbs which constitutes the Fluttering Fiend means that the creature can never be knocked prone.
- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a **Will + Resilience test** with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Scale 1:** The Fluttering Fiend suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Vampiric Bite:** When attacking a creature which it has ensnared, its bite attack gains the Drain and Piercing 1 effects.

GREAT RACE OF YITH

Lieutenant NPC

Capable of projecting their minds through time and space, displacing the consciousness of native beings, the Great Race of Yith are most commonly described as giant rugose cones with prehensile tentacles and crab-like pincers atop them. The Yithians utilise advanced technology and their stated goal is the accumulation of knowledge. They also wield powerful guns capable of reducing an enemy to atoms.

Their hidden libraries contain endless volumes of strange lore, inscribed on celluloid pages in all the languages of the universe. But the Yithians fear something else, some great doom approaching out of their past and, when confronted with it, the entire race will transmit their minds into new bodies, consigning those unfortunates unable to prevent the psychic transfer to utter destruction.

The Flying Polyps have been locked in an endless and eternal war with the Yithians, though over what and to what end none can tell. Such battles have occasionally spilled over into the fields of the Secret War and more than one member of Section M has suddenly been found unable to remember how to speak, or what their name was, until realisation of their out of body experience finally dawns.

Truths

- Mysterious Collectors of Knowledge

Attributes

AGILITY	6	BRAWN	14
COORDINATION	10	INSIGHT	16
REASON	14 (2)	WILL	12

Skills

Academia 5, **Fighting 2** (Exotic), **Observation 3**, **Resilience 3** (Discipline), **Tactics 2**

STRESS	17	INJURIES	3
ARMOUR	4	COURAGE	5

Attacks

- **Grabbing Pincer:** (Hand-to-Hand Combat), 6 Piercing 1
- **Electrical Disruption Weapon:** (Exotic), Medium range, 9 Intense (Salvo: Vicious)
- **Unearthly Presence:** (Mental attack), 6 Piercing 1

Special Rules

- **Extraordinary Reason 2:** The creature adds 2 automatic successes to all Reason tests.
- **Fearsome 1:** The Great Race inspire fear. They can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 1 or suffer mental stress as if from that mental attack.
- **Mind Swap:** The Great Race can use their advanced science to swap consciousness with a human subject across the gulfs of both time and space. This functions as per the Mind Swap ritual, which they can perform as if they were Reason-using spellcasters with a Power of 8. The duration of this mind swap is permanent unless the caster chooses to end it.
- **Scale 3:** The Great Race suffers an injury after suffering 8 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on size.
- **Tough 1:** The Great Race can withstand 1 extra injury (included above). It may also spend 3 Threat to ignore suffering an injury.
- **Vast Knowledge:** The collected knowledge of a Yithian is immense, and the GM may choose any Academia focuses they wish for any members of the Great Race. In addition, a member of the Great Race may re-roll a single d20 in any Academia test they attempt.

HALJA

Lieutenant NPC

Strange arctic spirits, emerging from the teeming blizzards, Halja are often referred to as 'daughters of the wind' or 'Brides of the Wendigo'. Those who have seen them, slipping through the shrieking gale describe them as being, somehow, feminine in shape — they seem, in fleeting moments, to have long silken hair and to wear fine gauzy dresses. But Halja are often only seen at the very moment at which they strike. Otherwise they are invisible, creatures entirely of the whirling storms who descend whenever an assault is imminent. The Black Sun have sometimes summoned the Halja to the battlefield and almost certainly intend to do so again, using these near-invisible and deadly creatures as shock troops, especially in the coldest of climes.

Truths

- Frozen Brides of the Wendigo
- The Cruel Blizzard Given Form

Attributes

AGILITY	12 (1)	BRAWN	9
COORDINATION	11	INSIGHT	9
REASON	6	WILL	11

Skills

Fighting 3 (Hand-to-Hand Combat), **Stealth 5** (Rural Stealth), **Resilience 2**

STRESS	13	INJURIES	2
ARMOUR	7 (Incorporeal)	COURAGE	4

Attacks

- **Rending Talons:** (Hand-to-Hand Combat), 5 Drain
- **Horrific:** (Mental Attack), 5 Piercing 1

Special Rules

- **Coalesce:** A Halja takes physical form briefly when it attacks. If an enemy wins an opposed test against a Halja's melee attack, the damage it inflicts may ignore the Halja's Incorporeal rule (and the 4 Armour it grants).
- **Deadly Swiftness:** The creature is terrifyingly fast, adding +1 to the difficulty of all ranged attacks against it. Further, if a ranged attack against it misses, it may immediately spend 1 Threat to make a movement minor action.
- **Extraordinary Agility 1:** The creature adds 1 automatic success to all Agility tests.
- **Fearsome 1:** The Halja inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately

attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.

- **Immune to Cold, Disease, Fear, Poison:** The creature is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Incorporeal 6:** A Halja is composed of freezing mist. It has 6 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, the creature can pass through a solid barrier such as a wall or door. It loses its Armour against magical attacks, and attacks from fire or extreme heat.

NIGHT GAUNTS

Lieutenant NPC

Featureless blank faces, over which sleek, leathery skin has been stretched taut; horns, stretching from the brow, bat-wings hoisting elongated frames aloft; Night Gaunts are a hideous monstrosity from the world of Dreams. Night Gaunts are peculiar, wilful creatures, serving the strange deities of the beyond — their long talons ready to both tickle or tear apart the weak bodies of mortals, depending on the whims of those they serve, though they may also be tamed as steeds to travel the realms of the cosmos.

Truths

- Faceless Horrors from the Dreaming Realm

Attributes

AGILITY	13	BRAWN	9
COORDINATION	12	INSIGHT	9
REASON	7	WILL	9

Skills

Athletics 2 (Flying), **Fighting 3** (Hand-to-Hand Combat), **Observation 2**, **Persuasion 3** (Intimidation), **Resilience 2** (Discipline), **Stealth 5** (Rural Stealth)

STRESS	11	INJURIES	2
ARMOUR	3	COURAGE	3

Attacks

- **Slender Talons:** (Hand-to-Hand Combat), 4 Piercing 1
- **Nightmarish Threat:** (Mental Attack), 4 Piercing 1, Stun

Special Rules

- **Fearsome 1:** The Night Gaunt inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 1 or suffer mental stress as if from that mental attack.
- **Feed Upon Fear:** Whenever a character within Medium range of a Night Gaunt suffers a mental injury, generate 2 Threat.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test but this should be a relatively easy as Night Gaunts are used to acting as steeds.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, the Night Gaunt cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.

- **Immune to Cold, Disease, Fear, Poison, Vacuum:** The Night Gaunt is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Night Vision:** The Night Gaunt can see in darkness. It ignores any increases to difficulty or complication range caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 1:** The Night Gaunt suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on size.

OVERLORDS OF NYARLATHOTEP

Lieutenant NPC

As part of the unholy pact struck between the Black Sun and the Crawling Chaos, these Mythos commanders have been sighted on the battlefield, augmenting the battle formations of Reinhardt Weissler's forces. Overlords possess few facial features outside of the single tentacle, which writhes and stretches grotesquely, seeking some flavour or frequency in the air that only they can sense. Section M theorises that the Overlords are capable of exerting some form of potent psychic force, which they use to control the servitor troops that accompany them onto the battlefield.

Truths

- Writhing, Grotesque Battlefield Commanders
- Lieutenants to the Crawling Chaos

Attributes

AGILITY	11	BRAWN	13 (1)
COORDINATION	9	INSIGHT	13
REASON	13	WILL	13

Skills

Academia 3 (The Occult), **Fighting 4** (Hand-to-Hand Combat), **Persuasion 4** (Intimidation), **Resilience 2**, **Tactics 3** (Battlefield Tactics)

Power: 6

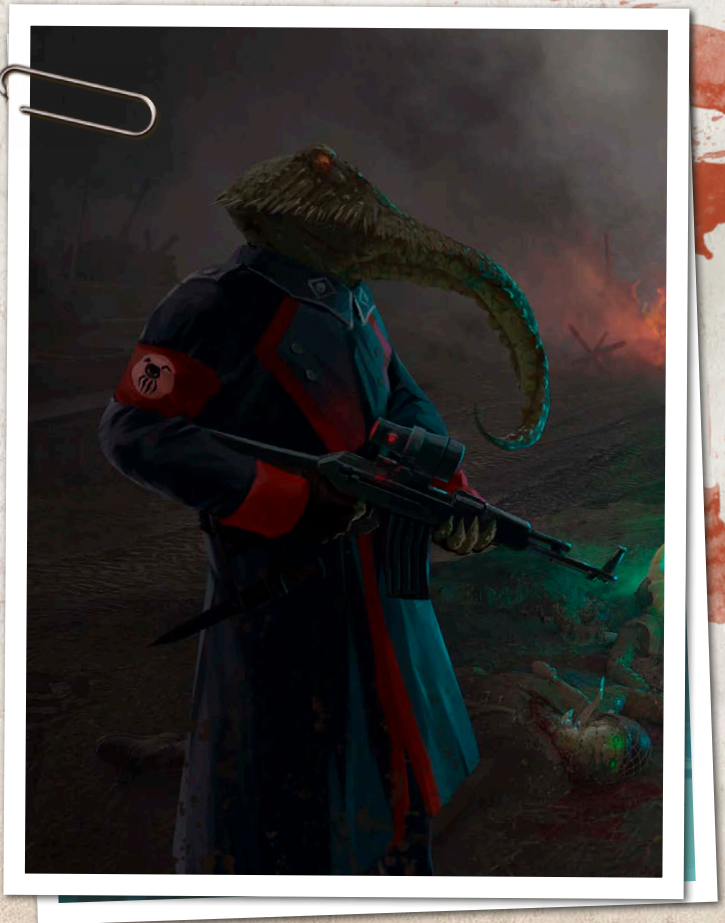
STRESS	16	INJURIES	3
ARMOUR	6	COURAGE	5

Attacks

- **Lashing Tentacle:** (Hand-to-Hand Combat), 7 Snare
- **Black Sun *Degen*:** (Melee Weapons), 9 Piercing 1, *Hunger*, *Bane*, Parrying)
- **MP 40 Submachine Gun:** (Close Quarters), Close range, 7, Salvo Stun, *Inaccurate*)
- **Unearthly Presence:** (Mental attack), 7 Piercing 2

Special Rules

- **Brutal 1:** An Overlord makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Choking Cloud:** An Overlord can spend 2 Threat to release a cloud of spores at the start of its turn. This creates an Obscuring Cloud truth in the Overlord's current zone, impeding sight and attacks. Further, any creature other than Overlords or Servitors within that zone when it releases the cloud immediately suffers a point of Fatigue as they cough and choke.



- **Extraordinary Brawn 1:** The creature adds 1 automatic success to all Brawn tests. It also adds +1 to its melee attacks and adds +1 to its maximum stress and its Armour (all included above).
- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Hypnotic Cloud:** An Overlord can spend Threat to release a cloud of spores at the start of its turn. The Overlord spends one or more Threat per creature it wishes to affect, and the creatures must attempt a Will + Resilience test with a difficulty equal to the Threat spent to affect them. If they fail, they suffer stress as if affected by the Overlord's Unearthly Presence mental attack; any creature which takes one or more mental injuries from this are now under the control of the Overlord and will do as it commands for the rest of the scene.
- **Immune to Cold, Disease, Fear, Pain, Poison, Vacuum:** The creature is immune to stress, truths, and other effects caused by the listed conditions.
- **Imperative Will:** Minor NPCs subordinate to an Overlord of Nyarlathotep gain +2 Morale, and they may re-roll a single d20 when they make an attack. Overlords of Nyarlathotep can communicate telepathically with NPCs under their authority.
- **Infection:** Against a restrained, helpless target, an Overlord of Nyarlathotep may attempt to implant a spore. The Overlord spends 4 Threat, and the target must attempt a Will + Resilience test with a difficulty of 3. Failure means that they become infected, and they will eventually transform into a Servitor of Nyarlathotep. PCs and Nemesis NPCs transform into Overlords of Nyarlathotep instead. This can be averted through magical or surgical means at the GM's discretion, but it is an extremely difficult and risky undertaking.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranges caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Spellcaster:** Overlords of Nyarlathotep are spellcasters, and know the spells The Nameless Mists, Blessing of Black Sun, and The Shape of Hate. They cast spells using Will, and they have a Power of 6.
- **Tough 1:** Overlords can withstand 1 extra injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

SCION OF YOG-SOTHOTH

Nemesis NPC

The children of Yog-Sothoth, conceived through terrible rituals and strange bargains, are born in various forms. These are loosely classified into two groups: Minor and Major forms. The Minor forms can appear to be loosely human — they have the same rough shape, though they are frequently afflicted with bizarre skin conditions, tentacles, scaled skin or claws protruding from appendages. Major forms vary wildly in form, nature, and abilities, and often defy categorisation.

Truths

- Hideous Spawn of the Beyond

Attributes

AGILITY	9	BRAWN	12
COORDINATION	10	INSIGHT	11
REASON	13	WILL	11

Skills

Academia 3 (Linguistics, The Occult), **Athletics 2**, **Fighting 3**, **Observation 4** (Instincts), **Persuasion 1**, **Resilience 3**, **Stealth 3**

Power: 5

STRESS	15	INJURIES	3
ARMOUR	4	COURAGE	5

Attacks

- **Unarmed Strike:** (Hand-to-Hand Combat) 5 Stun
- **Revolver:** (Handguns), Close range, 6 (Salvo: Vicious), *Close Quarters*, *Reliable*
- **Hideous Form:** (Mental attack) 5 Piercing 1 mental damage

Special Rules

- **Fearsome 1:** Scions inspire fear. They can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Feed Upon Fear:** Whenever a character within Medium range of a Scion of Yog-Sothoth suffers a mental injury, generate 2 Threat.
- **Menacing:** These creatures' mere presence is an ill-omen. When a Scion of Yog-Sothoth first appears in a scene, generate 1 Threat.
- **Mortal Guise:** Minor Scions of Yog-Sothoth often appear human enough to avoid suspicion, at least if suitably clothed to conceal their hideous and twisted physiques. A Scion of Yog-Sothoth can choose not to

use its Fearsome 1 ability if it hides its form beneath clothing. This reduces its mental attack's damage by 1 and removes the Piercing 1 effect, but it also allows the creature to move around without spreading terror and panic. If it reveals its nature during a scene, it regains its Fearsome ability immediately.

- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on size.

Spells and Rituals

Scions of Yog-Sothoth are spellcasters who use Will to cast spells and know the spells Way of the Gatekeeper, Spheres of Yog-Sothoth, Foetid Touch of Aforgomon, Loathsome Bond of 'Umr at-Tawil, Binding of Yog-Sothoth, and Gaze of the Multiverse.

Many and Varied Mutations

This profile represents a basic, simple form for a Scion of Yog-Sothoth, but the ways in which they differ from humanity are varied indeed. The following are a few suggested additional abilities for Scions of Yog-Sothoth. Inspiration for other variations and abilities can be found throughout this chapter, such as the Mutations table on page XX.

- **Invisible:** The creature can assume geometries and colours which the eyes struggle to see and which the mind struggles to accept. The creature may spend a minor action and spend 2 Threat to gain a truth: invisible. While invisible, any attacks, or other skill tests reliant on sight, attempting to detect or affect the creature automatically fail, but other creatures are unaffected by its Fearsome ability. It stops being invisible after it makes a physical attack, or at the GM's discretion as a result of a complication.
- **Raking Claws:** The creature's fingers are tipped with — or replaced entirely by — razor-sharp talons, which leave wounds which bleed profusely. This adds the Persistent 3 and Vicious effects to the creature's unarmed attacks and removes the Stun effect.
- **Invulnerable:** The creature's blasphemous lineage renders it impervious to harm. It cannot suffer injuries from any physical attack, other than magical attacks or from weapons with the Bane quality. If an attack which it is immune to would cause an injury, it instead loses the ability to take any actions on its next turn (this is not cumulative).
- **Super-size:** Scions of Yog-Sothoth vary wildly in size, the example from Dunwich being a prime example, and so the scale of any Scion may also vary at the GM's discretion.

