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CROSSOVER SERIES

ELDER

GODLIKE

CALL OF
CTHULHU



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Alec Torvton

Section M

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Table of Contents

FOREWORDS FROM DENNIS DETWILLER & PLAYTESTER THANKS	2
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BOOK ONE:

ELDER GODLIKE

CHAPTER 1: Talents in the Secret War	4
CHAPTER 2: Talent Abilities	5
CHAPTER 3: Powers that Mock the Laws of Physics	11
CHAPTER 4: The Clash of Will & the Prerogatives of Talents	20
CHAPTER 5: Assorted Power	42
CHAPTER 6: Talents in Mass Combat	54

BOOK TWO:

BEYOND THE LIMITS OF THE NORTH

CHAPTER 1: Introduction	57
CHAPTER 2: Plot Episodes	60
EPISODE ONE: Unexpected Guests	60
EPISODE TWO: Bookworms	67
EPISODE THREE: Scared Stiff	69
EPISODE FOUR: Offerings to the Ice God	73
EPISODE FIVE: The Citadel of the White Worm	80
EPILOGUE	87
CHAPTER 3: Allies & Adversaries	88
CHAPTER 4: New Spells for Savage Worlds	107
PRE-GENERATED CHARACTERS	110
INDEX	116

Foreword from Dennis Detwiller

Had he lived long enough to see it, H.P. Lovecraft would have found absurdity and wonder in World War II. At the time of his death, the war for Europe was congealing in the cracks between countries, assembling like some otherworldly horror preparing to consume the Earth whole.

The works of Lovecraft and the Second World War are a natural fit. The folly of a single man on the ground pushing to end an uncontrollable conflict that engulfs millions, matches many of Lovecraft's protagonists attempting to defeat prehuman horrors. In the roiling mess of war we clearly see mankind "become as the Great Old Ones," killing, cavorting, and slaying in a mimicry of the inhuman secret sentinels of the world. It was a battle at its most extreme between light and dark. The clarity of this moment imitates Lovecraft. Sanity against madness. Of this Earth and from *beyond*.

The world of **Godlike** posits the ability of the human mind to warp and twist reality, as if the world could be reconfigured inside the mind and then recreated outside, moment by moment, through the will of a superman. The "Talents" of this world can fly, are bulletproof, can pass through walls, or perform any number of other impossible actions, but like the normal man on the ground, they can't do one thing: end the war. Their powers are limited in ways that are difficult to understand. They rapidly find, no matter how powerful they are, that their scope is limited to a battle, a town, or a landing on some enemy-defended beach. They may touch the impossible, but they can never achieve it.

Together, the works of Lovecraft and **Godlike** create a third flavor: *Elder Godlike*. Something rich and deep, and full of sacrifice, power, and death. The Talents struggle against the war and against inhuman forces from beyond, and sometimes, just sometimes, their sacrifice may save the world. But this global war, like the cosmic threats from beyond, seems greater than any of them. Each victory seems to gain little, and the losses keep piling up.

Will you join the fight?

A stylized, handwritten signature in dark ink, likely belonging to Dennis Detwiller. The signature is fluid and cursive, with a long horizontal line extending to the right.

Dennis Detwiller
Spring 2015

Thanks To All Our Playtesters

Jean-Michel Abrassart with Murat Briggs, David Buccella, Alain Pilette and Brieuc Swales; Logan Carpenter, Alana Goodall, Dustin Gullede, Katie Gullede and Mark Miller; Stephen Bethard; Marty Caplan with Marcus Flores, Aram Gutowski, Chris Hockabout and Darek Killian; Chris Cooper; Don Corcoran with Phil Barainyak and Robert Petrone; Léon Dauvois with Jules, Amélie, Anatole, JFK, Arnaud, Adèle and Jahan; Steve Ellis with John Anderson, Steve Dempsey, Erno, Ollie Fraser, Dave Kruku, Chris Martindale, Bryan Pow, Simon Rogers, Marc Shotter and Brian Swain; Leandro Raniero Fernandes with Tadeu Andrade, Márcio Botelho and Fábio Kazuo; Chuck Glisson with Jonathan Combs; Nimrod Jones with Alan Gowing, Miriam Hunt, Linda M. Jones and Adam Miller; Mikko Kauppinen with Anni Nupponen, Juho Ruusuvaori and Mari Tyrskyluoto; Ralph Kelleners with Maarten Cornil, Koen Goorickx, Marc Kaminski, Steven Kees and Patrizia La Iacona; Christopher Spivey with Michael Davidson, John Rugwell, Jim Thomson and Stuart Weiser; Andrew Sturman with Eszter Anon, EJ Anon, Glenn Jones, Greg Knight-Atreides, Dunc Sellars and Michael Streatfield; Robert Sullivan; László Szidonya with Zoltán Magyar, Áron Péterfy, MeLaK from SZTSZ, and Tozsó; Edward Terry with David Ainsworth, Carl Hartunian, Kegan Hesse, David Johnson and Trey Stewart; Stephen Thomson with Alexis Cole, Malcolm Coull, Keith Crook, Catherine Hawkins, Steve Ironside and Tracey West; Luis Velasco with Colinas, Miliu and Mou; Janne Vuorenmaa with Pekka Hänninen, Simo Järvelä and Jori Virtanen; Colin Wilson with Matt Blodgett, Peter Crockett, Brooke Shafar and Alex Wille; Steff. J. Worthington with Tessa Burgess, Tom D. Cockeram, Sean Kenny, Clare Lunt, Adam F. Povey, Jamie Watson and John Woolley; Jason Yaxley with Kevin Beasley, Tim Beasley, Sean O'Leary, Stuart Tucker and James Yaxley.

• Book One •

Elder Godlike



CHAPTER 1

Talents in the Secret War

*"Blood alone moves the wheels of history."
- Benito Mussolini*

The world is broken, and we can't even be sure who did it.

The years after the Great War—the War to End All Wars, the explosion of all the illusions of the *Belle Époque*—were thick with race-hate, aggression, hypocrisy, greed and wounded pride. All that was worst in humankind seemed to fester at the core of Europe and flow outward, like a boil on the world bursting and spreading its infection. That was World War Two.

The world responded in kind. Or, perhaps, the war was a manifestation of a deeper madness in the world.

Abominations arose from the sea, crept from the dark holes in the earth, slithered down from the sky between raindrops and made the war of nations into a battle of humanity against something inextricably Other... and against those humans who would ally themselves with anything, no matter how evil or alien, in order to overcome those peoples they understood enough to despise.

But even as Earth's mortal inhabitants learned, to their sorrow, that they were not alone, the weird entities arrayed against them found that they did not possess sole dominion over the laws of time and space. A few women and men, very few, saw the impossible and became impossible themselves. Faced with alien gods, they became, themselves, godlike.

WHAT IS ELDER GODLIKE?

Achtung! Cthulhu: Elder Godlike tells their stories. It brings the superhuman powers of Arc Dream Publishing's *Godlike: Superhero Roleplaying in a World on Fire, 1936–1946* to the wartime investigations of *Achtung! Cthulhu*.

With *Elder Godlike*, your *Achtung! Cthulhu* games can tell the stories of frail humans with astonishing power in a world of cosmic horrors. It is up to you to decide if they are the apex of human potential... or the first of a new breed of collaborators, witting or no, with inhuman forces that can only destroy and consume.

In the English-speaking world, we call them "Talents." The Nazis refer call them "*Übermenschen*." Other languages have their own names. That phrase, "Talents," profoundly understates their disordering of physical reality.

The first known Talent appeared
in 1936. Soon they manifested in
countless numbers.

The first known Talent appeared in 1936—a Nazi flying into the Olympic stadium to stand with Hitler. Others manifested at the outset of the war. Soon they manifested in countless numbers.

Why now? Nobody knows. Perhaps the worldwide psychic disturbance of April 1925 stirred some latent potential in certain minds, something that would awaken only with the cataclysm of war. None can say.

Talents absorb and channel the primal energies of the cosmos. Those energies are shaped and limited by the Talent's personality and strength of will. They wield these forces to make their wishes come to life, to empower themselves along the lines of fairy stories, or tall tales, or comic books, or to express their unconscious needs and fears.

Their powers, wondrous and terrifying, exhibit a connection between the human mind and altogether inhuman

forces at the heart of reality. The more a Talent's powers are used, the closer the Talent comes to cosmic revelations that no merely human mind can withstand.

This book has been created for use in a game blending Chaosium's *Call of Cthulhu*, *Sixth Edition* roleplaying game with *Godlike* (in a game we have dubbed "Elder Godlike") or Pinnacle Entertainment Group's *Savage Worlds* system. To get full use out of this book you will need the *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu: the Keeper's Guide to the Secret War*. If you are using *Savage Worlds*, you will also need the *Savage Worlds Super Powers Companion* in addition to the *Savage Worlds* core rulebook, both published by Pinnacle Entertainment Group.

Within these pages you will find historical details which will allow you to ground your game in as much (or little) reality as you want, rules for creating player characters, and copious quantities of superpowers to use in their activities.

If you are playing *Elder Godlike*, look for this symbol, which highlights the rules relevant to your game.

If, on the other hand, you are playing *Savage Worlds*, you need to look for this symbol instead.



OF MONSTERS & HEROES

When in 1936 the people of the world first learned that a human could fly under his own supernatural power, some were less shocked than others were. In dark, lonely corners of academia and government bureaucracy, those who studied long forbidden and almost forgotten tomes followed the news of *Der Flieger* with concern and recognition. Discreet phone calls were made to oft-ignored offices. People who thought their work had been scoffed as hokum suddenly found a sympathetic and well-placed ear. Within days of the torch going out at the Berlin Olympic Games, the people at the top of the world's most powerful nations were being briefed on the unbelievable.

By then, every man, woman and child with access to the newspapers or newsreels understood how profoundly the world had changed. *A man could fly*. The Germans proclaimed it the inevitable proof of Aryan superiority. That lie lasted only until the second Talent appeared, fourteen long months later: a teenage Czech student nicknamed *Pevnost* ("fortress"), who could teleport between doorways. A year later, a Polish Talent manifested. Then one in Finland. As the war spread, they manifested in hundreds and then thousands across the globe.

Unlike the struggles between Majestic, Section M, and the Black Sun, there's no secrecy to the Talent phenomenon. But by 1941 there were so many Talents around the world that not every new one to manifest became famous—and that made them even more crucial to the secret war.

Recommended Reading

For more about the role of Talents in an alternate Second World War, see the *Godlike* roleplaying game and these key sourcebooks. All are available from Arc Dream Publishing (www.arcdream.com) in print and in PDF.

- **Godlike:** Not just an RPG core book but a detailed history of the war and the Talent phenomenon. Paperback, \$39.95.
- **Will to Power:** Details about the brutal Nazi program to examine and attempt to inculcate Talent powers. Hardback, \$20.99.
- **Talent Operations Command Intelligence Bulletin 2:** Tactics for Allied Talent commandos in the European theater. Paperback, \$9.95.
- **Talent Operations Command Intelligence Bulletin 3:** Tactics for U.S. Marine Corps Talents in the Pacific theater. Paperback, \$9.95.

Other books in the *Godlike* game line offer adventures and campaigns for long-term play.

GERMANY

By the time he saw a private demonstration of *Der Flieger's* power, *Reichsführer-SS* Heinrich Himmler already had the Cult of the Black Sun reporting directly to him. (See *Achtung! Cthulhu: the Keeper's Guide to the Secret War* for more information.) He brought in the Black Sun leader, Reinhardt Weissler, and had Weissler interview Rahn at length to determine the source of his power. Black Sun agents, in the guise of regular SS troops, raided Rahn's home for any evidence of the supernatural. They found none. Weissler requested that Rahn be assigned to him, promising that he would discover the source of Rahn's abilities. Himmler suspected that Weissler was right, but he also suspected that Rahn wouldn't survive the experience.

Rahn might have been consigned to the Black Sun if not for the fact he had tested his powers over the city of Lünenberg days before revealing himself to Himmler. Grainy photographs had shown up as far away as London, and the foreign press had descended on Lünenberg, anxious for any news out of Germany prior to the Olympics. It was only a matter of time before Rahn was identified, and Rahn had left a trail up the Nazi hierarchy to Himmler himself. Himmler had the resources to quash any investigation, but not without cost and casting unwanted attention upon himself. In other words, giving Rahn to the Black Sun risked *revealing* the Black Sun.

Instead, Himmler took Rahn to see his *Führer*. Hitler was immediately convinced that Rahn was the product of Aryan supremacy. Hitler and Goebbels decided to unveil



Der Fleiger at the Olympics. Himmler fawned over the brilliant plan, all the while maneuvering to place Rahn under the supervision of *Rasse-und Siedlungshauptamt*, the “Race and Resettlement Office,” or *RuSHA*. *RuSHA* was in charge of all aspects of Nazi racial doctrine. *RuSHA* also fell under Himmler’s domain. Hitler agreed, and Himmler set about forming *Sonderabteilung A* (“Special Department A”) specifically to investigate the *Übermensch* phenomenon. Unknown to all but a select few, through the Black Sun and *RuSHA-SA* Himmler now had control of *all* of the Reich’s supernatural assets.

Weissler was not happy about losing Rahn, but he was too distracted by his own work to do much about it. He did manage to transfer his own spies into *RuSHA-SA* in order to extract any supernatural evidence from the study of the *Übermensch*. These spies didn’t glean anything useful to add to the Black Sun’s magical arsenal, but they were not totally without merit. As more *Übermenschen* manifested, Weissler’s agents sent him detailed dossiers on the new supermen.

Whatever *RuSHA-SA* wanted, *RuSHA-SA* got. Even so, Weissler’s fears of resources for the Black Sun drying up did not materialize (except until late in the war, when *everyone’s* resources were drying up). Instead, Himmler found it easy to use *RuSHA-SA*’s own top secret budget as a slush fund for the Black Sun. Weissler also found *RuSHA-SA*—as well as

SS *Einsatzgruppen*—a handy scapegoat for covering up Black Sun activity. When all the inhabitants of a coastal town disappeared, it was easy to point a finger at the *Einsatzgruppen*. When local townsfolk noticed strange lights in the middle of a blasted heath, it could be blamed on *Übermenschen*. The *Übermenschen* of *RuSHA-SA* became the public face and source of plausible deniability for the Black Sun. The two agencies co-existed largely because only one of them knew that both existed.

In the winter of 1940, Weissler presented Himmler with a handpicked list of *Übermenschen* he wanted transferred into the Black Sun. At first Himmler was concerned that Weissler was trying to obtain experimental subjects or that Weissler was trying to make a power grab. Weissler dispelled those notions when he detailed his plan. Himmler acquiesced, and *Sonderkommando-U* was born. The *Sonderkommando-U* supermen started appearing in mid-1940. By 1941, they were a fixture in every Black Sun operation.

Weissler’s *Sonderkommando-U* *Übermenschen* fell into three broad categories:

- Those whose powers would give immediate support to the Black Sun as bodyguards, warriors, and laborers.
- Those whose powers aided Black Sun research.
- Those whose powers augmented—and sometimes, even powered—the Black Sun’s rituals.

Achtung! Godlike

The alternate history of *Elder Godlike* is a combination of the backgrounds of **Godlike** and **Achtung! Cthulhu**.

The German *Übermensch* organization, *RuSHA-SA*, and the Cult of the Black Sun remain pretty much as they do in **Godlike** and **Achtung! Cthulhu**, respectively.

The British supernatural organization in *Elder Godlike* is the Special Science Office of **Godlike**. However, SSO-M has been added, and it is quite clearly **Achtung! Cthulhu's** Section M with a different name. To translate **Achtung! Cthulhu** background material to *Elder Godlike*, you need only mention that "Section M" is Towton's "in-house" name for SSO-M. Towton managed to get "Section M" moved out of Hedge Manor to his own estate in Kent with the purely scientific argument that his group's investigations could taint the results coming out of SSO-R by their close proximity. Apparently, Towton isn't worried about his own research being tainted by the presence of Talents, as he has several assigned to his staff, allowing Talent, and non-Talent investigators to work alongside each other.

Achtung! Cthulhu's Majestic remains virtually untouched in *Elder Godlike*. The only real change is that instead of belonging to the OSS with links to the Office of Scientific Research and Development, Majestic exists within the OSRD's Section Two but utilizes OSS assets.

Regardless of his or her role in the organization, each member of *Sonderkommando-U* was vetted for "mental strength" and an aptitude for the belief in the supernatural beyond the Talent phenomenon. But Weissler weeded out those of strong religious faith; he didn't want a rogue *Übermensch* railing against "black magic."

Player characters are likely to encounter *Sonderkommando-U* *Übermensen* while acting against a Black Sun operation. Most often, they will encounter combat-trained *Übermensen* whose job is to defend against Allied Talent and military interference.

The *Übermensen* aiding in the Black Sun's research often include what the Allies call "dud" Talents. The ability to read an entire book in seconds simply by touching it, or to translate an ancient tome in a long dead language, are of little use in combat but a huge boon to Black Sun archaeologists. Occasionally that results in a Talent going irrevocably, uselessly insane. The Black Sun tolerates that risk.

The most feared members of *Sonderkommando-U* are those participating in the Black Sun's dark rituals. Few *Übermensen* have risen to the rank of Canon of the Black Sun, but that doesn't stop Weissler from searching

for suitable candidates. *Die Stimme* (The Voice) aided the conjuring of otherworldly entities simply by being involved in the ritual. As he became more adept, fewer and fewer additional participants were needed for the summonings. Eventually he and a small summoning group brought up an entity that they could not put down, and *Die Stimme* was never heard from again. Yet there is no battlefield sight more terrifying than a silk-masked Canon wearing the *Odal* rune of the *Übermensen*.

Cooperation between *RuSHA-SA* and the Black Sun exists only because *RuSHA-SA* knows nothing of the Black Sun. That circumstance won't last forever. Eventually *RuSHA-SA* is going to notice the funneling of funds and Talents to some unknown entity. What will happen when *RuSHA-SA* finally uncovers the truth? When *Übermensen* whose consciences have not been entirely effaced by the SS discover the actions and goals of the Black Sun? The schism may be devastating. We leave that to the imagination of the Keeper.

THE BRITISH RESPONSE

The United Kingdom was as surprised as any nation at the emergence of *Der Fleiger*, but Britain was the quickest to react. Admiral Sir Hugh Sinclair, commander of Britain's foreign spy service MI-6, immediately issued orders to the station in Berlin that they were to concentrate on the flying man phenomenon. Before any intelligence could even begin to be collected, Sinclair went before British Prime Minister Stanley Baldwin and called for action. That action was the secret formation of the Special Sciences Office (see *Godlike*, p.101).

The SSO was set up in Hedge Manor, a property liberated from the National Trust. It was initially formed to study a single foreigner, Konrad Rahn, but as more Talents appeared, the study expanded. By 1945, the SSO headquartered in Hedge Manor would be the finest repository of knowledge on the Talent phenomenon in the world.

Initially the SSO was divided into two departments: SSO-R and SSO-F. SSO-R was the research arm. They studied Talent phenomenon in an effort to find its source and to duplicate the effect. SSO-F was the "field" arm. SSO-F was tasked with developing Talents into viable weapons.

In 1938, SSO operatives heard about other paranormal occurrences. At first, these occurrences were thought to be the result of an as yet unidentified Talent. A covert mission to occupied Czechoslovakia, with the help of the Czech Talent *Pevnost* (*Godlike*, p. 108), uncovered evidence that there was something *else* at work. SSO opened a third department, SSO-M.

SSO-M's mandate is the study of non-Talent-related supernatural phenomena. The department operates out of a separate building on the grounds of Hedge Manor,

colloquially known within the SSO as “spook central.” SSO-M is run by Alexander (Alec) Ward Gray, Viscount Towton, a charismatic adventurer who inspires loyalty within his own department at the expense of a certain amount of friction against the other departments of the SSO. Towton frugally doles out information he feels is necessary for SSO-F and SSO-R to function. He insists—in private and within his own department—that there are things going on in the world that the rest of SSO is simply not ready to confront. This has resulted in bureaucratic friction between SSO-M and the other arms of the organization, but so far, the SSO’s governing body indulges the viscount. After all, they’ve read his reports.

THE UNITED STATES

Where the Talent phenomenon is concerned, the United States is late to the game. The country’s first Talent didn’t appear until the latter half of 1941. Until that time, all of the nation’s institutional knowledge on Talents came from second-hand sources.

But the U.S. had been studying other areas of the supernatural, at a government level, for years. In February 1928, the U.S. Navy, Marines, and the FBI cooperated in a raid on the town of Innsmouth, Massachusetts, some 20 miles north of Boston. The raid netted the U.S. government undeniable proof of another species living amid humans, and a strong ritual mythology associated with these creatures and their human-hybrid offspring.

Suddenly people like the Armitages were listened to with less skepticism.

The Office of Naval Intelligence (ONI) took up the mantle of investigating these newfound horrors. Knowledge of the “Deep Ones” was limited to a small number of old, rare tomes that, ominously, pointed to other creatures of far worse motivation and terrible power. The ONI assumed those older tales were exaggerated folklore. They focused on the Deep Ones while dismissing hints of a greater mythos as nothing more than superstition. That dismissal was in spite of assurances of academics consulted by the Navy. Most prominent among them were Henry Armitage and his daughter Sally of Miskatonic University, in Arkham, Massachusetts.

The appearance of the German flying man sent ripples through the ONI. *Der Fleiger* did not appear to be related in any way to the Deep Ones, and suddenly people like the Armitages were listened to with less skepticism. Sally Armitage was hired as a formal consultant to the ONI.

The ONI conducted the United States’ most extensive investigations into the Talent phenomenon until 1940. After all, the U.S. didn’t even have a Talent of its own and could

only examine Talents sent from the British Commonwealth on “goodwill” tours. In 1940, President Roosevelt created the National Defense Research Council to research weapons technology. Included in the NDRC’s mandate was the top secret study of Talents. Heading the NDRC was Dr. Vannevar Bush.

Soon after his appointment, Bush reviewed the information gathered by ONI. He was, to say the least, surprised to discover the existence of a sapient species—apparently, but not necessarily, terrestrial in origin—living in the world’s oceans. Sally Armitage met with Vannevar Bush. At first Bush was skeptical of her claims of a greater paranormal reality, but Armitage talked to him as a fellow academic in rational, scientific terms. Bush wasn’t exactly convinced, but he and Armitage struck up a friendship. Sally Armitage was brought into Bush’s team.

At first, the NDRC did not take kindly to some of Sally Armitage’s views. This changed in 1940 when the NDRC met with their counterparts in Britain’s SSO. The meeting was intended to discuss an information exchange between the two nations. As the SSO and NDRC hammered out what would be called the BLUE accord—allowing open, two-way dissemination of all information on the Talent phenomenon—Sally Armitage interrupted the discussion by asking her British colleagues if they knew about the Deep Ones. She threw a folder of documentation and photographs onto the table towards the British delegates. As NDRC members shot glances at Armitage and offered apologies, British SSO-M members looked through the folder. The American delegation went silent as SSO-M confirmed that they had, indeed, come across the Deep Ones—though, admittedly, with less tactical success than the Americans. They had also come across far, far worse. By the end of conference, Bush promoted Sally Armitage to director of her own department.

The NDRC was reorganized into the Office of Scientific Research and Development (OSRD) in May 1941, with Bush as its leader. The OSRD was split into several divisions based on the importance of their projects. Section One was responsible for research and development of an atomic bomb. Section Two was to investigate “supernatural activity” and develop it into a “wartime resource.” Outside of Section Two, everyone assumed that this meant the Talent phenomenon, but those inside Section Two with the newly formed “Majestic” security clearance level knew that the organization was looking into more than the outbreak of supermen. Heading up the “Majestic” team was Sally Armitage.

American research into Talents and the supernatural flows through Section Two. Majestic field operations draw on resources from other organizations. In the first half of 1942, Majestic agents worked alongside the SSO (who, in turn, sometimes brought in the Special Operations Executive, or SOE, and MI-6). After 1942, Section Two works directly with the United States’ own foreign spying organization, the OSS. Majestic functions as a go-between when Section Two needs Army and Navy assets.

Talent Training

The United States and the British Commonwealth both recognized the need for special training for their Talents. Not only did the Talents need to learn how to control and utilize their abilities, the Allies also foresaw the use of Talents in an irregular military role. This gave rise to the Talent Operation Group (TOG) concept: a nine-man (typically) squad of Talent soldiers assigned to counter and neutralize enemy Talent action and to conduct commando operations.

Perhaps surprisingly, the exact nature of an individual Talent's powers is largely irrelevant to TOG. To the TOG, what makes a Talent most valuable are his weapons and the innate ability that all Talents have to detect and resist hostile Talent powers. A typical TOG therefore has a weird mix of Talent powers that may have little to do with the mission at hand.

A TOG is typically lightly armed, usually with rifles and submachine guns augmented by one light machine gun, sometimes with a rocket launcher to disrupt armor. They are rangers and commandos, not line infantry—at least, that's

the theory. Sometimes they have to fight on the front lines like everyone else. (See Part 9, "TOG Commando Squads," in the *Godlike* rulebook, beginning on p. 296.)

TOG training is represented in *Elder Godlike* by the Commando Training Packages in *Achtung! Cthulhu*. (See *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p. 69 and p. 85.)

Majestic's Talents can come from a wide range of backgrounds. Most often, they are trained for a TOG team but reassigned to Majestic. Much more rarely, a Talent may be recruited by Majestic thanks to having uniquely suitable skills (such as linguistics or archaeology) before his or her powers come to the attention of Talent Operations Command.

Majestic's unusual remit and policies grant players in *Elder Godlike* as much flexibility as the Keeper desires. They can play Talents with commando training, or Talents with basic military background, or Talents fresh out of the halls of academia with no military background at all. It's up to you.

Also in 1942, the U.S. Department of War established the Talent Operations Command to coordinate and support Talent assignments and actions. Most Talents are assigned by Section Two to TOC's Talent Operation Groups, small commando squads tasked with using their Talent powers to counter enemy Talent activities.

A small number of Talents are kept in-house and assigned to Majestic to conduct very specialized operations. Majestic's Talents join its non-Talent experts and commandos to investigate supernatural incursions, uncover paranormal resources, and thwart enemy supernatural activities. They must act as

both commandos and investigators, and their teams often sport a mix of Talents, soldiers, and academics that even the eclectic OSS would find bizarre.

In fact, Majestic finds it "convenient" to let other service branches think its agents actually come from the OSS. The OSS isn't happy with providing cover for Majestic, but lets the ruse stand in return for Talent services and intelligence supplied by Section Two. If OSS leader "Wild Bill" Donovan is making a play for Section Two's clandestine assets, or more direct access to Section Two, he hasn't yet shown his hand.





CHAPTER 2

Talent Abilities

"I like a man who grins when he fights."
- Prime Minister Winston Churchill

Talents are human beings with superhuman powers. They fuel their powers with an indefinable but very real internal dedication; in *Elder Godlike*, that inner will is reflected in magic points.

EG

Superhuman abilities are purchased with **Eldritch Points** (EP; see p.15 for details), which broadly reflect the scope or potential of the Talent's influence over reality. **Most Talents in *Elder Godlike* have 5 EP.**

Sav

A character created using *Savage Worlds* is assembled using only 5 or 10 Power Points, but they can all be spent on the same power. All characters must be human, and if the hero is going to be a Talent, **Arcane Background (Super Powers)** should be taken as their free Edge. As explained on pp.14-15, the number of Power Points taken at character creation has a detrimental effect on the character's Sanity.

Because there are only a few Power Points available at character generation, the Power Limits rule is not in effect. You can, if you wish, spend all your points on a single power.

The Super Karma option is **not** available for Talents in an *Elder Godlike* game. This is not a four-color setting; Talents have a marked edge over the normal grunt, but can still find themselves out-gunned and overwhelmed in combat. Recorded Talent deaths are in the tens of thousands by war's end.

A character can also choose to play a Dud—a character with a very minor power. These powers have very little use in combat or on the field of battle, but have the advantage of not costing any Power Points and, as such, have no effect on the character's Sanity.

Duds can be extremely useful for detecting, countering, and resisting enemy Talents through willpower alone. See p.13 for more details.

It is possible to play non-Talents in an *Elder Godlike* game. At first, such characters may think they are vastly out-matched by Talent NPCs, but they will soon discover that even the most dangerous foes have Achilles' heels, which a clever player can use to their advantage. Such a game will be difficult and dangerous where death is frequent and unforgiving—even for a Mythos game.

Most Talents seem to follow a theme of related abilities.

FOUR TYPES OF TALENTS

There's a wide range of Talent abilities, so we break them down into four broad categories. Note that these are just arbitrary suggestions and there's often overlap. When creating a Talent character you can use any mix of Talent abilities you want, although most Talents seem to follow a theme of related abilities.

Descriptions of the Talent abilities begin with **Enhanced Characteristics** on p.16.

Human Plus

You can spend EP [EG] or PP [Sav] to amplify the characteristics and skills that everyone has. This is the route of "human-but-more-so," and sometimes these superhuman abilities are not all that obvious. Talents of this type often fly



under the radar for some time, occluding their natures even from themselves, until another Talent catches wise.

EG

Typical Abilities: Enhanced Characteristics; Enhanced Skills.

Sav

Typical Powers: Super Attribute, Super Skill.

Miraculous Power

Some people have preterhuman ‘gifts’ beyond anything a normal human can accomplish. These are the individuals who can fly, change shape, and burst into manipulatable flame. For these characters, you purchase “powers.” Their costs vary depending on how much they disturb reality. A power that lets you strip secrets out of an enemy’s mind, leaving him in a vegetative state, is a bigger change than a power that lets you reconstitute cigarette ash (and *only* cigarette ash) back into something you can smoke all over again. Therefore, the mind-stripping costs more EP [EG] / Power Points [Sav].

EG

When you buy a power, you get a percentile rating in it. If you take “Flight” as a power at 50%, you have a 50% chance of flying in a crisis, just as your 50% rating in Locksmith lets you open sealed doors.

The rules for how these powers work are found in the *Super Powers Companion* and on pp.20-41.

Sav

Typical Powers: Anything found in the *Super Powers Companion*, as long as it conforms to the setting rules on pp.20-41.

Goldberg Scientist

An offshoot of powers is “Goldberg Science,” the ability to create impossible devices with whatever miraculous powers you wish. This is not necessarily as great as it sounds: These machines often have the dependencies and quirks of Talent meddling without being reliable, comprehensible, or mass-produced like the products of actual science. They are basically magic playing science dress-up. But that very deception removes many of the limits of powers, making Goldberg Science incredibly versatile.

EG

Typical Ability: Goldberg Science.

Sav

Typical Powers: Any power found in the *Super Powers Companion*, but with a trapping that describes the power using the tenets of Weird Science.

Dud

People whose powers aren't ostentatious, like the fellow who turns ash back into cigarettes, often have advantages that, while less showy than invulnerability or flight, are just as real, and can actually be valuable. For one thing, they can sense other Talents and can resist having Talent powers imposed on them. For another, they aren't the flying, flaming guy that every German wants to shoot. Duds typically have few EP [EG] / no Power Points [Sav].

EG

Typical Abilities: Powers; Enhanced Characteristics; Enhanced Skills.

Sav

Some Talents have extremely minor powers, like the fellow who turns ash back into cigarettes, or who can create blankets out of the thin air. These powers can make life subjectively more comfortable for the Talent, and for those around him, but do not add appreciably to the war effort. Always having a full pack of smokes on you is nowhere near as flashy or useful as invulnerability or flight.

However, a Dud—as these Talents are called by their more power endowed comrades—are not without their uses. They can still sense other Talents, and they can resist having Talent powers imposed upon them. They also aren't the flying, flaming guy every German wants to shoot, and are still often armed with a rifle.

So, playing a Dud is perfectly valid; just take the Hindrance described below:

DUD (MAJOR HINDRANCE)

Your power isn't as flashy as some, nor is it as destructive or protective as many others. You might not be able to fly, or shoot energy from your eyes, but you do have a minor power, such as the ability to conjure cigarettes from the air, or teleport blankets—and only blankets—from the nearest supply store. Maybe your power is even more “useless” than those examples, giving you the ability to change your skin tone to a deep purple hue. Whatever the power, it will not aid you in a combat situation. You should design your power in purely descriptive terms (the Game Master gets final say over if it is a Dud or not), but you do not get to spend any Power Points on your powers. However, you are still useful to the war effort, you can still sense other Talents, and you may be able to shut them down in a Clash of Wills (see p.44).

As compensation for your Dud power, you can take a further free Edge (as long as they meet the requirements) in order to make up for this difficult Hindrance. This is on top of any Edge you may have also taken with the points provided by this Hindrance.

*No such thing as a Dud Power -
only powers that haven't been fully exploited.*

A.T.

Superpowered Call of Cthulhu

How can the Keeper run terrifying adventures when the player characters can literally do the impossible?

Elder Godlike takes place at the dawn of the super age, where even the most powerful Talent has some significant limitations. You can be (almost) an unstoppable force or (almost) an immovable object, but you cannot be both. You can shoot lasers from your eyes, but you could also drop dead from a stray bullet. You can cross no-man's land untouched, but you'd be reduced to beating up a panzer division one soldier at a time. You can do the impossible, but you're *not* Superman. Talents die in the war by the thousands.

But superpowers can take away *some* of the fear of character death. To maintain suspense, it's crucial to emphasize other aspects of terror: loss of autonomy, loss of control, loss of a loved one, fear of mutilation, fear of humiliation, fear of failure, and fear of the unknown. Above all in wartime, the fear of letting down the comrades who depend on you. Even Talents face situations they can't control, and loss of control is one of humanity's primal fears.

This is all reflected in the Sanity rules. Talents are even closer to madness—to losing control entirely—than everyone else.

It's the Keeper's challenge to consider the superhuman powers that Talents bring to an adventure. Some superpowers are more problematic in a game of suspense than others are.

Several powers that can completely derail an investigative game, such as telepathy and precognition, are unavailable or severely restricted in *Elder Godlike*. See the list of Forbidden Powers on p.21.

Danger Sense isn't specifically forbidden, but Danger Sense is not so troublesome in a game featuring a lot of combat action since battlefields have more sources of danger than you can count. (“Is the graveyard possessed by ghouls or seeded with landmines?”) Be prepared to constantly misdirect the character as to the source of the danger. Of course you can also simply disallow the power altogether.

Powers of invisibility, intangibility, and illusion can risk turning even the deadliest entity into a confused buffoon. But there's a simple out. You can always say that a power that affects human senses simply doesn't work on a supernatural monster that has senses we know nothing about.

Most crucially, remember that Talent powers are the work of human minds and are most effective against human beings. When Talents face inhuman entities with magical powers of their own, anything goes. The Keeper must not play fair.

THE GIANT DOWNSIDE TO BEING A TALENT

EG Talent powers run on their user's force of personality and psychic resources, as measured in *Call of Cthulhu*'s magic points. But that currency of psychic force is closely tied to the character's identity, even his very humanity. Having a Talent power means your very identity as a human being is affected by appalling, inhuman supernatural forces. It means you are closer than anyone else is to insanity.

Starting & Maximum SAN

EG Talents' starting and maximum possible SAN are lower than other characters. A normal character has a SAN cap equal to 99 minus his or her Cthulhu Mythos skill. For Talents, this shrinks by 2 points per Eldritch Point. Subtract the same amount (2 per EP) from your starting Sanity score of POW×5.

Sav A character loses a point of Sanity when their Dementia equals their Sanity minus 1 point for every 5 points worth of Power Points at character creation. For example; a Talent with a Spirit d8, starts with

Sav

Edges & Hindrances Not Suitable for a Savage Elder Godlike Game

Elder Godlike is a much less pulpy game than the usual super powers game run using *Savage Worlds*. Characters may be bulletproof, be able to fly, able to phase through walls, or have the strength of 10 men, but at the end of the day, the war will probably find a way to kill them. The original *Godlike* put it best with the tag line "You may be larger than life, but the war is bigger than you!"

With this in mind, we present a list of the Edges and Hindrances that are either not suitable for a game of gritty, low-powered superheroes, or need some explanation as to their role in the game.

SAVAGE WORLDS CORE RULEBOOK

Hindrances

Blind. A supers setting is one of the few settings that we can see this Hindrance being chosen, seeing as a hero may have powers that not only negate his disability, but also give him preternatural senses beyond those of a normal man.

Doubting Thomas. Given the precepts of the setting, it is almost impossible for a character not to believe in the concept of Talents. However, you could possibly have a character that refuses to believe in the Mythos. In such a situation, use the Doubting Thomas variant found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.108.

Elderly/Lame/1 Arm—Eye—Leg. Normally during a war, those maimed or left unable to fight are shipped back home, but in the increasingly weird war depicted in *Elder Godlike*, a hero's power may more than compensate for their disability. Discuss the ramifications of this Hindrance with the Game Master.

Edges

Arcane Background. Only the Super Power Arcane Background is available in this setting. Furthermore any Edges which modify another Arcane Background (Adept, Champion, Holy/Unholy Warrior, Mentalist, and Wizard) are disallowed.

Arcane Resistance. The effects of this Edge are more the purview of Talent Powers. Sorry, no catchall resistance powers.

Gadgeteer. This Edge is replaced by the Goldberg Science rules found on p.39.

Mr. Fix-It. This Edge is replaced by the Mechanically Inclined Edge (*Achtung! Cthulhu: the Investigator's Guide to the Secret War* p.112).

New Power/Rapid Recharge. These two Edges have no place in the *Elder Godlike* setting.

Power Points. As stated on p.16, this Edge is only available to characters once they reach both the Veteran and Legendary ranks.

SUPER POWERS COMPANION

Hindrances

Alien Form. All Talents are decidedly human—No orphans from the planet Krypton, sorry—but, not every character has to look human. However if their power should ever fail then they will resume their appearance from before the time their powers manifested. The Game Master and the player should discuss what this means, for the character.

Monologuer. We strongly recommend you do not take this Hindrance. In the gritty world of *Elder Godlike*, few will wait while a hero struts around explaining the folly of their foe's plight, and will probably shoot him in the head before he has uttered a few words.

Out Of My League. Everyone in the *Elder Godlike* setting is out of his or her league. If you want to play a true underdog, then have a look at the rules for Duds on p.13.

Power Negation. All Talents can have their power negated by another Talent (see *Clash of Wills* on p.44).

Edges

The Best There Is. The Power Limits rules are not used in an *Elder Godlike* game, so there is no need for this Edge.

Sanity 6, and is created with 5 Power Points. When he gains 5 Dementia points his Sanity drops to 5, and the Dementia resets. If he had 10 Power Points at character creation, then his Sanity would drop to 5 when he had gained only 4 Dementia points.

The minimum Dementia point threshold is always 1. A Talent who has been through the mill a bit and only has a Sanity of 2, but who also started with 10 Power Points does not immediately go totally insane, but is mentally fragile with a Dementia Threshold of 1. Chances are that the next encounter with the mythos is going to inflict more than 2 Dementia and push them over the edge anyway.

Encountering the Unnatural

EG

Any time a Talent must make a Sanity roll due to encountering something supernatural—magic, a monster, fumbling a Talent power roll—the minimum possible loss is always 1 SAN. If the supernatural SAN loss is only 0/1, a Talent always loses 1.

Sav

A Talent rolls a d4 Wild Die rather a d6, when making Nausea, Horror, or Terror rolls. If anything increases this Wild Die (such as the Master Edge) then use the d4 as the basis of the increase. The Master Edge increases the Wild Die to a d8, rather than a d10, for example.

Using Powers

EG

Failures of power can erode a Talent's sense of self. A Talent who rolls a fumble when trying to use a power loses 1/1D6 SAN. (A fumble is usually 96-100; if the percentile rating is greater than 100%, it fumbles only on a roll of 100.) Additionally, when Talents clash directly, their powers tend to interfere with one another. The loser of this forfeits 1 SAN, as described on p.44.

Sav

One big change we've made to the rules found in the *Super Powers Companion* is almost all Powers need to be Activated. Because everyone suffers this disadvantage, the Power Point cost of each power is not modified (see p.21).

However, if a character rolls "snake eyes" (a 1 on both his attribute and Wild Die) then he must make an unmodified Spirit roll or roll on the Horror Effects table on p. 181 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War*. Additionally, when Talents clash directly, their powers tend to interfere with one another. The loser of this 'Clash of Wills' must make a Nausea (+2) roll as described on p.46.

Going Mad

When exposure to certain awful forces drives a Talent over the edge of madness, things go very wrong. We talk more about that in "Mad Talents," p.47.

Table 1:
Talents & Sanity

Score or Circumstance	Effect
Starting SAN	-2 per EP [EG] / -1 or -2 Dementia Threshold [Sav]
Maximum SAN	-2 per EP [EG] / N/A [Sav]
SAN loss from the supernatural	Minimum of 1 [EG] / Spirit Wild Die d4 [Sav]
Fumbling a power roll (p.22)	Lose 1/1D6 SAN [EG] / Horror (+0) [Sav]
Losing a Clash of Wills (p.46)	Lose 1 SAN [EG] / Nausea (+2) [Sav]
At zero SAN (p.47)	See "Mad Talents" (p.47)

ELDRITCH POINTS & POWER POINTS

Eldritch Points [EG] / Power Points [Sav] give you a budget for "buying" Talent abilities. A Talent with more EP [EG] / PP [Sav] typically has more impressive powers—and is a little closer to insanity thanks to that more profound break with human reality.

Unless the Keeper says otherwise, player characters have 5 EP [EG] / PP [Sav]. There are lesser Talents out there built on a single EP [EG] / PP [Sav], while others, more enlightened and grotesque, might have 10 EP [EG] / PP [Sav] or more. Those are usually NPCs.

EG

Using a superhuman power is typically resolved with a percentile roll, like using a skill. If you buy a Telekinesis power at 10%, you're only going to get results from it one time in ten, whether you're trying to bend a spoon or flip a jeep. The greater your rating with a power, the more control over it you have and the greater its effect when you use it.

That percentile rating is bought with EP. There's a variety of prices. A powerful and versatile ability like "Control the Shapes of Solid Matter," reflects a broader influence over reality than "Control the Color of Small Quantities of Non-Metallic Matter," so it costs more EP.

Sav

Unless the power is something permanent like an armoured hide, enhanced strength, or the ability to breathe water, all powers in the *Elder Godlike* setting have to be activated with a roll. Sometimes the power and/or the trapping suggests a skill roll; if your character can fire bolts of lightning out of his eyes, use the Shooting skill; but if an attribute is not readily apparent to trigger the power, then a Spirit roll must be attempted. This roll is a bonus action, and never becomes part of a Multi action.

Hoarding EP & PP

EG You get EP only when your character becomes a Talent. You don't earn more later. Most of the time it's a good idea to spend them right away.

That said, some people like to hold back a point or two until they see what the game's like, and then spend them when they're better informed. And some Keepers insist on it.

The Keeper always decides when you can spend a saved EP to introduce a new power to the game. Sometimes new powers manifest in the stress and terror of combat, but that's the Keeper's decision. Don't think of saved EP as a "Get Out of Disaster Free" card.

Sav Talents will be able to increase the number of Power Points they have to increase or add to their powers, but not at the rate they are used to in other settings. Rather than being able to pick up the Power Points Edge once per Rank, characters in *Elder Godlike* are only eligible for the Edge once every other Rank, Veteran and Legendary. This is important, so we will repeat it: *Characters in Elder Godlike are only eligible for the Power Points Edge once every other Rank, Veteran and Legendary.* Furthermore, they **do not** get these points for free and must purchase them as part of an Advance.

That said, some players like to keep a few Power Points in reserve until they have seen what the game is like, and then spend them when they have a better idea on what is needed. Some Game Masters insist on this.

The Game Master always decides when it is appropriate to spend Power Points on a new power. Sometimes new powers manifest in the confusion and terror of combat, but it's the Game Master's decision. Players should not think of saved Power Points as a "Get Out of Disaster Free" Card.

ENHANCED CHARACTERISTICS

EG EP can make you better, stronger, faster, and smarter. For 1 EP, you can improve a single characteristic (STR, DEX, CON, INT, POW, APP, or EDU) by 10 points, or improve five different characteristics by 2 points each, or any other permutation you like.

Enhancing a characteristic improves characteristic x5 rolls, derived attributes, and skills that are based on that characteristic. (If you add 10 to Dexterity, your base Dodge skill automatically goes up by 20%, for example.)

If you get a characteristic x5 roll higher than 100%, it fumbles only on a roll of 00. A roll of 01-99 succeeds.

Increasing EDU or INT does not give you additional skill points to spend on occupational or personal-interest skills, but boosting EDU increases your base chance at Own Language since it's based on EDU×5. Increasing EDU boosts your Know roll, increasing INT boosts your Idea roll, and increasing POW boosts your Luck roll and your magic points.

High POW, Low SAN

EG Increasing POW does not give you even a single extra point of SAN. In fact, having too deep a connection to the inhuman physics of the universe costs SAN. For every point of POW you add above POW 20, reduce your starting SAN and maximum possible SAN by 1.

Example: The Talent nicknamed Lucky Lenny has a rolled POW score of 10 and 5 Eldritch Points. That puts his starting SAN at 40 (POW×5 minus 2 per EP). His player spends 3 EP to raise his POW by 30 points, up to POW 40. His starting SAN drops by another 20 because his POW is so high. He starts play with only 20 SAN. They'll be calling him "Loony" Lenny soon.

Sav Simply take the Super Attribute power to increase your stats. However, increasing your Spirit stat will not increase your starting Sanity. This is derived from your pre-Super Spirit.

ENHANCED HIT POINTS OR DAMAGE BONUS

EG 1 EP boosts HP by 10 to make you superhumanly hardy. Or for each EP you spend, you add +2D8 to your damage bonus. If you love to split Eldritch Points, you can spend half an EP to boost your db by +1D8 and spend the other half EP to add 5 HP.

Other Derived Attributes

EG You cannot increase magic points with EP. The only way to bolster those is to enhance your POW. And you cannot spend EP to boost Sanity.

Sav Super Vigor and Toughness will increase the resilience of your Talent. Armor will also make her tougher. If you want to increase the amount of damage your blows inflict we suggest Super Strength, but there are also plenty of other ways of increasing damage such as Attack, Melee, Super Skill (Fighting), or even Damage Field.

ENHANCED SKILLS

EG Skills that are driven by psychic insight or unnatural affinity are known as "Hyperskills." They work like normal skills. A roll of 1/5 the score or lower is a special success, and a roll of 01-05 is a critical success. But if your skill is greater than 100%, you fumble and automatically fail only when you roll 100, not 96-100.

Hyperskills gain experience checks normally. Roll above the amplified level to improve.

EG What 1 EP Gets You

All of these are described in detail beginning on p.16:

ENHANCED CHARACTERISTICS

- 10 points of Characteristics.

ENHANCED SKILLS

- 50% in Skills (excluding Cthulhu Mythos).

ALTERED SKILLS & CHARACTERISTICS

- Three power extras to attach to non-power rolls (see p.18).

ENHANCED HIT POINTS OR DAMAGE BONUS

- +10 hit points.
- +2D8 damage bonus.

DAMAGE REDUCTION

- 3 points of general Damage Reduction (protecting against anything that costs you hit points).
- 5 points of specific Damage Reduction (protecting you against a specific category of hit point harm—fire, explosions, impact, bullets, weapons, environmental factors, deliberately targeted attacks, or anything else you can talk your Keeper into).

EXTRA ACTIONS

- One extra action per combat round.

Sav Savage PP Spends

Savage Worlds players just need to use the rules found in the *Super Powers Companion*, published by Pinnacle Entertainment Group, to purchase their powers. We have given you suggestions as to which powers listed in that book best match up with powers listed in the next few pages, simply look for the **Savage Worlds** designator.

POWERS

- 10% in a 4-Quality Power.
- 20% in a 3-Quality Power.
- 30% in a 2-Quality Power.
- 40% in a 1-Quality Power.
- 50% in a 0-Quality Power.
- Goldberg Science (see p.39)
- 35% in Goldberg Science gadgets (see p.39).

Splitting EP

1 EP gets you 20% in a 3-quality power or 10 hit points, but what if you'd rather get 10% in a 3-quality power and gain 5 HP?

Go ahead and do it! Round down if it's something that doesn't divide evenly, or try to find something that divides nicely. (10% in a 2-quality power and 2 points of general Damage Reduction, that sort of thing.) Or just eyeball it and use whole EPs to make the character generation process move a lot faster.

What's On the List

Some things on this menu are pretty straightforward. Others require a bit more unpacking. We'll describe them all in detail shortly.

- Characteristics are the basic building blocks of a character—STR, CON, SIZ, DEX, APP, INT, POW and EDU.
- Boosting derived stats lets you have more hit points or a greater damage bonus.
- Damage Reduction is just what it sounds like: A form of protection that simply erases some points off harm as it's incoming. It works just like armor.
- Extra Actions are also just what they sound like—they let you act more than once in every combat round.
- Powers are, literally, *everything else*. The Powers chapter is a toolbox you can use to construct everything from teleportation to mind control.
- Goldberg Science is a variant that lets your character to quite literally construct new powers.

Gaining SAN from Skills

EG In some versions of *Call of Cthulhu*, a character gains SAN when a skill improves above 90%. In *Elder Godlike*, Talents don't get that bonus—not even from raising ordinary skills that are not Talent-powered.

Sav The simplest way of providing your character with skills that an Olympic athlete or Ivy League scholar would envy is to purchase the Super Skill

power. If you want your character to *appear* to be skilled at everything, then we have provided the new Power Omni Super Skill on p.53.

No activity or hobby
will erase what we must
see and do.

—Capt. Harris

ALTERED SKILLS & CHARACTERISTICS

EG

'Extras' are alterations to how powers work, and they're described at length beginning on p.30.

You can also use them to improve your characteristics and skills. For example, one extra is "Multi-Target," which lets a power affect numerous people at once. If you apply that extra to your Rifle skill, every time you shoot, you can hit numerous targets.

For 1 EP you can add three extras to one skill or one characteristic $\times 5$ roll, or spread them among a variety of skills or characteristics.

No single skill or characteristic roll can have more extras than you have EP. If you were given 3 EP at the start of the game, you could put three extras on Dodge for 1 EP, and three different extras on Melee for another EP, but neither could have more than three extras.

Sav

The *Super Powers Companion* lists many different modifiers which change the way a power works; maybe it is a device and can be taken away from your Talent, or it is slow to power up. Perhaps the power has a much longer range than normal. These modifications increase or decrease the cost of the power. We have

also provided several new power modifications for use in the *Elder Godlike* setting on p.37.

DAMAGE REDUCTION

EG

Many options for defensive powers are spelled out in the powers chapter. If you just want a simple bit of protection against the slings and pratfalls of life during wartime, there's Damage Reduction.

For every EP you spend on Damage Reduction, the damage you take from each and every physical attack is reduced by 3 points.

Damage Reduction works just like wearing armor. It keeps you from being burned in a fire, but it won't protect you from suffocating when all the oxygen burns away. Likewise, it does no good against poisons, diseases, or any other source of harm that doesn't have to get through your super-humanly tough skin. If an attack ignores armor, it ignores Damage Reduction.

The key distinction between Damage Reduction and defensive powers is in the need to roll. Most defensive powers require a roll (which means there is always the possibility of failure) and are all-or-nothing. They might protect you completely against an attack that would do 70 points of damage, or they might fail when someone punches you for 1D3+db, but Damage Reduction is always there; no roll required.

Restricted Damage Reduction

If you limit your Damage Reduction so that it protects only against a certain source of harm, you get 5 points of protection for every EP you spend.

Some examples of limitation:

- Monsters that cause SAN loss.
- Attacks that deliberately mean to hurt you.
- Injuries that you know are coming.
- Blunt impacts, not shredding, piercing or cutting.
- Self-inflicted or initiated damage.
- Injuries perceived by another person.

You could also take Damage Reduction 5 that blocks all sources of physical harm but only when a certain condition is met: only when you've activated a separate power, for instance, or only when you're wearing your Talent-powered armor. In Book One, Chapter 3, we talk about flaws that restrict Talent powers; this restriction should be equivalent to a standard flaw such as "If/Then."

Enhanced Damage Reduction

You might also have Damage Reduction that's fueled by your willpower. This reduces damage by 1 point per EP for every



MP you spend. With 1 EP in Enhanced Damage Reduction, you could spend 10 MP and block 10 points of damage. With 2 EP, spending 10 MP would block 20 damage.

If it's restricted to a certain kind of harm, that doubles the protection.

Anything else is up to the Keeper to adjudicate.

Sav There are several ways of reducing damage beyond just being so tough that the bullet or shell fails to make an impact. Consider the following powers, and how they will increase the life expectancy of a Talent; Absorption, Armor, Healing, Immunity to Poison/Disease, Regeneration, and Resistance.

EXTRA ACTIONS

EG Another popular ability is simply doing twice (or thrice, or five times) as much as the other fellow. It's a good way to model the guy who's just faster than everyone else is, or is effectively faster through "time distorted doubling" or any other thing that you and your Keeper deem suitable.

Each Extra Action works a little like having an extra combat round all to yourself. With each "action" you can fire gunshots at a firearm's Rate of Fire or a burst on full automatic, or make a melee attack, or dodge, as usual in a *Call of Cthulhu* combat round. If your rifle allows you to fire only every other round, you can load or chamber a new bullet as an Extra Action instead of taking a full combat round.

Call of Cthulhu doesn't really count moving as an "action" in a combat round; you can move up to your standard eight units of distance as long as you don't mind suffering a penalty to hit your targets. With the Extra Actions ability, you can use 1 of your Extra Actions to move another eight units of distance in a round—or to act without a penalty (since it's a separate action) despite moving in the same round.

To keep things manageable, a character with Extra Actions does all of them at once in combat, according to DEX rating. If you have a power that's ready to use immediately, treat that like having a loaded gun in hand—its first use happens at the top of the round before less ready actions can occur. Otherwise, wait your turn and then perform all your tasks at once. Should this irrevocably destroy the whole group's suspension of disbelief, you can have your first action occur per DEX, your second at half DEX, your third at 1/3 DEX and so on.

What about long-term actions? If a task takes longer than a single combat round, and if the Keeper agrees that Extra Actions would make it go faster, the Extra Actions ability reduces the time it takes. Divide the time by the total number of actions you can take each round. With Extra Actions 1, you can act twice a round so the job takes half as long. With Extra Actions 3, it takes a quarter of the time.

Sav

To create a Talent who is much faster than everyone around him is, simply take the Extra Actions power. If you also want him to be one of the fastest men alive, consider the Speed power. This is a nice option for those Talents who have a limited form of time travel. As with many things in *Savage Worlds*, it is all in the description of the trappings.

POWERS

These are strange, miraculous abilities that don't reflect or enhance anything that normal humans can do. See Book One, Chapter 3.

GOLDBERG SCIENCE

Some Talents externalize their powers into gadgetry. These devices work like powers but can be handed off or taken apart and repurposed into other, entirely *different* gadgets. But for all that, they're really just an extension of the Talent who made them. They can't be reproduced by ordinary science—they usually look like ridiculous Rube Goldberg contraptions—and they quit working if they move too far from their maker. This is explained in greater detail on p.39.

Speed Reading

Many super-powered comic book characters can read books at incredible speeds. What happens when you focus that power on a Cthulhu Mythos tome?

First, it's up to the Keeper whether or not the Talent has the resources to research and fully understand the book. The long time it takes to research an occult tome is not just from the difficulty reading it, but also from the need for a library stocked with other tomes for reference.

Even if the Keeper does allow it, the impact on sanity can be disastrous. It takes time for the human mind to process the terror of inhuman revelations. Ordinarily you lose days of productivity to nights spent lying awake with the lights on, or trying to kill certain loathsome memories with hard liquor. Those long days and weeks allow the reader's mind to heal, if only a little. When a Talent speed reads through the same tome while retaining full comprehension, the psyche has no time to take a break. It has no time to heal.

EG

Condensing such terrible study, even just skimming, into a shorter time doubles the SAN loss. This is also true of skimming at superhuman speed.

Sav

Someone speed reading a Mythos tome must make the Cost check of the book, twice.



CHAPTER 3

Powers that Mock the Laws of Physics

Talent powers are often complicated, individual, and unique. This is, for many players, a big part of the fun. They want to create a character who can control rats, but only when he's been drinking. The rules accommodate that kind of specificity.

If you want to just pick a ready-made power and start playing, there's an entire chapter of them. Once you know your way around, you can tweak one of them slightly with extras and flaws to add variety and make your version unique.

If you want to go into the heart of darkness and construct your own geometry-defying, impossible, quirk-laden, customized superpower from scratch, this chapter gives you everything you need.

The power's percentile rating tells how well you control it and how big an impact it has.

A Word on 'Useless' Powers

Some powers are useless in a typical *Achtung! Cthulhu* or *Elder Godlike* mission. Not just "of limited use," they flat-out have no value on the battlefield or in an investigation. For example, someone could have the power of making anything he eats taste like anything he wants. Clearly this neither attacks nor defends... and it's not all that useful either. Since it works only on him, all it does is make him marginally more comfortable and, if you really stretch, slightly more likely to eat healthy. But this guy is still a Talent, and that means he has the two prerogatives common to every Talent:

- He can defend himself with a Clash of Wills (see p.44).
- He can sense the use of Talent powers on sight (see p.43).
- These, alone, make every Talent a valuable tactical resource.

The reward, of course, is the fun of playing a Talent whose abilities are completely unique in a world filled with superhuman powers and eldritch horrors.

Wrong, But the Right Kind of Wrong

Beholding an unveiled inhuman horror in clear light causes the tissue of human sanity to fray and rupture. But what about Talents? Does it damage sanity to see a man lift a tank over his head (when his feet should sink into the ground by its weight) or fire lances of deadly lightning from his eyes?

Not necessarily. For all their freakish grandeur, Talents are human and their powers express human urges, desires, and understanding. At least, they're 'normal' enough that people can see them and be amazed, but not have their worldview crumble. There's no SAN [EG] / Horror [Sav] cost just for seeing a Talent power at work.

EG THE COMPONENTS OF A POWER

The fundamental building blocks of powers in *Elder Godlike* are Qualities and Capacities. Qualities define what the power *does*. Move matter? Change minds? Procure accurate information that the character could not possibly know? Burn enemies to a crisp? All these are matters for Qualities.

Once a Quality defines the effect of a power, Capacities define how *much* it does it. If you can move matter with your mind, can you move 10 tons or only two ounces? And how far can your power reach?

With Qualities and Capacities, you can sketch out a power in two dimensions. The power's percentile rating tells you how well you control the power *and* how big an impact it has. The greater your score, the larger the Capacities.

The Percentile Score

Like a skill, every power has a percentage score, determined by (1) how many Eldritch Points you spend on it, (2) how many Qualities it has, and (3) what flaws and extras you add.

Activating a Power

To activate a power, roll percentile dice against your power's rating. The roll determines the broad results. They're detailed in the descriptions of the Attacks (p.23), Defends (p.24), and Useful (p.24) Qualities. You must succeed at the roll to use the power.

If you have the power "Turn Into a Bird" at 75% and you roll 01-75, you're a bird. If you roll 76 or higher, you do not turn into a bird.

Sav

Powers in Savage Worlds

Detailed here are some really nifty and exciting rules for creating super powers in the *Call of Cthulhu* game. **Savage Worlds** players do not need these rules, almost everything they need can be found in either the **Savage Worlds** core rulebook or the *Super Powers Companion*. Use everything you find there to create your super powered Talents, and use their amazing abilities, taking into account, the limitations on Power Points that we set out on p.16.

However as we said, the rules found here are really good, and we suggest mining them for ideas and rule tweaks. New powers, several new modifications, and rules on how to negate Talent powers, "Dud" characters and more can be found throughout Book One.

Activating a power takes an action in a combat round, much like conducting an attack. You can move while you do it, but you can't attack while you do it or perform any other act that would interfere with a moment of intense concentration. Some extras mitigate that.

Forbidden Powers

Due to the unique psychic nature of Talents, certain powers simply aren't seen. If you prefer to loosen that restriction, here are some game-play issues to watch for:

- **Clear and Explicit Precognition.** Cloudy images and hints are OK, but really obvious and concrete views of the future make player choices either certain or impossible, neither of which is much fun.
- **Mind Control.** Too easy if the PCs have it, too icky if the bad guys have it. We offer a version on p.44, but you may want to outlaw it altogether.
- **Talent Absorption or Imitation.** A hassle for the Keeper and also a bit of a cheat code for players.
- **Giving Talent Powers to Others.** Changes the balance of power entirely.
- **Talent Power Detection.** Beyond the inherent abilities on p.43, this would alter tactics and strategies a bit too much.
- **Telepathy.** Same rationale as Mind Control, although I-way mental messaging (basically "walkie talkies without the gear") is all right.
- **Time Travel.** If you put time travel in your game, it inevitably becomes a game *only* about time travel.
- **True Super-Science.** Too much competition for Goldberg Science. If someone with INT 20+ [EG] / Smarts d12+ [Sav] wants to build miracle weapons, look at what was in common use a few years after the in-game date. That's about as far as they can improve things.
- **Unlimited Healing.** Only people who consent to being healed can be healed. A victim who's unconscious, or who refuses to be healed, gets no Talent-powered healing. And the healing itself is always psychically costly because its effects are so drastic and so subtle at the same time; stitching cells back together is far more difficult than breaking them apart. That means any healing power *must* have the "Strenuous" flaw from p.35 [EG] / Slow Activation [Sav]. As a corollary, no Talent power can resurrect the dead. Not ever. If you discard these restrictions, expect your campaign to feel far less dangerous. Characters will need less courage to face dangers if they can easily be cured. And the more readily available healing becomes, that more extensive its effects on the game world should be. Keepers, tread cautiously.

For example, if you have a power that turns your bullets into horrid little homunculi that burrow towards your enemy's heart when they hit, you need to roll that power as its own action before you fire the rifle. It's not an automatic part of shooting a gun.

Defensive powers in particular can make it hard to get anything done in a fight beyond mere survival. On the other hand, failing to survive makes you useless too. If you use a defensive power, you can't also dodge or attack.

Many powers have more than one Quality. Activating a power means activating a single Quality—either Attacks, Defends, or Useful. (The fourth power quality, Robust, is passive so it doesn't require a roll.)

Failing or Fumbling a Power Roll

If the roll fails, you lose 1 MP exhausting your will. If it fumbles, you also lose 1/1D6 SAN as your mind recoils away from the changes you attempted to wreak in reality. If your rating is 100% or higher, you fumble only on a roll of 00.