SERPENT PEOPLE

Lieutenant NPC

The ancient Ophidians once ruled the earth, building vast cities and establishing a culture of cruel magic and the worship of the Great Serpent, Yig. From their vanished capital, shining Valusia, they conquered the ancient continent and brought it under their rule. A great cataclysm expunged their power or so it seemed. While greatly diminished, they remained, hidden deep beneath the earth in ancient catacombs and winding networks of tunnels. Now, they spread themselves through mankind's institutions, gradually reasserting their power and seeking to return themselves to rulership. Every Ophidian has the capacity to conceal their true nature via innate sorcery, meaning that the person ordering you upon a new and deadly mission, may be doing so as part of a scheme to consign humanity to slavery in a new empire of serpents.

Truths

- Ophidian Humanoid
- Sleek and Subtle

Attributes

AGILITY	11	BRAWN	9
COORDINATION	10	INSIGHT	11
REASON	13	WILL	11

Skills

Academia 3 (Science, The Occult), **Fighting 2**, **Observation 2**, **Persuasion 4** (Deception, Intimidation), **Resilience 2**, **Stealth 3**

STRESS	13	INJURIES	2
ARMOUR	2	COURAGE	4

Attacks

- **Unarmed Strike:** (Hand-to-Hand Combat); 3 Stun
- **Serpentine Bite:** (Hand-to-Hand Combat); 4 Persistent 4
- **Atavistic Revulsion:** Will + Persuasion (Intimidation; 5 Piercing 1)

Special Rules

- **Elusive:** Serpent people are supple and quick, able to evade attack easily. The difficulty of ranged attacks against a serpent person are increased by +1.
- **Fearsome 1:** Serpent people inspire fear. They can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, the Serpent Person cannot make melee

attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.

- **Illusory Guise:** Serpent people can move around amongst humans when concealed by an illusion. While disguised, they do not benefit from their Fearsome ability, and cannot use their serpentine bite attack without revealing themselves. If a person becomes suspicious of a disguised serpent person, they may attempt an Insight + Observation test opposed by the serpent person's Will + Persuasion test (both difficulty 1) to see through the illusion (at which point, they're affected by the serpent person's Fearsome ability).
- **Immune to Poison:** The creature is immune to stress, truths, and other effects caused by poisons.
- **Venomous Bite:** Attacks with an Ophidian's Venomous Bite add +2 to the difficulty unless the target has been ensnared or grappled. Whenever a creature is affected by the Persistent effect of an Ophidian's Serpentine Bite, it immediately suffers a Poisoned truth. While this truth remains, the creature will suffer the Persistent damage every turn, adding Intense and Piercing 2 effects. Removing the truth requires medical attention (Insight + Medicine, difficulty 2) or some equivalent treatment for poison.

SERPENT PERSON SORCERER

Nemesis NPC

The empire of the Ophidians was sustained by the magic of its ancient sorcerers who are well versed in the strange sorcery of the outer darkness, learned in the ways of gods whose existence tugs on the fraying threads of reality. Powerful and ruthless in pursuit of their goals, these Ophidian Sorcerers are creatures of vast power and singular focus, making them dangerous and terrible enemies.

Truths

- Ophidian Humanoid Sorcerer
- Conjurer of Dark and Subtle Spells

Attributes

AGILITY	11	BRAWN	9
COORDINATION	10	INSIGHT	11
REASON	13	WILL	12

Skills

Academia 5 (Science, The Occult), **Fighting 2**, **Observation 3** (Instincts), **Persuasion 4** (Deception, Intimidation), **Resilience 3** (Discipline), **Stealth 3**

Power: 5

STRESS	15	INJURIES	3
ARMOUR	2	COURAGE	6

Attacks

- **Unarmed Strike:** (Hand-to-Hand Combat); 3 Stun
- **Serpentine Bite:** (Hand-to-Hand Combat); 4 Persistent 4
- **Atavistic Revulsion:** Will + Persuasion (Intimidation; 6 Piercing 1)

Special Rules

- **Elusive:** Serpent people are supple and quick, able to evade attack easily. The difficulty of ranged attacks against a serpent person are increased by +1.
- **Fearsome 1:** Serpent people inspire fear. They can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 1 or suffer mental stress as if from that mental attack.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, the Serpent Person cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Illusory Guise:** Serpent people can move around amongst humans when concealed by an illusion. While disguised, they do not benefit from their Fearsome ability, and cannot use their serpentine bite attack without revealing themselves. If a person becomes suspicious of a disguised serpent person, they may attempt an Insight + Observation test opposed by the serpent person's Will + Persuasion test (both difficulty 1) to see through the illusion (at which point, they're affected by the serpent person's Fearsome ability).
- **Immune to Poison:** The creature is immune to stress, truths, and other effects caused by poison.
- **Venomous Bite:** Attacks with an Ophidian's Venomous Bite add +2 to the difficulty unless the target has been ensnared or grappled. Whenever a creature is affected by the Persistent effect of an Ophidian's Serpentine Bite, it immediately suffers a Poisoned truth. While this truth remains, the creature will suffer the Persistent damage every turn, adding Intense and Piercing 2 effects. Removing the truth requires medical attention (Insight + Medicine, difficulty 2) or some equivalent treatment for poison.

Spells and Rituals

Serpent Person Sorcerers are spellcasters who use Reason to cast spells and know the spells Madness of the Dark Pharaoh, Mask of the Faceless Sphinx, Lesser Black Rain, Way of the Gatekeeper, and Foetid Touch of Aforgomon.

SERVITORS OF NYARLATHOTEP

Trooper NPC

Formed as part of a dark pact struck between the Black Sun and the Crawling Chaos, Nyarlathotep, the Servitors are ferocious shock troops, used to tear into the ranks of Allied infantry. Savage claws and berserk strength render the Servitors some of the most feared forces in the Secret War. And the fact that they resemble the vast tongue of a slavering beast renders them all the more intimidating.

Truths

- Writhing Grotesque Shock Troops

Attributes

AGILITY	9	BRAWN	11
COORDINATION	7	INSIGHT	11
REASON	11	WILL	11

Skills

Fighting 3 (Hand-to-Hand Combat), **Persuasion 3** (Intimidation), **Resilience 2**, **Tactics 2**

STRESS	7	INJURIES	2
ARMOUR	4	COURAGE	4

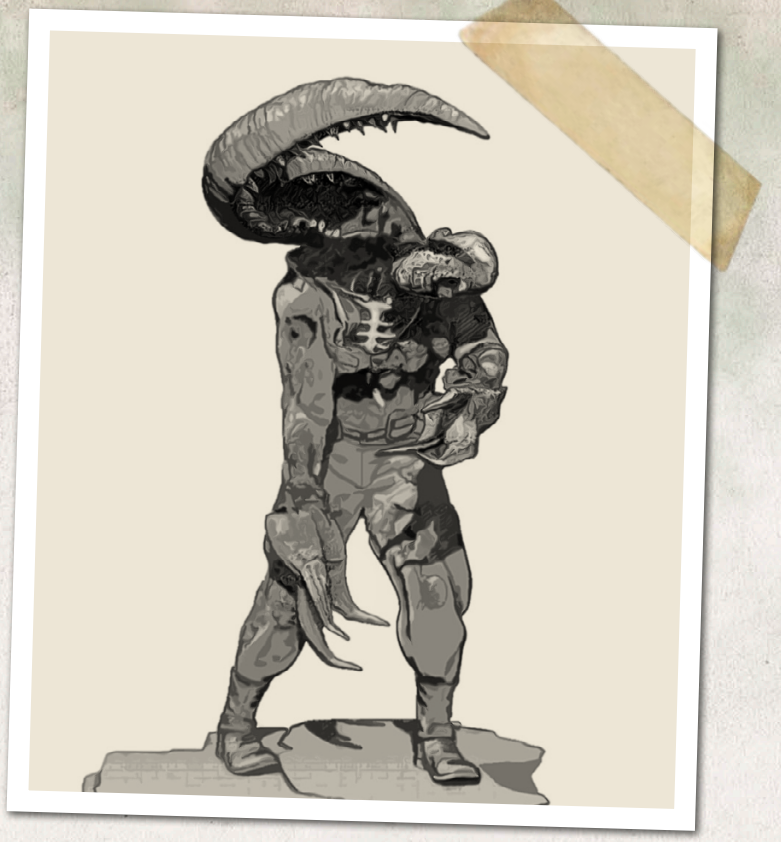
Attacks

- **Lashing Tentacle:** (Hand-to-Hand Combat), 4 Stun
- **Scything Claws:** (Hand-to-Hand Combat), 4 Vicious
- **Unearthly Presence:** (Mental Attack), 5 Piercing 1

Special Rules

- **Fearsome 1:** The Servitor inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Cold, Disease, Fear, Pain, Poison, Vacuum:** The Servitor is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Night Vision:** The Servitor can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Tough 1:** The Servitor can withstand 1 extra injury (included above). It may also spend 3 Threat to ignore suffering an injury.

"They serve the dark pharaoh loyally, eager and willing to do his unholy bidding."



SERVITORS OF THE OUTER GODS

Lieutenant NPC

Azathoth is kept dormant by the piping of titanic servants, all of whom surround the nuclear madness at the heart of all things. What these creatures are is difficult to divine; elephantine in scale, and vaguely in shape, the Servitors are rarely seen and, when they are, seem to be obeying some intelligence far beyond their own. While rarely aggressive, or, indeed, concerned with the affairs of humankind at all, they can be roused to ferocious destruction.

Truths

- Amorphous Heralds of the Profane
- Music to Soothe the Minds of Chaotic Gods

Attributes

AGILITY	7	BRAWN	11
COORDINATION	9	INSIGHT	13
REASON	13	WILL	13

Skills

Academia 3 (The Occult), **Fighting 2** (Hand-to-Hand Combat), **Persuasion 4** (Intimidation, Invocation), **Resilience 2**

Power: 6

STRESS	15	INJURIES	3
ARMOUR	2	COURAGE	5

Attacks

- **Mass of Tentacles:** (Hand-to-Hand Combat), 4 Area
- **Abhorrent Form:** (Mental Attack) 6 Piercing 1

Special Rules

- **Fast Recovery 3:** The Servitor removes 3 stress at the end of each of its turns. If it has any injuries at the start of its turn, it may spend 2 Threat to remove an injury completely. This ability stops working when the creature is defeated.
- **Fearsome 1:** The Servitor inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Cold, Disease, Fear, Pain, Poison, Vacuum:** The Servitor is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Tough 1:** The Servitor can withstand 1 extra injury (included above). It may also spend 3 Threat to ignore suffering an injury.
- **Invulnerable:** A Servitor of the Outer Gods cannot suffer injuries from any physical attack, other than magical attacks or weapons with the Bane quality. If an attack which it is immune to would cause an injury, it instead loses the ability to take any actions on its next turn (this is not cumulative).
- **Night Vision:** The Servitor can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 2:** The Servitor suffers an injury after suffering 7 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on size.

Spells and Rituals

Servitors of the Outer Gods are spellcasters who use Will to cast spells and know the spells Way of the Gatekeeper, Gaze of the Multiverse, and Binding of Yog-Sothoth.

SHEEHAD

Lieutenant NPC

Wriggling tentacles, surmounting a column of suppurating fat and muscle, the Sheehad erupt from the ground and tear at their enemies with silent ferocity. The Sheehad communicate telepathically, projecting their thoughts into the minds of their brethren and into the undefended consciousnesses of those they seek to control. They strike without warning, capable of filching the plans and strategies of their enemies directly from their minds and reacting with cold, alien precision. This, and their thrashing, worm-like forms make them one of the more terrifying creatures in the Secret War, able to move hidden through the earth or burst through solid concrete floors, seeking their prey.

Truths

- Native Horror from Beneath the Earth

Attributes

AGILITY	12	BRAWN	12 (1)
COORDINATION	10	INSIGHT	6
REASON	6	WILL	10

Skills

Athletics 3 (Burrowing), **Fighting 4** (Hand-to-Hand Combat), **Observation 3** (Hearing), **Resilience 3** (Fortitude, Mental Assault),

STRESS	16	INJURIES	3
ARMOUR	5 (Tough Hide)	COURAGE	6

Attacks

- **Lashing Tentacles:** (Hand-to-Hand Combat), 6 Drain, Snare
- **Slam:** (Hand-to-Hand Combat), 6, Area
- **Telepathic Influence:** (Mental Attack), 6 Piercing 2

Special Rules

- **Eruption:** A Sheehad tears through rock and stone with ease, attacking from underneath. If a Sheehad enters a scene by erupting from the ground, it adds +2 to its Slam attack its mental attack until the end of its first turn.

- **Brutal 1:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Burrowing:** A Sheehad can tunnel through dirt, mud, clay, and solid rock like a hot knife through butter. They do not breathe, and they can move freely beneath zones which represent the ground (as if there were additional "subterranean" zones that normal characters cannot reach).
- **Extraordinary Brawn 1:** The Sheehad adds 1 automatic success to all Brawn tests. It also adds +1 to its melee attacks and adds +1 to its maximum stress and its Armour (all included above).
- **Fast Recovery 4:** The Sheehad removes 4 stress at the end of each of its turns. If it has any injuries at the start of its turn, it may spend 2 Threat to remove an injury completely. This ability stops working when the creature is defeated.
- **Fearsome 2:** The Sheehad inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Hydrophobic:** A Sheehad immediately suffers 5 physical stress, with the Intense and Piercing 2 effects, whenever it comes into contact with water.
- **Immune to Fear & Heat:** The Sheehad is immune to stress, truths, and other effects caused by fear or extreme heat.
- **Keen Senses (Hearing):** The Sheehad reduces the difficulty of all hearing-based skill tests by 2, to a minimum of 0. It can detect things by hearing which humans cannot.
- **Scale 1:** The Sheehad suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Telepathic Influence:** A Sheehad can communicate telepathically with others of its kind over any distance. If a Sheehad inflicts one or more injuries to a human when it makes a mental attack (as opposed to its Fearsome rule), it may bind that human. A bound human is restricted to an area within a mile of where they were bound, and a Sheehad may communicate with any bound human. A Sheehad may attempt a Will + Resilience test with a difficulty of 1 (increased by distance at the GM's discretion) to compel the human to perform a specific task.
- **Tough 1:** The Sheehad can withstand 1 extra Injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

Greater Sheehad

The most commonly-encountered forms of Sheehad are juveniles, somewhat longer and heavier than a human. However, these creatures can live for extraordinarily long times, and only grow larger over time. The GM may wish to present older, more massive Sheehad in play. To do this, increase the ratings of one or more of the following special rules: **Brutal 1**, **Tough 1**, and **Scale 1**. Larger Sheehad may also be Nemesis NPCs.

As a rule of thumb, the GM should increase all three rules' ratings by 1 before increasing any of them further, so that those rules' ratings remain similar. As normal, the GM's discretion applies as to how creatures of extremely high (above 5) scale function and how much space they actually take up.

Especially colossal Sheehad are seldom-seen, and are normally heralded by earthquakes as they tunnel beneath the surface. Such creatures are more akin to natural disasters than adversaries.

SHOGGOTHS

Nemesis NPC

Created by the Elder Things as slaves, the Shoggoths are a species of endlessly malleable creatures, formed from a viscous protoplasm, shifting and adapting at will. This allows the Shoggoth to undertake the most difficult and onerous of tasks, tentacles becoming eyes or bioluminescent appendages, all in mere moments. Vast in strength, remorseless in pursuit of prey and lethal enemies capable of expanding and engorging themselves to outmatch even their largest and most formidable of foes, Shoggoths are terrifying creatures. Far from the mindless tools their masters originally created, some have even developed a cunning and malevolent intelligence of their own and evolved into an autonomous species in their own right.