Noticing Power Use

Talents can often sense other Talents using their powers (see p.43), but of course normal people can often observe superhuman powers at work, too. Some powers are hard to ignore, like the ones that make the ground crack open and swallow tanks, while others are quite subtle, like invisibility (one hopes). As a general rule, an ordinary person can notice a power being used with a Spot Hidden [EG] / Notice [Sav] roll. They may see its effects or just feel the whisper of psychic energies nearby as an unaccountable chill down their spine, a sudden dryness in their mouth, or a simple non-epistemological knowledge that something unnatural is occurring nearby.

There are three exceptions to this "roll Spot Hidden [EG] / Notice [Sav] to realize powers are in play" rule:

1. Talents must see a Talent ability being used to instinctively sense that it's a Talent ability. Otherwise, they Spot Hidden [EG] / Notice [Sav] like mere mortals.
2. If a power has the "Blatant" flaw [EG] / has a really obvious effect or has the Loud Modification (see p.38) [Sav], everyone within a half-mile or so knows that something happened, though it's up to the player and Keeper to negotiate whether that's because the power generates a bright light or whether people *just know*.
3. If a power has the "Subtle" extra [EG] / Subtle Modification (see p.39) [Sav], it doesn't trigger the Spot Hidden [EG] / Notice [Sav] roll. (Talents can still recognize Subtle powers, however.)

Qualities

There are four Qualities a power can have.

ATTACKS

If a power Attacks, it directly does damage to an enemy. One can often find ways to use a Defends or Useful power on offense indirectly. If your power is "immune to fire" and you douse yourself in kerosene, then hug a foe and light a match, it's not really the *power* that's harming him—it's the fuel. Attack powers don't require such props and conditions. They inflict injury directly.

DEFENDS

These powers are similarly clear. If it avoids or stops an attack from hurting you, it's a defensive power.

USEFUL

This is a catchall grab bag for effects that don't really hurt others or forestall attacks. "Turn dirt to bread" isn't combative, but if you're a prisoner of war, it's certainly damn useful.

ROBUST

Robust powers are especially reliable. Talent powers are the result of humans exerting will, belief, and concentration. Many powers fail due to human weakness. Without Robust, your power is likely to shut down if you get hurt or if you panic. If your power is Robust, it's far more dependable when you suffer trauma.

Capacities

Three Capacities define the scale of a power quality's effect: Range, Mass, and Speed.

A power has Capacities according to its Qualities. If a power has the Attacks Quality, it gets the Range Capacity for free. If a power has the Useful Quality, it gets one free Capacity of your choice. You must purchase any additional Capacities separately as extras. If you don't need a Capacity that you got free, you can buy it off with the "Reduced Capacity" flaw.

Each Quality has its own Capacities. Suppose someone builds a "Disintegration" power with Attacks and Useful. He can take Range for free with Attacks, and Mass for free with Useful. This does not mean that his Attack has both Mass and Range. Attacks has Range, and Useful has Mass.

RANGE

Range determines how far away something (or someone) can be and still be affected by the power. If you have no Range to your power, you have to touch something to work your power on it.

MASS

Mass determines how much matter your power can alter or move. If your power doesn't have a Mass rating, it either doesn't make measurable changes to the physical world

(seeing through walls, for example—that just needs Range) or it affects your body only. (Yes, OK, your body has mass, but for the purposes of this power, we're going to consider your personal flesh an exception. The stuff you're carrying or holding usually gets a pass too. If you try to game the system by carrying large objects or something like that, your Keeper is perfectly within her rights to say no.)

SPEED

Speed is most often used with movement powers and determines how fast your flight (or swimming, or phasing through solid earth) lets you go. If your power has no Speed, it doesn't involve moving about independently—you're at your normal movement rate as a human being.

NO CAPACITIES

If your power has no Capacities, then either (1) it only affects you (such as "I never get sick") or (2) it has non-tangible effects on others that you touch (such as "people fall asleep when I touch them"). When you create a power without Capacities, choose which one applies: "self" or "touch."

Flaws & Extras

Flaws and extras are like accessories to an outfit, or toppings on a sundae. You're still clothed (or eating) without them, but they add individuality and interest and they're fun. Extras and flaws are an easy way to make a common power unique.

FLAWS

Flaws reduce or constrain the effect of a power. Flawed powers may be easily circumvented, or may only work in certain circumstances. A flaw to Robustness or Usefulness often means you have to meet certain conditions to use your power. Flawed Capacities may be reduced or absent altogether. *Every flaw you take for a power increases your score in that power by 5%.*

EXTRAS

Extras broaden or amplify the effect of a power. If it Attacks, an extra makes it more damaging or harder to avoid. If it Defends, an extra could make it more reliable. Extras can enhance Robustness or Usefulness, or make Capacities greater. *Every extra you put on a power reduces your score in that power by 5%.*

Every power has its drawbacks...

-R.D.

EG

Powers Are Fragile! (Unless They're Robust)

Powers that lack the Robust quality fail under the following circumstances:

- You lose HP.
- You lose SAN.
- You lose MP.
- You lose consciousness.
- You lose a point off a characteristic, or a derived attribute.

See p.33 for specifics. You can't use your power in the round the fail condition happens. If you've already rolled and it had its effect, that's fine: You got your shot off before it was screwed up, but if it's an ongoing effect, it shuts down.

Nor can you roll your power the round *after* the fail condition happens.

The round after that, you're all right again and can roll it... as long as you didn't take more damage or lose more SAN in the interim.

EG

POWER QUALITIES IN DEPTH

With that grasp on what all these parameters define, we can now get into the specifics of how powers with these traits actually work in play.

Attacks

The default Capacity for Attack powers is Range. Unless you take the "No Range" flaw, your power has a range determined by its percentage rating. You can find the Range chart on p.29. You can get extra Range with the aptly named "Greater Range" extra.

When you use an Attack power, roll against its percentile.

- **Critical Success:** Your choice: ignore the target's armor or inflict extra damage as with a special success.
- **Special Success:** Inflict 2D8 damage.
- **Success:** Inflict 1D8 damage.
- **Failure:** Inflict no damage and lose 1 MP.
- **Fumble:** Inflict no damage and suffer the usual effects of fumbling a power roll (p.22).



An Attack Power: The Evil Eye

Here's a stripped-down power that Attacks and does nothing else.

Othello Whittaker grew up superstitious in Appalachia and his Talent manifests as the sort of undefined harm that he imagined from "witches" with "the Evil Eye."

This power has no modifications to it. Attack powers get to be ranged for free, and its range depends on how high Othello's percentage with it is. It does 1D8 damage on a hit, 2D8 on a special success.

Since this power can't do anything except inflict damage, it's not Useful. Since it can't block damage, it doesn't Defend. Othello opts not to make it Robust, which means that his power fails on him if he suffers physical or emotional trauma.

Because it's a 1-quality power, each Eldritch Point buys Othello 40% in it. He spends 2 EP on it and writes "Evil Eye (Attacks) 80%" on his character sheet. He then consults the range chart on p.29 for its range.

If you want more damage, take the "Vicious" extra.

Ordinarily, attack powers can be dodged by diving out of the way. They cannot be blocked or parried with melee or personal weapons. (If you want an attack that's dodge-proof, take the "Seeker" extra.)

Ordinarily, armor protects against an Attacks power's damage. (If you want an attack that reduces or ignores armor, take the "Armor Piercing" extra.)

Defends

The default Defends power is rolled and it's all or nothing. (If you want an ability that reduces damage without a roll, take Damage Reduction described on p.18.)

Roll for your Defends power when you activate it. Make a note of your roll because it determines how well you're protected and, sometimes, for how long.

- **Critical Success:** Protects you against all attacks except for critical hits that roll lower than your defense roll. In addition, you can keep this result next round without having to roll for it or take it as an action.
- **Special Success:** Protects you against all attacks except critical hits, and special successes that roll lower than your defense roll. You can keep this result next round without having to roll for it, but it will count as your action that round.
- **Success:** Protects against all normal attacks that roll higher, but not against special successes or critical hits.

- **Failure:** Your power does not protect you; lose 1 MP.
- **Fumble:** Your power does not protect you, and you suffer the usual effects of fumbling a power roll (p.22).

Activating a Defends power is an action that takes up your combat round, just like launching an attack or attempting to dodge. The extras "Persistent," and "Automatic" can help with that.

The Defends quality works even against attacks with a greater-than-100% chance of hitting! But note that if the attack roll is lower than your Defends success, it does full damage. Given the chances for double-damage special successes with high hyperskill levels, the few that sneak through tend to really, *really* hurt.

Example: Kirby has a Defends power called "Shields" at 80%. He's under attack by the hypersniper Karl. Karl rolls his Rifle skill of 155% and gets a 79. Kirby rolls a 50 for Shields. Ping! The bullet ricochets off Kirby's impenetrable skin.

The next round, Karl rolls 30. Kirby gets a 44, even better than last time—but higher than Karl's roll. The bullet flies past Kirby's Shields power and causes injury. Uh oh!

A general Defends power protects against anything that would reduce your hit points. If wearing armor would protect you, then your Defends power protects you. If you're facing injury from something that doesn't have a to-hit roll (walking through flames or falling off a building, for instance) then any successful roll works. If you want to be protected only from bullets or only from fire, take a bunch of "Common Allergy" flaws.

Like Damage Reduction, the Defends quality is no good against thirst, exposure, or starvation. It's only for protecting you from physical harm, which could be reduced by wearing armor.

You can, if you like, put Range on a Defends power and use it to shield a buddy. Unless it has the right extras, it protects only one character at a time.

The Defends quality is no good against
thirst, exposure, or starvation.

Useful

The catchall for powers that don't specifically harm or protect is "Useful." If you want to move objects with your mind without using them to block a blow or strike 1, that's Useful. Want immunity from drowning? Useful. Flying? Useful (and possibly Defends too).

- **Critical Success (roll 01-05):** The power takes effect, easily overcomes, or ignores any impediment that's not also a critical success, and lasts two rounds instead of 1.



- **Special Success (roll 1/5 rating or lower):** The power activates and lasts two rounds instead of 1.
- **Success (roll rating or lower):** The power takes normal effect.
- **Failure (roll higher than rating):** The power fails to take effect; lose 1 MP.
- **Fumble (roll 96-00):** The power not only fails to work, you suffer the usual effects of fumbling a power roll (p.22).

Because Useful powers are so broadly described, defining one is going to come down to negotiation between you and your Keeper.

Sometimes you can take the Useful Quality more than once on the same power for greater effect. If you have the Healing power and its Useful Quality lets you heal 1D6 HP, having two layers of Useful lets you heal 2D6 HP.

All Useful powers require successful rolls to activate.

Here are some guidelines and suggestions for Useful powers.

CONTROL ANIMALS

This is fairly simple: You take the power with Range, and animals within your range obey one simple command as if they're exquisitely trained dogs. They can't do things normally unnatural to them (like having a horse bite off its own head), and you do have to roll for every command, but you don't need Mass and you don't need to overcome any resistance. This applies only to animals, not to human beings or supernatural creatures.

EG A Defends Power: Body Integrity

A Defends power with no trimmings or special rules reduces an attack's damage to zero... if the attack roll is higher than the Defends power's roll.

Chloe Siffre, student turned Resistance fighter, develops a Talent based on her phobia of being injured or wounded. It's an unadorned Defends power. It affects only her (because Defends powers have no Range). During a round in which she concentrates on remaining unhurt, she can roll her power and enjoy its protection. Defends rolls of this sort take place before any other rolls, but establishing (and maintaining) such a protective power requires an action from the character.

So, for example, Chloe is attacked by a hatchet-wielding Gestapo officer. She rolls a 23 and successfully activates her power. He successfully rolls his Melee skill at 44, but because her Defends power has a lower result, she takes no damage.

Later, someone drops an artillery strike on her location. She rolls a 32 to activate Body Integrity, while the artillery officer rolls a 34. Close, but she's better. She takes no damage from being at ground zero of a howitzer round.

Later still, someone shoots at her with a pistol. She rolls a 40 and activates her power, but the attacker rolls a 22. Because his result is lower than hers is, Chloe is hit and takes full damage.

Moreover, since her power isn't Robust (something that's explained presently) she can't use her power right after she loses magic points or hit points.

CONTROL ENERGY

Controlling one type of energy (light, electricity, heat, or sound) is within the capability of a single instance of Useful. It doesn't require Mass, so Range is the natural fit for its free Capacity. Within his power's range, the Talent can silence sounds, damp down heat, suppress electronics, or extinguish light. Moreover, he can alter ambient energies. Someone may try to say a password, only to have the sound controller make it seem like he's swearing in German. The light off a grey uniform can be shifted to look green, or a general sweltering heat can be focused into a single searing point. (With this power in particular, it's a good idea to read the sidebars "Surviving is Useful" and "When Useful Attacks" on pp. 26 and 28.)

CONTROL NONLIVING MATTER

Controlling one state of matter (solid, liquid, gas, or plasma) is within the capability of a single instance of Useful. So would be controlling one type of matter (metal, water, stone, or flesh) regardless of whether it's solid, liquid or gas (or plasma). With the Mass Capacity, you can reshape or move the matter under your control as long as you're touching it. If it's solid, it moves as if it has your Strength, but its own weight. (If you're weak, you're better off making those rocks rear up and fall on someone rather than form into a fist and throw a punch. Let gravity do your dirty work.) If you want to control all forms of matter, that's Useful $\times 4$. (All forms except plasma are Useful $\times 3$.) But within that control, you can make water run uphill, make gasses move against the wind, or cause inert matter to reshape itself.

CREATE ENERGY

With Useful, a Talent can generate moderate quantities of a type of energy (sound, light, heat, etc.). Without the Attacks quality, it's not specific or intense enough to easily

harm someone (see "When Useful Attacks!" on p.28), but sounds are loud enough to be easily heard without causing deafness, heat is consoling in the winter (or oppressive in the summer), and electricity runs devices for a short time.

CREATE MATTER

A Useful power can summon matter temporarily from... somewhere. The summoned matter is in whatever shape the maker desires, and is composed of a normal substance he's handled often (paper, stone, gold, steel, mud, etc.), but it's only a solid, nonfunctioning model. This power requires the Mass Capacity, and can summon anything up to its maximum mass, but the maker has to roll *every round* to keep the object real.

If you take two layers of Useful with Create Matter, the summoned object can be complex and functional, but it has to be something the summoner is familiar with. A pianist can make a working piano, a tank driver can make a working tank, but you'd need a skill to play that piano or drive the tank well. As a rule of thumb, a Talent can create a working machine if the Talent has a skill for the machine at 40% or more.

If you want to harm someone directly by creating matter, take that as an Attacks quality.

Note that you can only create things that are touching you, unless you have the Range Capacity.

IMMUNITY

You take no damage at all from cold, disease, poison, pressure, or suffocation (including drowning). This does NOT apply to ordinary physical attacks, or from fire, falling, acid, or explosions. Immunity as a Useful power protects you from things that armor and Damage Reduction do not. It does nothing to protect you from harm that's not physical at all, such as most spells, and certainly not from loss of SAN, MP, or POW. For each instance of the Useful quality, pick one form of protection. For example, let's say you want to be able to swim for hours in the deepest depths of the ocean. You'd want immunity to the cold, to suffocation, and to the intense pressure of the depths; that's three Useful qualities. To be able to breathe water but not stand up to those other dangers requires only a single Useful quality. If you want to be immune to drowning but not to other forms of suffocation, take a flaw on the power. You and the Keeper are welcome to add more immunities to the list.

IMPROVEMENT

You can boost another person's characteristic by 1D6 points at a cost of 1 MP. Designate which characteristic when you create the power. This lasts one round unless you extend it with the Duration or Persistent extra—but as long as the boost is in effect, you cannot regain that spent MP. Multiple uses of the power do not stack. If you boost someone by 1D6 and then boost him again, the new 1D6 replaces the old 1. The way around this is to take the Useful quality more than

EG**Surviving Is Useful**

Sometimes a Useful power counters some form of damage as if it had been tailored to it. Take, for instance, someone with Useful "Combustion Control" being attacked by a guy with a flamethrower. Even if Combustion Control can't stop flying shrapnel or fisticuffs, it seems tailor made to stop *this* attack, right?

If your useful power is the perfect kryptonite to a particular attack, you can get a point of Damage Reduction against that specific attack for every 10% you have in the power—if you roll a success with it. If you have "Control Electricity 56%" and are struck by lightning, you can roll to reduce that damage by 5.

once. Each time you take Useful to improve a characteristic, the bonus goes up 1D6 and incurs another 1 MP in cost. With Useful $\times 3$, it's 3D6 for 3 MP, and you can't regain those 3 MP until the 3D6 boost fades.

MOVEMENT

For a movement power, take the free Speed capacity. This assumes the Useful power lets you move in an otherwise impossible way, like flying or phasing through the earth. If you're limited to how your feet can normally move—but faster—take that as a +5% flaw.

RESTORATION

Powers that restore lost characteristics or HP can restore 1D6 points once per round. They can't raise those traits over their normal levels, and they can't be used to recover lost SAN or MP. Note that in the world of *Elder Godlike*, a power that heals HP must have the "Strenuous" flaw; see p.35.

TRANSFORMATION

Turning things into other things is another interesting power, ranging from the Midas Touch (turns everything to gold) through to some kind of alchemical weirdness that can turn lead into an equal quantity of any other substance. Typically, a Useful quality gets you "Transform (some specific thing) Into Anything" or "Transform Anything Into (some specific thing)." If you want to be able to turn *anything* into *anything* else, that requires two Useful qualities on the same power.

To transform a living creature into something inanimate, use a variant of the Attacks quality instead. If it inflicts enough damage to kill the target, then the target transforms into whatever dead, inanimate matter your power allows. If it inflicts less damage, the victim's flesh is traumatized without transforming.

EG

A Useful Power: Murphy's Law

British motor pool mechanic Christopher Murphy can make complex machines stop working. He chose Range as his free Capacity so that it works at a distance. Any machine within his range can, with a roll, cease functioning in some important way. Once Murphy's Law has been applied to it, something breaks, becomes misaligned, or otherwise acts like a gremlin has gummed up the works until it's repaired.

Murphy takes only the Useful Quality, so it's 40% for 1 Eldritch Point. Having spent 2 EP on it, Chris has it at 80% and can target any mechanical device for mischief. According to the Range table on p.29, the power can reach roughly 3/4 of a mile.

Any Talent can recognize matter that has been transformed by a Talent power and can undo the transformation with the expenditure of a single MP per object changed. That won't return to life a person who was transformed into a statue, though; it just changes the statue back to dead flesh.

Robust

Normally, powers fail if one of the following happens:

- You lose HP.
- You lose SAN.
- You lose MP.
- You lose consciousness.
- You lose a point off a characteristic or a die from your damage bonus.

EG

Only Powers Need To Be Robust

Only powers with Power Qualities need Robustness to protect them from failure. Other abilities—Extra Actions, hyperskills, Damage Reduction, and so on—keep on without Robust.



EG

When Useful Attacks!

Sometimes a Useful power does dangerous things. If you lift a cinderblock into the air with Useful, there's a chance that it might fall and hurt some!

Because the threat is a side effect of the usefulness, it's more difficult, more time consuming, and less deadly than an Attack power.

1. When you arrange to harm someone with your Useful power, roll the power in the round that you announce that is what you're doing. If that roll fails, your power doesn't work (as with any failed roll). On a fumble, you face the usual penalties for fumbling a power roll.
2. If your roll succeeds, in the *next* round you can roll a relevant skill (or characteristic x5) to complete the attack. As a rule, if you're using a physical object to clobber the target, you roll INTx5 or POWx5 to attack and the target can dodge or otherwise defend himself. If your power affects the target in some more subtle way (boiling the gases in someone's lungs, for instance), you must roll a skill (maybe Medicine or Biology) but they can't roll to defend.
3. If that second roll succeeds, you do 1D4 damage, or 2D4 on a special success. That's the standard. If your power has a huge Mass Capacity and you drop something heavy on someone, make it 1D4 damage for every 10 SIZ of the object, however, the victim can attempt to dodge.

You're invulnerable and you lose SAN from seeing something you wish you hadn't! Bye-bye, invulnerability! You're using your Attack power eye-beams to vaporize infantry when an enemy Talent causes your *damage bonus* to drop? Your eye-beams sputter out as a sudden feeling of weakness makes you question your prowess. Powers are fragile... unless they're Robust.

Powers with the Robust quality are immune to these distractions.

Robust, then, is the quality that is most prominent when *absent*. It seems like a waste of EP until you need it. But when you need it, you need it a lot.

EG CAPACITIES IN DEPTH

There are three Capacities: Range, Mass, and Speed. You need Range to affect things far away, Mass to affect large quantities of matter, and Speed to move yourself through space.

Each power Quality has its own Capacities.

Range

If you have 1-10% as your power rating, your power ranges out up to about 10 yards (10m). Every additional ten percentiles doubles the range. Table 2: Capacity Ranges clearly illustrates this.



Table 2:
Capacity Ranges

Rating %	Range	Sample Distance
1-10	10 yards (10m)	Front to back of a long bus.
11-20	20 yards (20m)	—
21-30	45 yards (40m)	Height of the Christ statue in the hills over Rio.
31-40	90 yards (80m)	10 yards shy of the length of an American football field.
41-50	175 yards (160m)	—
51-60	350 yards (320m)	Longer than the biggest battleship deployed in the war.
61-70	700 yards (640m)	—
71-80	1,360 yards (1,240m)	Almost 3/4 of a mile.
81-90	1.5 miles (2.5km)	Longer than the Brooklyn Bridge.
91-100	3 miles (5km)	Longer than the Golden Gate Bridge.
101-110	6 miles (10km)	—
111-120	12 miles (20km)	Roughly the length of the island of Manhattan.
121-130	25 miles (40km)	—
131-140	50 miles (80km)	—
141-150	100 miles (160km)	From London to Calais.
151-160	200 miles (320km)	—
161-170	400 miles (640km)	From Luxembourg to Dresden.
171-180	800 miles (1,280km)	From Stockholm to a little past Moscow.
181-190	1,600 miles (2,560km)	—
191-200	3,200 miles (5,120km)	From Tokyo to the nearest part of Australia.

...and so on.

Table 3:
Capacity Masses

Rating %	Mass	SIZ	Sample Weight
1-10	20lbs (10kg)	2	A light-infantry mortar.
11-20	40lbs (20kg)	4	A record-breaking trout.
21-30	90lbs (40kg)	6	A very, very small adult.
31-40	180lbs (80kg)	12	A husky, strapping soldier.
41-50	350lbs (160kg)	20	A large sumo wrestler.
51-60	700lbs (320kg)	28	A year-old heifer.
61-70	1,400lbs (640kg)	36	—
71-80	2,700lbs (1,200kg)	44	A jeep.
81-90	2.5 tons (2t)	52	A Spitfire.
91-100	5 tons (4t)	60	A fully loaded Messerschmitt Bf 109.
101-110	10 tons (9t)	68	A Panzer II tank.
111-120	20 tons (18t)	80	—
121-130	40 tons (36t)	90	A fully loaded Flying Fortress.
131-140	80 tons (72t)	120	A super-heavy tank.
141-150	160 tons (145t)	150	An adult blue whale.
151-160	320 tons (290t)	180	—
161-170	640 tons (580t)	240	A destroyer.
171-180	1,280 tons (1,161t)	304	—
181-190	2,560 tons (2,322t)	565	—
191-200	5,120 tons (4,645t)	1134	A very large construction crane.

...and so on.

Table 4:
Capacity Speeds

Rating %	Move	Rating %	Move
1-10	10	101-110	150
11-20	20	111-120	200
21-30	30	121-130	300
31-40	40	131-140	400
41-50	50	141-150	500
51-60	60	151-160	600
61-70	70	161-170	700
71-80	80	171-180	800*
81-90	90	181-190	900
91-100	100	191-200	1,000

... and so on.

* The speed of sound at sea level is about 760 miles (1,220km) per hour.

In many cases the practical delimiter on range is perception. You have to see what you're aiming at clearly enough to target it.

If you know an artillery battalion is eight miles due east, firing your power eight miles due east may not have much of a chance to hit it if you can't see them somehow. If you don't have eyes on it, your power is at 1/5 chance, just like attacking blind. If the target is mostly but not entirely obscured, make it half chance instead. Give your blind roll a +5% bonus if you have Multi-Target and another +5% if you have Burn.

Mass

With the Mass Capacity, your power can transform, reshape, or move a quantity of matter. How much? Well, that depends on how big your rating is. It starts at about 20lbs (10kg) and doubles with every 10% increase, as demonstrated on the Table 3: Capacity Masses on the previous page.

Speed

The speed you can attain with a power depends on how many percentiles you have in the power's rating.

Call of Cthulhu uses an abstracted movement system, where people can run 8 units per time increment, lions move 12, gugs move 10, and hounds of Tinadlos fly 40. A character or creature can move about twice as fast at a flat-out sprint. An easy jog is about half the normal movement rate.

EG

Knockback

Attacks in *Elder Godlike* don't tend to knock people around as much as you might see in comic books. Bullets transfer all their energy to a small point in the body; they don't spread it around enough to make the whole body move. Even massive explosions only tend to knock people over as they kill them. We leave all that up to the Keeper.

Treat knockback as a special effect of the attack and damage rolls rather than its own separate event. High damage and a large Mass capacity—or a really high Strength—may send a target tumbling “a few meters,” or even “across the field” or something impressive like that. If the victim hits a wall on the way, the impact may do another 1D6 damage, or 2D6 if the wall was very close. But again, it's entirely up to the Keeper. Knockback should not be a major factor in combat.

Usually that's yards or meters per combat round. That translates roughly to miles per hour. For kilometers per hour, multiply it (very roughly but conveniently enough for gaming) by 1.5.

In *Elder Godlike*, Talent powers that move you quickly follow the same rough scale—meters per round or miles per hour, but this is the maximum possible speed, equivalent to a flat-out sprint.

At the Keeper's discretion, a Talent can move half this speed without having to roll, if things are otherwise not too stressful (in other words, not in combat).

Moving at all incurs the usual penalties on attacking or taking other actions. So unless the Keeper says otherwise, gunshots should be treated as unaimed (1/5 chance) if the attacker is running or using a Speed power in the same round as taking a shot.

See Table 4: Capacity Speeds for how the Rating % relates to *Call of Cthulhu* Move values.

EG

EXTRAS

Extras add unusual advantages to powers. Every extra you tack on to a power reduces its percentile rating by 5%. If you spend 5 EP getting a four-quality power at 50%, taking two extras reduces it to 40%. If you spend 3 EP getting a puny one-quality power at 120%, one extra reduces it to 115%.

The limit to how many extras and flaws you can stick on something is equal to the EP your character started with. If you got 5 EP, you could add up to five extras to each power.

Each extra adds to every Quality in that power—as long as it makes sense. If you only want your Vicious extra to add damage to your “Move Things With My Mind” power

when you're attacking (and not, say, when you're trying to lift your buddy out of a river), then that's fine, Vicious is only for attacking.

These extras are thematically grouped by the quality they're most often used with, but you can mix and match. You can put "Rewarding" on an Attack or "Arcs" on a healing power if you like.

General Extras

These extras are pretty broad and versatile, making a power more awesome regardless of its Qualities.

ADDITIONAL CAPACITY

Add another Capacity for one of the power's Qualities.

GREATER MASS

Every time you take this extra on a power with the Mass Capacity, the Mass on your power is treated as if its rating had an additional 40 percentiles. So if your power rating ends up (after extras and flaws) at 20%, it has the Mass Capacity of a power at 60%. You can take this extra as many times as you like to keep boosting the capacity. (If you take it with the Strength characteristic, it multiplies your lifting power by about 16 without changing the stat itself or increasing your damage bonus.) Of course it only affects qualities that have the Mass Capacity.

GREATER RANGE

Every time you take this extra, the Range on your power is treated as if its rating had an additional 40 percentiles. So, if your power rating ends up (after extras and flaws) at 20%, it has the range of a power at 60%. You can take it as many times as you like, adding the effect of 40 percentiles each time. As with Greater Mass, this only works on qualities that already have range.

GRIT-FUELED

If your Grit-Fueled power fails because you rolled poorly, you can spend 1 MP to immediately re-roll it. You can only do this once per round, unless you buy multiple layers of Grit-Fueled, in which case you can do it once per each layer. This extra can't be used to jumpstart powers that fail due to a lack of Robustness.

MULTI-TARGET

Instead of acting on one target (as is the default of most powers), it can 1D6 targets with every roll. (This gets pretty hairy with Arcing attacks, so we recommend allowing powers to take only take Arcs or Multi-Target, not both.)

Each target must be within one yard/metre of another target. If they're farther apart, for each yard/metre of distance, one of the attacks hits empty space harmlessly.

To reduce complexity, roll your power percentile first: If you succeed, roll 1D6 and treat it as if you got that percentile

roll for each of the targets. (The day you roll a critical and then target six people... Now *that's* gaming!)

You can take this extra more than once. For every instance of Multi-Target, you can hit another 1D6 targets. Take it three times, roll 3D6 and always target at least three enemies (or objects, or heal three allies).

This is also a pretty good way to model a power with a radius of effect—each layer of Multi-Target expands your power's footprint by about 1 to 3 yards/meters.

PERSISTENT

Every time you roll a success with your power, you can use that same result the next round without any further rolling—and without having to devote attention to activating it like you ordinarily would. You can use that result again *while you roll to do something else*. If you turn on your power with a 25 roll, you can use it at 25 the next round too, and you can take another action while your Persistent power protects you. (This is a particularly good idea for Defends powers, since they normally require a roll every round to maintain.)

You can take Persistent more than once. For every additional use, you can keep that roll result one extra time. Take Persistent five times and you can echo each good roll five times.

SUBTLE

Normally, a power is perceptible (as described back on p.22), unless your power is Subtle. No roll detects a Subtle power.

EG

Extras, Hold the Powers

On p.17, "What 1 EP Gets You" mentioned that you could attach extras to characteristics and skills. If you add extras to a skill or a characteristic roll, they don't change those percentiles! The extras cost EP instead.

You cannot have more extras on a given characteristic or skill than the number of EP you started with. If you had a budget of 5 EP, no characteristic or skill can have more than five extras.

An extra works for the skill or characteristic in the same way it works with a power. If you add the "Grit-Fueled" extra to POW, you can spend 1 MP to retry a POW roll (of course it has no effect on Sanity rolls). If you add "Multi-Target" to Grapple, you can somehow wrestle 1D6 enemies at a time.

As a rule of thumb, you can use an Attacks extra only when you launch an attack, and you can use a Defends extra only when you defend yourself from an attack by dodging or parrying.

If you have a power like “change shape to look like someone else,” this doesn’t mean people can’t roll to realize your German has a Jersey accent. It means that the act of changing didn’t attract attention.

This extra doesn’t automatically prevent other Talents from recognizing your power, but it does permit you to cloak your power with MP, as described on p.43.

SWIFT

Normally, initiative in combat is based on DEX. Attacks (or actions) taken with a “Swift” power happen as if their user had a DEX score 5 higher. It’s only for seeing who acts first, though. You can take this extra more than once, raising your DEX for initiative by 5 with each application. Moreover, any skill, or characteristic that has the Swift extra can act at the top of the round, before other actions, just like having a power or firearm ready to fire.

Attack Extras

Attacks as described are pretty bland. Extras spice them up.

ARCS

Like electricity, your power tends to jump around from target to target. If there’s only one person there, your power won’t arc. Moreover, arcing won’t hit your buddies by mistake, unless you roll a fumble or have the flaw “Perversely Unerring.”

If there’s more than one enemy present, you select the first target. If you hit with a special success, or if the damage you do is an even number, the attack jumps to the closest enemy and hits him too. If your damage roll for *that* guy is even, it jumps to a third target, and this continues until every legal target has been hit once, until you roll odd damage, or until the Keeper decides that there are no more targets within arcing range. (Any time after three jumps the Keeper can legitimately say, “OK, that’s enough.”)

ARMOR PIERCING

Every time you take this extra, the protection offered by armor or Damage Reduction is reduced by 5.

BURNS

When you hit a target, that target lights up if it’s at all plausible. (That is, if it’s not actively fireproof like metal, stone, or asbestos.) Burn attacks do an extra 1D6 of fire damage and, moreover, the target continues to take 1D6 damage at the end of every turn until the fire is doused. Once a target is ablaze, another activation of Burns has no effect until the first one has been extinguished.

SEEKER

Your power snakes around, turning corners, and pursuing its target. If you take the Seeker extra, your power *cannot be dodged*. However, if someone runs from it (or attempts to

dodge it), the power does not hit until the very beginning of the next combat round. They can run, but they can’t hide.

VICIOUS

For each layer of the Vicious extra, your power does +1D8 damage. You can take it as many times as you like. Take it five times and your power does 6D8 damage. The damage is doubled on a special success. If you want to punch through tanks, this is the way to do it.

If you take the Seeker extra,
your power *cannot be dodged*.
They can run, but they can’t hide.

Defends Extras

By and large, these extras work best on Defends powers.

AUTOMATIC

Normally, defending powers only come into play when consciously invoked, but with the Automatic extra, you have the option to spend a magic point to activate your power, even if you otherwise couldn’t. Didn’t perceive the attack? Still protected for 1 MP. Already acted this round? 1 MP is all it costs to get that extra Defends power roll.

The only exception to this marketplace of magic points for illegal rolls is that it won’t help if your power failed due to lack of Robustness. But if you take this on a Robust power, you’re pretty hard to take out. (Note that spending 1 MP to activate an Automatic power does not count as “losing MP” for the purposes of shutting down a non-Robust Automatic power. Whew!)

AUTONOMOUS

Using a Defends power usually takes your whole action. However, if you take the Autonomous extra, your Defends comes on any time you know you’re under attack. It’s no good against surprises—you need “Automatic” for that—but you can run around, shoot your gun, and otherwise act out with your power on. It’s like having an Extra Action (see p.19) power, but one that can only be used for your Defends power.

There is some overlap between Automatic and Autonomous in that they both let you roll a protective power when circumstances would normally preclude it. However, if you take both extras, they synergize as follows: Any time you’re attacked, you can roll your Defends power, no matter what... as long as it’s Robust. (Yeah, you really want Robustness if you’re taking both these extras.) Even a non-Robust Defends benefits from having these two extras, however, in that you can roll it any time you’re attacked, without spending MP, as long as you weren’t diminished in a fashion that caused you to lose all powers altogether.

REWARDING

It not only protects you, it can increase your self-esteem! Any time your Defends power protects you from 20+ points of damage from a single source, you get a bonus point of MP. (This has to be an enemy attack. No good having your buddy shoot you knowing you're invulnerable.) This bonus point fades after 24 hours if not spent.

SOFT

When your power prevents an attack from damaging *you*, it stops it from damaging *anything*. Normally, if you're at ground zero for a mortar strike, a power that Defends can save *you* from being blown to pieces and/or burning, but your supplies, vehicles and comrades are a loss. If your power has the Soft extra, it stops the damage from occurring at all. It won't protect your pal if an enemy shoots at him instead of you, but it's still enough to make a *lot* of people want to stand close to you.

TOUGH

You can buy the 'Tough' extra multiple times, and every time you do, it offers a measure of protection even against attacks that rolled lower than your Defends result. Normally, those do full damage. Against a Tough defense, their damage is reduced by 5, like Damage Reduction. Every layer of Tough is another 5 points of Damage Reduction, but only for attacks that evaded your Defensive power. If you didn't roll, you get no Damage Reduction, no matter how Tough your power is.

Robust Extras

The Robust quality is a bit different, inasmuch as it doesn't make something happen but rather prevents something from *failing*. Consequently, its extras are a little odd too.

MANIC

Non-Robust powers fail when people lose SAN. Normal Robust powers keep working when SAN fails. Robust powers with the Manic extra *get stronger* as the Talent gets crazier. If you lose SAN and use a Manic power the next round, you get a +10% bonus to your power rating.

MASOCHISTIC

Non-Robust powers fail when people take damage. Normal Robust Talents keep going despite injury. Masochistic powers get stronger in order to *spite* injury. If you (1) lose hit points, (2) don't get knocked out or killed, and (3) use your Masochistic power the next round, the power gets a +10% bonus.

PERVERSE

MP are the fuel tank of Talents, and powers that lack Robustness sputter out when MP are lost. Robust powers can continue despite those losses, but Perverse Robust powers get stronger. Just like Manic and Masochistic, you get a +10% bonus to your power right after losing MP.

UNDYING

Death itself cannot transgress your will. You, the player, can continue to use the Undying power two rounds after the character dies. You can take Undying more than once, too, and every layer of it gives you two more layers of postmortem Talent operation.

Useful Extras

Given how loosey-goosey the boundaries around Useful powers are, some of these extras may not make a lot of sense. Or they may turn into some kind of degenerate combo where, three rounds after activating your power, you eat Hitler's brain. So if your Keeper says no, trust that she has good reason and don't argue.

DURATION

When you successfully activate your power, you can keep it on for a number of rounds equal to the ones digit of your roll. Roll a successful 28, you get eight rounds of using your power without having to re-roll it. (Should anything contest your power, assume you rolled that 28 against it.) Note that you can't use this with attacks or defenses, even if your power has the necessary Qualities. You can only use Duration with a Useful ability. Also, if you roll a 20 or 30, that's 10 rounds of power—not zero!

GREATER SPEED

Every time you take this extra, the Speed on your power is treated as if its rating had an additional 40 percentiles. So, if your power rating ends up (after extras and flaws) at 20%, it has the velocity of a power at 60%. You can take it as many times as you like, adding the effect of 40 percentiles each time. It only amplifies qualities that already have the Speed capacity, of course.

INDEPENDENT

Your power acts of its own initiative, helping you with a devotion that would be creepy in a human being. This means that instead of you deciding what your power is doing, your Keeper decides. (Don't take this if you don't trust her, but if she weren't trustworthy, she wouldn't be running a Cthulhu game, right?) Your power knows everything you know, and it may know (or notice) a little more, depending on how it's defined, but your Keeper only brings it into play to help you out. She really shouldn't use an Independent power to put you in jeopardy, unless the rewards are really great.

1 drawback is that you lose an action when your power kicks in without your intent—you just lose a couple seconds of attention while your powers take over. If you'd rather not lose actions to an uppity psychic ability, stack this with the "Autonomous" extra from p.32.

You may (or may not) be able to *ask* your power to do things or *suggest* courses of action, but there are no guarantees. Power knows best, right?

EG FLAWS

Flaws get a lot of play in *Elder Godlike* because humanity is frail and damaged and, more importantly, for every flaw you add to a power, its rating increases by +5%. If you buy a puny rating of 20% in a great four-quality power, you can get that up to 40% just by adding four flaws to it. (Though, to be sure, that's a lot.) It's always +5% per flaw no matter how many Qualities the power possesses.

General Flaws

These are usually broad performance flaws, appropriate for a variety of powers.

BALEFUL

Looking at your power in use is not wholesome for human minds. Every time you use it, it's a 1/1D4 SAN loss for you and a 0/1 SAN loss for everyone else who witnesses it. Depending on your power, "witnessing" it could only apply to someone being targeted by the power, or it could be everyone who sees you extrude that perimeter guard through normally invisibly folded dimensions.

BLATANT

When you use your power, people know it even without a roll. It could be that your power creates a loud noise (like an exploding cherry bomb), or a burst of vivid light. Or it could just intrude the knowledge into the minds of everyone for a half-mile around. Normally, powers can only be detected after some kind of roll to notice, but Blatant powers are impossible to ignore. Of course you cannot take this with the Subtle extra.

EG It Has to Hurt

If you find a way to put a flaw on your power that never interferes, that's great, right? You got +5% and it cost you nothing!

Alas, in this war, nothing is ever free. If your flaw doesn't actually impede the use of your power, you don't get the +5% bonus to your rating. Even if your Keeper just *thinks* it's not bad enough, she can veto the percentile rise. You've been warned.

If your Keeper says that something doesn't make a lick of sense, or that you can't combine this and that, or that you can't take an extra more than once, don't assume that the book is on your side because it doesn't explicitly forbid what you want to do. This is a Cthulhoid setting. Books are *never* on your side.

HELL BREAKS LOOSE

Any time you get a fumble using your power, something really, really bad happens. What, specifically? Oh, the Keeper decides beforehand and keeps it up her sleeve until those sweet double-aughts make themselves known. Maybe it's different every time! However it manifests, it's a snarl of power that lashes out against friend, foe, and innocent bystanders alike. Some possibilities include...

- An entity from beyond space-time comes through the spatial rift you accidentally created. It is curious.
- A bolt of eldritch force hits you and 1D10 targets around you for 1D10 damage each.
- The implicit order of the cosmos dangles from fractured space-time like intestines uncoiling from a gut wound. Everyone who can see you or the target of your power loses 1D8/1D12 SAN. Those who fail gain one percentile in the Cthulhu Mythos skill.

IF/THEN

The most common flaw for Useful powers is a simple conditional clause: "If _____, then my power can work." That blank can be just about anything (as long as your Keeper thinks it's restrictive enough). "If I'm drunk" is a fun 1. "If I'm holding a small piece of silver in my left hand" or "If I'm calm and relaxed" have potential. "If I'm loudly singing 'God Save the Queen'" could fit a patriotic Brit. Or it could be "If I'm targeting metal," if you want your telekinesis to be restricted to magnetism.

REDUCED CAPACITY

If you take this flaw, one Capacity of your power—Mass, Speed, or Range—is treated as if your power was 40 percentiles lower. If your power is 40% or less, it has zero Capacity. Of course, if you don't need that Capacity, you may be fine with that.

SANGUINARY

Your power runs on fuel, and that fuel just happens to be human blood. Any time you want to use your power, bleed yourself or someone else for 1D6 HP of damage. The good news is, you get +10% on your First Aid roll to treat these injuries, since you get to pick what you're treating and where.

This sort of gruesome behavior can cause SAN rolls, as follows:

- 0/1 for self-inflicted wounds if your SAN is 50+. If it's lower, congratulations: This awfulness is just the daily grind.
- 0/1D3 if you're injuring someone else who's OK with it, because you're not a psychopath... yet.
- 0/1D6 to take your pound of flesh from someone who's begging you to stop.



Also note that if you take this flaw on a non-Robust power, it does not fail when you injure yourself, only when some other source injures you. If you take it on a Robust power with the Masochistic extra, the Masochistic extra *does* kick in when you self-injure and anyone who wants to Section 8 your ass probably can with only token resistance.

SLOW

You can only activate your power every other round. You can purchase this multiple times and each time adds another round of recharge time. Take it twice and you can use the power once every three rounds, etc. Note that this is per round, not per action. You can activate a Slow power only once every other round even if you have lots of extra actions every round. However, Slow does not restrict the effects of Persistent. Once the Persistent power is active, it keeps working each round; but you have to wait before you try to use it again.

STRENUOUS

You have to pay 1 MP every time you roll your power, success or fail. If you take this on a non-Robust power, it does not fail from this MP loss, only from other sources of MP loss. If you take this on a Robust power with the Perverse extra, you get the +10% bonus from Perversion every time you use it.

VULNERABLE TO WILL

Any Talent who observes your power can attempt to shut it down in a Clash of Wills, even if you're not using it on that Talent. See p.44. To make this exceptionally ugly, Talents can sense the weakness and the fact that they can interfere with your power.

Attack Flaws

Here we get to the point where your destructive, unnatural powers of inhuman origin can become *imperfect*.

CONTRAIL

You cannot take this power with the "Subtle" extra, but you can take it with the "Blatant" flaw. With this flaw, when someone detects your power use (be it through a roll or because it's Blatant,) they know it came from you and where you are positioned. This could be described as a literal contrail strung between you and the point of impact, or it could just mean that you glow brightly after popping off your fireball. However it works, it paints a big bull's-eye on you.

PERVERSELY UNERRING

Good news: Your power never misses! Bad news: It doesn't always hit where you were aiming. Any time you roll a failure on targeting (over your percentile) consult the

ones-place die of the roll. Is it even? Your power hit some random nearby object. Is it odd? It hit an ally, if you have any nearby. (If you don't have any close allies, your attack just strikes an object.)

If you want, you can take this on a power with a high rating. If it has a percentile rating of 101%+, the Perversely Unerring flaw is only likely to come into play if you fumble, or if you take a penalty to your shot due to situational difficulties.

PUNY

The base damage of a Puny Attack is 1D4-1 instead of 1D8. You cannot combine Puny with the Vicious extra.

REPEATER

Normally, when you roll an attack power, you roll to see if it hits. Success, it hits and does damage. Fail, your power didn't hit (unless you took "Perversely Unerring," in which case it flies off wildly.) So far, so simple.

With the "Repeater" flaw, you roll to activate a power and hit with it, as per normal, but whether it hits or misses, you *have to* take your next action to either (1) attack with it again, or (2) roll to *turn the power off*. You roll its rating and, if you succeed, it *doesn't* wildly lash out. If you fail, it assaults some inanimate object within range. (Pair this with the "Perversely Unerring" flaw if you want your after-action report to contain the phrase "...was shot in the back at point-blank range, investigation ongoing.")

You cannot combine "Repeater" with "Reduced Range" or "Slow."

Defends Flaws

If you feel that having preternatural protection against harm makes the experience of "World War II Plus Monsters" insufficiently challenging, you can handicap your Defends power.

ABLATIVE

Your power has a fuel tank, and that tank is not large. The first round you put it up, you roll its normal rating. The second consecutive round, you roll its rating at -10%. Third round you're at -20%, and so on down the line. If you take a round off to recharge, you can restart the progression with no penalty. You could avoid penalties altogether, in fact, if you only used your Defends every other round.

You cannot take this flaw more than once.

COMMON ALLERGY

There is one particular type of common damage against which your power does not defend. Suggestions include "fire," "impact," "penetration," "metal," "Talent powers," "unarmed attacks," and "explosions." Anything narrower than that, you're going to have to talk your Keeper into it.

DELIBERATE

Normally, establishing and maintaining a Defends power is your main action, but you can still move around, shout encouragement or orders, and maybe roll to dodge anything that made it through. With a Deliberate Defends power, you have to stay still, shut up, and concentrate. This is the one to take if using your power is roughly as challenging as trying to do complicated long division in your head while grenades are going off nearby.

OPAQUE

Your power not only blocks damage, it also blocks sensation. When you are protected, you cannot see or hear. If your power defends others as well as yourself, everyone shielded can see and hear each other, but are cut off from perceiving the outside world. If your power would normally be a transparent energy field, this flaw makes it a sound-deadening and light-blocking field. Also good for "I turn into a statue" or "I blink briefly out of existence."

Robust Flaws

Robust powers are exempted from a host of problems, so imperfect Robustness usually exempts a problem from the exemption. Make sure it's worth the points or thematic unity before you do anything too crazy with these.

GREEDY

Your power is a little bit vampiric. Every time you use it, it steals 1 MP from someone within ten yards. If you're alone in that radius, it draws it from you. If you have company, it takes it from the person with the highest store of MP, friend or foe. So this *can* actually be a very sneaky attack, as long as you're only fighting people who are more powerful than you at close range. If you consistently put yourself in that situation, congratulations: You've made this flaw even worse than as written.

PEEVE

Normally, Robustness protects your powers from disruption when you lose either MP, HP, or SAN. If your Robustness has a Peeve, one of those categories is exempt. So you could have "Peeve: SAN" and have your powers crash after SAN loss, as if they were not Robust. You can only take Peeve once. (Otherwise, taking Robust and all three possible Peeves would net you +5% to your power for free.)

PROP

Unless you have some commonly available object, your power is not Robust. Examples of fair-play objects would be a cross, a Bible, a rifle, a pair of army boots, a dollar bill, or something of that sort. You could define it as "my Dad's lucky pocketwatch," but that's being unfairly tough on yourself because if that watch gets smashed, you're out of luck. This is a psychological flaw: In the unfortunate case where you

put your prop (say a St. Christopher medal) in your backpack and some scumbag swipes it without you suspecting, your powers remain Robust *until you discover the theft*. Similarly, if you needed a Bible as your prop, you could get along with a book printed in Latin that you only *thought* was a Bible, but in actuality is a musty old theology text.

STAIN

When you use your power, it leaves some obvious, distinctive, lasting, and useless clue. An oil-patterned color wash on the environment would qualify, as would unseasonal flowers bursting out from nearby soil, or a bleaching effect on cloth. It's something weird that your enemies can follow, once they catch on.

Flawed Usefulness

Because Usefulness is so variable (and, frankly, often *weird*) there's great latitude for problems. If/Then is highly customizable, and flaws from other Qualities can often cross over as well.

If it's Baleful, looking at your
power in use is not wholesome
for human minds.

Sav NEW MODIFICATIONS

These modifiers are included in addition to those already found in the *Super Powers Companion*.

ARCS (+3)

Like electricity, your power tends to jump around from target to target. If there's only one person there, your power won't arc. Moreover, arcing won't hit your buddies by mistake, unless you roll a fumble or have the flaw "Perversely Unerring."

If there's more than one enemy present, you select the first target. If you hit with a raise, or if the damage you roll is an even number, the attack jumps to the closest enemy and hits him too. If your damage roll for *that* guy is even, it jumps to a third target, and this continues until every legal target has been hit once, until you roll odd damage, or until the Game Master decides that there are no more targets within arcing range. (Any time after three jumps the Game Master can legitimately say, "OK, that's enough.")

BALEFUL (-2)

Looking at your power in use is not wholesome for human minds. Every time you use it, it's a Horror (+1) check for you and a Nausea check for everyone else who witnesses it.

Depending on your power, "witnessing" it could only apply to someone being targeted by the power, or it could be everyone who sees you extrude that perimeter guard through normally invisibly folded dimensions.

CATASTROPHIC MISFIRE (-4)

This modifier can only be applied to Goldberg Science devices. If the user rolls snake eyes—a natural 1 on both his Skill and Wild Die—the device explodes causing 2d6 damage to the user.

CONTRAIL (-1)

You cannot take this power with the "Subtle" modification, but you can take it with the "Blatant" modification. With this flaw, when someone detects your power use (be it through a roll or because it's Blatant), they know it came from you and where you are positioned. This could be described as a literal contrail strung between you and the point of impact, or it could just mean that you glow brightly after popping off your fireball. However it works, it paints a big bull's-eye on you.

ERRATIC (-1)

The power always does something. If the skill roll for the power results in a failure, the Game Master gets to describe the effects, based on the power and the circumstances. He should be expected to come up with something that will make life both complicated and interesting for the hero and his comrades.

HELL BREAKS LOOSE (-1)

Any time you roll snake eyes—a natural 1 on both your Skill and Wild Die—using your power, something really, really bad happens. What, specifically? Oh, the Keeper decides beforehand and keeps it up her sleeve until those sweet double ones make themselves known. Maybe it's different every time! However it manifests, it's a snarl of power that lashes out against friend, foe, and innocent bystander alike. Some possibilities include...

- An entity from beyond space-time comes through the spatial rift you accidentally created. It is curious.
- A bolt of wild eldritch force hits you and 1D10 targets around you for 1D10 damage each.
- The implicit order of the cosmos dangles from fractured space-time like intestines uncoiling from a gut wound. Everyone who can see you or the target of your power must make a Horror (2) roll. Those who fail gain a die step in the Knowledge (Mythos) skill, plus the accompanying loss of Sanity.

IF/THEN (-1)

This is a simple conditional clause: "If _____, then my power can work." That blank can be just about anything (as long as your Game Master thinks it's restrictive enough). "If I'm

drunk” is a fun 1. “If I’m holding a small piece of silver in my left hand” or “If I’m calm and relaxed” have potential. “If I’m loudly singing ‘God Save the Queen’” could fit a patriotic Brit. Or it could be “If I’m targeting metal,” if you want your telekinesis to be restricted to magnetism.

LOUD (-1)

The use of the power causes a loud noise, and/or flash of light, which is visible for at least a half-mile radius. Buildings and other obstacles can obstruct any visible manifestation, but almost nothing muffles an audible manifestation.

This modification can only be applied to a power that is relatively discrete. If the power causes earthquakes, or makes vehicles explode, then it will already draw attention to itself. However if the power summons angelic constructs in a burst of light, or turns a talent invisible with an accompanying peal of thunder, then this modification applies.

MANIC (+1)

Most powers can fail when people gain dementia. Powers with the Manic extra *get stronger* as the Talent gets crazier. If you gain Dementia and use a Manic power the next round, you get a +2 bonus to your power roll.



MASOCHISTIC (+1)

Most powers can fail when people take damage. Masochistic powers get stronger in order to *spite* injury. If you (1) are Shaken or wounded, (2) don’t get knocked out or killed, and (3) use your Masochistic power the next round, the power gets a +2 bonus if you’re Shaken and you’ve managed to recover and get an action, or a bonus equal to the wound penalty on its roll.

MISFIRE (-1)

This modifier can only be applied to Goldberg Science devices. If the user rolls snake eyes—a natural 1 on both his Skill and Wild Die—the device fails to function. The device must be cleaned and reset, taking one minute (10 combat rounds), before it can be reused.

OPAQUE (-2)

Your power not only blocks damage, it also blocks sensation. When you are protected, you cannot see or hear. If your power defends others as well as yourself, everyone shielded can see and hear each other, but are cut off from perceiving the outside world. If your power would normally be a transparent energy field, this flaw makes it a sound-deadening and light-blocking field. Also good for “I turn into a statue” or “I blink briefly out of existence.”

PERVERSELY UNERRING (-2)

Good news: Your power never misses! Bad news: It doesn’t always hit where you were aiming. Any time you roll a failure, consult the Wild Die. Is it an even number? Your power hit some random nearby object. Is it odd? It hit an ally, if you have any nearby. (If you don’t have any close allies, your attack just strikes an object.)

PROP (-1)

Unless you have some commonly available object, your power is not Robust. Examples of fair-play objects would be a cross, a Bible, a rifle, a pair of army boots, a dollar bill, or something of that sort. You could define it as “my Dad’s lucky pocketwatch,” but that’s being unfairly tough on yourself because if that watch gets smashed, you’re out of luck. This is a psychological flaw: in the unfortunate case where you put your prop (say a St. Christopher medal) in your backpack and some scumbag swipes it without you suspecting, your powers remain Robust *until you discover the theft*. Similarly, if you needed a Bible as your prop, you could get along with a book printed in Latin that you only *thought* was a Bible, but in actuality is a musty old theology text.

PUNY (-2)

The damage of a Puny Attack is one die step lower than it should be. This only applies to the damage die of the power, and not to any Strength dies that combine with it. You cannot combine Puny with the Vicious extra.

REPEATER (-2)

Normally, when you roll an attack power, you roll to see if it hits. Success, it hits and does damage. Fail, your power didn't hit (unless you took "Perversely Unerring," in which case it flies off wildly.) So far, so simple.

With the "Repeater" flaw, you roll to activate a power and hit with it, as per normal, but whether it hits or misses, you *have to* take your next action to either (1) attack with it again, or (2) roll to *turn the power off*. You must make a Spirit roll and, if you succeed, it *doesn't* wildly lash out. If you fail, it assaults some inanimate object within range. (Pair this with the "Perversely Unerring" flaw if you want your after-action report to contain the phrase "...was shot in the back at point-blank range, investigation ongoing.")

SMALLER (-1 / LEVEL)

This modification reduces the area effect radius of the power by one step per level. If this reduces the power's effect below the Small Burst Template, then the power only affects one target.

STAIN (-1)

When you use your power, it leaves some obvious, distinctive, lasting, and useless clue. An oil-patterned color wash on the environment would qualify, as would unseasonal flowers bursting out from nearby soil, or a bleaching effect on cloth. It's something weird that your enemies can follow, once they catch on.

SUBTLE (+2)

Normally, a power is perceptible, unless your power is Subtle. No roll detects a Subtle power.

If you have a power like "change shape to look like someone else," this doesn't mean people can't roll to realize your German has a Jersey accent. It means that the act of changing didn't attract attention.

UNDYING (+1)

Death itself cannot transgress your will. You, the player, can continue to use the Undying power two rounds after the character dies, using the trait abilities and die rolls, you had before death.

VICIOUS (+2)

Your power is particularly savage and brutal. If you get a raise on a damaging attack, rather than roll an extra d6 damage, you roll a d8 instead.

CHANGING & IMPROVING POWERS

EG

Power ratings improve the way any other skill does in *Call of Cthulhu*. Put a tick mark next to every power you use and roll for it alongside

rolling to improve your skills. If you exceed the rating with your percentile roll, you gain percentiles. This works for powers just as it does for skills, and even skills that are increased with EP improve themselves this way. If a power is already above 95%, it improves with a roll of 96-00; if a power is at 100% or higher, it improves only with a roll of 00.

Other than that, Talent powers rarely change. If you stored up EP at character creation (as described on p.16), you can spend those later. Otherwise, you can't add extras or remove flaws. You also can't gain new powers or mutate old ones. Talent powers in *Elder Godlike* follow a particular set of rules and one of those is that their scope tends to be static. The only time you see a significant increase in Talent power is when a Talent goes mad—and when that happens, run for cover!

There may be exceptions, but they're rare. Keepers can modify powers that work differently in play than they were expected to on paper, but this should be done carefully and, if possible, with a bit of retroactive continuity.

Sav *Savage Worlds* players can increase their proficiency with powers the normal way once a character has garnered enough Experience Points. As indicated on p.16, characters can gain new powers, but only once they have reached Veteran, and then Legendary Ranks. Once the points have been spent, they are permanent and cannot be retconned.

GOLDBERG SCIENCE

Some Talents can't quite accept the fact that they are doing the impossible. They're used to the idea that when the impossible becomes possible, that's entirely due to 'science.' So they push their power off on an 'invention' in order to maintain that sense of acceptable order.

For the most part, these 'Goldberg Science' inventions work like "normal" Talent powers: they are rated with percentages, and they have Qualities and Capacities (as explained in Book One, Chapter 3), but each Goldberg device has some fairly serious limitations to it:

- Any Talent who sees a Goldberg device in operation realizes its nature. The ability of Talents to detect other Talents (see p.43) goes off as if the object was a Talent attacking the detecting superhuman. The observer can start a Clash of Wills (see p.44) to *permanently* deactivate it as soon as he realizes that, cosmically speaking, the machine is a big fraud.
- Goldberg devices cannot be replicated. Each is 1-of-a-kind, even if two appear to do the exact same thing.
- They do not work when the Talent who made them cannot see or touch them. (Obviously there's some wiggle room here: Simply blinking your eyes doesn't kill your invention. When in doubt, it's up to the Keeper.)



That said, Goldberg Science does have one big advantage: When you're tired of a gadget, you can disassemble it and rebuild it to do some *entirely different* impossible thing. You can also build multiple devices that perform the same function (even though each is a *little* different), or do completely different things.

EG Here's How That Works

You spend EP to get percentiles in Goldberg Science, and you then assign those percentiles to devices. However, if you want your device to do something meaningful, you have to buy Qualities and Capacities, just as you do with a bespoke power. You pay for those by decreasing its rating. You can also build increased functionality into devices by reducing that rating. Every improvement costs 5% off the rating *or* 1 magic point. Each MP you spend here is "invested" in the Goldberg Science device to keep it going. You get the MP back only when you disassemble the device.

The typical hyperscience machine is somewhere between the size of a motorcycle and a jeep and weighs 1-10 tons. Constructing one (assuming you have a well-equipped lab or workshop) usually requires one hour of brow-sweating labor on the part of the inventor for every percentile point in its final rating.

Note that, unlike flaws and extras, you can apply as many improvements and defects onto a Goldberg Device as you want.

You can disassemble a gadget and rebuild it to do some *entirely different* impossible thing.

IMPROVEMENTS FOR GOLDBERG DEVICES

- Add a Quality (If the Quality would give a free Capacity to a power, it gives one to a Goldberg machine as well)
- Add a Capacity
- Add an extra
- **Functional:** Its percentage rating is raised by 5%. (Obviously, you want to pay for this with magic points or it's a zero-sum waste of time.)
- **Easy:** Instead of an hour for every percentile in the final rating, construction requires an hour for every 5% of the ultimate rating.
- **Handy:** The device is hand-held, weighing 1 to 50 pounds. The more it does, the more it weighs.
- **Stubborn:** Enemy Talents must pay an extra magic point to start a Clash of Wills when deactivating this object. You can buy Stubborn multiple times, exacting a 1 MP toll each time.

If you're worried that your Goldberg machine isn't up to snuff and you're low on percentiles and magic points, you can saddle it with Defects. Each Defect increases its percentile rating by 5%

DEFECTS FOR GOLDBERG DEVICES

- **Unwieldy:** the device is the size of a room and weighs 15 to 20 tons. Obviously, you can't take this with the "Handy" Improvement.
- **Flawed:** the machine is afflicted with one of the flaws from Book One, Chapter 3.
- **Counter-Intuitive:** when anyone other than its builder tries to use it, its rating is at -10%. This lasts until they get used to its wonky interface by succeeding at a roll with it.
- **Demanding:** before it can be activated, it needs to be primed, aimed, or focused by a skill roll success. (The skill is set during construction and should make sense—Medicine for an auto-surgery device, Navigation for something that mimics clairvoyance, etc.)
- **Tricky:** instead of an hour for every percentile in the rating, construction requires a *day* for each percentile. You can't take this with the "Easy" Improvement.

Example: Dan the Inventor wants to build a radio that not only listens in on enemy transmissions, it also translates them into plain American English. He's spent 2 EP on Goldberg Science, so he starts out with 70% to spend on this project.

Clearly it's a Useful device, and he chooses Range as its free Capacity. He decides to allocate 30% of his Goldberg Science on "Translat-O," as he names it, and spend 2 MP to raise that to 40% efficiency. At that low percentage, its range isn't great, no more than 175 yards (160m)... and the GM decides that Translat-O only works when the transmitter is within range. Curses!

Dan decides to take the Greater Range extra (-5%), and then add some Defects. Making it Unwieldy (+5) isn't an issue as he's with the Navy and this thing's going on an aircraft carrier. Demanding (+5) is a good Defect too, since there are lots of people with high Electrical Repair skills working in the radio shack. This leaves him with a machine that translates 45% of the messages it intercepts with a range of... 1.5 miles (2,480m)? Really?

Dan sighs and goes back to the drawing board, starting by sinking his entire stock of Goldberg Science on this, plus the 2 MP. With the previous Defects and Improvements, it's now at 85% accuracy with a range of 25 miles (40km). Maybe instead of a carrier, Translat-O (and therefore Dan) winds up on a destroyer outside the fleet's defensive perimeter...

Savage Science

Goldberg Science is applied to devices that have the Device flaw, but unlike many **Savage Worlds** Supers settings, they have one big advantage. If the Talent gets tired of his device or finds himself in a situation where he desperately needs something different, he can dismantle the gadget and cannibalize it for parts (along with anything at hand) to create another gizmo.

Doing so allows the player to reconfigure the points spent on the original device to create a totally new power. This takes at least an hour of tinkering and experimentation. The new device can have all new modifications and powers, but the net cost can be no more than what was spent on the original device. It can, however cost less than the original gadget, and any points not spent on the new device are held "in limbo" until a new device is constructed.