Truths

- Foetid, Viscous Protoplasm
- Belligerent Servitors
- Rebellious Servants

Attributes

AGILITY	5	BRAWN	14 (2)
COORDINATION	7	INSIGHT	9
REASON	6	WILL	11

Skills

Fighting 5 (Hand-to-Hand Combat), **Observation 4**, **Resilience 5**

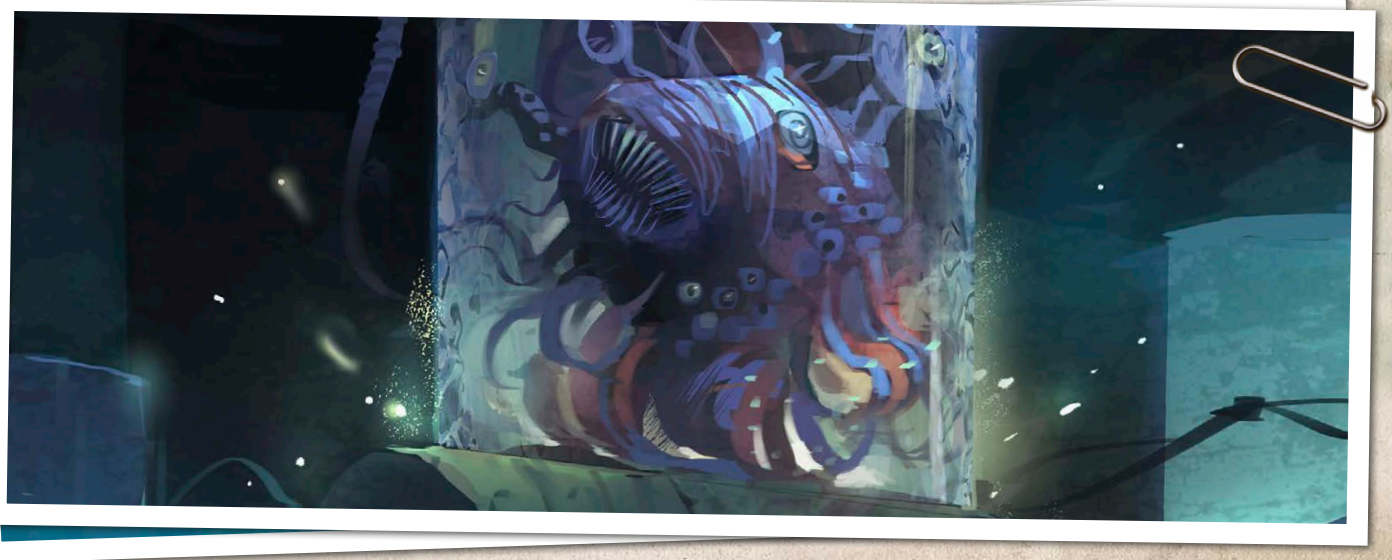
STRESS	21	INJURIES	6
ARMOUR	12 (Incorporeal)	COURAGE	7

Attacks

- **Mass of Tentacles and Pseudopods:** (Hand-to-Hand Combat), 10 Area
- **Unstoppable Deluge:** (Hand-to-Hand Combat), 10 Vicious
- **Indescribable Horror:** (Mental Attack) 6 Piercing 2, Stun

Special Rules

- **Amorphous Mass:** A Shoggoth is huge and shapeless, writhing and undulating into whatever form it requires from moment to moment. It may treat all enemies within Close range as if they were within Reach.
- **Brutal 2:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +2 to its melee attacks, included above.
- **Engulf:** Creatures who are grappled by a Shoggoth (per the Grasping rule, below) may be dragged into its inconstant form. If one or more creatures are grappled by a Shoggoth at the start of one of its turns, it may spend 2 Threat to drag one of them into itself. A creature engulfed by a Shoggoth suffers 6 physical stress with the Drain and Intense effects as they are compressed and pulled apart. If the Shoggoth is defeated, engulfed creatures are ejected from its mass.
- **Extraordinary Brawn 2:** The creature adds 2 automatic successes to all Brawn tests. It also adds +2 to its melee attacks and adds +2 to its maximum stress and its Armour (all included above).
- **Fast Recovery 1:** The creature removes 1 stress at the end of each of its turns. If it has any injuries at the start of its turn, it may spend 2 Threat to remove an injury completely. This ability stops working when the creature is defeated.
- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, it cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Immune to Cold, Disease, Fear, Pain, Poison, Vacuum:** The Shoggoth is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Incorporeal 6:** A Shoggoth is a viscous mass of protoplasm, flowing around anything before it. It gains +6 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, the creature can find a way past a solid barrier such as a wall or door, flowing through gaps and crevices. It loses its armour against magical attacks.
- **Menacing:** These Shoggoth's mere presence is an ill-omen. When a Shoggoth first appears in a scene, generate 1 Threat.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Perfect Disguise:** A Shoggoth, when dormant, may perfectly assume the dimensions and appearance of its surroundings. It requires an Insight + Observation test, with a difficulty of 4, to notice a dormant Shoggoth.
- **Scale 8:** A Shoggoth suffers an injury after suffering 13 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 3:** When a Shoggoth first appears in a scene, it generates 3 Threat, which only it may use.
- **Tough 4:** The Shoggoth can withstand 4 extra Injuries (included above). The Shoggoth may also spend 3 Threat to ignore suffering an injury.



STELLAR SPAWN OF CTHULHU

Nemesis NPC

Octopoid in nature, and formed from a substance which is not quite matter but something stranger and more malleable, the Spawn are the stellar children of Cthulhu. When Cthulhu first came to Earth, he brought his offspring with him, as soldiers and colonists. When the stars changed and R'lyeh sank beneath the waves, the Stellar Spawn retreated too. Some left the Earth; some went down into the corpse city to attend upon their master and others hid in the dark places. The Stellar Spawn are cunning, predatory foes, using their advanced powers of telepathy to influence those near to them, although they are equally capable of wreaking fierce physical devastation.

Truths

- Monstrous Vassals of Dread Cthulhu
- Satraps of the Sleeper

Attributes

AGILITY	9	BRAWN	14 (2)
COORDINATION	8	INSIGHT	12 (1)
REASON	12 (1)	WILL	14 (1)

Skills

Academia 3 (Occultism), **Athletics 4** (Swimming), **Fighting 3** (Hand-to-Hand Combat), **Observation 4** (Instincts), **Resilience 4** (Fortitude, Discipline), **Survival 3**

Power: 8

STRESS	20	INJURIES	4
ARMOUR	10	COURAGE	9

Attacks

- **Massive Claws:** (Hand-to-Hand Combat), 9 Vicious 1
- **Lashing Tentacles:** (Hand-to-Hand Combat), 6 Area
- **Monstrous Visage:** (Mental attack), 10 Stun, Piercing 3

Special Rules

- **Brutal 1:** The Stellar Spawn make and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Extraordinary Brawn 2:** The Stellar Spawn adds 2 automatic successes to all Brawn tests. It also adds +2 to its melee attacks and adds +2 to its maximum stress and its Armour (all included above).
- **Extraordinary Insight 1:** The Stellar Spawn adds 1 automatic success on Insight tests.
- **Extraordinary Reason 1:** The Stellar Spawn adds 1 automatic success on Reason tests.
- **Extraordinary Will 1:** The Stellar Spawn adds 1 automatic success on all Will tests. In addition, it gains +1 Power, +1 on mental attacks, and +1 Courage and maximum stress (all included).
- **Fast Recovery 3:** The Stellar Spawn removes 3 stress at the end of each of its turns. If it has any injuries at the start of its turn, it may spend 2 Threat to remove an injury completely. This ability stops working when the creature is defeated.
- **Fearsome 3:** The Stellar Spawn inspires terror. It can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 3 or suffer mental stress as if from that mental attack.
- **Feed Upon Fear:** Whenever a character within Medium range of the Stellar Spawn suffers a mental injury, generate 2 Threat.
- **Immune to Cold, Disease, Fear, Pain, Poison, Heat, Vacuum:** The creature is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Menacing:** A Stellar Spawn's mere presence is a harbinger of doom. When a Stellar Spawn first appears in a scene, generate 1 Threat.
- **Scale 5:** The creature suffers an injury after suffering 10 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 3:** When a Stellar Spawn of Cthulhu first appears in a scene, it generates 3 Threat, which only it may use.
- **Tough 1:** The Stellar Spawn can withstand 1 extra injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

Spells and Rituals

Stellar Spawn of Cthulhu are spellcasters who use Will to cast spells and know the spells Call of the Depths, Curse of Cthulhu, Pool of Limpid Bliss, Echo of the Ocean, Wave Storm, Swimmer in the Elder Current, and Call of the Deep.

TEUFELSHUND

Lieutenant NPC

The *Teufelshund* has been known by many names, Void Beast, Hell Dog, Portal Fiend, and it is feared by many different cultures. The Hounds are relentless interdimensional hunters, as their name suggests, hell hounds whose prey is those who have delved too deeply into the mysteries of the universe. Merciless and voracious, they are able to hunt across all the known bounds of time and space and beyond, and only the most potent concealment magics can shield their victim once a *Teufelshund* is set upon their trail.

Truths

- Inexorable Hunters
- Walkers of Non-Euclidean Geometries

Attributes

AGILITY	9	BRAWN	11
COORDINATION	5	INSIGHT	11 (1)
REASON	10	WILL	13

Skills

Athletics 1, **Fighting 5** (Hand-to-Hand Combat), **Observation 5** (Sight, Instincts), **Survival 5** (Tracking), **Resilience 2**

STRESS	15	INJURIES	2
ARMOUR	4 (Incorporeal)	COURAGE	5

Attacks

- **Ichor-Drenched Paws:** (Hand-to-Hand Combat), 4 Persistent 4
- **Barbed Tongue:** (Hand-to-Hand Combat), 4 Drain, Piercing 2)
- **Fearful Geometry:** (Mental attack), 7 Persistent 3, Piercing 2

Special Rules

- **Creatures of Portals:** When attempting to detect its prey, a *Teufelshund* can, by spending 2 Threat as a minor action, emerge from interdimensional space, appearing first as a wall of stinking smoke from which the creature materialises. Similarly, a *Teufelshund* may depart a scene in the same way by spending 2 Threat and exiting — it is liable to subsequently reappear through a different portal.
- **Extraordinary Insight 1:** The creature adds 1 automatic success on Insight tests.
- **Fast Recovery 4:** The *Teufelshund* removes 4 stress at the end of each of its turns. If it has any injuries at the start of its turn, it may spend 2 Threat to remove an injury completely. This ability stops working when the creature is defeated.
- **Fearsome 2:** The *Teufelshund* inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Immune to Cold, Disease, Fear, Pain, Poison, Vacuum:** The *Teufelshund* is immune to stress, truths, and other effects caused by the listed conditions.
- **Impossible Miasma:** An acrid stink of death and wrongness pervades everywhere the *Teufelshund* manifests, leaving their prey distracted and unsettled. Creatures within medium range of one or more *Teufelshund* increase the complication range of all skill tests they attempt by 1.
- **Incorporeal:** A *Teufelshund* does not occupy physical space in natural ways. It has +2 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, the creature can bypass a solid barrier such as a wall or door. It loses its armour against magical attacks.
- **Invulnerable:** A *Teufelshund* cannot suffer injuries from any physical attack, other than magical attacks, weapons with the Bane quality, electrical attacks, or strong magnetic fields. If an attack which it is immune to would cause an injury, it instead loses the ability to take any actions on its next turn (this is not cumulative).
- **Keen Senses (Sight):** The *Teufelshund* reduces the difficulty of all skill tests relating to sight by 2, to a minimum of 0. It can detect things by sight at distances far greater than humans can.
- **Menacing:** A *Teufelshund*'s mere presence is an ill-omen. When a Teufel Hound first appears in a scene, generate 1 Threat.
- **Scale 2:** The *Teufelshund* suffers an injury after suffering 7 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

Deep Ones

DEEP ONE HYBRID

Trooper NPC

With bulging eyes and flesh which secretes a tell-tale fishy odour, Deep One hybrids are the noxious offspring of humans and true Deep Ones. As they age, hybrids take on more and more of the ichthyic qualities of their progenitors, becoming true children of Father Dagon. Until their transformation begins to take hold, they can sometimes pass as true humans, making them difficult to detect.

Truths

- Hidden Spawn of the Deep Ones
- Something Fishy is Afoot
- Amphibious

Attributes

AGILITY	8	BRAWN	10
COORDINATION	7	INSIGHT	8
REASON	9	WILL	8

STRESS	7	INJURIES	1
ARMOUR	2	COURAGE	0

Skills

Academia 1, **Athletics 2** (Swimming), **Fighting 2** (Melee Weapons), **Observation 2**, **Resilience 3**, **Stealth 3** (Disguise), **Survival 1**, **Tactics 1**

Attacks

- **Cleaver:** (Melee Weapons), 5
- **Revolver:** (Handguns), Close range, 4 (Salvo: Vicious), *Close Quarters*, *Reliable*)
- **Shotgun:** (Close Quarters), Close range, 5 (Salvo: Vicious), *Inaccurate*, *Reliable*)

Special Rules

- **Call Deep Ones:** A Deep One hybrid can call Deep One Trooper NPCs to aid them when needed. Each Trooper NPC Deep One called in this manner costs 2 Threat (or if called as a group, 2 Threat per member of the group), and they will arrive at the start of the next round.
- **Nauseating:** When viewed up-close, and when their odour isn't masked or hidden, Deep One Hybrids induce a sense of nausea. The first time each scene that a character views — and smells — an undisguised Deep One hybrid, they must attempt a Will + Resilience Test, with a difficulty of 2; failure means the character's disgust and nausea causes their complication range for all tests to increase by 1 until the end of the scene.

DEEP ONE SCOUT

Trooper NPC

Moving through the undergrowth, their rubbery skin lathered in a strange emollient designed to prevent them drying out and repressing the odour their flesh secretes, Deep One scouts are the eyes of their sub-aquatic brethren on land. Lightly armoured, fast-moving and capable of remaining concealed, scouts are vital elements of any Deep One military expedition and a sure harbinger that watery doom is imminent.

Truths

- Deep One Scout
- Swift
- Cunning
- Stealthy
- Amphibious

Attributes

AGILITY	9	BRAWN	11
COORDINATION	8	INSIGHT	9
REASON	10	WILL	9

Skills

Athletics 3 (Swimming), **Fighting 2** (Exotic, Hand-to-Hand Combat), **Observation 2**, **Resilience 3**, **Stealth 3** (Rural Stealth), **Survival 1**, **Tactics 2** (Covert Activities)

STRESS	7	INJURIES	1
ARMOUR	4	COURAGE	4

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Blow Pipe:** (Exotic), 3 Persistent 4, (Salvo: Vicious), Accurate, *Subtle*
- **Horrific:** (Mental Attack), 4 Piercing 1, Stun

Special Rules

- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Hidden in the Deeps:** Deep One Scouts can conceal themselves quickly and efficiently in almost any cover. It never costs the GM Threat to have a Deep One Scout act first in the first round of combat.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

DEEP ONE SLAVER

Trooper NPC

Deep Ones sometimes propagate their race through hideous pacts struck with desperate and greedy human beings though the mysteries of their reproductive cycle remain unfathomable. Sometimes they bargain with sunken treasure and unsettling jewellery and even immortality, after a fashion. For those who reject such entreaties, the Deep One Slavers exist. Rising from the ocean with manacles created from the warped shells of crustaceans, and whips made from the vegetation of the sea, they seek unfortunates to drag back to the depths, for purposes too hideous to describe.

Truths

- Deep One Slaver
- Take Them Alive
- Amphibious

Attributes

AGILITY	9	BRAWN	11
COORDINATION	8	INSIGHT	9
REASON	10	WILL	9

Skills

Athletics 3 (Swimming, Throwing), **Fighting 3** (Hand-to-Hand Combat, Melee Weapons), **Observation 2**, **Resilience 3**, **Stealth 2**, **Survival 1**, **Tactics 1**

STRESS	7	INJURIES	1
ARMOUR	4	COURAGE	4

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Kelp Whip:** (Melee Weapons), 3 Snare, Stun
- **Frond Net:** (Throwing), 4 Snare, *Inaccurate*, *Munition*
- **Horrific:** (mental attack), 4 Piercing 1, Stun

Special Rules

- **Bind and Claim:** Once a Deep One Slaver manages to successfully ensnare an opponent using their Kelp Whip or Frond Net, they will attempt to claim their quarry. On their turn, they may attempt a Bind and Claim action against a single ensnared creature within reach, by spending 2 Threat. This requires a Brawn +

Fighting test with a difficulty of 1; if successful, the target is immediately defeated — rendered unconscious and ready to be bound and dragged away to an unspeakable fate.

- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

DEEP ONE WARRIOR

Trooper NPC

When Deep One war parties emerge from the depths to raid coastline villages, claiming victims for sacrifice and worse, the bulk of their forces consist of the strange fish-frog things Section M has dubbed 'Deep One warriors'. With bulging eyes, thick toughened skin, gills gouging deep furrows in their necks, they are brutal and terrifying opponents. A single warrior is capable of ripping a human apart with its fearsome webbed claws.

Truths

- Deep One Warrior
- Hulking and Monstrous
- Amphibious

Attributes

AGILITY	8	BRAWN	12
COORDINATION	9	INSIGHT	9
REASON	8	WILL	11

Skills

Athletics 3 (Swimming), **Fighting 4** (Hand-to-Hand Combat, Melee Weapons), **Observation 2**, **Resilience 4**, **Stealth 2**, **Survival 1**, **Tactics 2**

STRESS	8	INJURIES	2
ARMOUR	4	COURAGE	6

Attacks

- **Savage Claws:** (Hand-to-Hand Combat) 6 Piercing 1
- **Horrific:** (Mental attack), 5 Piercing 1, Stun

Escalation Options

- **Impaling Spear:** (Melee Weapons), 8 Intense, Piercing 1

Special Rules

- **Brutal 1:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Tough 1:** The creature can withstand 1 extra Injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

DEEP ONE ENGINEER

Lieutenant NPC

The coral cities of the Deep Ones, concealed in the freezing depths of the ocean, are beautiful enough to stop the breath for those who have glimpsed them in troubled dreams. When the Deep Ones visit the surface world, their builders, designated "engineers" by Section M, accompany them, both as support in combat, and to observe the world they will, one day, make anew, when the oceans rise once more to claim the land.

Truths

- Deep One Engineer
- Atavistic Cunning
- Amphibious

Attributes

AGILITY	8	BRAWN	10
COORDINATION	11	INSIGHT	10
REASON	11	WILL	9

Skills

Athletics 3 (Swimming), **Engineering 4** (Combat Engineering, Demolitions), **Fighting 2** (Hand-to-Hand Combat, Heavy Weapons), **Observation 3** (Instincts), **Resilience 3**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 1**

STRESS	13	INJURIES	2
ARMOUR	4	COURAGE	4

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Horrific:** (Mental Attack), 4 Piercing 1, Stun

Escalation Options

- **Deep One Projector (Pufferfish Grenades):** (Heavy Weapons), Long range, 7 Area, (Salvo: Stun), Indirect, *Unreliable*
- **Borecrawler Bomb:** (Thrown), 5 Intense, *Inaccurate*, Indirect, *Munition* (see p.XX)
- **Mollusc Mine:** (Demolitions), 10 Vicious, *Munition*

Special Rules

- **An Engineer's Eye:** When attacking, a Deep One Engineer can use the surrounding terrain to their advantage. If the Deep One Engineer or their target are within reach of cover, the Deep One Engineer may spend 1 Threat to add the Vicious effect to its next attack.
- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

DEEP ONE REEFBREAKER

Lieutenant NPC

Hulking, brutal beasts, even by the depraved standards of their species, Deep One Reefbreakers are larger, faster and more vicious than their followers, and are the chieftains and champions of their kind. Anyone unfortunate enough to come to blows with Reefbreaker, festooned in eldritch jewellery and clutching the barbaric weaponry of its people, is unlikely to survive to recount the tale. Bloodied pulps make poor storytellers.

Truths

- Deep One Champion and Leader
- Mighty in Speed and Stature
- Amphibious

Attributes

AGILITY	10	BRAWN	13
COORDINATION	10	INSIGHT	10
REASON	9	WILL	11

Skills

Athletics 4 (Swimming), **Fighting 5** (Hand-to-Hand Combat, Melee Weapons), **Observation 3**, **Persuasion 2**, **Resilience 4** (Fortitude), **Survival 2**, **Tactics 3** (Leadership)

STRESS	17	INJURIES	3
ARMOUR	6	COURAGE	6

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 6 Piercing 1
- **Brutal Slam:** (Hand-to-Hand Combat), 6 Stun
- **Pufferfish Grenades:** (Thrown), Close range, 7 Area, Stun (*Inaccurate*, *Munition*)
- **Horrific:** (Mental attack), 6 Piercing 2, Stun)

Escalation Options

- **Impaling Spear:** (Melee Weapons), 8 Intense, Piercing 1
- **Mistweaver Armour:** This gelatinous armour adds +2 to the wearer's Armour, and the mist it exudes grants the wearer the Concealed truth.

Special Rules

- **Brutal 1:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Leading from the Deep:** While a Deep One Reefbreaker is present in a scene, all Deep One warriors may re-roll 2 when inflicting stress and reduce the difficulty of any skill test they attempt which uses Will by 1, to a minimum of 1.
- **Menacing:** The creature's mere presence is intimidating. When the creature first appears in a scene, generate 1 Threat.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 2:** The creature suffers an injury after suffering 7 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Tough 1:** The creature can withstand 1 extra Injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

DEEP ONE ELDER

Nemesis NPC

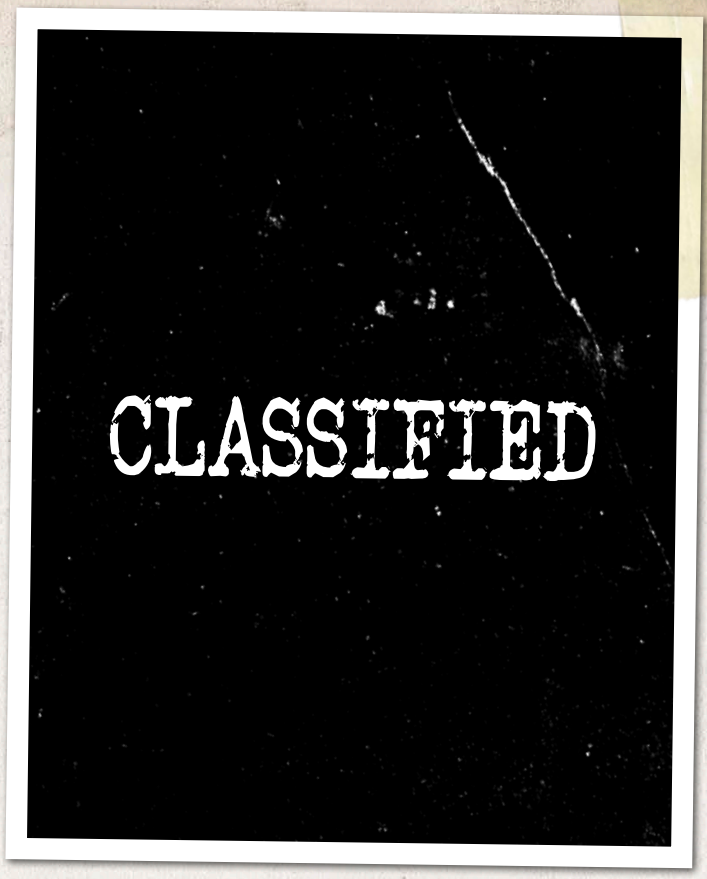
Rarely seen, even by their fellow dwellers in the depths, Deep One elders are the secretive leaders of the race. When, on the rarest of occasions, deals are struck between those of the surface world and the inhabitants of Yha-Nath-lei, it is an elder, accompanied by the most formidable of warriors, the Reefbreakers, sent to make such bargains. And, when the Deep Ones go to war, in the most exceptional of circumstances, a Deep One elder may guide their actions — their mind inspired by the divine wisdom of Father Dagon, Mother Hydra or perhaps even by Great Cthulhu himself.

Truths

- Ancient Deep One Leader
- Divine Inspiration
- Amphibious

Attributes

AGILITY	8	BRAWN	9
COORDINATION	9	INSIGHT	12
REASON	11	WILL	13



Skills

Academia 4 (Occultism), **Athletics 3** (Swimming), **Fighting 1**, **Observation 5** (Instincts), **Resilience 3** (Discipline), **Survival 2**, **Tactics 3** (Battlefield Tactics)

STRESS	16	INJURIES	3
ARMOUR	2	COURAGE	6

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 3 Piercing 1
- **Horrific:** (Mental Attack) 7 Piercing 2, Stun

Escalation Options

- **Mistweaver Armour:** This gelatinous armour adds +2 to the wearer's Armour, and the mist it exudes grants the wearer the Concealed truth.

Special Rules

- **Ancient Wisdom:** The Deep One Elders are preternaturally aware of their race's history and behaviours; whenever another Deep One within Close range spends one or more Threat, roll 1 for each point of Threat spent—for each effect rolled, return one point of Threat to the pool.
- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.

- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Threatening 5:** When the creature first appears in a scene, it generates 5 Threat, which only it may use.

DEEP ONE SHAMAN

Nemesis NPC

The worship of Father Dagon and Mother Hydra and, beyond them, the eternally looming figure of Cthulhu forms much of the life of the Deep Ones. The hideous, blasphemous rites which are conducted in their honour are overseen by shaman, strange and wizened examples of their race. Deep One shaman are usually easily discerned amongst their brethren, wrapped in thick robes to hide their sacred flesh from the sun and the air. Sometimes they carry a totem, wrought from strange metal and depicting hideous creatures engaged in acts too foul to describe. At other times, in the midst of battle, their harsh croaking voices can be heard raised above the chaos, invoking beings whose names it is better not to know.

Truths

- Deep One Priest of the Elder Gods
- Divine Inspiration
- Amphibious

Attributes

AGILITY	8	BRAWN	11
COORDINATION	9	INSIGHT	12
REASON	11	WILL	13

Skills

Academia 4 (Occultism), **Athletics 3** (Swimming), **Fighting 1**, **Observation 5** (Instincts), **Persuasion 3** (Invocation), **Resilience 3** (Discipline), **Survival 2**, **Tactics 1**

Power: 5

STRESS	16	INJURIES	3
ARMOUR	3	COURAGE	6

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Horrific:** (Mental Attack) 7 Piercing 2, Stun

Escalation Options

- **Totemic Staff:** (Melee Weapons), 5 Drain, Stun

Special Rules

- **Dark Preacher:** A Deep One Shaman offers prayers to the Elder Gods, uttering words that should never be heard and names it would be wise to never know. A Deep One shaman may, when making a mental attack, spend 3 Threat to add the Area and Drain effects to that mental attack.
- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Spellcaster:** A Deep One Shaman can cast the following spells: Call of the Depths and Curse of Cthulhu. When casting spells, it uses Insight, and has a Power of 5.
- **Threatening 3:** When the creature first appears in a scene, it generates 3 Threat, which only it may use.

Spells and Rituals

A Deep One Shaman is a spellcaster who uses Insight to cast spells and knows spells from the spellbook of Cthulhu: These are typically Call of the Depths, Curse of Cthulhu, and Echo of the Ocean, as well as Commune with Deity (ritual) although the GM may choose others if appropriate.

DEEP ONE ADEPT

Lieutenant NPC

The medical treatments which Deep Ones practice are strange admixtures of advanced science, and natural oceanic remedies, taught to them in some forgotten and nameless epoch of the world. Words, in the hideous guttural language of the Deep Ones, are spoken over the wounds before poultices composed of starfish are applied and Deep One Adepts are sometimes glimpsed on the battlefields of the Secret War, treating the Deep One fallen.

Truths

- Deep One Healer
- Ancient Rites and Impossible Science
- Amphibious

Attributes

AGILITY	8	BRAWN	11
COORDINATION	12	INSIGHT	9
REASON	10	WILL	10

Skills

Athletics 3 (Swimming), **Fighting 2** (Hand-to-Hand Combat), **Medicine 4** (Combat Medic), **Observation 3** (Instincts), **Resilience 3**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 1**

STRESS	14	INJURIES	2
ARMOUR	4	COURAGE	5

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Horrific:** (Mental attack) 4 Piercing 1, Stun

Special Rules

- **Fearsome 1:** The creature inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Healing Rites:** When a Deep One Adept may attempt a Coordination + Medicine test, with a difficulty of 2, on any defeated Deep One. If successful, the Deep One is no longer defeated, and recovers half its stress. For the remainder of the scene, the healed Deep One may ignore the effects of any Injuries it has suffered.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

DEEP ONE WARLOCK

Nemesis NPC

Steeped in the use of magic, the Deep One warlock utilises the hidden rituals of Cthulhu's sorcery, drawing on the elemental power of the sea's depths and the dark god's dreaming to mould the world to their bidding. Steeped in foul sorcery and watery rituals, the warlock is prepared to pay a hideous price in pursuit of its unspeakable goals.

Truths

- Deep One Disciple of the Elder Gods
- Accursed Power
- Amphibious

Attributes

AGILITY	8	BRAWN	11
COORDINATION	9	INSIGHT	12
REASON	11	WILL	13

Skills

Academia 4 (Occultism), **Athletics 3** (Swimming), **Fighting 1**, **Observation 5** (Instincts), **Resilience 3** (Discipline), **Survival 2** (Mysticism), **Tactics 1**

Power: 5

STRESS	16	INJURIES	3
ARMOUR	2	COURAGE	6

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Horrific:** (Mental attack), 7 Piercing 2, Stun

Special Rules

- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a Difficulty of 2 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Menacing:** The creature's mere presence makes things worse. When the creature first appears in a scene, generate 1 Threat.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Pay the Price Willingly:** A Deep One Warlock adds +1 to its Power for each Injury it suffers. It ignores the effects of injuries on skill tests when casting spells.
- **Threatening 3:** When the creature first appears in a scene, it generates 3 Threat, which only it may use.

Spells and Rituals

A Deep One Warlock is a spellcaster who uses Insight to cast spells and knows spells from the spellbook of Cthulhu: These are typically Curse of Cthulhu, Wave Storm, and Swimmer in the Elder Current, although the GM may choose others if appropriate.

DEEP ONE AQUAMANCER

Nemesis NPC

Drawing their power from both elemental magic and the darkness between the stars, Aquamancers are amongst the most formidable practitioners of magic ever encountered in the Secret War. Survivors of their assaults suffer severe hydrophobia, gibbering tales of the sweat of their own brow burrowing into their skull, of canteens suddenly lurching from hands and their contents attempting to drown the drinker. The chosen of Father Dagon and Mother Hydra, these foul Deep One's power is steeped in the depths of the oceans.