CHAPTER 4

The Clash of Wills & the Prerogatives of Talents

Reality has become slippery.

The madness, the monsters, the Talents, the gross violations of understood physical causality... is it all because what was once fixed and solid has gone gelatinous and bendy? Or is that sense of malleable truth the outcome of new vistas being opened by the Mythos, with Talents being humanity's first steps towards becoming something like a Mi-Go or an Elder Thing?

It's impossible to tell.

But whether cause or effect, assumptions that were once rock solid have become plastic and flexible. "No man can fly unaided," has gone from being fact to a guideline that, while still statistically reliable, has important exceptions. So once a man unseats gravity (or at least forces an exemption to it) who's to say what's possible next? *You?*

If you're a Talent, then the answer is yes. Yes, you. Talents, however it works, are the ones plunging their clumsy fingers into the claylike laws of a new reality: poking, reshaping, and sculpting this new world, or casually smearing it around.

So what happens when one Talent wants one change and another fights against it? Well, then you have a conflict. I guess we'll just see who wants it more.

WHAT IS 'WILL'?

Will is more than desire and more than the urge to impose your preferences on the world around you. It is a need, a hunger, humanity's intrinsic agency distilled into a force so pure it seems undeniable. When you fall in love and wish for love's return so fiercely that anything else becomes unthinkable... that is will.

But of course, the beloved other has will as well.

The fierceness of will in *Elder Godlike* is measured in magic points [EG]. Wizards have used this stuff for centuries to temper the exterior world by applying their interior fire. Talents just do it without all the chanting and blood sacrifices.

EG What Is Will Good For?

First off, you have to have at least a little of it to make powers work. If your magic points hit zero, you pass out. Meagre MP are a problem too. If you drop to a single magic point or lower, you lose all your Talent abilities.

Let me restate that, because it's important. **When you have 1 magic point or zero, any abilities and advantages you paid for in Eldritch Points become non-functional.** If you bought up extra hit points, those go away (which may leave you dead if you were wounded). If your heightened POW bought you more SAN as a derivative, your bonus SAN points drop all at once. (This does not count as a typical SAN loss in that it can't make you go temporarily or indefinitely insane; but if it drops you to 0 SAN, your character goes permanently mad and stays that way, at SAN 0, when his magic points come back. He just becomes a mad NPC with his powers switched back on.)

If an enemy takes the "Vulnerable to Will" flaw on a power, you can start a MP duel to switch off that power.

Finally, if a power targets you in a way you don't approve, you can start a MP auction to try to shut it down. This is described in greater detail below under "The Clash of Wills."

EG Losing Will

MP are lost in the standard fashion for *Call of Cthulhu*. In addition, they can be spent to defeat Talent power attacks (as described under "The Clash of Wills").

EG Regaining Will

All the standard *Call of Cthulhu* rules apply to regaining MP. A quarter of your MP returns every six hours. Moreover, Talents feed off other Talents, in a limited fashion: Whenever one Talent defeats another in a contest of will to determine whether a power works or not, the winner regains 1 MP, because she has affirmed her ability to control so-called 'reality' and thereby strengthened it. She's probably at reduced magic points, however, unless she and her enemy were both being extremely cautious.

TALENTS SENSE
TALENT ABILITIES

One important effect of the power of a Talent's will is sensitivity to Talent powers. Metaphorically speaking, Talents have jimmed open the casing on the machinery of physics and are poking their fingers into the gears, pistons, and regulators. As such, they have a better sense of when someone else is prying and chiseling around the edges of a world that was previously so clearly defined. This means that Talents notice Talent powers.

Some powers are obvious to most anybody, not just Talents. You see a guy rocket into the sky and tear a plane to pieces with his bare hands, well, he's probably a Talent. But if you see someone stroll up to a guard, flash a piece of paper, and then get nodded onto base? That could be completely legit, it could be a spy using a decent forgery, or it could be a Talent clouding the guard's mind. Only another Talent could tell the latter.

This sense is experienced by some as a tingle, or a buzz, or a sense that "Talents look more *real* than other people." Others just have an inchoate *knowledge*, the way that they recognize two red strawberries are the same color. They *know* they're looking at a Talent who's using a power.

As a Talent, you can detect the use of Talent abilities.

Let's make that very clear. You *can't* tell another character is a Talent just by looking at him. You can only tell when another character is *using a Talent ability*.

Sense by Sight

This detection is based on sight, even though it's a psychic sense, because sight is so integral to most people's experience of the world. (If a Talent has been blind for a long time, maybe the ability to sense Talent powers can be tied to another sense such as hearing or smell. That's entirely up to the Keeper, but it never, ever happens if the character can still see.)

EG

That means the distance is line of sight. If a Talent uses a power and you can't see her, you don't sense the power being used. If it's an edge case, like the Talent is in a big crowd or is far enough away that he or she is difficult to make out, roll Spot Hidden.

The nature of Talent powers makes this less cut-and-dried than it might sound. Someone with mind control might only be recognizable when he's actually using his power, while an indestructible woman might be very quickly identified when she stubs a toe and her power allows her to ignore the pain. The Marine with increased DEX may be undetectable when he sleeps, while the resistance fighter with superhuman CHA or INT might be identified 24/7. A non-Talent using a Goldberg Science device doesn't show up as a Talent but the device itself does—and so does its creator while the device is active.

The key is, can you see the character using a power? If so, you can sense the power being used, and you can tell who's using it. If you can't see the Talent using a power, you can't sense the power. As you might guess, that makes invisibility and stealth powers very dangerous.

Sensing the Sense

There's yet another interesting wrinkle: sensing a Talent ability being used is *itself the use of a Talent ability*. If you're in a crowd and you use a Talent power where everyone can see, you can instantly tell who all the other Talents are because you instantly sense them all sensing you.

That makes it very difficult to be incognito as a Talent. If you want to know where the enemy Talents are, just make yourself visible and use a power. All Talents in your line of sight show up as they see and sense your power.

When that happens, it's a good idea to move. Non-Talent soldiers seem to *love* directing mortar, machine gun, and artillery fire at enemy Talent positions.

Subtle & Blatant Powers

Then there's the question of "Subtle" versus "Blatant," the extra and flaw that specifically deal with how obvious a power is. Blatant powers can always be identified in use. Subtle powers, on the other hand, can be concealed from Talent detection—but the Talent using the Subtle power must pay MP. The cost depends on the situation. See Table 5 on the next page.

Note that all the subtlety in the world won't stop another Talent (or just some ordinary Joe) from deducing that a Talent is in play if impossible things keep happening. It just won't be obvious.

Table 5:
Subtle Talent MP Costs

Cost	Situation
1	One Talent is seeking the Subtle talent in a crowd of at least 50 people, and the power is not 1 that has immediate physical outcomes.
3	Multiple Talents seeking the Subtle talent in a 50+ person crowd, or one Talent seeking an immediately physical power in that same crowd.
5	The Subtle Talent is alone or being inspected suspiciously 1-on-1 by the detecting Talent.

Sensing the Supernatural

For some reason, Talent sense does not seem to apply to humans using what are commonly referred to as “spells.” Talents are not attuned to the wholly alien energies that occultists call magic.

Interestingly, Talent sensitivity does sometimes apply to supernatural entities. Circumstances can change how detectable an unearthly entity is and no one has figured out how to predict it. Some creatures distort reality by their mere presence. Others only draw attention when they explicitly activate some sort of supernatural power.

Whether a monster stands out to Talent detection is always up to the Keeper's best judgment. It may change from moment to moment.

By the same token, some supernatural monsters can sense Talent powers just as Talents can. Which ones? And under what circumstances? That's entirely up to the Keeper. We recommend erring on the side of horror.

Sav Some powers are, by their very existence, easy to detect. If a soldier suddenly bursts into flames, and then manipulates those flames and fires them across the battlefield, everyone who witnesses the Talent knows that he is someone to be feared and dealt with.

However, some powers are not quite so ostentatious and are not so easily detected. Someone who can ignite just their fingertips, can light a fuse at just the right moment, and turn the tide of battle. This show of power could be detected with a Notice roll, possibly opposed by a Stealth roll.

Other powers are extremely subtle and have little effect on the physical world, such as influencing emotions, manipulating dreams, and other “psychic” powers. In such a situation, the target of these powers may attempt a Smarts roll (possibly opposed by the Smarts of the power wielder) to resist this influence. A Raise on this roll will even give the discernor the opportunity to detect where the power

is coming from, depending on if the Talent is visible, or obscured. At the very least it gives the observer a chance of locating the rough area the power is emanating from.

Even the most extreme power may be modified with the Subtle extra. This prevents it from being detected by even the most intelligent or vigilant soldier. Obviously, the visible effects of the power (if any) can be seen, it is just impossible to work out where the power is coming from.

THE CLASH OF WILLS

When one Talent tries to use a power against another Talent, interesting things happen. Each Talent is struggling to work his superhuman intent on reality—one of them to make the power happen, one of them to deny it. The Talent who exerts the greatest amount of willpower gets his or her way.

EG In *Elder Godlike*, willpower is measured in magic points and that interior battle is determined in a Clash of Wills. Each Talent puts some amount of his or her MP—his or her inner fortitude—at risk. The one who risks more overpowers the other.

A Clash of Wills is always 1-on-1. Two Talents cannot join wills to overcome or resist another.

Most often, this happens when one Talent uses a power to directly affect another Talent.

When Can the Clash Begin?

Sometimes, a Talent can resist another Talent's power and prevent it from taking effect. There are two crucial requirements:

1. **The targeted Talent must see that it is happening.** Talents can usually tell by sight when Talent abilities are being used—see “Talents Sense Other Talents.” But sometimes it gets tricky. If a hidden Talent uses a power on you, you can't resist it *even though it's about to affect you directly*. You have to know it's happening in order to resist. Of course, if you survive that first use and can then see your opponent, you can sense and resist his power the next time.
2. **The Talent ability is being used directly on the body or mind of another Talent.** If a Talent tries to inflict damage or some other change on your body or mind, you can resist it in a Clash of Wills, but if the power is being used on the environment around you, you're out of luck. If someone tries to ignite the grass around you with their fire-starting ability, or they use their incredible strength to pick up a jeep and hurl it at your head, the power isn't targeting *you*, it's targeting the grass or the jeep.

The Keeper decides edge cases. Here are a few examples to help:

- **I want to see an invisible Talent.** People in Hell want ice water! Unfortunately, because the power isn't directly changing you, you can't turn it off.
- **I want to shut down a Talent that would force a Sanity check.** Is the power itself making you confront your inner demons or face terrifying illusions? Then you can interfere with it because it's affecting your mind and/or your body. But if the power just has the "Baleful" flaw, or produces some other effect in the world that's so awful that it causes a Sanity roll, you're out of luck. In that case, it's not making you crazy because someone's using a power to drive you mad, it's just a reflection of the way the world is (i.e. "crazy-making"). You cannot interfere.
- **An inhumanly fast Talent tries to dodge your punch.** You can't interfere with superhuman defenses because they aren't directly affecting you.
- **A Talent tries to kill you using his superhuman weapon skill.** This is an interesting edge case. There's an argument to be made that the Talent is using his power on his weapon, not on your body, but that's not how we look at it. The superhuman attack skill is trying to affect your body, so you can engage in a Contest of Wills to resist the attacker's superhuman concentration and aim. If you succeed, the attacker's superhuman skill is cut down to whatever he has naturally with no Talent bonuses.
- **A hidden or invisible Talent tries to kill you with his superhuman skill or attack power.** You can't resist this attack because you can't see the Talent and therefore you

can't sense the power. We recommend chucking lots of grenades in that Talent's vicinity. Once the Talent is visible, you can resist further uses of the power against you.

- **A Talent uses a power to detonate a land mine or grenade near you.** This is in the same category as "setting fire to the grass." The power isn't affecting you directly so you can't resist it.
- **A Talent uses a power to detonate a grenade on your belt or a gun in your hands.** This is closer to directly affecting your body than to affecting the environment around you. You can resist this.
- **A Talent gets you in a bear hug and tries to crush you with inhuman strength.** Just like resisting a superhuman attack skill, you can engage in a Clash of Wills to prevent him from exerting superhuman strength on your body. The attacker still has his or her natural Strength score, and you still have to get out of the grapple normally.
- **Someone slaps handcuffs on you and you would prefer to be unchained.** Your will has no effect on the inanimate manacles, unless you have a power that would open or destroy them.
- **Someone creates handcuffs out of thin air and binds your wrists.** You can attempt to use willpower to dissolve the psychic bonds that keep you fettered.
- **A Talent uses a power with the "Vulnerable to Will" flaw.** You can interfere with it with a Clash of Wills

Sorcerers & Monsters

Talents can use their will to resist other Talents' powers and *only* other Talents' powers. As a Talent, you can't resist a magic spell that's cast on you or the influence of a supernatural monster any more than any other human can. Of course, if you have a Talent-enhanced POW score, that helps, but you get no Clash of Wills.

What about using a Talent power on a sorcerer or a monster? Human sorcerers who are not Talents cannot initiate the Clash of Wills to resist a Talent power. That applies likewise to nonhuman monsters that are more or less on the same scale as human beings—Deep Ones, Serpent People, Tcho-Tchos, and so on—and which have no spells or magical powers.

However, any inhuman creature that knows spells, or has powers that are supernatural by human standards, can resist a Talent power with a Clash of Wills.

The decision, as always, is up to the Keeper.



EG

How Does the Clash Proceed?

Someone uses a petrifying stare on you, and you fight back. How, exactly, is that handled by the rules?

First off, your Keeper decides if the Talent really can resist the power, as described in the preceding section. If it's a kosher block, the defender bids 1 MP to signal psychic resistance to the power's influence.

The attacker can then abandon the attempt. The power does not take effect. Or the attacker can escalate by trying to overwhelm the defender's will. To do this, the attacker bids 2 MP.

The defender can then up the ante by bidding a second MP, and so on.

This volleys back and forth until someone gives in or has no more MP to bid. No character can bid more MP than he has at that moment.

Whoever loses the clash—by giving up or simply being outbid—loses all the MP he or she bid and 1 SAN. The winner loses only a single MP. In cases where both sides bid exactly the same number of MP, the resister triumphs. (1 of the thin consolations of taking the side of 'reality as humans know it'.)

If the defender wins the clash, nothing happens at all beyond that. If the attacker wins, the power takes full effect.

Remember, at 1 MP a Talent loses all Talent abilities, and at 0 MP a Talent is incapacitated (see p.42). Talents must be wise about burning through their MP.

How an individual character behaves is, of course, entirely up to the player (or the Keeper for an NPC). In the setting of *Godlike* (and *Elder Godlike*), German *Übermenschen* are trained and encouraged to use their Talent powers against other Talents, relying on their strength

of will to conquer all. In contrast, Allied Talents in the Talent Operations Command are trained to avoid using their powers against enemy Talents so as to husband their powers more carefully—shoot the *Übermenschen* and use your powers on everybody else.

As a rule of thumb, the Keeper can decide ahead of time how many magic points an NPC will commit to a Clash of Wills by gauging morale and whether the NPC is resisting a power or initiating 1. These morale categories aren't closely defined. Just pick which label sounds closest to the NPC's personality and circumstances. If the NPC has lots of extra MP due to a high POW, boost the numbers.

SUGGESTED MAXIMUM MP BIDS

NPC Morale	Attacking Bid	Defending Bid
Broken	2	all
Wavering	4	all but 2
Firm	6	8
Fanatical	all	8

BLIND BIDS

The point-by-point escalation of the Clash of Wills is meant to be suspenseful and nerve-wracking. If your group prefers to handle it quickly, use a "blind bid" instead. That is, each Talent commits up front to an amount of Will he or she is ready to sacrifice. Write it down on a slip of paper. Then compare the bids. High bid wins. Winner loses 1 MP, loser loses the full bid and 1 SAN.

No Contest

The Clash of Wills and the ability of Talents to sense Talent powers both serve an important purpose in *Godlike* and *Elder Godlike*. They help provide an in-game limitation of the effects of Talents on the course of history. Talents who can teleport hundreds of miles or who can kill with a glance don't completely derail history because other Talents are often around to interfere with them. That keeps the setting consistent with what players expect from a World War II game. If you choose to discard the Clash of Wills and Talent sense, the rest of the rules play just fine—but you may need to work harder to explain why Talents haven't already ended the war, one way or another.

no matter who or what it's being used against. In fact, multiple Talents might try to thwart the vulnerable power—but each interferes with it singly in a separate Clash of Wills [EG].

- **Other cases.** Remember the key requirements: (1) The victim must see the enemy using the Talent power, (2) The power must be attempting to directly affect the victim's own body or mind. The Keeper decides edge cases.

Sav Shutting Down a Power

It is possible for a Talent to use their force of will to shut down a power as it affects them. Doing so is an action, meaning only one power can be so affected each round and it can only be used on powers that directly affect them. Starting on p.45, we give you some examples of powers that can and cannot be shut down.

A player starts this Clash of Wills by announcing they are going to attempt to shut down the power. The character using the power then decides whether they are going to resist this attempt.

If both have committed to the test then this can be further escalated in a back and forth fashion, as each contestant decides to increase their investment by one step (record how deep someone is in the hole with tokens or marks on paper). There is no limit to the amount that someone can invest, but the cost can be potentially fatal (see below). Once the bidding process is over (which takes no time at all, as far as the characters are concerned) the character who bid the most determines whether the power worked or not.

However as with most everything in *Achtung! Cthulhu*, there is a cost to winning the bid. The winning character must now make a Spirit roll to avoid being Nauseated for the next 10 minutes. If the number of steps the winning character invested is higher than their Spirit die step, then they can use the overspend to either place a negative modifier on the test (on a 1-for-1 basis) or they can increase the effect of failing the roll. For 1 point it becomes a Fatigue check with each level increasing the severity of the effect, right up to Death (see *Savage Worlds*—Fatigue). They could even mix and match increasing the effect of the cost and inflicting a penalty upon the roll.

This may seem harsh, but the world of *Elder Godlike* is a dangerous place, and falling unconscious, or even potentially dying, might be preferable to being turned inside-out or tossed 90 feet into the sky!

WHEN TALENTS GO MAD

A Talent who hits zero SAN [EG] / Sanity 0 [Sav] doesn't just go crazy, the time-space continuum in the vicinity of the Mad Talent goes mad, too.

What actually happens to the Talent depends on chance and the whims of an indifferent universe. The Keeper can invent a bizarre reaction to suit the situation or roll 1D10 on Table 6 to see what happens.

Mad Talents in Play

If the zero-SAN [EG] / Sanity 0 [Sav] Talent is still around, he or she immediately becomes an (insane) NPC, and his or her powers typically ramp up in terrifying new ways.

- First, the Keeper can spend however many EP [EG] / PP [Sav] as seems appropriate to boost or change the Talent's abilities.
- The mad Talent becomes immune to the Clash of Wills.
- The Mad Talent may or may not be subject to other rules that govern Talents, as the Keeper sees fit. Some seem to ignore them altogether.

Table 6:
Talent Madness

1D10 Result Roll

1. **Retroactive Discontinuity.** The Talent not only ceases to exist, but does so moving both directions in time. He's not just gone, he never existed! People who are immediately present at the time of his destruction remember him, but no 1 else on the planet does. There are no historical references to the Talent, and events at which he was once present may now have had different outcomes (though, most likely, they had the same outcomes for different reasons). Realizing that this happened costs 1/1D6 SAN [EG] / Horror (+0) [Sav].
- 2-4. **Hears the Call.** The Talent heads for the nearest ocean, destroying or circumventing everything in his path to get there. Upon arrival, he plunges into the depths and never returns, except as a thrall to the deeps' Xothian overlord...
- 5-8. **Personal Obsession.** The Talent pursues some sort of agenda in keeping with a human delusion—transforming into something from folklore or mythology, enslaving mere humans for his amusement and/or nourishment, or even continuing to fight Nazis—albeit with tactics that are wholly removed from human morals and sensibilities, merciless, indiscriminate, and horrifying.
- 9-10. **Summoned to the Head Office.** Azathoth opens a rift in space and pulls the Mad Talent into its orbit as a... plaything? Meal? Concubine? Satellite? Most likely, the daemon sultan's motives are so alien as to defy comprehension. In any event, the Talent is gone. Everyone who saw the removal loses 1D8/1D20 SAN [EG] / Terror (-1) [Sav]. Everyone within 10 yards (10m) suffers 1D10 hit points of damage [EG] / 2d6 [Sav] from depressurization and brief exposure to the interstellar void, and also loses 1D10 CON from the blast of hard radiation[EG] / must make a Vigor (-1) roll or suffer from the effects of radiation sickness (*Savage Worlds* Hazards) [Sav]. The HP and CON damage are 1D6 each at 12 to 22 yards (11 to 20m) away, or 1D3 each at 23 to 33 yards (21 to 30m) [EG] / the penalty to the roll drops to zero if the character is between 12 to 22 yards (11 to 20m) away, and becomes a +1 bonus at 23 to 33 yards (21 to 30m) distant [Sav]. Beyond that, it's safe. Well, physically safe, anyway.



CHAPTER 5

Assorted Powers

"The human race is unimportant. It is the self that must not be betrayed."
- John Fowles, *The Magus*

EG

What follows is an assortment of powers built in accordance to the rules. Some are abilities seen time and again in comics and science fiction—remote viewing, telekinesis, invisibility, etc. Others are genuinely weird, in keeping with the eerie, Lovecraftian elements of *Elder Godlike*. You can use them as written, tweak them, or use them as templates and examples.

Sav

These powers are all found in the *Super Powers Companion*. We have added a new power which can be found on p.53. There are also several new modifications, which are found on pp.37-39.

Clairvoyance

This Useful power lets you "astrally travel," invisibly and intangibly, to distant locations to have a look around. Each additional sense—hearing, touch, smell—requires its own Useful power quality.

Adding the "Slow" flaw makes sense because working every other round isn't much of an issue outside a fight. "If/Then" works, too—perhaps the restriction that you need to gaze into a reflective surface to project yourself. Take the "Greater Range" extra twice to extend your reach, along with "Subtle" to keep people from noticing you're spying. With one quality, Clairvoyance is 40% per EP. Adding three extras and two flaws reduces its final rating by -5%.

HOW DO WE STOP THESE PEOPLE AND
THEIR INCREDIBLE POWERS?
SHOOT MORE BULLETS.

- SGT. CARTER

Create Water

If you're squaring off against Rommel in the Western Desert, the power to create vast quantities of drinking water might not just keep the troops happy... it could reshape the terrain. Now that's clearly a Useful power. It's not Defensive, we can skip Robust since it's not likely to be used in combat, and it doesn't Attack directly.

The usual guideline for a "Create Matter" power (p.26) is that the matter is temporary, but let's make an exception here and say it's more like transformation (p.27) because you're actually extracting water from the air. That makes it permanent unless some other Talent wants to disrupt it.

With one quality, you get 40% per EP. At 40%, it creates roughly 20 gallons (80l) of water. Enough to keep 25 people alive for a day, or half that many if they're also using it to cook and wash.

Death Ray

Now we're talkin'! You just want a simple, reliable way to make corpses out of your enemies. You don't need it to set things on fire, shoot around corners, or make people re-evaluate their priorities. You just want a "Death Ray."

Let's go with Attacks and Robust for power qualities, since you don't want this to blip out on you every time you get hurt. "Greater Range" and "Vicious" sound like some good extras for this. It's 30% per EP and you reduce its final rating by 10% for the extras. With 2 EP it does 2D8 damage with a 50% chance to hit. You could keep adding Vicious to make it even deadlier.



Flight

We're making Flight a three-quality power: Useful (obviously), Robust (because you don't want your power conking out at cruising altitude), and Defends (so you can swoop and dodge in midair). No extras, no flaws, just airborne. You get 20% per EP, nice and simple. Alternatively, you can have flight without the Defends quality for 30% per EP.

No extras, no flaws, just airborne.
You get 20% per EP, nice and simple.

Force Field

What we have here is an impenetrable bubble that matter cannot cross. Obviously it Defends, and it's also clearly Useful (as there are going to be times you'll want to hold a plane wing together or keep something from sinking in water). That's two qualities.

Let's take Range as our free Useful Capacity, and we're going to want to buy Range for Defends too, as an extra, to protect our buddies. With two power qualities, it's 30% per EP, but reduce the total by 5% for the extra.

If you want even stouter protection, add the Tough extra. If you want to protect more than one friend at a time, add the Multi-Target extra. If you don't need it to reach as far, take Reduced Range as a flaw.

Haste

If you want to be super-fast, there are a number of possible options for that. One is being able to take more actions than other people. That part's easy: the Extra Actions ability. We don't need a custom power for that.

If you want real speed, go with "Haste" as a Useful power that lets you move inhumanly fast. Its free power capacity is Speed. Add the Robust quality if you want to not get knocked down to normal speed every time you get hurt or startled.

If you want to slap people's faces off with shockwaves, add the Attacks power quality. If you want to step around bullets because they move like softballs to you, add Defends.

Each EP gets you 10% with four power qualities, 20% with three, or 30% if you just have Useful and Robust.

For even more mileage, add Greater Speed as an extra for -5% from the total rating. This movement power doesn't let you fly or tunnel through the ground, so let's call that a flaw ("only for running") for +5%. Or does your power's Useful quality let you vibrate through walls or run on water?

Healing

Healing injuries quickly is clearly Useful, and you probably want it Robust because the irony of dying from an injury when your injury-fixing power is sidelined by injuries is just too much to bear. Success heals 1D6 HP on yourself or someone else.

But remember the rules of Talent powers in this setting (p.35): Unless the Keeper says otherwise, any Healing power must include the Strenuous flaw.

You get Range as a free power capacity for Useful. If you only need to heal by touch, take Reduced Range as another flaw.

That gives you 30% for each EP, +10% to the final rating thanks to the two flaws.

Invisibility

If you're on a battlefield and people are shooting at you, going unseen is almost as appealing as not being there at all. You need to roll Invisibility every round you want to be imperceptible, so it precludes a number of actions except moving around, manipulating easily handled objects, or speaking, if that doesn't defeat the purpose.

Noticing that an invisible entity is present requires a special success with Spot Hidden. Once people know there's someone (or something) invisible nearby, another Spot Hidden special success provides a rough sense of your location, within a few feet or so. As a rule of thumb, an enemy must first make that roll just to have a chance at attacking you. And even then, a ranged attack is at 1/5 chance unless it has an explosive radius.

Obviously, Invisibility is Useful. Just for fun, we'll leave off Robust. That gives you 40% per Eldritch Point. It isn't much good without the Subtle extra (-5% to the final rating), but that's balanced out by the Reduced Capacity extra (+5%) because you just need to make yourself invisible.

Invulnerability

There are a couple options for having an amazing defense. The simplest is Damage Reduction. But if you need more comprehensive protection, you can take a Defends power. And make it Robust, of course.

If you also want to survive in extreme conditions or without food or water, add a Useful quality. We'll call it "Life Support." That's a pretty broad Useful trait, but I'd allow it because it's only going to come up as often as the Keeper decides to freeze, choke, or deprive you of basic needs.

The extras Autonomous and Automatic are great ideas if you want to *do* things while your Defends power works. Let's add the Stain flaw, because if someone's throwing grenades you don't really care about leaving clues around. And how about the flaw If/Then, saying your power doesn't protect you if you're taken by surprise. The two extras and two flaws balance each other out.

With three qualities, your power is 20% per EP. With 5 EP, you have complete protection against any source of harm that's not a deliberate attack. And every deliberate attack must beat your power's roll to hurt you.

Paralysis

Sometimes, you just want the other fellow to stop moving. It could be muscular paralysis, it could be encasing him in layers of some horrid sticky exudate, or it could be temporarily turning him to stone. However the description, it's all about making the other fellow stay put.

It does no damage, so this isn't quite an Attack. It's Useful.

To flesh it out, decide whether the paralysis is mental or physical. If it's mental, the target can shake it off with a POWx5 roll, but it requires an action to make that roll. It has the Range capacity. If it's physical, the power requires the Mass capacity and the target can't shake it off with sheer willpower.

In either event, this power benefits greatly from the "Duration" extra. As a 1-quality power, you get 40% in it for every Eldritch Point invested, -5% from the total due to the extra.

Pest Control

Rats, roaches, and other vermin are everywhere. The more high-toned an area, the more they're hidden from view. In a theater of battle, they come into their own. Flies spawn maggots in corpses and mice swarm to pilfer any encampment's stores. And let's not forget the head lice.

Being able to control pests would certainly make you popular when dealing with infestations of crab lice. And a carpet of scurrying, hungry rats is something that *Wehrmacht* training does not cover.

This power is clearly Useful (as one can declare one's own person and allies off-limits to the vermin) with the free Range capacity. And let's say it can Attack (using that "wave of rodents" described above). The Keeper might call for a -10% or even -20% penalty in an environment unusually free of mosquitoes, ants, termites, and the like.

The extras Multi-Target and Duration look tempting, so let's balance them out with Puny and If/Then ("Won't Attack Near Open Flames"). Your pests do less damage but they do it to a lot of people.

With two qualities, "Pest Control" gets you 30% for every EP spent. If you want your pests to physically move things around, add the Mass capacity as another extra.

*I suppose there are worse things,
but rats are positively the last
thing I want to see!*

- Peggy

Power Suppression

Maybe you don't want a power of your own, as much as you want other people around you to stop using *their* powers. This is a Useful power, and it obviously Defends—but only against Talent attacks. So that Defends quality needs the Common Allergy flaw (“Only Against Talent Attacks”).

As soon as you perceive a Talent power within range, you can roll to suppress it. You can roll once per action. If you get a success, your target's power doesn't work. On a special success, he can't attempt to use it on the next round, either. On a fumble, you can't attempt to use your power next round.

With just Useful and Defends, you get 30% per EP. If you add Robust, it's 20% per EP.

Psychic Objects

Making things appear out of thin air is a useful, versatile power, as long as you don't mind having things vanish back into thin air just as quickly. Remember that you have to roll every round to keep your giant boxing glove, airplane, or wall of purest diamond inserted into reality.

You're using the Useful ability to create matter, as described on p.26. You form an object out of some pure material (with the Mass capacity), it can't do anything complex, and it materializes touching you. No extras or flaws, it's not

Robust, you can't hurt people with it, but you can throw up instant barriers to protect yourself. So it's a two-quality power, Useful and Defends. You get 30% in it for each EP. If you add Attacks, you get 20% per EP instead.

To manifest at range, add the Range capacity as an extra for -5% from the total rating. Or take Range instead of Mass and you create objects out of pure psychic force instead of actual physical things.

Slice

With this power, you can cut through anything tangible. You slice at a rope with your elbow and it splits apart like you chopped it with a knife.

This power is based entirely on adding extras to an ordinary skill roll. Adding them to Fist/Punch lets you cut through things with your fists. Adding them to Knife makes your knife incredibly dangerous. You still have to roll and succeed, but it lets you do things that are normally beyond the pale.

Each EP lets you add three extras to a skill. Each layer of Vicious adds +1D8 damage and each layer of Armor Piercing reduces the target's armor by 5. With three layers of Vicious and three of Armor Piercing for 2 EP, your Fairbairn-Sykes does 1D4+2+3D8+db damage and reduces armor by 15 points. That'll carve right through a light tank.



Telekinesis

The ability to move objects around with only the power of the mind is the very definition of a Useful power. Let's add the Attacks quality so you can squash things. It gets the Range capacity free, and we need to add Mass as an extra. With two qualities that's 30% per EP, -5% for the extra capacity.

Teleportation

Teleportation is the power to make things vanish from here and reappear over there.

Let's say it's a Useful quality that lets you move yourself to any location within range that you can picture clearly (either because you can see it or because you know it well or because you know exactly where it is— "On the other side of that locked door," for example). We can add Defends so you can teleport out of harm's way. That's two qualities so each EP gets you 30%. If you want to teleport heavy things with you, add the Mass capacity as an extra, reducing the total rating by 5%.

If you want to be able to teleport anything that you can see, from a distance, to some other point, that's a separate Useful quality. It needs Mass so you can affect things outside yourself. It needs Range so you can affect things at a distance. In fact, it needs TWO Range capacities: one for the distance between you and the object, another for the distance between the object and its destination. If you want to be able to teleport an object into or inside another object harmfully, that's an Attacks quality. So that's two

power qualities (Useful and Attacks) with two extras (the additional capacities). It's 30% per EP, minus 10% from the total rating.

In either case, you could boost your rating with flaws like Baleful, Blatant, and Hell Breaks Loose.

Transform Metal to Glass

Turning metal to glass is a Useful power, but not really something that directly Attacks or Defends. It has the Mass capacity built in, but let's add Range as an extra. We can balance that with the flaw If/Then ("only turns metal to glass"), per the "transform" guidelines on p.27. To make things interesting, we can add another If/Then flaw, "always at maximum capacity," so when you use your power it transforms *a lot* of metal into *a lot* of glass. If this is a particularly hard-to-govern power, we can add yet another If/Then flaw, ala "only works in emotional distress."

So we have a one-quality power with one extra and three flaws. It costs 1 EP to get 40 percentiles, and there's a +10% bonus at the end. With a single EP, it transforms 350lbs (160kg) of metal into glass within 525ft (160m).

Weather Control

We're going to posit this as a Useful-only power, with the Range capacity and no need for Mass. Up to the power's range, the Talent can shift the weather. Since the weather changes gradually, let's say it can be done only once every 15 minutes, moving either Activity or Temperature up or

IT'S JUST LIKE IN
THE COMIC BOOKS.
— SGT. CARTER



Weather!

Before you can do weather control, you need some weather. If you want weather to be a major feature of your game, it can add quite a bit of texture, especially since a little historical probing can reveal what the unaltered weather was really like at the time and place in which your WWII adventure is set.

For the purposes of a game where it's not absolutely central, however, we're going to sketch it in along two axes: Temperature and Activity. Each is assigned a rank from 1-6.

TEMPERATURE

Instead of worrying about exact measurements and converting Celsius to Fahrenheit, we're going to measure it experientially, in terms of how agreeable or how awful it is for those present. The lower the number, the more seasonally pleasant it is. If it's summer, a low number might mean it's cool and breezy with light cloud cover, while a high number could indicate that it's humid, stagnant, and the blazing sun is beating down like a goddamn hammer. In winter, a low number indicates unusually bright and calm conditions, while a high number suggests bitter, murderous cold.

Note that in some regions (like Death Valley or Siberia), you may change that to make 1-2 ugly (like a 4 would be in, say, North Carolina), 3-4 are brutal (like a North Carolina 5) and 5-6 are deadly (like a North Carolina 6).

Ranks 1-3. It's nice, or at least easy to ignore. If your wardrobe is completely inappropriate, make a CONx5 roll every hour or lose 1D2 MP, but most people are fine.

Rank 4. It's an ugly day. People are complaining, but rules-wise, it's like the above entry.

Rank 5. If it's cold, it's chilly and damp. If it's hot, it's steamy and enervating. Make a CONx5 roll if you're in appropriate clothing and you're getting enough potable water: Fail and you fall mildly ill, lose 1 HP. If you're ill equipped, or have only makeshift protection against the weather conditions, make a CONx5 roll at -20%. If you fail this roll, lose a hit point and 1D6 MP. The rolls are made every day.

Rank 6. It's heinous outside! Make a CONx5 roll at -10% if you're well prepared for these conditions. Fail and you fall mildly ill, lose 1 HP. If your protection against the conditions is totally unsuitable, make the CONx5 roll at -30%. With a success, lose 1 HP and 1 MP. With a failure, lose 1D8 of each. Make these rolls every day.

ACTIVITY

For this, low indicates that the weather is calm, for the season, with decent visibility, while the higher it gets, the stormier and nastier the weather becomes.

Ranks 1-3. It's a pleasant day with good visibility. Vehicles aren't unduly impeded.

Rank 4. It's a rough day, windy and/or raining, but no real penalties apply.

Rank 5. Vehicles are getting stuck on flooded roads, or are sliding off them due to mud or even landslides. If you try to fly in these conditions, the wind is more likely to kill you than enemy action. All rolls to travel through the open, or to shoot while out in the storm, are at -20%.

Rank 6. It's a wretched mess! Aiming is impossible. Firearms are pretty much useless: they hit only on an attack roll of 01-05 and get a special success only on a 01. Any roll to control a vehicle is halved.

down one rank. (See "Weather!" sidebar above for sample Activity and Temperature ranks.) And let's say the effects last about an hour.

This is a good example of a custom power where you and the Keeper need to work out the details according to imagination and common sense. If this Useful power seems too weak compared to other Useful powers, bolster it.

This Useful-only power should get the Subtle extra, just to keep the weather controller marginally safe against an angry and rain-soaked enemy. So it gets 40 percentiles for each EP spent, less 5% on its final total.

Sav NEW POWER

This power is included in addition to the ones already found in the *Savage Worlds Super Powers Companion*.

Omni Super Skill (2/Level)

Trappings: Natural genius, intensive training.

Whereas *super skill* grants you the ability to permanently increase specific skills, *omni super skill* gives you a pool of points which can be assigned as and when the Talent requires. The hero has 1 skill point for every level.

As an action, the Talent can make a Spirit roll. With a success, he can divide the points between up to two skills. Each raise adds an additional skill which the points can be assigned to.

Each point spent increases the chosen skill by one step. (A previously unknown skill can be temporarily assigned a d4 for 1 point, and then increased 1 step per point spent.) The increase lasts until the Talent uses *omni super skill* again.

Unlike normal skill advancement, it doesn't matter if the super skill is greater than the linked attribute or not (although it still matters if you use regular advancements to increase the skill's natural rating).



CHAPTER 6

Talents in Mass Combat

"All right, they're on our left, they're on our right, they're in front of us, they're behind us... they can't get away this time."

- Lieutenant General Lewis B. 'Chesty' Puller, whilst surrounded by 8 enemy divisions

EG

Even a single Talent can affect the outcome of a battle. In a given 15-minute "turn" of mass combat in *Achtung! Cthulhu*, each Talent may choose one power to bring to bear. In that time a Talent may in fact be using multiple powers, but the character must choose one to significantly affect the battle in each "turn".

THE EFFECTS OF TALENT ABILITIES

The effects of Talent abilities at this scale are usually abstract. They affect the overall results of a "turn" of battle. The effects depend on the ability.

Useful Power

If you use your power to significantly help your side or hinder the enemy, you can add a bonus to your side's Troop Quality roll or a penalty to the enemy's Troop Quality roll.

The base modifier is 5 percentiles, plus another percentile for each instance of:

- 100 full percentiles in the power (100%, 200%, 300%, etc.)
- Duration
- Independent
- Multi Target
- Extra Actions

What counts as "significant" help or hindrance? We have to leave that up to you and your Keeper. When in doubt, let a Tactics or Luck roll decide.

Defends Power

If you have a Defends power with Multi Targeting or some other way to affect multiple allies at a time, you can choose to use it as your main power for the turn as you protect your comrades. It reduces the "damage" from a Troop Quality roll by the enemy by 5 percentiles. The damage is reduced another one percentile for each instance of Multi Targeting or the equivalent.

Attack Power

If you primarily use your power to attack the enemy, add 5 percentiles to the "damage" that your unit inflicts with a successful unit attack. (That is, if your unit's Troop Quality roll succeeds, the enemy loses 25 percentiles from its Troop Quality instead of 20.) Increase the "damage" by 1 percentile for each instance of:

- 100 full percentiles in the power (100%, 200%, 300%, etc.)
- Multi Target extra
- Armor Piercing
- Burns
- Seeker
- Vicious
- Extra Actions

Weapon Hyperskill

As with an Attack power, but only if the fighting occurs within the base range of the weapon. At long range, the "damage" bonus is halved; beyond long range, the bonus is quartered. Round up at 0.5.

Hyperstrength

If the units are in hand-to-hand combat, add a bonus to the Troop Quality "damage" inflicted by a successful unit attack, as with using an Attacks power. Or if you can think of a way to bring your strength to bear to significantly help your side or hinder the other (dragging a tree down to provide cover, for instance), add a bonus to your side's Troop Quality roll or give a penalty to the enemy's roll. The modifier is +5 percentiles at STR 21-30, with another +1 percentile for each +10 points of STR.

Damage Bonus

As with Hyperstrength but only for attacking. The base modifier is +5 percentiles with a damage bonus of +2D8, with a further +1 percentile for each +1D8 further damage bonus.

THE RISKS

Being such a prominent part of a large engagement is dangerous. A Talent who brings a superhuman ability to bear to affect the battle must make a Tactics roll at the end of the

15-minute turn. If the enemy unit's Troop Quality roll was a success, this Tactics roll is at a penalty of -20% (or -30% for a special success, or -40% for a critical success).

If the Talent's Tactics roll fails, the Talent takes a wound from a stray round or piece of shrapnel, suffering 1D6 damage. If the Tactics roll fumbles, the damage is 2D6.

If the Talent has a Defends power and that's his or her primary Talent ability for this turn, roll for it. If it's not the Talent's primary power this turn, roll for it anyway but at half chance. If it succeeds, the Talent takes no harm.

If the Talent withdraws for First Aid and sits out the next «Turn» of fighting, he or she can make a Luck roll to recover 1D3 HP (1D6 if the Luck roll is a special success).

Sav MASS COMBAT IN SAVAGE WORLDS

Savage Worlds already has a fairly extensive and rigorous system for mass battles. A Talent's powers might be worth an extra token using this system, depending on how useful or impressive it is, but this will have to be the Game Master's call.



• Book Two •

Beyond the Limits of the North



CHAPTER 1

Introduction

*"From spaces beyond the limits of the north he hath come in his floating citadel, the ice-mountain Hihilth, to voyage the mundane oceans and to blast with a chill splendor the puny peoples of humankind."
- Clark Ashton Smith. "The Coming of the White Worm." 1941.*

This adventure pits the PCs against the Cult of the Black Sun, Germany's primary supernatural armed force. ULTRA intercepts have indicated that the Germans are *very* interested in a certain Norwegian fishing village.

The PCs are assumed to be members of Britain's Special Sciences Office or the Majestic branch of the United States' Section Two (S-2). The initial operation—a large-scale commando raid (based on the real life commando raids codenamed Operation ARCHERY and Operation ANKLET) is run by the British, the troops are (for the most part) British, and the equipment used is British. However, the United States has recently entered the war and the Brits welcome any assistance, especially since the Americans are much more open about what happened off the coast of Massachusetts back in '28.

ULTRA intercepts have indicated that the Germans are *very* interested in a certain Norwegian fishing village.

The players are encouraged to create their own characters for the campaign. The player characters (PCs) can be of any nationality, as long as they currently work for the Allies. If a PC is not a Talent, they should be a supernatural researcher working for one of the Allied supernatural agencies (most likely SSO-M or Majestic). They could, of course, be both a Talent *and* a supernatural researcher.

There is no restriction on character gender. Female characters can belong to the British SSO (particularly the "M" branch), SOE, or the American Section Two organizations. This is a particularly sexist period in history, when women didn't fight for Western nations on the front lines. Women

did operate anti-aircraft guns in Britain, ferried combat aircraft across the Atlantic for the U.S., and parachuted into Occupied France as operatives (not to mention taking on



combat roles in the Soviet Union). *Elder Godlike* player characters who are superpowered commandos or occult sorcerers can be women, too.

Pre-generated characters are included with the adventure (see Book Two, Chapter 5, pp. 109-115). These characters can be used to throw the players into the game without having to spend time creating their own characters, or they can be held in reserve for use if characters are wounded or killed.

Stats for NPCs, including von Kirchensittenbach's Black Sun supermen, his personal *Übermenschen* bodyguards, are found in Book 2, Chapter 5 (pp. 88-104).

EG

Note that the Sanity point costs in the adventure do not include the one-point minimum for Talents. A Sanity check with a loss of 0/1D6 points would cost a Talent a minimum of one point.

Sav

Savage Worlds Talents do not have the minimum sanity cost, but they do roll a d4 as their Wild Die (instead of a d6), when making Horror, Terror or Nausea checks due to the supernatural.

OVERVIEW

He washed up on the shore of Vågsøy, Norway near the village of Vågsvåg in 1351 CE wearing the tattered vestments of a priest. He was soaked, dishevelled, exhausted,

and clutching a sealed clay jar. He claimed his name was Vésteinn Sigurdarson, but his accent betrayed an English origin. The jar held fragments from *Liber Ivonis*, the dread Hyperborean tome reportedly written by the wizard, Eibon. Sigurdarson never explained how he came to be shipwrecked on Norway's western shore, and the people of Vågsvåg did not press the issue. The village's priest had died of the plague less than two months earlier. They took Sigurdarson's appearance as a sign from God.

Sigurdarson studied the fragments while taking up the role of village priest, translating the Latin into Norwegian. To the translation, he added notes based on his own experiments. Gradually he introduced strange rites into his services. Uncomfortable with the changes at first, the village grew to accept them, aided by the fact that since Sigurdarson arrived, the village had been remarkably plague free, while the Black Death had ravaged other settlements on the same island. When his translation was complete, he burned the original Latin text. The only hint to his motivation for the papers' destruction was one of his notes stating that, "it was best if the text remained incomplete."

Sigurdarson died in 1390. The rites he introduced, with their Hyperborean origins, continued long after his death. Even after the village officially converted to Lutheranism in 1537, the rites remained.



Black Sun in Vågsvåg

On 20 December 1941, a Black Sun contingent led by *Oberführer* Friedrich von Kirchensittenbach arrived in Vågsvåg. His team of folklorists had uncovered local stories about odd goings-on in the village.

Von Kirchensittenbach was a Canon in the Black Sun. His initial rise in the organization had been swift due to early successes after Germany's invasion of Norway. In the previous six months, his progress had halted, and his influence waned, as his team in Norway had been overshadowed by discoveries coming out of the Soviet Union. The haste with which he sprung his team on Vågsvåg was largely out of frustration and desperation.

The Nazis immediately seized the village and began a house-to-house search. A patrol found an antique manuscript hidden inside an equally old clay pot buried under floorboards in the village's church. The manuscript was little more than a hundred sheets of very old parchment loosely tied together in a red leather sheath. This was what the locals called the *Rødtskinn* ("red skin"). Von Kirchensittenbach confronted the village's leader, Oldin Strand, about the book and demanded to know its origin. Strand could tell the Canon only that it was a religious text of great significance to the village. He claimed that the villagers' longevity—the people of Vågsvåg usually lived well into their 90s—was directly attributable to the manuscript's teachings.

Von Kirchensittenbach demanded that Strand somehow prove to him that this was true. The next morning Strand and a dozen villagers showed him, with an invocation that summoned a blast of deep cold and a school of black, oily, befouled fish (see Episode 3, p.72 for a description). The villagers quickly gathered up the fish in the cold, before the temperature rose, and took them to the warehouse where they would be prepared for a feast. Strand had no idea where this hellish bounty came from. Legend states that a priest in the Middle Ages summoned the "fish" when the village was in danger of starving during a particularly bad winter. The invocation was absorbed by the village and became a regular part of the holy celebration of the Feast of the Confession of Peter, held on 18 January. That von Kirchensittenbach had forced Strand to perform the ceremony early upset him and despite his pleas, the Black Sun Canon kept the tome and refused to let the villagers eat the "fish."

Over the next few weeks von Kirchensittenbach and his team—*Sturmabführer* Josef Finke, *Obersturmführer* Horst Heinrich, and linguist Dr. Katherina Prill—pored over the manuscript. Sigurdarson, whom they learned was the manuscript's author, sought immortality through Hyperborean magic. Von Kirchensittenbach had been obsessed with the missing ninth chapter from Black Sun's copy of the *Book of Eibon*, the English translation of *Liber Ivonis*. Weaving the *Rødtskinn* with the pieces von Kirchensittenbach had dredged up elsewhere in Norway, he and his team synthesized a working copy of the missing chapter and came upon a greater understanding of the chapter's principal subject, the Great Old One, Rlim Shaikorth.

Prill completed her translation of the *Rødtskinn* on 31 January. After tearing through her translation, von Kirchensittenbach ordered a motor torpedo boat dispatched immediately. He left that evening, taking Prill and the red leather "book." He put Finke in charge of rounding up the villagers. They would all be transported back to a concentration camp in Germany. He took Prill's typed translation of the *Rødtskinn* and the remnants of the summoned fish, but in his haste, he left behind the mimeographed copies of the first part of the translation. Von Kirchensittenbach did not explain the reason for his haste.

Von Kirchensittenbach has uncovered the missing key to the *Book of Eibon*. He now has a working copy of a spell to summon Rlim Shaikorth and his ice citadel. The unhinged Canon believes he can harness the Great Old One to the Nazi cause, encase Germany's enemies in a frigid envelope of destruction, and rise to the rank of Prior within Black Sun.

What he does not know is that Rlim Shaikorth has its own ideas, and that bringing the Great Old One to Earth will merely pave the way for the return of Aphoom Zhah, and Aphoom Zhah would as soon freeze the entire planet as decide the course of the war.

The adventure begins with a British commando raid against the town of Vågsvåg, Norway, the location of a Black Sun operation. As the raid commences, von Kirchensittenbach is elsewhere in Norway studying the *Rødtskinn* and hatching a plan that will—in his estimation—win the war for the Nazis. If he succeeds with his plan, he will doom humanity to an icy death.

The Black Sun has had plenty of resources from the beginning. We're playing catch-up.

-R.D.



CHAPTER 2

Plot Episodes

*"No bastard ever won a war by dying for his country.
He won it by making the other poor dumb bastard die for his country."
- General George S. Patton*

EPISODE ONE: UNEXPECTED GUESTS

30 January 1942, 0800 hrs.

Somewhere off the coast of Norway.

The adventure begins with the PCs on the deck of the HMS Royal Scotsman, a former seagoing passenger ferry converted to a Landing Ship, Infantry (LSI). The night will soon give way to the gloom of twilight, although sunrise is still over an hour away. Two troops of British No. 4 Commandos gather near the PCs.

One section of commandos begins climbing into an Assault Landing Craft (ALC), a shallow draft boat designed for amphibious landings. The PCs have been assigned their own Assault Landing Craft. The other section of commandos has been attached to them to give direct, close support. Neither the PCs nor their supporting commandos will actually make landfall in the boats, though. Instead, when they get within sight of the shore they will teleport in using the power of a British Talent, Cpl. Phil "Make 'Em Jump" Miller.

The PCs are a small part of a fairly sizable operation. No. 12 Commando landed on Norway's Lofoten Islands, an archipelago almost 500 miles (800km) further north, the previous morning in Operation ANKLET. Their raid is a feint, to draw any German reaction force further north. The main raid is Operation ARCHERY, which is meant to take the town of Måløy and the village of Holvik on Vågsøy Island, located on Norway's coast some 400 miles (644km) from the Scottish mainland. Technically the PCs and their No. 4 Commando troop are part of Operation ARCHERY, as well. The PCs' force is tasked with securing the town of Vågsvåg and its harbour. In reality, the PCs' sub-mission is important enough that it has its own code name: Operation AUGER.

Operations ANKLET and ARCHERY were originally slated for the end of December 1941. German communications intercepted by ULTRA brought news of troop movements on Vågsøy Island. At first, the British thought the Germans somehow got wind of the raid, and the attack was scrubbed. A few days later, they determined that the German force was less than 60 men and had taken up residence in Vågsvåg. They then discovered that the German force was made up of SS with at least two *Übermenschen*. Alarms were raised in SSO-M when it was also learned that the SS men actually belonged to Black Sun. The operation was redefined, with Vågsvåg added to the target list and an extra group of Talents—the PCs—added to the mix. The operation was scheduled for late January, and a good thing too. Norwegian spies on the island spotted a freighter tying up in Vågsvåg's harbour.

Vågsvåg is a town of about 130 people. Its primary industries are fishing, trading (due to a small but half-decent harbour), and a little agriculture. British Intelligence has little information on the town. Norwegian commandos were asked about it, but few had even heard of the place (due to its size and location) and none had ever been there. There were no clues as to why the place would suddenly be of interest to Black Sun.

The cover story given to No. 4 Commando is that the SS are conducting an *Übermensch* training exercise. No. 4 Commando is to support the Talents in taking Vågsvåg and eliminating the *Übermensch* threat. The PCs will be the first to land. Theirs will be the most dangerous part of the operation, but the commandos believe they are up to the challenge. For security—and sanity—reasons, no one has explained the nature of the Cult of the Black Sun to the "mundane" commandos.

The PCs' mission is to determine what Black Sun—and their attached *Übermenschen*—are doing in Vågsvåg. Their initial objective is a fish-processing warehouse on the north-west edge of the harbour. After securing the warehouse, they are to neutralize Black Sun and any *Übermenschen* in the village. The men of No. 4 Commando will aid the PCs, as well as securing the road to Holvik, which is blocked by a checkpoint operated by *Waffen-SS*, presumably attached to Black Sun. After they have captured the village, the AUGER force will take any German and quisling (Norwegians sympathetic to the Nazis) prisoners back to HMS *Royal Scotsman*. The commandos are to do as little damage to civilian property as possible, though they are ordered to secure the freighter and its contents, and then scuttle the ship.

The PCs are in charge of any Black Sun intelligence they find in the town, and will conduct interviews with the locals to determine what was happening.

By midafternoon, the commandos are to begin heading back to the LSI. The raiding force will leave the area under cover of darkness. If necessary, the *Royal Scotsman* and her destroyer escort, HMS *Onslaught*, can remain in the harbour until 0500 the next morning, but they have strict orders to leave as soon as possible and not to remain any later than that. It is expected that the next morning the *Luftwaffe* will send fighter and bomber sorties to the area, and the *Kriegsmarine* will dispatch U-boats.

HMS *Royal Scotsman* is currently out of sight of the harbour. The participants in Operation AUGER are waiting for the bombardment of the German coastal fort to begin as soon as it's light enough. That will allow the main force to head in to their objectives. The PCs are to proceed toward Vågsvåg with their accompanying commandos in the landing craft, with *Royal Scotsman* and *Onslaught* following behind. Once within sight of the town, Miller will teleport the PCs wherever they wish. Miller will then jump back and start ferrying in the section of commandos assigned to the PCs for direct support, a half a dozen men at a time. The rest of the troop of No. 4 Commando will arrive as reinforcements from the sea. The PCs and their support don't outnumber the Germans by an awful lot, but they have the element of surprise and, it is assumed, they outnumber the Germans in terms of Talents.

Norwegian agents identified the fish-processing warehouse as an SS headquarters of some sort. The SS added an antenna to the building. Also, according to Norwegian agents, three homes were commandeered as enlisted billets and one as the officers' quarters. The agents identified the building housing the officers and the one housing the enlisted men before the Germans sealed the roads leading into Vågsvåg with checkpoints. Only those with official business in the town—food deliveries, fishing boats, etc.—have been allowed into the village in the last month, and the Germans watch very carefully those few they do allow in.

After describing the harbour and the mission, give the PCs a few minutes to plan the raid. They can teleport

Operation AUGER: Table of Organization

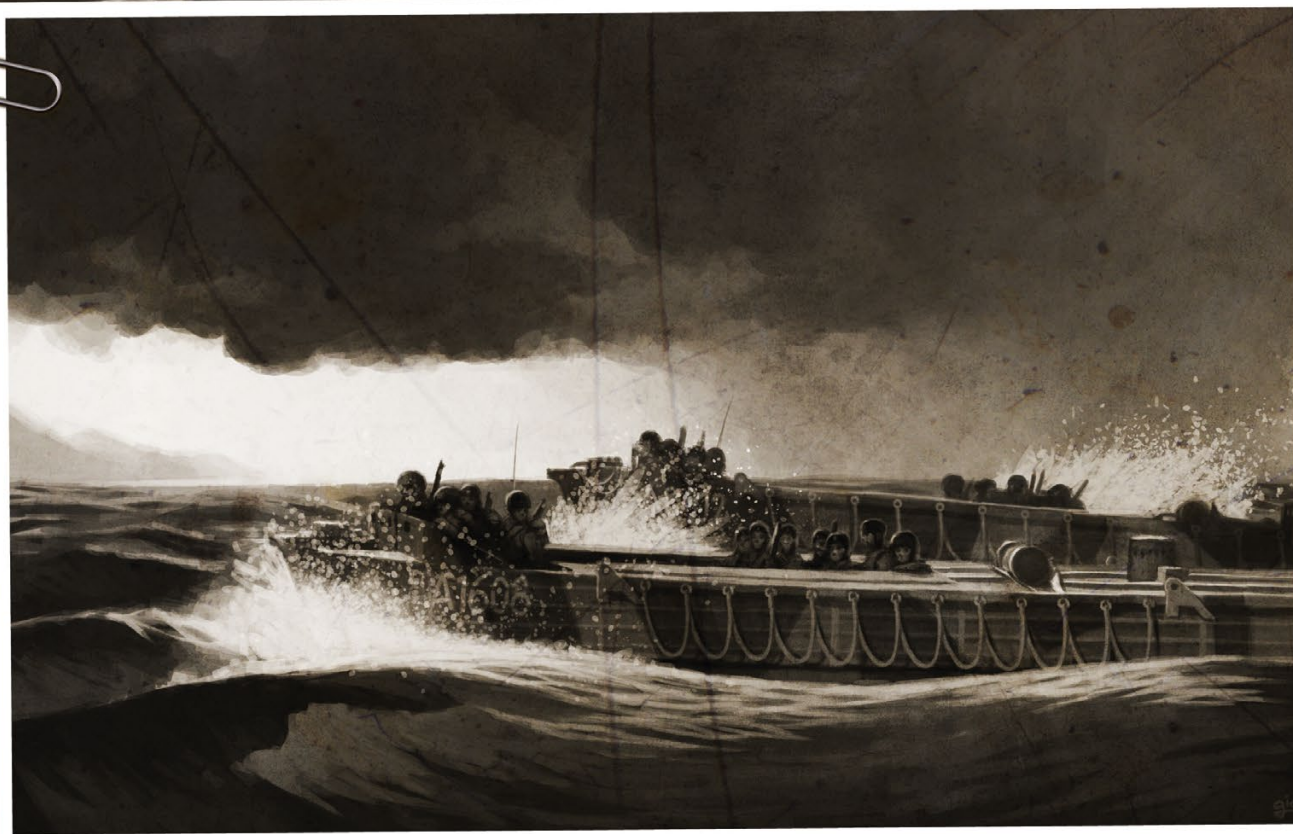
The Operation AUGER force, the commando raid on Vågsvåg, is made up of two troops from No. 4 Commando, organized as follows.

- Commanding the unit is a headquarters group of 10 men, all armed with Thompson SMGs. This consists of a captain, a lieutenant, and eight privates. Captain Joseph Briggs is in overall command, but Briggs defers to the PCs, who have overall tactical control of the attack.
- Each troop contains 64 men. The troop is led by a headquarters group consisting of a captain and a private. Attached to each troop is an NCO from the Norwegian Independent Company 1. These are ex-pat Norwegians who escaped to Britain to continue the fight against the Nazis.
- Each troop is broken into two sections of 31 men. A section is commanded by a headquarters group consisting of a subaltern, a sergeant, and a private.
- Each section has two subsections. Each subsection contains 14 men, consisting of two corporals, two lance corporals, and 10 privates. Each subsection has at least two Bren LMGs. About half the men are armed with rifles while the rest carry Thompson SMGs. Each man is armed with a half dozen grenades.
- The PCs are in a separate Talent Section.

anywhere in the harbour area. None of the photographs in their possession show the freighter; no RAF flights have flown over the island in recent days so as not to tip off the Germans. Nevertheless, it should be obvious as the only

They will need to make a Sanity check as soon as they arrive at their destination.

other ships in the harbour are fishing boats. The PCs can teleport anywhere outside within line of site of the harbour mouth. If the PCs can't decide where to "land" and ask for "orders," have them teleport right outside the fish-processing warehouse. When planning their landing spot, the PCs should also take into account an unfortunate side effect of Miller's teleportation ability: they will need to make a Sanity check as soon as they arrive at their destination (more details on this, below).



Scene 1: The Sound of Guns

From 0800 until 0830, the commandos board their Assault Landing Craft (ALC). At 0830, the ALCs are given the order to cast off, with the sky just beginning to lighten. The ALCs are winched down to the water, their crews fire up their engines, and the assault force is sent on its way. The ALCs head toward the harbour. There are six ALCs. Each can hold 31 men and four crew, so the PCs are crammed in pretty tightly. Their course runs parallel to the shore until they reach the harbour mouth, which should take about 20 minutes. At that point, they will turn to port and head straight for the harbour.

At 0838 hours, the cruiser, HMS *Kenya*, opens fire on the German coastal fort on Måløy Island. The PCs hear the distant rumbling. They are still about 10 minutes out from their turn, so hopefully the SS in Vågsvåg—if they hear anything—will believe the attack is simply an air raid.

The sky continues to lighten. The day is going to be overcast, but the clouds are high enough to allow for air support. This is good, as there is a squadron of Blenheim bombers and a squadron of Beaufighter fighter-bombers scheduled to lend a hand. The water is fairly calm, though it doesn't stop the ALCs from pitching a bit and causing the occasional commando to lose his breakfast. Seawater sprays over the sides, slapping the soldiers and PCs with freezing cold water.

The ALCs reach the harbour mouth and make their turn. Even though they cast off last, the PCs' ALC was

allowed to make its way to the front of the queue by the time they all reach the harbour mouth. The ALC turns to the harbour. Any PC stating that they are surveying the harbour rolls Spot Hidden [EG] / Notice [Sav]. On a success, they see lights on in the harbour. With a critical success, they see a cluster of civilians gathered about 100 yards (91m) to the right of the fish-processing warehouse. At least the PCs can assume they are civilians, as they are not wearing uniforms.

Unless a PC fumbled their Spot Hidden roll [EG] / rolled double ones (snake eyes) on their Notice roll [Sav], they also notice the freighter pulled up to the dock. It is tied to the jetty in the middle of the harbour, and not directly accessible from the fish processing building.

Miller spots his objective. "Everyone ready?" Miller calls out. When each PC acknowledges him, he yells out a comical, "Boo," and the PCs blink out of existence.

Roll for Miller's Teleportation ability to see how close to their target they appear. A poor roll might put him and the PCs yards (metres) off target. A critical failure [EG] / snake eyes [Sav] has them materialize up to their necks in freezing cold water.

Regardless of the roll, each PC—but not Miller—arrives scared out of their wits. Before they teleport, they are completely rational. The moment they arrive, their hearts are pounding, they are sweating, and their skin is crawling, as though they had just seen something *very* disturbing.



Though they can't say *why* they are scared, something about "Make 'Em Jump," Miller's ability, causes terror in his "passengers," while Miller himself is immune. Each PC must make a Sanity check, for a 0/1D4 Sanity point loss [EG] / Horror (+1) roll [Sav].