Truths

- Deep One Sorcerer
- Speaks to the Ocean
- Amphibious

Attributes

AGILITY	8	BRAWN	11
COORDINATION	9	INSIGHT	12
REASON	11	WILL	13

Skills

Academia 3 (Occultism), **Athletics 3** (Swimming), **Fighting 1**, **Observation 5** (Instincts), **Resilience 3** (Discipline), **Survival 4** (Mysticism), **Tactics 1**

Power: 5

STRESS	17	INJURIES	3
ARMOUR	4	COURAGE	6

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Horrific:** (Mental attack), 7 Piercing 2, Stun

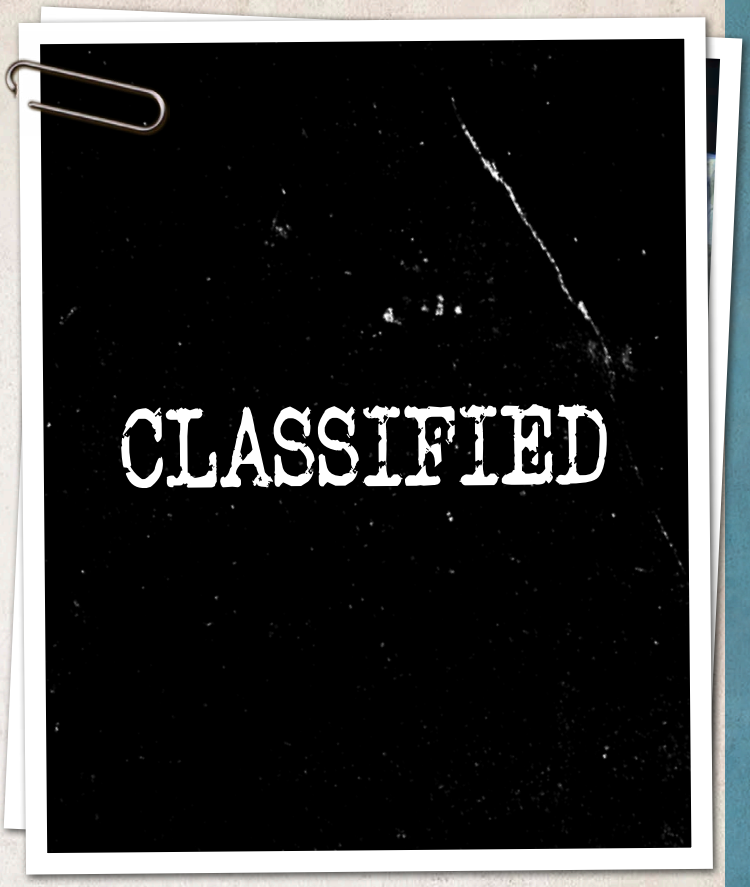
Escalation Options

- **Mistweaver Armour:** This gelatinous armour adds +2 to the wearer's Armour, and the mist it exudes grants the wearer the Concealed truth.

Special Rules

- **Fearsome 2:** The creature inspires fear. It can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Spellcaster:** A Deep One Aquamancer can cast the following spells: Pool of Limpid Bliss, Echo of the Ocean, Wave Storm, Call of the Deep although the GM may choose others if appropriate. It casts spells using Insight, and it has a Power of 5.
- **Threatening 4:** When the creature first appears in a scene, it generates 4 Threat, which only it may use.

"From the limitless depths they came and none could resist them."



Spells and Rituals

A Deep One Aquamancer is a spellcaster who use Insight to cast spells and knows the following spells from the spellbook of Cthulhu: These are typically Pool of Limpid Bliss, Wave Storm, and Call of the Deep. It also knows a unique spell, Watery Grave, below, although the GM may choose others if appropriate:

- **Watery Grave:** (Insight + Survival, difficulty 2, Cost: 5 Drain, Piercing 1) The spell targets an enemy within Close range of a body of water. If successful, the target suffers 6 physical stress with the Snare effect. If the target was already immersed in or covered in water, add the Intense and Piercing 2 effects.

DEEP ONE HIGH AQUAMAGE

Nemesis NPC

As terrifying as the Aquamancer is to confront, it is as nothing compared to the power of the High Aquamage unleashed. Amongst the Deep Ones, only the elders command a comparable level of respect, to those who have devoted their immortality to communing with the infinite roiling waters of the universe, who understand that it is the black waters of infinity that underpin all things and that all life is merely amoebae in that vast gulf. There is only one confirmed sighting of a High Aquamage by an operative of Section M, relayed in a few garbled minutes of crazed chatter via radio. The broadcast drove the two men who received it insane. It has since been classified Beyond Top Secret.

Truths

- Deep One Arch-Sorcerer
- Commands the Ocean
- Amphibious

Attributes

AGILITY	8	BRAWN	11
COORDINATION	9	INSIGHT	12
REASON	11	WILL	13 (1)

Skills

Academia 4 (Occultism), **Athletics 3** (Swimming), **Fighting 1**, **Observation 5** (Instincts), **Persuasion 3** (Invocation), **Resilience 3** (Discipline), **Survival 5** (Mysticism), **Tactics 1**

Power: 7

STRESS	17	INJURIES	4
ARMOUR	4	COURAGE	7

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 4 Piercing 1
- **Horrific:** (Mental attack), 9 Piercing 3, Stun

Escalation Options

- **Mistweaver Armour:** This gelatinous armour adds +2 to the wearer's Armour, and the mist it exudes grants the wearer the Concealed truth.

Special Rules

- **Command the Tides:** At the start of each of a Deep One High Aquamage's turns, one of the effects on the Unnatural Tides list, below, takes effect. These effects must take place in the order listed, starting with Low Tide. Once all four effects have occurred, start the list again. The effects immediately cease when the High Aquamage is defeated or leaves the scene.
- **Extraordinary Will 1:** The creature adds 1 automatic success on all Will tests. In addition, it gains +1 Power, +1 on mental attacks, and gains +1 Courage and maximum stress (all included).
- **Fearsome 3:** The creature inspires terror. It can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Cold:** The creature is immune to stress, truths, and other effects caused by extreme cold.
- **Menacing:** The creature's mere presence makes things worse. When the creature first appears in a scene, generate 1 Threat.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Renewed By the Tide:** If the High Aquamage is at least partly submerged in water at the end of its turn, it removes 5 stress. Further, if it begins its turn submerged in water, it may spend 2 Threat to remove one of its injuries.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 5:** When the creature first appears in a scene, it generates 5 Threat, which only it may use.
- **Tough 1:** The creature can withstand 1 extra Injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.

Spells and Rituals

A Deep One High Aquamage is a spellcaster who uses Will to cast spells and knows all the spells from the Spellbook of Cthulhu.

Unnatural Tides

LOW TIDE

The waters are at their lowest point, and the Deep Ones hold position, waiting for the moment to strike. All attacks made against a Deep One in cover increase in difficulty by +1.

FLOOD TIDE

Waters rise, even bubbling up from the ground, through drains, and anywhere else it can emerge. The High Aquamage can choose to spend one or more Threat to choose one zone per Threat spent within Long range; those zones gain the Rising Waters truth as they flood.

HIGH TIDE

When the waters are at their highest point, the Deep Ones strike, invigorated by the damp. Any attack made by a Deep One against a creature which is immersed in water, or in a zone containing a body of water (including any with a Rising Waters truth) gains the Vicious effect. Deep One spellcasters gain +1 Power while this is in effect.

EBB TIDE

The waters recede as quickly as they arrived, though seeming to drain towards the High Aquamage. Remove any number of Rising Waters truths, and other truths representing bodies of water, flooding, or similar effects within long range, and gain +1 Threat for each truth removed in this way.

The Mi-Go

MI-GO DRONE

Trooper NPC

Hideous, crustacean-like creatures formed from fungus and flesh in a hideous melding. Shaped like a hellish mix of crab and scorpion, with a pair of vestigial wings attached to their outer shell, the Mi-Go drone is the most common form of the extra-terrestrial species encountered on earth. The drone is virtually mindless, controlled by those more dominant than itself in the strict Mi-Go social hierarchy. They are nevertheless reliable and resilient servants, capable of utilising the Mi-Go's sophisticated alien technology to devastating effect.

Truths

- Fungi from Yuggoth

Attributes

AGILITY	8	BRAWN	12
COORDINATION	8	INSIGHT	9
REASON	9	WILL	9

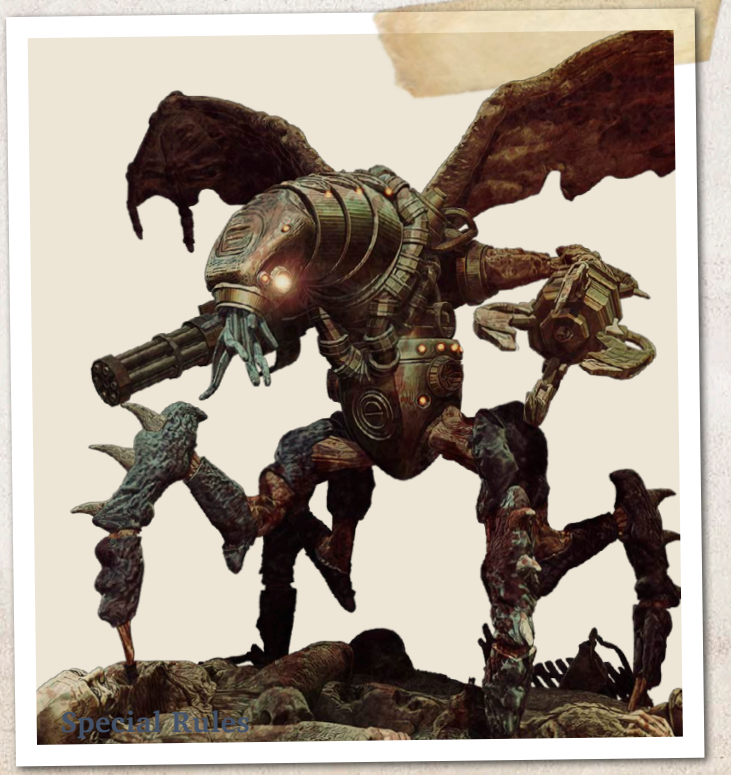
Skills

Athletics 1, **Fighting 3**, **Observation 1**, **Resilience 1**

STRESS	4	INJURIES	1
ARMOUR	5	COURAGE	2

Attacks

- **Pincers:** (Hand-to-Hand Combat); 5 Snare
- **Unearthly:** (Mental attack), 4 Piercing 1



Special Rules

- **Fearsome 1:** The Drone inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Flight:** The Drone can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Vacuum:** The creature is immune to stress, truths, and other effects caused by the listed conditions.
- **Mindless:** The creature is completely driven by instinct, and unless given commands, it will mindlessly pursue and attack the nearest enemy. It cannot attempt reactions, it cannot suffer mental stress, or mental injuries, and it cannot be reasoned with.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.

AUGMENTED MI-GO

Lieutenant NPC

The Mi-Go are ingenious engineers, capable of removing a human brain from the skull and preserving life with the application of their bizarre apparatus. That is nothing compared to the work which they conduct on themselves, introducing curious modifications into their own fungal-tissue, expanding their carapaces and strengthening their chitinous shell, or constructing new and potent weaponry which can be installed on their claws or mandibles. The Augmented Mi-Go are amongst the most formidable soldiers within the species' strange social structures, capable of withstanding the most devastating barrages of fire. It is believed some Mi-Go drones have been captured by *Nachtwölfe* and subjected to similar "enhancement".

Truths

- Fungi from Yuggoth
- Engineered for Warfare

Attributes

AGILITY	9	BRAWN	12
COORDINATION	9	INSIGHT	12
REASON	11	WILL	11

Skills

Athletics 1, **Fighting 3** (Exotic, Heavy Weapons), **Observation 1**, **Resilience 2** (Fortitude, Discipline)

STRESS	14	INJURIES	2
ARMOUR	7	COURAGE	4

Attacks

- **Pincers:** (Hand-to-Hand Combat), 5 Snare
- **Disintegrator:** (Heavy Weapons), Long range 10 Intense (Salvo: Vicious), *Bane*, *Cumbersome*, *Escalation*, *Giant-Killer*, *Reliable*)
- **Unearthly:** (Mental Attack), 5 Piercing 1

Special Rules

- **Fearsome 1:** The Augmented Mi-Go inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Fear, Pain, Vacuum:** The creature is immune to stress, truths, and other effects caused by the listed conditions.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Yog-Sothoth's Blessing:** Mi-Go are favoured by Yog-Sothoth and, as a result, can turn aside some magic by invoking his name. When attacked by a spell or other magical attack, a Mi-Go may attempt a reaction to ward itself, increasing the difficulty of the skill test to use the spell or magical attack by +1.

MI-GO SCIENTIST

Lieutenant NPC

Mi-Go's essentially crustacean nature means they operate with a hive mentality and the most commonly encountered specimens are the smaller drones which have been observed on earth in large swarms. More rarely seen are the scientist class of Mi-Go, who control and direct their lesser brethren through a mixture of mind control and pheromones. Highly intelligent and marked out by their larger brain cavities, they boast sophisticated mandibles for tasting the scientific samples they gather and huge antennae to direct their drone followers.

Truths

- Fungi from Yuggoth
- Impossible Alien Science

Attributes

AGILITY	9	BRAWN	12
COORDINATION	9	INSIGHT	13
REASON	12	WILL	11

Skills

Academia 4 (Science, The Occult), **Athletics 1**, **Engineering 3** (Electronics), **Fighting 3** (Exotic), **Medicine 3**, **Observation 1**, **Resilience 2** (Discipline)

STRESS	14	INJURIES	2
ARMOUR	5	COURAGE	4

Attacks

- **Pincers:** (Hand-to-Hand Combat), 5 Snare
- **Electric Gun:** (Exotic), Long range 8 Stun, (Salvo: Vicious), *Bane*, *Cumbersome*, *Escalation*
- **Unearthly:** Will + Resilience (Intimidation; 5 Piercing 1)

Special Rules

- **Fearsome 1:** Mi-Go Scientists inspire fear. They can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Fear, Pain, Vacuum:** The creature is immune to stress, truths, and other effects caused by the listed conditions.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Sufficiently Advanced Science:** The Mi-Go have access to many different remarkable technologies; once per scene, a Mi-Go Scientist may spend 2 Threat to attempt a Will + Engineering test with a difficulty of 2. If this succeeds, then all non-Mi-Go technology within Medium range ceases to function. Increase this to Long range if the Mi-Go Scientist spends an additional 2 Threat.
- **Yog-Sothoth's Blessing:** Mi-Go are favoured by Yog-Sothoth and, as a result, can turn aside some magic by invoking his name. When attacked by a spell or other magical attack, a Mi-Go may attempt a reaction to ward itself, increasing the difficulty of the skill test to use the spell or magical attack by +1.

"WHO KNOWS WHAT BLASPHEMOUS EXPERIMENTS THEY CONDUCT, DEEP IN THE HIVE WHERE NO MORTAL EYES HAVE EVER SEEN?"

MI-GO CENTURION

Lieutenant NPC

When the hive comes under direct threat, the Mi-Go Centurion answers the call of the swarm. With six legs and only vestigial wings, these huge bulky brutes are encased in thick chitinous armour and boast main claws and mandibles for fighting in close combat, and an extra set of more dextrous claws for utilising the Mi-Go's fearsome array of technological sonic weaponry. Bred for war and combat, there are few chinks in the Centurion's armour though the areas beneath the throat and the joints of its legs are vulnerable to attack, where the fungoid parts are exposed.

Truths

- Fungi from Yuggoth
- Chitin-clad Shock Troops

Attributes

AGILITY	9	BRAWN	13
COORDINATION	10	INSIGHT	12
REASON	11	WILL	11

Skills

Athletics 2, **Fighting 4** (Exotic, Hand-to-Hand Combat, Heavy Weapons), **Observation 1**, **Resilience 4** (Fortitude, Discipline)

STRESS	17	INJURIES	3
ARMOUR	8	COURAGE	6

Attacks

- **Pincers:** (Hand-to-Hand Combat), 6 Vicious
- **Disintegrator:** (Heavy Weapons), Long range 10 Intense (Salvo: Vicious), *Bane*, *Cumbersome*, *Escalation*, *Giant-Killer*, *Reliable*)
- **Unearthly:** (Mental Attack), 5 Piercing 1

Special Rules

- **Brutal 1:** The Centurion makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Fearsome 1:** The Centurion inspires fear. It can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Cold, Fear, Pain, Vacuum:** The creature is immune to stress, truths, and other effects caused by the listed conditions.
- **Night Vision:** The creature can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 1:** The Centurion suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Tough 1:** The Centurion can withstand 1 additional injury (included above). The creature may also spend 3 Threat to ignore suffering an injury.
- **Unstoppable Rage:** The technologically augmented might of a Mi-Go Centurion is something to behold. When a Mi-Go Centurion moves into Reach of an opponent and then makes a melee attack, the attack knocks the target prone and inflicts +2 stress. If a Mi-Go Centurion charges in this way, then it gains +2 Cover until the start of its next turn, as its rampaging mass shrugs off impacts.
- **Yog-Sothoth's Blessing:** Mi-Go are favoured by Yog-Sothoth and, as a result, can turn aside some magic by invoking his name. When attacked by a spell or other magical attack, a Mi-Go may attempt a reaction to ward itself, increasing the difficulty of the skill test to use the spell or magical attack by +1.

MI-GO PRINCESS

Nemesis NPC

A far cry from her fairy tale namesake, the Mi-Go Princess is a rarely seen, sterile, non-breeding sister to the Emerging Queen, a giant formidable central commanding presence when she chooses to appear on any battlefield. Armed to the teeth and mandibles with advanced sonic weaponry she is also capable of deploying her fierce psionic talents to coordinate Mi-Go tactics or devastate enemies who directly threaten her.

Truths

- Fungi from Yuggoth
- Psionic Commander

Attributes

AGILITY	9	BRAWN	11
COORDINATION	11	INSIGHT	13
REASON	11	WILL	11

Skills

Academia 3 (Science, The Occult), **Athletics 1**, **Fighting 3** (Exotic), **Observation 3** (Instincts), **Resilience 2** (Discipline), **Tactics 3** (Battlefield Tactics)

STRESS	13	INJURIES	3
ARMOUR	8 (Chitinous Hide)	COURAGE	4

Attacks

- **Pincers:** (Hand-to-Hand Combat), 4 Snare
- **Sonic Disruptors:** (Exotic), Long range 9 Stun (Salvo: Area), *Reliable*
- **Psychic Presence:** (Mental attack) 6 Drain, Piercing 2

Special Rules

- **Fearsome 2:** The Mi-Go Princess inspires fear. She can make mental attacks, including +2 and the Piercing 2 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 2 or suffer mental stress as if from that mental attack.
- **Flight:** The Mi-Go Princess can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Fear, Pain, Vacuum:** The Mi-Go Princess is immune to stress, truths, and other effects caused by the listed conditions.
- **Night Vision:** The Mi-Go Princess can see in darkness. She ignores any increases to difficulty or complication ranged caused by lack of light, and may attempt skill tests that would normally be impossible in darkness.
- **Protect the Princess!** The Mi-Go Princess is a formidable opponent in her own right, however, the other Mi-Go on the battlefield will let nothing happen to her. Mi-Go within close range of a Mi-Go Princess gain a reaction: when the Princess is targeted by an attack, the reacting Mi-Go becomes the target of that attack instead.
- **Psychic Command:** A Mi-Go Princess coordinates and directs lesser Mi-Go nearby. A Mi-Go Princess may, at the start of her turn, select a single zone she can see; until the start of the Mi-Go Princess's next turn, all Mi-Go Trooper and Lieutenant NPCs within that zone may re-roll a single d20 when they attempt an attack or skill test.
- **Scale 2:** The Mi-Go Princess suffers an injury after suffering 7 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 3:** When the Mi-Go Princess first appears in a scene, she generates 3 Threat, which only she may use.
- **Yog-Sothoth's Blessing:** Mi-Go are favoured by Yog-Sothoth and, as a result, can turn aside some magic by invoking his name. When attacked by a spell or other magical attack, a Mi-Go may attempt a reaction to ward itself, increasing the difficulty of the skill test to use the spell or magical attack by +1.

MI-GO EMERGING QUEEN

Nemesis NPC

Like bees, Emerging Queens leave the Yuggoth hive world to establish new colonies and outposts throughout the solar system for the Mi-Go Empire, and some are sent to Earth to spawn, carrying crustacean eggs and larvae which will be impregnated with their spores. Wholly fungoid in nature, the Emerging Queen is physically vulnerable but psionically powerful, and always has an attendant court-swarm of warriors, scientists and drones which service her every need. There have been few sightings of Emerging Queens on Earth, as they tend to dwell in vast heavily-guarded underground lairs. However, it is believed the deranged explorer Alexander Verdun's poem The Spore Matron (1889) may refer to one such being, encountered in the jungles of Peru.

Truths

- Fungi from Yuggoth
- Nascent Progenitor

Attributes

AGILITY	7	BRAWN	7
COORDINATION	12	INSIGHT	13
REASON	11	WILL	13

Skills

Academia 2 (Science), **Observation 3**, **Persuasion 4** (Intimidation), **Resilience 4** (Discipline)

STRESS	17	INJURIES	3
ARMOUR	0	COURAGE	7

Attacks

- **Pincers:** (Hand-to-Hand Combat) 2 Snare
- **Psychic Might:** (Mental attack), 8 Drain, Piercing 3

Special Rules

- **Fearsome 3:** The Mi-Go Emerging Queen inspires terror. She can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 3 or suffer mental stress as if from that mental attack.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Fear, Pain, Vacuum:** The Mi-Go Emerging Queen is immune to stress, truths, and other effects caused by the listed conditions.
- **Long Live the Queen!** The Mi-Go Emerging Queen is vital to the survival of a new colony, and other Mi-Go will let nothing happen to her. Mi-Go within close range of a Mi-Go Emerging Queen gain a reaction: when the Emerging Queen is targeted by an attack, the reacting Mi-Go becomes the target of that attack instead.
- **Night Vision:** The Mi-Go Emerging Queen can see in darkness. She ignores any increases to difficulty or complication ranged caused by lack of light, and may attempt skill tests that would normally be impossible in darkness.
- **Psychic Dictum:** A Mi-Go Emerging Queen is a leader amongst her kind, entrusted to spawn new colonies and new generations of Mi-Go. Their will is inviolable. A Mi-Go Emerging Queen may choose a single zone she can see, plus one addition zone per Threat spent. All Mi-Go in those zones may re-roll a single d20 on all skill tests and attacks they attempt, and gain +2 Cover (as they are driven to ignore attacks that would ordinarily harm them).
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 3:** When the creature first appears in a scene, it generates 5 Threat, which only it may use.
- **Yog-Sothoth's Blessing:** Mi-Go are favoured by Yog-Sothoth and, as a result, can turn aside some magic by invoking his name. When attacked by a spell or other magical attack, a Mi-Go may attempt a reaction to ward itself, increasing the difficulty of the skill test to use the spell or magical attack by +1.

Vast she is
A horrible sight
Like a sentient fungus
Born of the night

Deep she lives
Inside the mountain
Spawning legions
A repulsive fountain

There she wallows
In the chamber hive
Dread to behold her
And escape alive

Verdun - The Spore Matron

Elder Gods, Outer Gods, and Great Old Ones

Values of the Gods

It may seem to some that the attribute scores given to some of the entities in this section are far, far too low for creatures of the might and magnitude of Elder Gods and Great Old Ones — it isn't uncommon for a human to have a Brawn of 10, so why does Azathoth only have a Brawn score of twice that?

In truth, these creatures are beyond what the ***Achtung! Cthulhu*** rules are designed to routinely represent — they are, after all, entities beyond mortal reckoning and comprehension. As a result, their entries are designed with a considerable degree of abstraction. Attribute scores above 20, while seeming fitting, don't actually do anything in game terms: rolling under a 100 on a d20 has no greater effect than rolling under a 20. We rely on an assortment of additional special rules to represent the unique and unnatural powers of these creatures, rather than just their raw attribute scores.

AZATHOTH

Nemesis NPC

The nuclear chaos; the beating, hideous heart of the universe. The blind idiot god exists in the midst of all things, kept docile by the thin piping music of the spheres. All things that exist are, some say, plucked from the pulsing madness of his flesh. All things will return to him, reabsorbed into the shrieking nova of his being. Insane prophets, and those who have delved too deeply into the recesses of ancient and best-forgotten knowledge, claim that Azathoth is the king of all those sinister and ineffable beings who make the Earth their playground. They whisper that Nyarlathotep, the Crawling Chaos, is his messenger, delivering the half-formed thoughts of the mad god to the dark corners of the universe. Many seek to call upon Azathoth, equating the power of the god and his madness with something they can take and control for themselves. Many have paid the price for this hubris, their minds torn apart and their bodies twisted into hideous parodies of what they once were.

Truths

- Seething Nuclear Chaos
- Burns at the Heart of Creation
- Indiscriminate Fury

Attributes

AGILITY	–	BRAWN	20
COORDINATION	–	INSIGHT	–
REASON	–	WILL	20 (5)

Skills

Resilience 5

STRESS	30	INJURIES	5
ARMOUR	5	COURAGE	10

Attacks

- **Lashing Pseudopod:** 8 Drain, Piercing 1
- **Sanity-Blasting Presence:** (Mental Attack), 11 Intense, Persistent 6, Piercing 4

Special Rules

- **Attacks:** Azathoth may make any number of attacks with its pseudopods and sanity-blasting presence on each of its turns. It makes no skill test for these attacks, instead spending one or more Threat to attack a creature within Medium range. The attacked creature may attempt to avoid an attack by making Agility + Athletics test (for physical attacks) or a Will + Resilience test (for mental attacks) with a difficulty equal to the Threat spent to make that attack.
- **Extraordinary Will 5:** Azathoth adds five automatic successes on all Will tests. It also adds +5 to mental attacks and gains +5 Courage and maximum stress (all included).
- **Fearsome 4:** Azathoth inspires abject, indescribable terror. It can make mental attacks, including +4 and the Piercing 4 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 4 or suffer mental stress as if from that mental attack.
- **Heart of the Universe:** Gazing upon the raw form of Azathoth is to stare into creation itself; at the start of each of its turns, Azathoth inflicts 3 physical damage with the Drain and Piercing 1 effects to all creatures, characters, and objects within Medium range of its summoned physical form. This area becomes increasingly scorched, blasted, and inhospitable.
- **Immune to Cold, Disease, Fear, Pain, Poison, Heat, Vacuum:** Azathoth is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Invulnerable:** Azathoth cannot suffer injuries from any physical or mental attack, other than magical attacks. If an attack which it is immune to would cause an injury, it instead loses the ability to take any actions on its next turn (this is not cumulative), and two points are immediately added to Threat as its anger grows. If defeated, it is merely banished.
- **Scale X:** When Azathoth first appears, it is Scale 0. At the start of any of its turns, it may spend 2 Threat to increase in Scale by +1. If its scale increases above 5,

it completely fills the zone it is in, and all of its abilities now affect targets within Long range, rather than Medium range. Growth beyond this is resolved at the GM's discretion. It suffers injuries only after suffering 5+X stress (after reductions) from a single attack.

- **Threatening 12:** When Azathoth first appears in a scene, it generates 12 Threat, which only it may use.
- **Tough 2:** Azathoth can withstand 2 extra injuries (included above). It may spend 3 Threat to ignore suffering an injury.

CTHULHU

Nemesis NPC

The great god of R'lyeh still waits, dreaming, but his influence can still be felt, everywhere. Visions of the dead city and its mountainous ruler plague the sleeping minds of sensitive men and women across the world. The war in the Pacific has interrupted the god's perpetual slumber and the noxious cult who worship the octopoid blasphemy are more active than ever. Contact has been made with both the Black Sun and *Nachtwölfe* and hideous pacts struck. Still dormant, but ever dreaming, Cthulhu directs his followers, waiting for the stars to align and for his dominion over the planet to be restored.

Truths

- In His House at R'lyeh
- Dead Cthulhu Waits Dreaming
- Mountainous in Stature
- Awaken When the Stars are Right

Attributes

AGILITY	9	BRAWN	20 (3)
COORDINATION	10	INSIGHT	15 (2)
REASON	15 (2)	WILL	20 (3)

Skills

Academia 5 (Occultism), **Athletics 4** (Swimming), **Fighting 3** (Hand-to-Hand Combat), **Persuasion 3** (Invocation), **Observation 4** (Instincts), **Resilience 5** (Fortitude, Discipline), **Survival 5** (Mysticism)

Power: 10

STRESS	30	INJURIES	5
ARMOUR	12	COURAGE	12

Attacks

- **Grasping Claws:** (Hand-to-Hand Combat), 7 Snare
- **Dreams of Dread Cthulhu:** (Mental Attack), 11 Stun, Piercing 4 mental damage

Special Rules

- **A Mountain Walks:** Cthulhu is a massive entity, towering over any battlefield. Cthulhu may make melee attacks against any enemy within Close range, rather than only those within Reach. In addition, roll 1 for each creature or destructible object (such as a vehicle) within Close range at the end of any of Cthulhu's movement actions; each target which rolls an effect is trampled or crushed by Cthulhu's mass, suffering 7 physical stress with the Intense, Stun, and Vicious effects.
- **Extraordinary Brawn 3:** Cthulhu adds 3 automatic successes on all Brawn tests. In addition, he gains +3 to physical attacks, and adds +3 to its maximum stress and Armour (all included).
- **Extraordinary Insight 2:** Cthulhu adds 2 automatic successes on Insight tests.
- **Extraordinary Reason 2:** Cthulhu adds 2 automatic successes on Reason tests.
- **Extraordinary Will 2:** Cthulhu adds 2 automatic successes on all Will tests. In addition, he gains +2 Power, +2 on mental attacks, and gains +2 Courage and maximum stress (all included).

- **Fast Recovery 3:** Cthulhu removes 3 stress at the end of each of his turn. If he has any injuries at the start of his turn, he may spend 2 Threat to remove an injury completely. This ability stops working when he is defeated.
- **Fearsome 4:** Cthulhu inspires abject, indescribable terror. He can make mental attacks, including +4 and the Piercing 4 effect (listed above). In addition, the first time a character sees him, they must immediately attempt a Will + Resilience test with a difficulty of 4 or suffer mental stress as if from that mental attack.
- **Feed Upon Fear:** Whenever a character within Medium range of Cthulhu suffers a mental injury, generate 2 Threat.
- **Flight:** Cthulhu can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Disease, Fear, Pain, Poison, Heat, Vacuum:** Cthulhu is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Insidious Dreams:** All creatures which have suffered one or more mental injury from Cthulhu during the current scene are affected by Cthulhu's dreams. At the start of their turn, a creature affected by Cthulhu's dreams may immediately remove all their mental injuries if they allow the GM to choose their actions that turn.
- **Menacing:** Cthulhu's mere presence is a sign of the end of days. When he first appears in a scene, generate 1 Threat.
- **Scale 10:** Cthulhu suffers an injury after suffering 15 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on size.
- **Swallow Whole:** If Cthulhu has grasped a creature of scale 1 or less with his Grasping Claws melee attack (that is, if the Snare effect has ensnared them), then Cthulhu may spend his action hurling that creature into its monstrous maw, to be eaten. The swallowed creature is immediately defeated, and is considered to be dying. If Cthulhu can be defeated before a swallowed character has died (see **That Is Not Dead Which Can Eternal Lie**), then it may be possible to save them.
- **That Is Not Dead Which Can Eternal Lie:** When Cthulhu is defeated, he bursts and dissolves into a sickly green fog which hangs across the battlefield. If any characters had been grasped or swallowed by Cthulhu, they are immediately released and dumped onto the ground. Cthulhu still has a turn while in this state, but he can take no action. Instead, roll 1, plus an additional for each consecutive turn Cthulhu has taken while in this incorporeal state; for each effect rolled, heal one of Cthulhu's injuries. Once all Cthulhu's injuries have been healed, he recovers all stress suffered, removes any truths applied to him by enemies or mishaps, and returns to solid form.
- **Threatening 12:** When Cthulhu first appears in a scene, he generates 12 Threat, which only he may use.
- **Tough 2:** Cthulhu can withstand 2 extra injuries (included above). He may also spend 3 Threat to ignore suffering an injury.

Spells and Rituals

Cthulhu is a spellcaster who uses Will to cast spells and knows any spell or ritual the GM wishes.

FATHER DAGON AND MOTHER HYDRA

Nemesis NPC

The children of Cthulhu, flakes of his immortal flesh, sloughed off aeons ago to spawn the race of Deep Ones and rule them as his servitors until the dreaming god reawakens. Those who have delved deeply into the lore of the profane and the rambling writings of broken minds have found tales of these vast creatures, fallen idols on the altars of forgotten civilisations, blasphemous statues on land hurled to the surface by volcanic activity. In the depths of the ocean the Deep Ones perform their foul ceremonies to their race's progenitors, and things… slithering and malevolent… stir in the foul darkness.