At the same time the PCs land in Vågsvåg, the Germans are only starting to become aware that something is happening. As expected, the *Kenya's* gunfire was muffled. A few Germans have stepped outside to listen to the distant noises which some of them believe to be an air raid, likely against shipping targets. The news of the commando raid is about to reach Vågsvåg by telephone, but by that point it will be academic.

Scene 2: The Raid

After Miller teleports the PCs in, he jumps back to the ALC and starts bringing in the soldiers who shared the landing craft with the PCs. He can only transfer about a dozen in at a time. It takes Miller a couple combat rounds to prepare the soldiers, a combat round to teleport, and at least one more combat round to verify that the soldiers with him are OK. Instead of rolling for each commando, assume that eight commandos are shaken by the experience, and that two require Miller's attention for a couple of combat rounds to help them shake off the experience. Miller is kindhearted toward his own men.

After the landing craft is emptied of commandos, Miller will join the PCs as additional support against the

Vågsvåg Locations

The following is a list of key locations on the map and the people present in those locations.

- A. Fish-Processing Warehouse.** Present are the *Übermensch Der Gestank*; the assistant director of the operation in Vågsvåg, Black Sun Master *Sturmbannführer* Josef Finke; a Black Sun researcher, Novice *Obersturmführer* Horst Heinrich; a radio operator, *Sturmmann* Arnold Weber with a rifle nearby; one *Waffen-SS* NCO with an SMG, and four *Waffen-SS* soldiers with rifles. The soldiers and the NCOs have two hand grenades each.
- B. Enlisted Billet.** One *Waffen-SS* NCO with an SMG, and six *Waffen-SS* soldiers with rifles. They have access to one MG 34 machine gun.
- C. Enlisted Billet.** Two *Waffen-SS* NCO with SMGs, and eight *Waffen-SS* soldiers with rifles. They have access to one MG 34 machine gun.
- D. Enlisted Billet.** Empty.
- E. Officers' Billet.** Three officers: an *Obersturmführer* (lieutenant), and two *Hauptsturmführer* (captains). Each armed with pistols, though they also all have access to SMGs.
- F. *Übermenschen* Billet.** Present are the *Übermenschen Der Pianist*, *Der Bagger*, and *Die Tausendfüßler*.
- G. Small freighter, the *Dagfin*.**
- H. Gathering of Civilians.** This includes Captain Njord Raske of the *Dagfin*, one of his officers and four of his men, as well as town leader, Oldin Strand, and three other civilians. None of the civilians are armed.

Note: All buildings are wooden, offering 4 HP of armour [EG] / Obstacle Toughness +4 [Sav].

Übermenschen. The landing craft crew will continue to proceed to the harbour. Its job at that point is to work as a casualty (and prisoner) evacuation craft, and potentially draw fire from any active defenders.

The rest of the commando team continues heading for the harbour. The craft are planning to land near the buildings along the harbour's edge to offer some support, but commandos already teleported into Vågsvåg can use flares to direct the craft toward them. This is useful if the Germans manage to have a vantage point overlooking the commandos' intended landing points.

The Germans will realize what is happening as soon as they catch sight of the commandos, either teleporting in from the PCs' ALC, or when the other ALCs are spotted. Hopefully the PCs chose a protected location for their destination, and Miller succeeded with his roll.

The men in the fish-processing warehouse will try to prevent the PCs and the commandos from entering the building. If any combat for the warehouse lasts more than six combat rounds, the two Black Sun officers, Finke and Heinrich, will start a fire in an oil barrel and destroy sensitive documents such as codebooks, and the grimoire on a table in the main room. *Der Gestank* is also in the building. He will fill the room with a thick, fetid cloud that obscures sight within the building (except for any clear bubble he might form around other defenders). With his opponents blinded, *Der Gestank* shoots at any commandos entering the building, focusing on the PCs. Finke is an accomplished wizard. He will use his knowledge of Mythos spells against the PCs and the commandos.

The three *Übermenschen* in their billet on the hill will rush into the fray, attacking the first commandos they discover. *Der Bagger* digs protective trenches/channels to get them close to the action without having to expose themselves. *Der Pianist* sets up traps in doorways and across streets. If he is encountering non-Talents, he uses his power to garrote as many men as he can. Failing that, he blocks doors and sets up trip wires. It's hard for the commandos to get anywhere when with every few steps they are tripping over another wire. The weirdest power is that of *Die Tausendfüßler*. He carries several grenades (typically eight; more if he can get them), throws them near a target, and then "walks" them around cover before they detonate. He can also create disturbing nuisance effects by having a soldier's clothes try to "walk" off him with tiny bug feet, or having their helmets develop a carpet of legs inside the lining, causing distress as the helmet moves to cover the commando's eyes. His goal is to demoralize the mundane soldiers and to drain magic points through a clash of wills. *Die Tausendfüßler* is the leader of Vågsvåg's *Übermenschen*.

The rest of the *Waffen-SS* will first try to create a defensive fortification. One of the billets will work best. From there they will rake any commandos. Their focus is to hold out for as long as they can. The Black Sun team was not expecting armed resistance from a large commando unit, so they can only hold out for about an hour against a determined assault. After that time, they'll make a last gasp attempt to break for either the fish processing warehouse (if that's still holding out against the PCs), the *Dagfin* (if the commandos haven't secured it), or the hills (where they might wish they had simply surrendered, but that comes later).

The civilians gathered on the road will scatter. A half dozen of them are two officers and four crewmembers of the *Dagfin*. When the shooting starts, the crew will immediately rush to the freighter and try to get its steam up. The crew doesn't yet realize that there's a destroyer heading toward the harbour (when they see the destroyer, which appears about 15 minutes after the main commando landing craft, they'll stop trying to run). The other civilians will scatter to whatever buildings or cover they can manage, trying not to get caught in the crossfire.

It's unlikely that the battle will last more than an hour. Although the PCs and the commandos were expecting 60 or so *Waffen-SS*, there are only half that number in Vågsvåg (the estimates were wrong and the Black Sun leader left with a small bodyguard contingent). Once all the commandos have landed, they will have a four to one advantage in numbers, though they don't have that advantage in Talents. The *Übermenschen* will fight to the death to keep Black Sun's secrets. The rank-and-file SS are also ordered to keep fighting until the end, but they will start to surrender once the *Übermenschen* have been neutralized and it becomes obvious that carrying on the fight would be useless.

Of the two Black Sun officers, *Obersturmführer* Horst Heinrich is the most likely to surrender. He hasn't been in the cult very long and hasn't yet learned the reach of the Canons and the Priors. He still thinks he can surrender without consequence. Finke knows better; he will attempt to take his own life with a cyanide capsule rather than be captured. A PC watching him if/when he's apprehended will note him fumbling with something in his mouth on a successful Spot Hidden [EG] / Notice [Sav] roll. Failure to prevent Finke's suicide results in a Sanity check with a Sanity point loss of 0/1 [EG] / Nausea (+2) roll [Sav].

Scene 3: The Civilians Emerge

Once Vågsvåg has been secured, the locals will come out to greet the commandos. They are cautious at first, but someone with a deep voice calls out something in Norwegian (on a successful Listen [EG] / Notice [Sav] roll followed by a Language: Norwegian [EG] / Knowledge (Norwegian) [Sav] roll, the PCs understand that the person is telling people that it's OK, and that the British have "won"). The civilians react by coming out of their homes en masse, in spite of the cold weather.

The people of the village want to know if this is part of a wider invasion by the British, and if the Germans are coming back. They are quiet and nervous. The commandos begin questioning the civilians with the help of the Norwegian commandos. The town leader, Oldin Strand, tells them that there are no quislings (Nazi collaborators) in Vågsvåg, which is true.

Strand seems disconnected from the events happening to his town. Von Kirchensittenbach took the *Rødtskinn*, sending Strand into an existential crisis and a deep depression. How can the village survive without the book? This is weighing on him if the PCs speak with him. He describes all that happened in the village with the Nazis except for the invocation they were forced to perform prematurely. A Psychology [EG] / Knowledge (Psychology) [Sav] roll indicates he is keeping something from the PCs. A Persuade [EG] / Persuasion [Sav] roll convinces him to, reluctantly, describe the invocation.



Scene 4: The Freighter

The crew of the *Dagfin* doesn't want anyone aboard. The captain, Njord Raske, begs the commandos—in halting, accented English—to leave his ship alone. He seems worried that his freighter will be scuttled.

The holds are mostly empty, containing a dozen empty buckets lined up against a wall, and 30 20-litre jerry cans lined up near the buckets. The jerry cans contain fresh water, though in some cases they weren't very well scrubbed out, with more than half of them slightly contaminated with oil. The floors have been covered in straw. An Idea [EG] / Smarts [Sav] roll suggests that the holds are set up to transport animals, or perhaps a large group of people in deplorable conditions.

There are 10 crewmembers aboard, not including the half dozen who were on land with the civilians. Half of the crew are from the Mediterranean (Portuguese, Algerian, French), the rest are Norwegian. They claim they don't know what their mission is, which is true, though most have a strong suspicion.

Only Captain Raske knows for sure that he was about to transport the village population back to Germany. He resists divulging this to the commandos. However, a Spot Hidden [EG] / Notice [Sav] roll in his cabin unveils a wall safe. Inside the safe is a set of orders, in German and Norwegian, which make it clear that the village was to be transported back to Germany guarded by the *Waffen-SS*. This introduces a rather huge unforeseen complication.

Scene 5: The Warehouse

The fish processing warehouse consists of two large rooms—one filled with racks for drying fish, and another where the fish are stacked—and two small offices. In one office is a desk with a couple of chairs and a large radio set on the desk. The other office, slightly larger, has a desk and a table, with two chairs pushed up against the desk and a mimeograph machine on the table. A stack of papers sits beside the mimeograph machine. A dozen books on local folklore and history are sprawled across the desk. Beside these books is a glass jar containing an oily black lump suspended in clear fluid. The building smells vaguely of fish, though the racks in the first room are empty and the second room has been turned into a command center.

The fluid in the jar is an alcohol mixture. The black lump looks vaguely like an eel. It has a single green eye, noticeable on a Spot Hidden [EG] / Notice [Sav] roll. If any fighting occurs in the office, there's a good chance the table or the desk will be knocked over, spilling their contents on the floor. If the jar on the desk falls, it will likely shatter. The eel thing will break down into a liquid when it contacts the air, and then it will steam and boil away. The oil is cold and slimy to the touch. If the PCs heard from Strand about the invocation, they make the connection between the thing in the jar and the strange fish, triggering a Sanity check with a 0/1D4 Sanity loss [EG] / Nausea roll [Sav].

Among the books is the *Oldtidens Sortebog*, or "Old Time Magic Book," written in Danish. This book is supposedly a collection of magical spells, though they are mostly misunderstood folk spells poorly remembered and badly translated.

Black Books

OCCULT BOOK: OLDTIDENS SORTEBOG

In Danish, Henrik Wergeland, 1849. "Old Time Magic Book," this volume is supposedly a collection of magical spells compiled from ancient Norwegian "black books" ("svarteboka"), though they are mostly misunderstood folk spells poorly remembered and badly translated. 43 pages.

EG

No Sanity loss; Occult +2 percentiles [EG].
No usable spells.

Sav

Languages: Danish (+0). 1 successful roll needed to read the book. **Spells:** Successfully reading it provides the reader with a special Benny that can only be spent on Knowledge (Occult) rolls.

MYTHOS TOME: RØDTSKINN TRANSLATION

In German, trans. Dr. Katherina Prill, 1942. "Red Leather." Three collated, numbered, and mimeographed loose-leaf copies of the first 22 pages of a German manuscript. The manuscript begins with a physical description of the *Rødtskinn*, followed by an overview based on a quick skim of the text. Reading this translation is equivalent to skimming the *Rødtskinn* itself (the Sanity loss from this document is reduced from the Sanity loss from reading the *Rødtskinn*). It includes the author's speculation that one of the *Rødtskinn*'s writers had access to chapter IX of *Liber Ivonis*, which is missing from the *Book of Eibon*.

EG**Sav**

Sanity Loss 1D3; average 1 hour to comprehend. No spells.

Languages: German (+0). 1 successful roll needed to read the book. **Spells:** Successfully reading it provides the reader with a special Benny that can only be spent on Knowledge (Mythos) rolls.

MYTHOS TOME: RØDTSKINN

In Norwegian, written by Thorbjörg, with portions contributed by Vésteinn Sigurdarson. Original portions c. 1280, additions c. 1490. "Red Leather." A collection of 119 sheets of very old paper loosely bound together within a red leather sheath. The oldest portions contain the spells of the witch Thorbjörg interjected with tales and spells taken from the writings of the sorcerer Sigvatr Haraldsson. Haraldsson's writings were heavily influenced by *Liber Ivonis*, some of which is a direct copy of the older tome. Only one copy is known to exist.

EG**Sav**

Sanity Loss 1D3/1D6; Cthulhu Mythos +3 percentiles; average 4 weeks to study and comprehend. **Spells:** Call/Dismiss Aphoom Zhah, Call/Dismiss Rlim Shaikorth, Deflect Harm, Voorish Sign.

Languages: Norwegian (-1). 2 successful rolls needed to read the book. **Spells:** call/dismiss Aphoom Zhah, call/dismiss Rlim Shaikorth, deflect harm, Voorish Sign.

The real jewel of arcane lore in the building is the stack of 66 pages beside the mimeograph machine (which, by now, might be scattered upon the floor). The stack consists of three mimeographed copies of a typed German text. On a successful Language: German roll, the PCs learn that the text is a summary of the contents of a Norwegian book called *Rødtskinn*, or "red leather" (though, more ominously, it might mean "red skin").

The summary states that the author, Vésteinn Sigurdarson, had uncovered Hyperborean experiments into ways of unnaturally extending life. The mimeographed text is cut off in the middle of a passage describing how the author intended to recreate one of the experiments. A search will not uncover the rest of the pages.

Present in the warehouse, under the watchful gaze of a trio of commandos, are captured Nazis. If the PCs were able to prevent his death, *Sturmabführer* Josef Finke is here, but it is more likely that *Obersturmführer* Horst Heinrich is the only Black Sun officer to survive the assault. If Heinrich is also dead, the Keeper should arrange for the capture of at least one *Waffen-SS* soldier who had an idea of what was going on, such as the radio operator *Sturmmann* Albert

Weber. In the event that all of the *Waffen-SS* were wiped out, the disappearance of the rest of the *Waffen-SS* contingent can be explained by reports handwritten by Weber.

The PCs need to speak German, or find someone to translate (Oldin Strand is available). Heinrich and Weber are unnerved enough by the raid (and what Black Sun might do to any survivors) that even a token show of force will get them to talk.

Of the German captives, only Finke and Heinrich know much about Black Sun's mission. Their leader, *Oberführer* Friedrich von Kirchensittenbach, led his team to Vågsvåg because local informants had reported "pagan worship" in the village. Frankly, they could fill their days following up on leads that stemmed from decades-long grudges. The captives will claim that their team is "merely looking to preserve items of historical or cultural importance." The PCs will likely realize that this is just a fancy way of saying "looting," but the Germans will hold firm to the fabrication that their job was one of preservation, not theft. Only by having Psychology as a hyperskill [EG] / Super Skill (Knowledge (Psychology) [Sav]) will the PCs be able to cut through that lie. Looters, after all, are often shot out of hand.

It doesn't take more than the threat of physical or psychological harm to get Heinrich or Weber talking. If pushed, they will admit that they were seeking items for universities and museums in Germany. Only a hyperskill in Persuade or Fast Talk [EG] / Super Skill (Persuasion) [Sav] will get them to admit that they were involved in anything the least bit supernatural, though. None of the captives know where von Kirchensittenbach, Prill, or their contingent of bodyguards went, just that they departed on 28 January.

The captives initially claim that they were redeploying and the freighter was their means of transport. This isn't the truth; they were actually planning to take away the entire village. If the PCs make this insinuation, a Psychology [EG] / Knowledge (Psychology) [Sav] roll tells them, from their captives' reaction, that this is the truth. Likely, the villagers were going to be sent to a concentration camp, though they honestly don't know for sure, as that was von Kirchensittenbach's call.

Scene 6: Withdrawal

The PCs only have until about 1400 hours to debrief or interrogate their captives before they have to start shuttling them to the *Royal Scotsman*. If they discover the purpose of the freighter, they have more than just a few prisoners to take back with them. There is actually room for the villagers aboard the *Royal Scotsman*, but it will be a cramped, unpleasant trip (though by no means as bad as the conditions would have been on the freighter). The problem is that the village does not want to go. This is where their families have lived, in some cases since the days of the Black Death.

Oldin Strand can convince the village to go with the commandos. Right now, he's starting to believe, somewhat illogically, that after the commandos leave the village will be left alone. Only solid proof, like the orders given to the freighter's captain, will convince Strand to persuade his people to leave Norway for their safety.

If the PCs convince the villagers to abandon their homes, they gain 1D6 Sanity Points [EG] / a free chance to recover from Dementia [Sav] as the commandos begin ferrying the Norwegians (who have to leave most of their belongings behind) to the *Royal Scotsman*. If the PCs fail to sway the villagers, they later learn—probably after the adventure is over—that the town was taken away by the Nazis and this results in a 1/1D4 Sanity check [EG] / Horror (+1) check [Sav].

By 1700 hours, the *Dagfin* is at the bottom of the harbour, scuttled by the commandos, and the raiding force is back on the LSI.

You wouldn't think getting the Norwegians to leave for their own good would be so difficult, would you?

— Peggy

EPISODE TWO: BOOKWORMS

3 February 1942, 1420 hrs.

Scapa Flow, Orkney, Scotland.

Scene 1:

Review, Rest & Research

The HMS *Royal Scotsman* pulls into Scapa Flow five days after the ship escaped the Norwegian coast, dodging *Luftwaffe* patrols along the way.

Scapa Flow is the Royal Navy's primary anchorage. The base in the Orkney Islands has been beefed up since the loss of the HMS *Royal Oak* to a U-boat attack in 1939. Now this fortress is one of the best-defended locations on the planet. The *Royal Scotsman* docks, with the help of a pair of tugboats, near a handful of British warships on the southwestern sector of the anchorage. Two hours after the boat is secured, and after all the wounded have been removed, the PCs and the rest of the commandos that accompanied them disembark.

The first item of business is a debriefing. The PCs' immediate superior is Col. William Connaught. Connaught has been with SSO-M since 1940. Connaught comes from a wealthy family, allowing him to have spent much of his youth travelling the globe. His family's money also bought his commission. He would have preferred to be a pilot, but just before the war, he was diagnosed with a degenerative eye condition. Confined to a desk job, Connaught must satisfy his adventurous nature with the stories of his subordinates' missions.

Connaught is one of those managers who are never *quite* content with their subordinates' results. There will always be one more thing the PCs could have or should have done, one more avenue to explore, one more item they could have recovered, no matter how well they succeeded or the obstacles they encountered. Connaught notes all information the PCs supply, and prepares a report for Hedge Manor. Connaught's response depends on how well the PCs did in Norway and the intelligence they brought back. If there were many civilian casualties, the dressing down he gives the PCs will be legendary, as he explains in no uncertain terms how their failure will result in the eventual destruction of the Empire. If they did everything right, Connaught will be pleased, though he may openly wonder if they couldn't have spent more time going house-to-house in search of additional ancient books. "Is it possible that Jerry may have missed something?" he asks, implying that *they* missed something.

After the briefing, the PCs need to deal with their gear. They have to clean their weapons and order replacements for damaged or lost kit. It would also be a good time for them to get the mimeographed pages translated if they don't speak German. The intelligence staff can have it ready for them in 24 hours. They will be busy for the



remainder of the day and much of the next, anyway, dealing with the results of the raid. As of 1500 hours on 4 February, they are allowed off the base (whether as a reward or because Connaught wants them “out of my sight!” is, again, dependent on their performance). The best place to go is Kirkwall, Orkney’s capitol and largest town, which is about an hour away by boat and bus. Even in a war economy, Kirkwall is thriving. Pubs, inns, dancehalls, and cinemas cater to the large naval presence. The PCs must be back at the base by the evening of Sunday, 8 February, but that gives them four days of R&R.

That’s assuming they choose to relax, because Kirkwall has an attraction of particular interest to the PCs. In the heart of the town, across from St. Magnus Cathedral, and near the popular ruins of the Earl’s Palace and the Bishop’s Palace, sits Tankerness House. Tankerness House is a pre-reformation townhouse, an estate currently owned by James and Margaret Balkie. The most important part of Tankerness House—and the reason it came to the attention of SSO-M—is its library and attached collection of artefacts. Over several decades, the Balkie family have collected a stunning array of Pictish, Celtic, and Viking relics, along with hundreds of rare volumes focused on northern Scotland and Scandinavia, as well as several other old tomes that caught the family’s eye. There are far more extensive libraries of forgotten lore—the collection in the British Museum and the libraries at Harvard, Brown, and Miskatonic Universities come immediately to mind—but Tankerness House occupies an important niche, and fills in some important archival gaps. Better still, Tankerness House is almost unheard of outside of some very specific

academic circles. Black Sun does not yet know of the place, and SSO-M tries to keep it that way. Margaret Balkie acts as the collection’s librarian.

The PCs can spend time in Tankerness House investigating leads they may have gleaned in Vågsvåg. A successful Library Use [EG] / Investigation [Sav] roll determines that there is no reference to the *Rødtskinn* in the Tankerness House archives.

As it happens, the estate *does* own a copy of *Livre d’Ivon* (see *Call of Cthulhu*, 6th Edition, p. 94 [EG] / *Achtung! Cthulhu: the Keeper’s Guide to the Secret War*, p. 188 [Sav]), the French translation of *Liber Ivonis* (the *Book of Eibon*). If they mention the *Book of Eibon* to Margaret Balkie, she will direct them to the *Livre d’Ivon*. Otherwise, the PCs need a successful Library Use [EG] / Investigation [Sav] roll to stumble across it. Studying the book fully would take months. Even skimming the manuscript would take about three days (and a successful Language: French roll, of course). If the PCs read the mimeographed summary of the *Rødtskinn*, they uncover the German author’s theory that the *Rødtskinn* contains content from chapter IX of the *Book of Eibon*.

Skimming this ninth chapter takes a Language: French [EG] / Knowledge (French) (-1) [Sav] roll and a couple of hours. The rambling, often nonsensical, chapter recounts the story of the Hyperborean warlock Evagh, citizen of Mhu Thulan, who experimented with prolonging human life. His experiments were cut short by Evagh’s encounter with a place called “Yikilth” and its denizen, Rlim Shaiorth. Eibon helpfully includes his interpretation of the cantrip that took Evagh to “Yikilth,” a place described as having “a wind that was not air but a subtler and rarer element cold as the moon’s

ether." After skimming the chapter, the reader is left with the impression that Evagh did not survive the encounter.

A successful Cthulhu Mythos [EG] / Knowledge (Mythos) [Sav] roll notes that Mhu Thulan is speculated to be modern day Greenland.

Scene 2: A Lead

The PCs' time off is cut short. Connaught orders them back to the base on 7 February. Connaught sent out a request for any information connected to von Kirchensittenbach, and the Royal Navy—with help from code breakers at Bletchley Park—came through. Von Kirchensittenbach boarded a merchant ship—the SS *Nordmark*—in Bergen, Norway on 2 February along with a platoon of *Waffen-SS* troops. There is no indication in the reports if he was accompanied by *Übermenschen*. The *Nordmark* was detected yesterday, 6 February, by a Canadian Tribal destroyer, the HMCS *Cayuga*. The *Cayuga* detected the merchant vessel west of Iceland, but lost sight of it in a fog bank.

Connaught suspects that the Nazis are planning something for America's eastern seaboard or eastern Canada. He's sending the PCs to Iceland. From there, they will await further orders, but Connaught expects they will be heading to Newfoundland, and from there on to either Canada or the United States.

The PCs leave for Iceland within two hours aboard a Royal Air Force Coastal Command Handley Page Halifax bomber converted for anti-submarine warfare (this is assuming, of course, that they can't just fly or teleport there themselves). They arrive at Reykjavik—Iceland's capitol—after dark, the flight having taken about four hours.

Although there is a British presence in Iceland, the country's defence is the responsibility of the United States, which protected the neutral country before entering the war. Currently, roughly half the American garrison of about 4,000 men are Marines and half are United States Army, with the Marines slated for deployment in the Pacific. The PCs are greeted at the airport by an American escort, and taken by jeep to a semi-cylindrical Nissen hut nearby. The hut is ostensibly a British logistics center, but in actuality, it's an intelligence gathering station run by the SOE. The head of the unit is Captain Charles Hilliard.

A picket of ships has taken up position on a line between Newfoundland and Labrador. Aircraft are sortied daily out of Gander, Newfoundland looking for the *Nordmark*. Convoys and submarines have been ordered to report any sightings. The United States Navy and the Royal Canadian Navy are taking whatever threat the *Nordmark* poses very seriously. Hilliard is amused and curious at all the attention paid to one freighter.

If the PCs happen to ask if Greenland is being looked at as a potential docking location for the ship, Hilliard will explain that, like Iceland, Greenland is protected by the United States military. If the ship put into harbour in

Greenland, they would soon know about it. Hilliard will acknowledge that it is possible the *Nordmark* is heading to Greenland or northern Canada. If the PCs insist, he will move the picket line north on the assumption that the ship *might* show up near Greenland.

Two days later the *Nordmark* is spotted off the coast of eastern Greenland near the entrance to Sermilik Fjord by a team of the Northeast Greenland Sledge Patrol. The information is relayed to Hilliard by way of the American base in Greenland codenamed "Blue West One." The ship was seen at roughly 65°, 34' north latitude, 38°, 10' west longitude. The Sledge Patrol made an important observation: the ice pack, which normally extends out a good 50 nautical miles (93km) at this time of year, was gone from around the fjord. "It's as clear as if it were summer," they reported.

Hilliard has already contacted Connaught and the Royal Navy. There's a submarine waiting to take the PCs to Greenland. The trip will take about a day and a half.

The ice pack was gone from around the fjord. "It's as clear as if it were summer," they reported.

EPISODE THREE: SCARED STIFF

11 February 1942, 1130 hrs.
Sermilik Fjord, Greenland.

Scene 1: Frozen Silence

The PCs are aboard the Royal Navy submarine HMS *Talisman* (N78), a British T-Class submarine. The *Talisman* is commanded by 33-year-old Lt. Cdr. Michael Willmott, a career navy man from London. The boat is at periscope depth within sight of Greenland's coast.

As reported, at this time of year, the ice pack should extend a good 50 to 60 nautical miles (93 to 111km) from shore. Ships should not be able to get this close to the coast for at least another three months, yet the *Talisman* was able to cruise to the coast at the water's surface. Willmott is worried the ice will reform, trapping and crushing his boat. He keeps a lookout at all times—particularly at night—in case the boat has to submerge. The unnaturally open sea continues all the way up Sermilik Fjord and as far along the coast as Willmott can tell.

The SS *Nordmark* is floating free off the entrance to the fjord. Willmott studies the ship through the boat's periscope; he submerged the boat as they approached its last known location. The ship is not under steam, nor does it have any lights on. Willmott notes that there appears to be two sailors on the deck of the ship staring out to sea.

Otherwise, the ship looks abandoned. If asked, Willmott will relinquish the periscope and let the PCs look.

A successful Idea [EG] / Smarts [Sav] roll informs any PC peering through the periscope that the figures aren't moving. Any motion in the figures comes from the ship heaving on the water. The two sailors are actually frozen solid and covered in frost, a fact that isn't apparent at this distance except via a paranormal power.

A Spot Hidden [EG] / Notice [Sav] roll shows that the ship is covered in ice. This is not uncommon with ships plying the Arctic, but if the ice is not cleared, it can make the ship top-heavy. There was no attempt to do that with the *Nordmark*. The ship is undergoing considerable roll, further suggesting it is weighed-down and unbalanced.

The *Talisman*'s radio operator picks up a radio message from the Sledge Patrol. They are on the southern shore of Ikkatteq Island. They were told that "commandos" were on the way to assist them. The message the submarine received is, "Request commando team soonest. Enemy operations against civilians." If a PC requests further information, the Sledge Patrol will add, "Enemy slaughtered civilian settlement. Believe they have moved on. Repeat, need help soonest."

The PCs only have about an hour before the seas start getting rougher, causing the *Nordmark* to list badly with each swell. Within two hours—unless something is done about the ice—it will capsize and sink. Although the Sledge Patrol request sounds urgent, if the PCs want to board the *Nordmark* they need to do it right away.

Scene 2: The Ghost Ship

The SS *Nordmark* is a 215 foot (65.5m) bulk freighter. It is registered with a crew of 18. All of this information is available in the shipping books kept on the *Talisman* (no Library Use [EG] / Investigation roll [Sav] needed).

If the PCs decide to approach the ship, Lt. Cdr. Willmott surfaces his boat and the crew prepares a collapsible boat (if necessary). If the PCs don't have powers that let them get to the ship without aid, a party of sailors will row them to the ship.

The PCs will have to decide how to board the ship. The sailors bring a grappling hook and a rope ladder. Such a method will require a Climb [EG] / Climbing [Sav] roll, the failure of which will cause the PC to fall off the boat and into the sea, where a swift rescue is necessary to save them from hypothermia.

As the PCs climb the rope ladder, they notice that the freighter is encased in a layer of ice, as though it had been watered down and flash frozen in subzero temperatures.

A thorough search of the ship uncovers the following:

- On the deck of the ship (including the two visible from the submarine) are five sailors and two officers of the German merchant marine. All of them are frozen solid. Seeing this requires a Sanity check of 0/1D4 [EG] /

Horror (+1) check [Sav]. The figures cannot be thawed. Even if set on fire with a flamethrower, they remain frozen for all time. Knowing this triggers a Sanity check of 1/1D6 [EG] / Horror (+0) [Sav].

- The entire hull, deck, and superstructure have been frozen. Additional ice has built up on the ship due to natural spray from the ocean. This ice can be knocked off with sledgehammers or melted with high heat, but the frozen ship beneath it stays supernaturally frozen regardless of attempts to melt it. Learning this triggers a Sanity check of 1/1D6 [EG] / Horror (+0) [Sav].
- There are four men frozen in the ship's wheelhouse. One is at the wheel with three standing beside him. One has a pair of binoculars forever held to his face. Based on the uniform, this is *Kapitän* Erich Albrecht. The Sanity loss for viewing these men is the same as for the men on the deck if the PCs somehow encounter the wheelhouse crew first. Otherwise, there is no additional Sanity loss.
- A Spot Hidden [EG] / Notice [Sav] roll notes a large rectangular section of unearthly frost on the wall behind the corpses with patches that are not completely frozen. These patches correspond to shadows cast by the corpses.
- The ship was converted into a troop transport, with the holds set to carry a battalion of troops, with hammocks, showers, toilets, a messdeck, etc. Not all of the facilities were used, and an Idea [EG] / Smarts [Sav] roll suggests that there were about 50 troops aboard.
- The only sailors on the ship are the seven on deck and the four in the wheelhouse. At full complement, that leaves another seven unaccounted for.
- The captain's logbook is in his wardroom.

Only the parts of the ship—and the people—who were directly in the path of Yikilth's light were frozen. They cannot be defrosted; they are frozen for eternity. The parts of the ship that were not directly hit with the light were not frozen. The remaining crewmen abandoned the ship and joined the *Waffen-SS* troops on shore.