Truths

- Rulers of the Deep Ones
- Greater Servitors of Cthulhu

Attributes

AGILITY	11	BRAWN	18 (1)
COORDINATION	11	INSIGHT	18
REASON	10	WILL	17 (1)

Skills

Academia 4 (Occultism), **Athletics 4** (Swimming), **Fighting 5** (Hand-to-Hand Combat), **Observation 3**, **Persuasion 3** (Invocation), **Resilience 4** (Fortitude), **Survival 4** (Mysticism), **Tactics 4** (Leadership)

Power: 9

STRESS	24	INJURIES	4
ARMOUR	9	COURAGE	10

Attacks

- **Savage Claws:** (Hand-to-Hand Combat), 10 Piercing 1
- **Brutal Slam:** (Hand-to-Hand Combat), 10 Stun
- **Horrific:** (Mental attack) 11 Piercing 3, Stun

Special Rules

- **Ancient Wisdom:** As ancient and mighty rulers of the Deep Ones, Dagon and Hydra command the Deep Ones with an iron will; whenever a Deep One within Medium

range of Dagon or Hydra spends one or more Threat, roll 1 for each point of Threat spent — for each effect rolled, return one point of Threat to the pool.

- **Brutal 2:** These creatures make and defend against melee attacks with Brawn instead of Agility. They also add +2 to their melee attacks, included above.
- **Extraordinary Brawn 1:** The creature adds 1 automatic success to all Brawn tests. It also adds +1 to its melee attacks and adds +1 to its maximum stress and its Armour (all included above).
- **Extraordinary Will 1:** These creatures adds 1 automatic success on all Will tests. In addition, they gain +1 Power, +1 on mental attacks, and gain +1 Courage and maximum stress (all included).
- **Fearsome 3:** These creatures inspire terror. They can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees them, they must immediately attempt a Will + Resilience test with a difficulty of 3 or suffer mental stress as if from that mental attack.
- **Immune to Cold, Fear, Poison:** These creatures are immune to stress, truths, and other effects caused by extreme cold, fear, or poison.
- **Menacing:** These creatures' mere presence makes things worse. When they first appear in a scene, generate 1 Threat.
- **Night Vision:** They can see in darkness and ignore any increases to difficulty or complication ranged caused by lack of light. They may attempt skill tests that would normally be impossible in darkness.
- **Scale 4:** These creatures suffer an injury after suffering 9 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on their size.
- **Threatening 9:** When these creatures first appear in a scene, they generate 9 Threat, which only they may use.
- **Tough 1:** These creatures can withstand 1 extra injury (included above). They may also spend 3 Threat to ignore suffering an injury.

Spells and Rituals

Father Dagon and Mother Hydra are both spellcasters who use Will to cast spells and know all the spells from the spellbook of Cthulhu as well as any ritual the GM deems fit.

HASTUR, THE KING IN YELLOW

Nemesis NPC

There are many names for the god, many different soubriquets to hide the fact that to speak his true name — the name of Hastur — is to invite madness, disease and decay. What Hastur is, beyond some unspeakable form of entropy, death and decay, it is impossible to know. Where he waits few dare to speculate, beyond uttering the dread name Carcosa in whispered breaths. Is Carcosa a planet? A star whose motions through the heavens bring it into alignment with us? Or is it a dimension, a wave-reality whose frequency occasionally matches that of our world and allows them to communicate? Who knows? What matters is that, at certain times when the stars align, Hastur sends forth his emissary — the King in Yellow.

A masked figure, wrapped in a yellow robe, who gathers the world to him, to listen to strange and scintillant words. Sometimes these are encoded in a play, other times in a cheery war-time song crackling through the long-dormant speaker of a wireless. And the Yellow King calls those who hear it to him, as they follow his spore through the ruined cities of the front, the Yellow Sign calls them onwards. Hastur and his epigone are beyond reasoning, beyond co-option, they are a terror to all sides in the Secret War, appearing and bringing disease, madness and ruin to any who seek solace in the folds of the yellow cloak.

Truths

- The Unspeakable
- He Who Must Not Be Named
- Bound to the Starlight of Aldebaran

Attributes

AGILITY	9	BRAWN	14 (1)
COORDINATION	11	INSIGHT	18
REASON	11	WILL	17 (1)

Skills

Academia 5 (Occultism), **Fighting 5** (Hand-to-Hand Combat), **Observation 3**, **Persuasion 3**, **Resilience 3**

Power: 9

STRESS	22	INJURIES	5
ARMOUR	8	COURAGE	9

Attacks

- **Deadly Tendril:** (Special) 7 Intense, Snare, Vicious
- **Unspeakable Presence:** (Mental attack) 10 Piercing 4, Stun mental damage

Special Rules

- **Extraordinary Brawn 1:** The god adds 1 automatic success to all Brawn tests. It also adds +1 to its melee attacks and adds +1 to its maximum stress and its Armour (all included above).
- **Extraordinary Will 1:** The god adds 1 automatic success on all Will tests. In addition, it gains +1 Power, +1 on mental attacks, and gains +1 Courage and maximum stress (all included).
- **Fearsome 4:** Hastur inspires abject, indescribable terror. It can make mental attacks, including +4 and the Piercing 4 effect (listed above). In addition, the first time a character sees this god, they must immediately attempt a Will + Resilience test with a difficulty of 4 or suffer mental stress as if from that mental attack.
- **Flight:** Hastur can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Disease, Fear, Poison, Heat, Vacuum:** Hastur is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Menacing:** Hastur's mere presence is a sign of dark days ahead. When it first appears in a scene, generate 1 Threat.
- **Night Vision:** Hastur can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 4:** Hastur suffers an injury after suffering 9 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 6:** When Hastur first appears in a scene, it generates 6 Threat, which only it may use.
- **Tough 2:** Hastur can withstand 2 extra injuries (included above). It may also spend 3 Threat to ignore suffering an injury.
- **Writhing Tendrils:** During each of Hastur's turns, it may attack up to three creatures within Reach with its Deadly Tendril attack (above). Each attack costs one or more Threat to make, and the creatures targeted must make an Agility + Fighting test with a difficulty equal to the Threat spent for that attack to avoid the tendril. It may not attack normally with its tendrils.

Spells and Rituals

Hastur is a spellcaster who uses Will to cast spells and knows any spells the GM chooses.

NYARLATHOTEP

Nemesis NPC

The Crawling Chaos, the Black Pharaoh, the Faceless God; Nyarlathotep is the messenger of the outer gods, moving between the spheres and the planes of reality, spreading the unguessable desires of its masters. Nyarlathotep is perhaps the only elder god who seems to have the capacity to understand the humans it manipulates for its own ends — whether as the black god of the witch cult, as the enigmatic scientist emerging from the desert, or the dark figure extending the offer of power to the Black Sun. Sometimes, Nyarlathotep bends his illimitable will to whittling away the barriers between mankind and the outer dark. At other times, he moves his human pawns in such a way as to preserve the fabric of the world. Or at least, so it might appear to the limited minds of man. The true purpose of the Crawling Chaos is never so easy to determine.

Truths

- Messenger of the Outer Gods
- An Unassuming Guise Conceals Depthless Malice

Attributes

AGILITY	9	BRAWN	11
COORDINATION	10	INSIGHT	18 (1)
REASON	14 (1)	WILL	14 (1)

Skills

Academia 5 (Occultism), **Fighting 2**, **Medicine 3** (Psychiatry), **Observation 3** (Instincts), **Persuasion 3** (Deceive, Invocation), **Resilience 4** (Discipline), **Stealth 5** (Disguise), **Tactics 2** (Covert Activities)

Power: 8

STRESS	19	INJURIES	3
ARMOUR	2	COURAGE	9

Attacks

- **Dagger:** (Melee Weapons), 4 Piercing 1, *Hidden*
- **Pistol:** (Handguns), Close range, 9, (Salvo: Vicious), *Close Quarters*, *Hidden*
- **Cunning Words:** (Mental attack), 8, see below

Special Rules

- **Cunning Words:** Nyarlathotep knows just what to say to undermine people, spreading doubt and discord with a few well-chosen words. Nyarlathotep may make mental attacks, using the profile listed above; and may use his Deceive focus for this. When Nyarlathotep makes a mental attack, he may spend 1 Threat to add one of the following effects to the attack: Intense, Persistent 4, or Snare.
- **Extraordinary Insight 1:** Nyarlathotep adds 1 automatic success on Insight tests.
- **Extraordinary Reason 1:** Nyarlathotep adds 1 automatic success on Reason tests.
- **Extraordinary Will 1:** Nyarlathotep adds 1 automatic success on all Will tests. In addition, he gains +1 Power, +1 on mental attacks, and +1 Courage and maximum stress (all included).
- **Feed Upon Fear:** Whenever a character within Medium range of Nyarlathotep suffers a mental injury, generate 2 Threat.
- **Immune to Fear:** Nyarlathotep is immune to stress, truths, and other effects caused by fear.
- **Mortal Guise:** This profile represents Nyarlathotep assuming an ordinary human appearance. This form, while dangerous, is no more durable than that of any human. However, if defeated, Nyarlathotep will collapse to the ground with savage convulsions, then burst open to reveal a far larger and more monstrous form—one of his hundreds of other forms. Witnessing this forces characters to pass a Will + Resilience test with a difficulty of 3 or suffer 11 mental damage with the Drain, Piercing 3 and Stun effects.

Nyarlathotep's monstrous form possesses none of the stress or injuries it suffered in human form, and it will normally fly off into deep space immediately upon transforming.

- **Summoner:** Nyarlathotep can always summon a number of his Servitors or Overlords. Servitors cost 1 Threat to summon individually, or Threat equal to half their number if a group is summoned. Overlords cost 2 Threat each to summon.
- **Threatening 6:** When Nyarlathotep first appears in a scene, he generates 6 Threat, which only he may use.

Spells and Rituals

Nyarlathotep is a spellcaster who uses Will to cast spells and knows any spell or ritual the GM wishes. However, he may prefer not to use supernatural abilities openly while in human form.

NYARLATHOTEP'S MONSTROUS FORMS

Truths

- Messenger of the Outer Gods
- Thousand-Faced Bringer of Madness

Attributes

AGILITY	9	BRAWN	11 (2)
COORDINATION	10	INSIGHT	18 (1)
REASON	14 (1)	WILL	14 (1)

Skills

Academia 5 (Occultism), **Fighting 3** (Hand-to-Hand Combat), **Medicine 3** (Psychiatry), **Observation 3** (Instincts), **Persuasion 3** (Intimidation, Invocation), **Resilience 4** (Discipline), **Stealth 5** (Disguise), **Tactics 2** (Covert Activities)

Power: 8

STRESS	21	INJURIES	5
ARMOUR	6	COURAGE	9

Attacks

- **Deadly Claws:** (Hand-to-Hand Combat), 7 Piercing 2
- **Maddening Form:** (Mental attack) 11 Drain, Piercing 3

Special Rules

- **Brutal 1:** The god makes and defends against melee attacks with Brawn instead of Agility. He also adds +1 to its melee attacks, included above.
- **Extraordinary Brawn 2:** The god adds 2 automatic successes to all Brawn tests. He also adds +2 to his melee attacks and adds +2 to his maximum stress and Armour (all included above).
- **Extraordinary Insight 1:** Nyarlathotep adds 1 automatic success on Insight tests.
- **Extraordinary Reason 1:** Nyarlathotep adds 1 automatic success on Reason tests.
- **Extraordinary Will 1:** Nyarlathotep adds 1 automatic success on all Will tests. In addition, he gains +1 Power, +1 on mental attacks, and +1 Courage and maximum stress (all included).
- **Feed Upon Fear:** Whenever a character within Medium range of Nyarlathotep suffers a mental injury, generate 2 Threat.
- **Fearsome 3:** Nyarlathotep inspires terror. He can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees Nyarlathotep, they must immediately attempt a Will + Resilience test with a difficulty of 3 or suffer mental stress as if from that mental attack.
- **Flight:** Nyarlathotep can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Immune to Cold, Fear, Poison, Disease, Heat, Vacuum:** Nyarlathotep is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Scale 4:** Nyarlathotep suffers an injury after suffering 9 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on his size.
- **Summoner:** Nyarlathotep can always summon a number of his Servitors or Overlords. Servitors cost 1 Threat to summon individually, or Threat equal to half their number if a group is summoned. Overlords cost 2 Threat each to summon.
- **Threatening 6:** When Nyarlathotep first appears in a scene, he generates 6 Threat, which only he may use.
- **Tough 2:** Nyarlathotep can withstand 2 extra injuries (included above). He may also spend 3 Threat to ignore suffering an injury.

Spells and Rituals

Nyarlathotep is a spellcaster who uses Will to cast spells and knows any spell or ritual the GM wishes.

SARTHOTHUS: THE SUNDERED GOD

Nemesis NPC

The Sundered God is a being of implausible power, its physical body a succession of imponderable curlicues, stretched and twisted forms, rods joining to cones, and Euclidean planes subsumed beneath crazed amorphousness. Few dare invoke the god's presence, for the impossible geometries of Sarthothus' form would reduce even the most formidable sorcerer to gibbering insanity. Yet the god is a broken thing, its mind a mere remnant of its former glory, reduced to a vestige of instinct and cunning as it seeks to rebuild and reform its shattered consciousness.

Many aeons ago, Sarthothus' was brought to earth by the sorcery of a nameless forgotten race and encountered Nyarlathotep in the form of the Crawling Chaos. As the two beings contended for mastery, the eternal might of Nyarlathotep triumphed and Sarthothus' mind was shattered into untold segments, scattered across the earth and many other intersecting dimensions.

Those fragments of Sarthothus' consciousness that remained on Earth took on a new form, that of the *Blauer Kristall* or blue crystals, so prized by the ancient Atlanteans and now, their spiritual successors, *Nachtwölfe*. The Night Wolves use these eldritch fragments as a source of power and energy, yet little do they know the vast, inhuman intelligence contained within them, working, always working through the creatures it possesses, towards reuniting the scattered mind of the Sundered God. The more of its scattered consciousness that is gathered together, the more the shattered deity's power increases and the closer it comes to becoming whole again. When its fragmented consciousness finally coalesces into a new form, who knows what dread future it means to unleash?

Truths

- The Sundered God
- Impossible Forms and Impossible Geometries
- Scattered Consciousness
- Extradimensional Entity

Attributes

AGILITY	10	BRAWN	–
COORDINATION	10	INSIGHT	20 (2)
REASON	20 (2)	WILL	20 (2)

Skills

Academia 5 (Occultism), **Fighting 3** (Hand-to-Hand Combat), **Observation 4** (Instincts), **Resilience 5** (Discipline)

STRESS	27	INJURIES	3
ARMOUR	0	COURAGE	13

Attacks

- **Fractal Embrace:** (Hand-to-Hand Combat) See Fractal Embrace, below.
- **Mind-Shattering Geometries:** (Mental attack) 12 Intense, Persistent 6, Piercing 5

Special Rules

- **Cannot Be Unseen:** Sarthothus' mental attacks cannot affect any creature which cannot see it.
- **Expanding, Unfurling Structure:** When Sarthothus first appears, it is Scale 0. Roll 1 at the start of every one of its turns; on an effect, add +1 to its Scale. This can only be stopped if Sarthothus is banished or contained by magic. If its Scale increases to 5, it treats all enemies within Close range as being within Reach. Further expansion is resolved as the GM sees fit. It suffers injuries only after suffering 5+X stress (after reductions) from a single attack.
- **Extraordinary Insight 2:** Sarthothus adds 2 automatic successes on Insight tests.
- **Extraordinary Reason 2:** Sarthothus adds 2 automatic successes on Reason tests.
- **Extraordinary Will 2:** Sarthothus adds 2 automatic successes on all Will tests. In addition, it gains +2 on mental attacks, and gains +2 Courage and maximum stress (all included).
- **Fearsome 5:** Sarthothus defies comprehension. It can make mental attacks, including +5 and the Piercing 5 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a Will + Resilience test with a difficulty of 5 or suffer mental stress as if from that mental attack.
- **Fractal Embrace:** Anything or anyone that touches Sarthothus is taken to an impossible realm beyond reality, or entrapped within the infinite geometries of Sarthothus itself. Sarthothus cannot be harmed by any physical attack — the weapon, energy, or projectile vanishes instantly, though magical or weapons with the Bane quality may be able to hurt it, at the GM's discretion. If a creature makes physical contact — either attacking unarmed or with a natural weapon, or being engulfed by Sarthothus itself (that is, being hit by a Fractal Embrace attack), they disappear, sent into the same extradimensional void. A character may spend a Fortune point to return from that void, physically unharmed — they will return in the zone they were in when they left, 3 rounds after spending the Fortune point. However, any character who returns from the void will have no coherent memories of the place (or of how long they were there), and will suffer Sarthothus' mental attack.
- **Immune to Cold, Disease, Fear, Pain, Poison, Heat, Vacuum:** Sarthothus is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Menacing:** Sarthothus' mere presence is a vile portent. When it first appears in a scene, generate 1 Threat.
- **Threatening 5:** When Sarthothus first appears in a scene, it generates 5 Threat, which only it may use.

SHUB-NIGGURATH

Nemesis NPC

Perverse fecundity is the most obvious mark of Shub-Niggurath's presence; the world teems and roils with unclean life, seeking to find a means to spawn and birth itself in strange and blasphemous forms. Wherever Shub-Niggurath's power is invoked, wherever the Black Goat of the Woods is called into the world, things change and warp, driven by the pullulating energy of the great-mother goddess. The Black Goat is a vast, suppurating rent in reality — a portal through which the world is remade into a place more accommodating to the beings who seek to return to earth. As with Yog-Sothoth and Azathoth, Shub-Niggurath is both deity and function of the cosmos; power, seething, endless power, which one day must be unleashed.

Truths

- Fecund Mother of Horrific Life
- Innumerable Mouths
- Innumerable Limbs
- Ever Hungry

Attributes

AGILITY	4	BRAWN	20 (2)
COORDINATION	10	INSIGHT	18
REASON	9	WILL	17

Skills

Fighting 4 (Hand-to-Hand Combat), **Observation 3**, **Resilience 5** (Fortitude, Discipline), **Survival 4**

Power: 8

STRESS	27	INJURIES	5
ARMOUR	13 (Incorporeal)	COURAGE	11

Attacks

- **Trample:** (Hand-to-Hand Combat); 11 Area, Stun
- **Horrific Presence:** (Mental attack), 10 Piercing 3, Stun

Special Rules

- **Brutal 2:** Shub-Niggurath makes and defends against melee attacks with Brawn instead of Agility. She also adds +2 to its melee attacks, included above.
- **Extraordinary Brawn 2:** Shub-Niggurath adds 2 automatic successes to all Brawn tests. She also adds +2 to her melee attacks and +2 to her maximum stress and its Armour (all included above).

- **Fast Recovery 5:** Shub-Niggurath removes 5 stress at the end of each of her turns. If she has any injuries at the start of her turn, she may spend 2 Threat to remove an injury completely. This ability stops working when Shub-Niggurath is defeated.
- **Fearsome 3:** Shub-Niggurath inspires terror. She can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees her, they must immediately attempt a Will + Resilience test with a difficulty of 3 or suffer mental stress as if from that mental attack.
- **Grasping Tentacles:** During each of Shub-Niggurath's turns, she may attempt to ensnare any creatures within Reach by spending one or more Threat per creature she wishes to ensnare. Each creature must attempt an Agility + Athletics test with a difficulty equal to the number of Threat spent to ensnare it (larger creatures reduce the difficulty by 1 per point of their Scale). Ensnared creatures can only attempt to break free on their turn, as per the Snare damage effect. Creatures which begin Shub-Niggurath's turn ensnared are dragged towards the centre of her mass, where they are drained by the entity's many mouths, suffering 6 physical damage with the Drain and Intense effects; they will suffer this damage at the start of each of Shub-Niggurath's turns while ensnared.
- **Immune to Cold, Fear, Poison, Disease, Vacuum:** Shub-Niggurath is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Incorporeal 6:** Shub-Niggurath is a hole in reality rather than a corporeal creature. She has 6 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, Shub-Niggurath can pass through a solid barrier such as a wall or door. She loses her Armour from this rule against any attack or hazard which is magical, fire, electricity, or other form of directed energy.
- **Invulnerable:** Shub-Niggurath cannot suffer injuries from any physical attack, other than those which are magical, fire, electricity, or other forms of directed energy. If defeated, she is merely banished.
- **Menacing:** Shub-Niggurath's presence is a portent of horror. When she first appears in a scene, generate 1 Threat.
- **Night Vision:** Shub-Niggurath can see in darkness. She ignores any increases to difficulty or complication ranged caused by lack of light, and may attempt skill tests that would normally be impossible in darkness.
- **Scale 6:** Shub-Niggurath suffers an injury after suffering 11 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on her size.
- **Threatening 6:** When Shub-Niggurath first appears in a scene, she generates 6 Threat, which only she may use.
- **Tough 2:** Shub-Niggurath can withstand 2 extra injuries (included above). She may also spend 3 Threat to ignore suffering an injury.

Spells and Rituals

Shub-Niggurath is a spellcaster who uses Will to cast spells and knows any spells the GM chooses.

WENDIGO

Nemesis NPC

The vast, illimitable wild possesses a spirit, a wind-borne god, a violent and bloody entity stalking the wastes, powerful and malignant. It deforms and warps with its touch, stripping the civilisation from them and gradually reducing them to insane, feral beasts. The mark of the wild is always easy to see, for travelling with the god — known by many other, more secret, names — at vast and terrible speeds burns the feet away from his chosen. Encounters with the deity are short and violent. If anything attracts its attentions, it descends in a welter of blood and slaughter, vanishing moments later, clutching the steaming hearts of any who saw it and leaving behind only pulped flesh. Or it might simply vanish into the cold and the emptiness of the wild, leaving behind a screaming wind. Both *Nachtwölfe* and Black Sun have sought to manipulate the power of the Wendigo, attempting to corrupt it with sorcery and insane science, but the wild cannot be tamed, and eventually, inevitably, it shatters all who seek to fetter it.

Truths

- Wind-Walker
- Howl of the North Wind

Attributes

AGILITY	18 (1)	BRAWN	18 (2)
COORDINATION	11	INSIGHT	13
REASON	9	WILL	18

Skills

Athletics 4, **Fighting 5** (Hand-to-Hand Combat), **Observation 4**, **Resilience 3**, **Survival 4** (Tracking)

STRESS	23	INJURIES	5
ARMOUR	10	COURAGE	8

Attacks

- **Mighty Claws:** (Hand-to-Hand Combat) 9 Piercing 2, Snare
- **Howl of the North Wind:** (Mental attack) 10 Drain, Piercing 3

Special Rules

- **Deadly Swiftness:** The Wendigo is terrifyingly fast, adding +1 to the difficulty of all ranged attacks against it. Further, if a ranged attack against it misses, it may immediately spend 1 Threat to make a movement minor action.
- **Extraordinary Agility 1:** The Wendigo adds 1 automatic success to any Agility tests it needs to make.
- **Extraordinary Brawn 2:** The god adds 2 automatic successes to all Brawn tests. It also adds +2 to its melee attacks and adds +2 to its maximum stress and its Armour (all included above).
- **Fearsome 3:** The god inspires terror. It can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees this deity, they must immediately attempt a Will + Resilience test with a difficulty of 3 or suffer mental stress as if from that mental attack.
- **Flight:** The Wendigo can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Gust of Wind:** The Wendigo can summon mighty gusts of wind against its victims. As an action, the Wendigo can spend one or more Threat and target a single zone in Medium range. Creatures in the targeted zone must attempt a Brawn + Athletics test with a difficulty equal to the amount of Threat spent, or be knocked prone and suffer 6 physical stress with the Stun and Piercing 2 effects as they are hurled into the air by the wind and fall back to the ground. Small objects in the area are whipped around by the winds, and vehicles in the area are knocked over (on their side or even upside down) if the Threat spent exceeds twice their scale — passengers within take damage as if the vehicle had been defeated.
- **Immune to Cold, Fear, Poison, Disease:** The Wendigo is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Menacing:** The Wendigo's mere presence is a portent of doom. When it first appears in a scene, generate 1 Threat.
- **Night Vision:** The Wendigo can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale 5:** The Wendigo suffers an injury after suffering 10 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 6:** When the Wendigo first appears in a scene, it generates 6 Threat, which only it may use.
- **Tough 2:** The Wendigo can withstand 2 extra injuries (included above). It may also spend 3 Threat to ignore suffering an injury.

YIG

Nemesis NPC

The Great God Yig, ancient serpent, father of snakes; sinister deity from whom all the slithering creatures of the earth derive their essence. Endlessly renewable, constantly shedding one skin, one shape and assuming another, Yig slips through the world unnoticed, capable of adopting human form — as can his children, the Ophidians — or slipping through the tunnels formed by him in his endless explorations of the subterranean darkness.

Truths

- Father of Serpents
- Accursed and Venomous

Attributes

AGILITY	12	BRAWN	17 (1)
COORDINATION	9	INSIGHT	18
REASON	10	WILL	17

Skills

Academia 3 (Occult), **Athletics 4** (Climbing), **Fighting 5** (Hand-to-Hand Combat), **Medicine 3** (Toxicology), **Observation 3** (Instincts, Scent and Taste), **Resilience 4** (Fortitude), **Survival 4**

Power: 8

STRESS	27	INJURIES	4
ARMOUR	9	COURAGE	9

Attacks

- **Grapple:** (Hand-to-Hand Combat); 8 Snare
- **Venomous Bite:** (Hand-to-Hand Combat) 8, Persistent 6, Piercing 1 (see Venomous Bite, below)
- **Serpentine Revulsion:** (Mental Attack) 6 Piercing 1

Special Rules

- **Extraordinary Brawn 1:** Yig adds 1 automatic success to all Brawn tests. He also adds +1 to his melee attacks and adds +1 to his maximum stress and Armour (all included above).
- **Fearsome 1:** Yig inspires fear. He can make mental attacks, including +1 and the Piercing 1 effect (listed above). In addition, the first time a character sees Yig, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack.
- **Immune to Fear, Poison, Disease:** Yig is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Menacing:** Yig's mere presence is an omen of darkness. When he first appears in a scene, generate 1 Threat.
- **Keen Senses (Scent and Taste) :** Yig reduces the difficulty of all skill tests relating to smell or taste by 2, to a minimum of 0. He can detect things by scent which humans cannot.
- **Scale 1:** Yig suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Threatening 3:** When Yig first appears in a scene, he generates 3 Threat, which only he may use.
- **Tough 1:** Yig can withstand 1 extra injury (included above). He may also spend 3 Threat to ignore suffering an injury.
- **Toxic Blood:** Whenever a creature within reach inflicts one or more physical injuries on Yig, they immediately suffer 6 physical stress with the Persistent 4 effect, as a gout of Yig's highly-corrosive blood splashes on them, unless they make an Agility + Athletics test at difficulty 2.
- **Venomous Bite:** Attacks with Yig's Venomous Bite add +2 to the difficulty unless the target has been ensnared by his Grapple attack. Whenever a creature is affected by the Persistent effect of Yig's Venomous Bite, it immediately suffers a Poisoned truth. While this truth remains, the creature will suffer the Persistent damage every turn, adding Intense and Piercing 2 effects. Removing the truth requires medical attention (Insight + Medicine, difficulty 4) or some equivalent treatment for poison.

Spells and Rituals

Yig is a spellcaster who uses Will to cast spells and knows any spells the GM chooses.

YOG-SOTHOTH

Nemesis NPC

The way and the gate and the key, Yog-Sothoth is the means by which time and space is maintained, by which the universe's laws are observed…and the means by which they are broken. Yog-Sothoth is coterminous with all time and space, existing equally at all places and in all universes simultaneously. One vitally important aspect of its being in this universe has been trapped and imprisoned within the black sun by the Hyperboreans. It is the Black Sun led by Reinhard Weissler who seek to free its solar black sun form and bring it to earth so that its unholy light may shine on mankind forever.

Despite its imprisonment, Yog-Sothoth is still able to manifest itself in other ways. Sometimes, it appears as a series of foam-like bubbles, at others a swirling mass of shining concentric rings, sometimes it is an ebon, depthless void. Yog-Sothoth has a means of communicating with those who call upon it, implanting thoughts and eldritch knowledge directly into their consciousness through a process which none who have endured it can ever truly recall. Yog-Sothoth is a being of illimitable power whose motives are unfathomable, although it seems keen to share its unholy knowledge with hapless mankind, and will sometimes even go so far as to create monstrous hybrids although it is constantly seeking a way to escape from its apparent confinement in the Dreamlands.

Truths

- The Way and the Gate and the Key
- Exists Within and Beyond all Times, Places, and Dimensions

Attributes

AGILITY	14	BRAWN	–
COORDINATION	14	INSIGHT	15
REASON	15	WILL	18

Skills

Fighting 4 (Exotic), **Observation 5** (Insight), **Resilience 5** (Discipline)

Power: 8

STRESS	23	INJURIES	5
ARMOUR	10 (Incorporeal)	COURAGE	11

Attacks

- **Spheres:** (Exotic) 6 Drain, Intense, *Debilitating*
- **Silver Bolt:** (Exotic) Long range, 8 Area, Vicious
- **Impossible Form:** (Mental Attack) 8 Piercing 3, Stun (mental damage)

Special Rules

- **Fearsome 3:** Yog-Sothoth inspires terror. It can make mental attacks, including +3 and the Piercing 3 effect (listed above). In addition, the first time a character sees Yog-Sothoth, they must immediately attempt a Will + Resilience test with a difficulty of 1 or suffer mental stress as if from that mental attack
- **Flight:** Yog-Sothoth is not only capable of flight, it is capable of supersonic flight. It moves quickly enough that it can reach any zone in or above an environment as a minor action.
- **Immune to Cold, Fear, Poison, Pain, Disease, Vacuum:** Yog-Sothoth is immune to stress, truths, and other effects caused by any of the listed conditions.
- **Incorporeal 10:** Yog-Sothoth exists everywhere and everywhen, and manifests in impossible, intangible ways. It has 10 Armour (included above) and may move freely through rough or difficult terrain. By spending 1 Threat, Yog-Sothoth can pass through a solid barrier such as a wall or door. It loses its Armour against any magical attack or hazard.
- **Invulnerable:** Yog-Sothoth cannot suffer injuries from any physical or mental attack, other than magical attacks or weapons with the Bane quality. If an attack which it is immune to would cause an injury, two points are immediately added to Threat as its anger grows. If defeated, it is merely banished.
- **Menacing:** Yog-Sothoth's mere presence is an ominous sign. When it first appears in a scene, generate 1 Threat.
- **Night Vision:** Yog-Sothoth can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.
- **Scale:** Yog-Sothoth is any size it wishes to be. It may choose what scale it wishes to have, and it may change this once on each of its turns. The GM determines the effects of sizes significantly above personal size, such as how many zones it encompasses, and what is considered to be within reach or close range of it. For the purposes of damage, it is treated as having a scale of 10, regardless of how big it actually is, and thus suffers an injury after suffering 15 stress (after reductions) from a single attack, rather than 5.
- **Threatening 15:** When Yog-Sothoth first appears in a scene, it generates 15 Threat, which only it may use.
- **Translocation:** Each round, Yog-Sothoth may select a single character within Reach, and instantly transport them to any point in space or time. If the character is unwilling, they may attempt a Will + Resilience test with a difficulty of 4; success allows them to remain where and when they are.
- **Tough 2:** Yog-Sothoth can withstand 2 extra injuries (included above). It may also spend 3 Threat to ignore suffering an injury.

Spells and Rituals

Yog-Sothoth is a spellcaster who uses Will to cast spells and knows any spells the GM chooses. When casting a spell, Yog-Sothoth may always use Observation, regardless of which skill the spell would normally use.

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- Major new lore and detailed background information on the six major factions contesting the Secret War: Section M, Majestic, Black Sun, Nachtwölfe, the Deep Ones and Mi-Go including their backgrounds, history, hierarchy, secret bases and missions and goals.
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