The captain's wardroom, and his logbook, escaped Yikilth's light. The log requires a Language: German [EG] / Knowledge (German) [Sav] roll in order to be read. Most of the log is of little interest to the PCs, detailing how the ship ran the British blockade on two occasions and managed to get to, and return from, South America with shipments of flaxseed and wheat. The most interesting parts of the log, from the PCs' perspective, are the final entries. The following is the pertinent information, with each entry requiring a Language: German [EG] / Knowledge (German) [Sav] roll (a critical success [EG] / raise [Sav] on any of the sections awards the PC with all the pieces):

- The SS *Nordmark* left Bergen, Norway on 2 February. The log notes a group of 56 *Waffen-SS* soldiers led by *Oberführer* Friedrich von Kirchensittenbach.



"Several" (number unstated) of the men appear to be *Übermenschen*, but *Kapitän* Albrecht was told not to inquire further into the men or their mission. A special notation was made that a woman, Dr. Katherina Prill, was given a private cabin of her own.

- The *Nordmark* sailed northwest by north into the Greenland Sea. Once it crossed the Arctic Circle, it headed west. *Kapitän* Albrecht expressed concern that they were headed for the ice pack, but von Kirchensittenbach overrode him.
- Early on 4 January, the ship encountered pack ice. *Kapitän* Albrecht grew concerned until a narrow passage opened for the ship. The passage was no more than 60 feet (18m) wide and only extended 500 feet (152m) in front of the ship. *Kapitän* Albrecht expressed increased reservations, but this section was later reworded to suggest that his nervousness was due to fatigue, and not a lack of faith in his comrades. No mention of the cause of the passageway through the ice is made.
- Before nightfall on the 4th, the *Nordmark* headed east out of the ice pack and along its edge. Albrecht posted more lookouts that night. The purpose of this diversion was to allow someone known only as the "*Untersturmführer*" to "rest."
- 5 February, the ship headed once more into the ice pack, emerging that night.
- On the morning of 6 February, the ship spotted smoke on the horizon. Albrecht became alarmed and took evasive action. The day was warm (for the Arctic) and a fog bank rolled up. The ship headed into the fog and back into the ice pack.

- Early in the evening of 8 February, the ship ferried *Waffen-SS* troops ashore onto Greenland. The captain reported the position as 65 degrees, 33 minutes north latitude, 37 degrees, 48 minutes west longitude. A party set up weather reporting equipment while the rest of the party headed further inland. They were in a hurry to conduct some operation. The *Untersturmführer* remained aboard.
- In the early afternoon of the 9th, two *Waffen-SS* men signalled the ship that the *Untersturmführer* was to head to shore. *Kapitän* Albrecht expressed grave concerns at this and what it meant for the ice pack. The *Waffen-SS* men ignored his concerns.
- The final entry is for 1510 on 9 February. Albrecht noted, to his surprise, that the ice pack seemed to be receding even further even as the wind turned much colder.

The captain's entries are evidence that the ship was able to slip into the pack ice through the work of an *Übermensch*. The ship had to pull out of the ice while the German Talent slept. The last, ominous entry records the approach of Yikilth. Yikilth's passage rid the coast of the pack ice.

Scene 3: Atrocity

Waiting for the PCs on the southern shore of the entrance to Sermilik Fjord are two men and 20 dogs of the Northeast Greenland Sledge Patrol. The two patrolmen are Tove Lind and Jesper Thorsen. Lind is the more open of the two; Thorsen keeps quiet and lets Lind do the talking. Lind introduces himself, but doesn't give a military rank. If asked, they



are both lieutenants. No ranks are used so that no one can pull rank to get out of mundane but essential chores. The men survive with each other's help (and the help of the dogs). Greenland's fatal environment is a great equalizer.

Before there is any discussion with the Greenlanders, the PCs can make a Spot Hidden [EG] / Notice [Sav] roll. If successful, they see the ice and snow at the water's edge tainted with something black and oily. If the PCs move to get a closer look, they see that the black substance is some sort of residue. It glistens with blue and dark red hues with green streaks. Lying in the oily substance are fish of the same colour. These fish are most closely related to the monsters occasionally dredged up from the ocean's black

The black substance is some sort of residue. It glistens with blue and dark red hues with green streaks.

abyss. Some are multi-headed (two and three heads being the most prevalent). Some look like eels, but with bulbous ends adorned with fanged mouths. Others look like regular fish, but with triple rows of dorsal fins that, on closer inspection, raise and recess into their bodies. They range in length from an inch (2.5cm) to well over three feet (1m). Most of these "fish" are dead, but not all. Those that still live are surprisingly dry and prickly to the touch of anyone

brave enough to lift one without a glove. It may try to flop around, and might even try to bite, but without much energy. If one of the PCs tries to pick one up, it dissolves into a thick, acrid black slime. The same fate befalls any caught in a net. Any captured in something like a glass jar will retain their form unless the temperature rises above 0°F/-18°C. A relevant science skill roll, Cthulhu Mythos [EG] / Knowledge (Mythos) [Sav] roll, or Idea [EG] / Smarts [Sav] roll informs the PCs that these creatures are of a species of aquatic animal so far unknown to science. This knowledge prompts a Sanity check with a loss of 0/1D4 [EG] / Nausea check [Sav]. These creatures are similar to the thing in the jar back in Vågsvåg.

Lind tells the PCs that the Germans have done something horrible to the people of the tiny village of Ikkatteq. The entire village has been frozen to death. He doesn't know how they did it or why, but he's certain that it was the Germans: they found empty German ration containers in the town and an automated weather station a few hundred yards (metres) further east.

Ikkatteq is on the eastern side of the fjord's mouth. This section of the coast is relatively flat... "relatively" for Greenland. Glaciers have carved ridges out of the rocky plain. The topsoil is thin, with rocks exposed in areas not covered in ice. The fishing village-proper is a sprinkling of buildings on a promontory jutting into the water. The village's structures are all of A-frame design. The homes dot the ridges, placed wherever the builders could find a flat

patch of stone. The village's largest building, the church, has the same A-frame roof design. The village is painted in a rainbow of colours, although shades of red, blue, and green predominate. There are no vehicles present except for the boats, which have been hauled onto dry land or stored in boathouses for the winter, and three bulldozers covered in snow. One building stands out: a half-cylindrical Quonset hut, the American equivalent of a Nissen hut, sitting on the edge of the village. The hut is used as a weather station. Beside the hut is a long strip of flat ground. Unknown to the PCs, Ikkatteq has already been selected for the location of a U.S. Army airfield, designated Bluie East Two. The initial work on the airstrip was completed before winter set in.

A successful Track [EG] / Tracking [Sav] roll notes that four dozen people or so marched into the village from the east. There don't appear to be any signs of a struggle until the PCs get to a red building that is the village's Lutheran church. The church lies beside the white crosses of the village's cemetery. There are a dozen bullet holes in the church, but no sign of casualties.

At the western edge of the promontory, along a section that drops steeply to the water, stand the former inhabitants of the village. Gathered there, in nine neat rows, are 50 men, women, and children. A third are of Danish descent, all but two of the rest are Inuit. Everyone is frozen solid. They are all dressed in warm winter clothing. Some wear parkas, others coats with hats. Two sport American army uniforms. These were the occupants of the Quonset hut.

Most of the victims stand staring to the west. A Psychology [EG] / Knowledge (Psychology) [Sav] roll made while staring at their frozen features does not suggest terror. They were unhappy, some were crying—particularly children—but most have an air of defiance. Like the figures frozen on the *Nordmark*, these bodies cannot be defrosted no matter what the PCs try. They will remain frozen solid for all time. Even if the PCs saw the boat, the Sanity check for viewing the innocent, defenceless civilians is 1D4/1D10 [EG] / Horror (-2) check [Sav].

All buildings within line of sight of that part of the promontory are encased in ice.

A search of the northeastern part of the village, followed by a Track [EG] / Tracking [Sav] roll, turn up bootprints heading east out of the village. The Track [EG] / Tracking [Sav] roll also tells the PCs that there were about 1/3 fewer people marching out of the town as entered the town. The two Greenlandic patrolmen know this part of the country intimately. The land is sparsely populated. The Germans must have been marching to Angmagassalik, the largest town in eastern Greenland, with about 500 residents. The Sledge Patrolmen grow anxious and insist that the PCs accompany them to Angmagassalik.

EPISODE FOUR: OFFERINGS TO THE ICE GOD

11 February 1942, 2045 hrs.

Angmagassalik, Greenland.

Oberführer Friedrich von Kirchensittenbach and Dr. Katherina Prill have been very busy since they left Vågsvåg. So busy, in fact, that von Kirchensittenbach no longer exists as a separate sentient being.

They left Vågsvåg and went straight to Black Sun's regional facility in Bergen. There, von Kirchensittenbach put together the final pieces of a ritual that would free the Nazis from a two front war. With the *Book of Eibon*, the *Die Fehlenden Kapitel Aus Dem Buch Eibon* treatise on the missing chapters of the *Book of Eibon*, and the *Rødtskinn*, he had the pieces required to summon Rlim Shaikorth in its iceberg citadel of Yikilth. The spell needed to be cast in Mhu Thulan at a time of day when the star Sirius "shared the sky with the sun." The place had to be Greenland, and as the Arctic winter ends, the window of opportunity is closing. The required astronomical conditions end on 5 April and will not appear again until 8 October. Von Kirchensittenbach did not want to wait that long.

The spell was cast at the appropriate time and the entire village of Ikkatteq (as well as half the crew of the SS *Nordmark*) was sacrificed. Rlim Shaikorth found the sacrifice satisfactory and invited von Kirchensittenbach to his citadel.

Von Kirchensittenbach and half his *Übermenschen* ascended the iceberg. Remaining behind, due to a limited number of *Nachtwölfe* breathers, were Prill, half the *Übermenschen* and a third of his total force. A day later, third in command, *Sturmabführer* Otto Wisch returned from the iceberg, accompanied/guarded by two SS soldiers. Wisch's mind had been shattered from what he witnessed in Yikilth's citadel.

Von Kirchensittenbach's disembodied voice directed Prill to conduct a new ritual as a gift to the Great Old One Aphoom Zhah. Meanwhile, he would remain on the iceberg to direct the other Great Old One, Rlim Shaikorth, to the United States. Soon, he claimed, New York would be an icy tomb. Prill's ritual required human sacrifices—a lot of them—and that meant capturing a Greenlandic village. The closest is Angmagassalik, the largest in eastern Greenland.

What none of the Nazis know is that Yikilth is *not* heading to the United States. Instead, it is heading to Europe. Rlim Shaikorth wants more subjects like von Kirchensittenbach and his superpowered *Übermenschen*. The Canon's homeland—and Britain along the way—seem like a good place to find them.



Angmagassalik Locations

With just over 600 people, Angmagassalik is the most populated habitation in eastern Greenland. The village's primary industry is fishing. Due to the population size and its position relative to Iceland, the United States Army has decided that the flat ground at Ikkatteq would make a good location for an airfield, designated Bluie East Two, with a supporting base established at Angmagassalik. A team of four Army engineers is in the village. They were posted here over the winter to determine any special issues that might result from placing the U.S. base here. They were captured by the Nazis.

The following is a list of key locations on the map and the people present in those locations prior to the shooting of the polar bear. After the bear is shot, the NPCs return to these locations. Then, as they prepare for the ritual, Prill, Ameiser, and the rest of the *Übermenschen* head to the church. At the Keeper's discretion, any of the junior officers, NCOs and soldiers from the Assembly Hall can also attend the ritual at the church, or any of the *Übermenschen* can hang back to guard the town.

A. Church. 10 civilian hostages, the four American hostages, four *Waffen-SS* soldiers with SMGs, the *Übermenschendie Krake*, and *Alpträume*.

B. House. One *Waffen-SS* NCO with SMG, two *Waffen-SS* soldiers with an MG 34 machine gun. The MG 34 is aimed at the church.

C. Assembly Hall (used as the main HQ). Two *Waffen-SS* junior officers (*Untersturmführer* rank) with SMGs, three *Waffen-SS* NCOs with SMGs, four *Waffen-SS* soldiers with rifles, radio operator *Sturmmann* Edmund Cremer (with an SMG nearby), *Hauptsturmführer* Anton Ameiser, and the *Übermenschender Peiniger*.

D. Warehouse (used as secondary HQ). Two *Waffen-SS* NCOs with SMGs, four *Waffen-SS* soldiers with rifles, Dr. Katherina Prill, and the *Übermenschen* Knallbumm, *Gänsehaut*, *der Mathematiker* and *die Mathestudenten*.

E. Warehouse. Empty.

F. Boathouse. Two *Waffen-SS* soldiers with rifles, the seven rescued crewmembers of the *Nordmark*, and *Sturmbannführer* Otto Wisch.

G. Guard Posts. Two *Waffen-SS* soldiers with rifles. Some of the soldiers wear *Nachtwölfe* breathers.

Note: All buildings are wooden, offering 4 HP of armour [EG] / Obstacle Toughness +4 [Sav].

Scene 1: Coming to Town

Hiking to Angmagassalik takes about six hours if the PCs have skis and/or snowshoes. The dog sleds of the Sledge Patrol can do it in about two hours, but that would mean stripping down the sledges to allow room for the PCs. Due to size constraints, only two PCs can ride per sled. Of course, this assumes that the PCs don't have some supernatural way of getting to Angmagassalik.

The HMS *Talisman* can get the PCs to Angmagassalik in less than two hours surfaced. Submerged, it would take about as long as hiking, but the submarine could emerge anywhere in the harbour. Getting the Sledge Patrol into the submarine would be very difficult, as the sleds don't fit through any of the submarine's hatches and there would be some difficulty getting the dogs into the boat. If the PCs can come up with a way around those issues—for example, teleportation—Lind and Thorsen accompany them. They won't abandon their dogs under any circumstances, so if they can't go by boat, the best they can do is agree to rendezvous somewhere near Angmagassalik.

Angmagassalik lies on the southern shore of a sheltered bay. West of the town is a valley, and at the valley's western edge lies a large lake. A sharp ridge extends from the lake east to the bay, almost splitting the valley in two. Mountains ring the valley, with the westernmost mountains separating Ikkatteq from Angmagassalik.

The Germans are not expecting the PCs, but they are also not taking any chances. They know that the Sledge Patrol operates in the area, and that there are Inuit in remote villages that may arrive unannounced. Guards have been posted in pairs at the edges of the village looking out for intruders. These guards wear *Nachtwölfe* breathers, allowing them to watch comfortably even in the cold. Unless a player stipulates that their PC is trying *not* to damage the equipment, an attempt to overpower or kill a guard results in a Luck roll, the failure of which damages the breather [EG] / a draw from the Action deck with a black card signifying a damaged breather [Sav]. (A kind Keeper might allow a Mechanical Repair [EG] / Repair [Sav] roll to fix the breather unless the Luck roll was fumbled [EG] / a black face card was drawn [Sav].)

The events of the last couple days have the Germans on edge. At some point in the afternoon—when the PCs are a little over a mile (2km) from Angmagassalik, if they take the overland route—the guards slaughter a polar bear that wandered within sight. One patrol opens fire repeatedly on the animal, and are joined by another patrol. The cacophony brings officers and *Übermenschen* to the spot of the shooting (specifically, *der Peiniger*, *Knallbumm*, and *der Mathematiker*). The guards are quickly chastised, but that doesn't make them any less nervous. If the PCs are not using their Talents, only one of the *Übermenschen* registers as a Talent: *der Mathematiker*, who is using his mathematical control ability to determine the likelihood that the guards spotted something other than the polar bear (he will deduce that they did not).

The others are not currently using their powers. If the PCs are within visual range, they need to succeed at a Fieldcraft, Hide, or Sneak [EG] / Stealth [Sav] roll in order to avoid being seen by *der Mathematiker*. Only a fumble [EG] / snake eyes [Sav] will give away their position, as they were not in the vicinity of the bear when the shooting starts.

Von Kirchensittenbach had to call in some favours in order to get several *Nachtwölfe* breathers (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p. 146) for his operation, and even then he did not get enough to issue to all of his troops. He only had a total of 16: one for each of his *Übermenschen*, and one each for himself and Dr. Prill.

The team sent to Yikilth was restricted in size to 16 so that they could all have breathers. This meant that the *Übermenschen* back on Greenland had to give up theirs, as did Prill. The first day on Yikilth, von Kirchensittenbach and three *Übermenschen* removed their breathers. These returned with *die Mathestudenten*, Wisch, and his two guards, so there are now a total of eight breathers in Angmagassalik. Six of these were issued to *Waffen-SS* soldiers patrolling the village. Dr. Prill reclaimed hers. The remaining breather is Wisch's, and it is currently lying in a pile of his gear, unnoticed.

Scene 2: Giving Thanks

Rlim Shaikorth is a herald for the Great Old One, Aphoom Zhah. As such, it was always von Kirchensittenbach's plan to give thanks to Aphoom Zhah after summoning the White Worm. He cobbled together the spells from various sources and jotted them down in his notebook. The book largely consists of logistical memos interspersed with narcissistic reminders to himself. The two dozen pages ahead of the spells include a manifest of supplies for the operation, the names of a handful of men to be brought up on report for various misdemeanour offenses, and a list of people to inform *when* (not *if*) the operation is a success, starting with Reinhardt Weissler and Heinrich Himmler. 20 pages from the back of the book, is a preamble followed by the spells "Conduit of Supplication" and "Summon the Conduit," which is a bad faith renaming of the spell "Contact Gnoph-Keh" (see sidebar).

The preamble explains how the victims must be marked (it suggests covering them in blood) and that their demise will usher in "*die Neue Ära*" ("the new era"). What isn't described is the nature of their sacrifice.

The ritual comprises two spells, one that draws forth a Gnoph-Keh, and the other that channels some of the life force of the Gnoph-Keh's victims to the Great Old One, Aphoom Zhah. Once the Gnoph-Keh arrives, it will systematically murder those marked for death.

The ritual can be performed at any time. The bare minimum necessary is a single victim. A quantity of blood is also needed, but by fortune that has been supplied by the dead polar bear shot by the guards (saving them from having to

New Spells

CONDUIT OF SUPPLICATION

EG The spell transfers life force, in the form of POW, from a living creature into an entity of the caster's choosing. Each recipient entity—typically a Great Old One or Outer God, but it could exist for lesser entities—has their own version of the spell.

The spell requires the presence of a creature related to the recipient entity, which becomes the “conduit” of the spell's name. Though the Gnoph-Keh are usually associated with Ithaqua, they are also related to Aphoom Zhah and Rhan Tegoht, and may have actually been created by the former. If the creatures are not present, an appropriate contact or summon spell is needed to attract them. Note that a sufficiently gifted human sorcerer (POW 20 or above) associated with the entity could also be used.

Victims are identified in some way that makes sense to the “conduit.” This marking need only last through the end of the ritual. It could be a stain, a tattoo, specific jewellery items, or a form of dress (or undress).

The “conduit” kills the victim and ingests the victim's life force. This is most commonly done by bloodletting, though if the “conduit” is sufficiently large the victim could simply be swallowed whole. The recipient entity gains one POW per victim. The “conduit” gains one magic point per victim (think of it as a commission for doing the work).

It costs the caster 1 magic point per victim and 1D6 Sanity points, with a minimum cost of 10 magic points (even if there are fewer than 10 victims). Multiple participants can contribute magic points.

Not specified in the spell, if the “conduit” fails to collect POW equal to the magic points spent (for instance, the “conduit” is stopped before it can kill all the victims, or the caster failed to offer up at least 10 victims), the missing POW is permanently drained from the caster. This unhappy surprise costs the caster 1D10 Sanity points, if they survive the experience; reducing a caster to zero POW renders them a shrivelled, lifeless husk. If there is more than one participant, the POW deficit is split evenly among the participants.

CONTACT GNOPH-KEH

EG This spell costs six magic points to cast, and 1D3 Sanity points. Unless there are no Gnoph-Keh nearby, it succeeds automatically. The spell must be cast in sub-freezing temperatures in a place that is directly connected by land or ice to the Arctic Circle.

Sav

For **Savage Worlds**. These and other spells are detailed on pp.107-108.

murder one of the Americans). Once the hostages in the church have been marked with the bear's blood, the spells can be invoked.

Dr. Katherina Prill will officiate the ritual. She will be joined by Black Sun novice *Hauptsturmführer* Anton Ameiser. The two will contribute the requisite magic points [EG]/ reduce the Cost [Sav]. Since the ritual does not say that it needs to be performed outside, Prill and Ameiser will cast the spells from within the relative comfort of the village's church. The *Übermenschen* will act as their bodyguards, creating a defensive perimeter around the church. The rest of the Nazis, except for a small cadre in the Assembly Hall, will ensure that the other villagers remain in their homes.

If the PCs do nothing to interrupt the ritual, the timeline is as follows:

- The polar bear is shot by jittery guards.
- Several men haul the carcass back to the church and the carcass is bled. This takes 60 minutes.
- The victims are splashed with blood, marking them for death. Prill and Ameiser make their final preparations. This takes 30 minutes.
- The ritual starts with the first part of the “Conduit of Supplication” spell. This takes 10 minutes.
- The ritual follows with the “Summon the Conduit” spell (“Contact Gnoph-Keh”). This takes five combat rounds.
- Prill and Ameiser continue intoning the “Conduit of Supplication” spell. Although they don't know it, this section is entirely ceremonial and is used only to keep the participants busy. The spell has actually worked at this point, which is noticeable as a “hair on the back of the neck standing up” feeling to any Talents viewing the ritual. This continues until the two Gnoph-Keh arrive.
- “Contact Gnoph-Keh” works extremely well. Two of the creatures appear at essentially the same time, attracted as they were to the arrival of Yikilth earlier in the week. Their arrival is announced with a blizzard that engulfs the village. Then, in the bitter cold white out, they proceed to the church. They each spend four magic points [EG] / exert the will [Sav] to create a blizzard 600 yards (550m) wide and 40 degrees lower than the 0°F (-18°C) ambient temperature. They prow around the outside so as not to encounter any surprises. Once they are sure the church is not a trap, they burst inside, slamming all the inhabitants with a driving windstorm. They descend on any of the participants marked in blood.
- After a vicious but efficient slaughter, the Gnoph-Kehs stamp around the two Nazis that conducted the ritual. They will not harm them unless provoked, but their blood is up and they wouldn't mind a little provocation. Finally, they leave the way they came in.

Scene 3: Related Events & NPC Actions

The Nazis have set up a radio in the Assembly Hall. They are trying to contact U-82, a type VIIC U-boat tasked with picking up the team. In the radio logs, there is the last entry from the U-82, dated yesterday, stating that they were required to divert due to “iceberg activity.” The position of the U-boat was about 150 nautical miles (278km) east-southeast of Angmagassalik. A PC can find this with a Spot Hidden [EG] / Notice [Sav] following a successful Language: German [EG] / Knowledge (German) [Sav] roll.

The radio operator, *Sturmmann* Edmund Cremer, splits time between listening for the U-82 and talking to von Kirchensittenbach. The Black Sun Canon comes through loud and clear, regardless of the weather or distance from Greenland. He is very upbeat and positive. The weather is always wonderful, the rest of the team is always in good spirits and health, and they are always making good time. He seems to exhibit no anxiety and no doubts. He only communicates at night, but he does so for at least half an hour, asking for all manner of status reports. By this point, Cremer is beginning to wonder if there is something wrong with his commander. He has begun to form a theory that the men on the iceberg are maybe themselves hostages.

If the PCs manage to talk to him, von Kirchensittenbach will laugh at their “feeble attempts” to stop his operation. “You have already lost, you just don’t see it yet”, is a typical retort. He does not tell the PCs anything useful, though he will try very hard to find out if there are any Talents among the PCs’ party, and what powers they might have. A successful Psychoanalysis [EG] / Knowledge (Psychology) [Sav] roll while talking to von Kirchensittenbach indicates that he’s trying very hard not to talk about something that disturbed him. It should come as a surprise to the PCs when the Nazi contacts them later, through their own radio sets. Since they didn’t give him the radio frequencies, realizing that he can do this is rather disturbing, requiring a Sanity check that costs 1/1D4 Sanity points [EG] / Horror (+1) [Sav].

Sitting in a boathouse are three *Waffen-SS* soldiers, *Sturmbannführer* Otto Wisch and the seven survivors of the *Nordmark*’s crew. Wisch doesn’t do much of anything and doesn’t offer any resistance to anyone. He will eat and drink when food and water are placed in front of him, but he will not seek these things on his own. He is unable to coherently explain what he saw: Rlim Shaikorth devouring von Kirchensittenbach. Wisch, a lifelong insomniac, was somehow only partially affected by Rlim Shaikorth’s ability to keep his victims asleep. Wisch saw it all, though he was unable to do anything to stop his commander becoming one with the Great Old One.

A success on a Persuade [EG] / Persuasion [Sav] roll gets Wisch to talk, but throws Wisch into a flashback at the end of his narrative that sends him screaming into the streets, with obvious consequences if the PCs have not yet secured Angmagassalik. A character with Persuade [EG] / Persuasion



[Sav] as a hyperskill [EG] / super skill [Sav] can coax the information out of Wisch while keeping him relatively coherent afterward. Unfortunately, Wisch will kill himself at the first opportunity, which costs the character who got him to talk a Sanity check with a cost of 1/1D4 Sanity points [EG] / Horror (+2) [Sav]. It is up to the Keeper whether other powers work on Wisch or send him over the edge.

Wisch speaks in disjointed sentences, which fade in and out of coherence, about the team’s experience on Yikilth. In passing, Wisch points out that von Kirchensittenbach was “bare faced,” as were two of the *Übermenschen*, when they returned from their audience with Rlim Shaikorth. Wisch does not explain what this means, but he moves his hands over his face, particularly his mouth and nose, and repeats the phrase. Wisch is coherent throughout the narrative until he describes what happened that night. He shared an abandoned mansion with von Kirchensittenbach. They both laid perfectly still, von Kirchensittenbach sleeping but Wisch essentially paralyzed. A giant white worm slid into their room. As Wisch watched, the worm swallowed von



Kirchensittenbach whole, all the time staring at Wisch with eyes that dripped red ichor. At this point Wisch's testimony descends into screams and a sobbing fit unless coerced into talking via a hyperskill [EG] / super skill [Sav].

Listening to Wisch's testimony sends chills up the PCs' spines, and forces a 1/1D4 Sanity [EG] / Nausea (+1) [Sav] check.

There are three other Germans who were on Yikilth: the two guards that returned with Wisch and the *Übermensch die Mathestudenten*. If captured, they can provide much the same information as Wisch, except they have not seen Rlim Shaikorth, nor did they see what happened to von Kirchensittenbach. If the "bare faced" term is used, the soldiers realize Wisch must have meant that von Kirchensittenbach and two of the *Übermenschen* returned without wearing their breathers. The Nazi leader said he no longer had to wear them as he was gifted by "the exalted one."

Lying in a corner of the room is Wisch's combat gear, including his white parka, thrown into a pile. Near the top of the pile, just below the parka, is a *Nachtwölfe* breather. A PC can spot the breather with a successful Spot Hidden [EG] / Notice [Sav] roll.

Also present in the room are the survivors of the *Nordmark*. They didn't see Yikilth as they worked below deck. They did hear a loud groaning, like that made by the moving of ice on ice, shortly before their ship was stricken. By the time they got on deck, the rest of the crew was frozen stiff. They escaped to shore in the one lifeboat that wasn't frozen solid to the deck, and were eventually met by the SS.

Ready to help the PCs are the two Sledge Patrol members, Lind and Thorsen. Thorsen is from this part of the country. They know the townspeople and the town's layout. They know the town leader Daniel Buhl, and where he lives. Unless the PCs have other uses for them, they will offer to sneak to Buhl's home and find out all they can. Buhl knows where the Nazis are located, giving the PCs quick access to important intelligence.

Lind and Thorsen can be instrumental in organizing a town militia. Many homes have rifles, and while the Germans went door-to-door and confiscated the weapons they found, they didn't find *all* the rifles, some of which were hidden before the search was completed. Left to their own devices, the two Greenlanders can keep the *Waffen-SS* soldiers busy, leaving the PCs free to deal with the *Übermenschen*, Black Sun, and the Gnoph-Kehs.

Scene 4: Disruption

Once the Contact Gnoph-Keh spell is started, even if interrupted, one of the Gnoph-Kehs will arrive anyway, though it is in no way constrained to attacking only the PCs or only those marked in blood. Once Conduit of Supplication is cast, the Gnoph-Kehs will go into a frenzy of destruction until the requisite sacrifices are killed. If the PCs show that they are capable of killing them, the Gnoph-Kehs will disappear into

Greenland's barren wastes. If the creatures only witnessed defensive or useful Talents, the Gnoph-Kehs will stalk the town, with the PCs as the prey.

Prill and her group are convinced that their ritual is vital to the overall mission. Nothing short of death will stop them from carrying it out. They will only think of escape once the Gnoph-Kehs arrive. *Die Mathestudenten* can flee to Yikilth using his power. If Prill is nearby, he will take her with him. *Die Mathestudenten* does not have his breather with him. He will escape without it, but once he arrives on Yikilth he will be permanently altered by Rlim Shaikorth. Prill, if she goes, will be able to don her breather in time to prevent the change. Prill has von Kirchensittenbach's notebook with the two spells. She also has the *Rødtskinn* and a mimeographed copy of the German translation, which she apparently had

The Übermenschen and the Nazi officers expect to be treated poorly. They will fight to the death.

time to have bound in leather. These are in a satchel beside the altar in the church. She will insist on taking them with her if *die Mathestudenten* tries to teleport her away, which takes one combat round (if *die Mathestudenten* thinks his life is in immediate danger, he will teleport the two of them without the books).

The *Übermenschen* and the Nazi officers expect to be treated poorly by the Allies. They will fight to the death, perhaps even taking their own lives rather than allowing themselves be captured. The regular *Waffen-SS* soldiers will try to surrender in the face of overwhelming odds. Dr. Katherine Prill will also surrender rather than die. She is confident that the Allies would be hesitant to execute a female civilian, particularly one with her specialized knowledge.

Stopping Black Sun in Angmagassalik will not save the Earth from doom. Likewise, failure will not completely condemn the world. If the PCs can get word out to Britain's SSO-M or America's Section Two, they will still have time to mount a raid on the iceberg, Yikilth.

If the Nazis in Angmagassalik prevail or escape, they are in a difficult bind. They are waiting for a U-boat that will not arrive. Within a day, they will realize this and try contacting their headquarters in Bergen, Norway. Another U-boat will be dispatched, but until then they are vulnerable to a second raid by SSO-M, either before or after the assault on Yikilth. If the Keeper prefers, the PCs discover that Prill and her group escaped Greenland, leading to a recurring villain and a future confrontation.

Stopping the ritual without any loss of life among the captives gains the PCs 1D10 Sanity points [EG] / a free chance to reduce their Dementia [Sav]. If any of the civilians died, or this part of the mission failed, it costs the PCs a Sanity check for 1/1D6 points [EG] / Horror (+0) [Sav].

EPISODE FIVE: THE CITADEL OF THE WHITE WORM

12 February 1942, 0800 hrs.
Angmagassalik, Greenland.

Scene 1: The Berg

After stopping the ritual, the immediate problem facing the PCs is finding Yikilth. If the PCs contact SSO or Section Two in Iceland, aircraft are quickly dispatched to spot the iceberg. A Royal Air Force Coastal Command plane discovers the iceberg some 250 miles (402km) southwest of Iceland. All contact with the aircraft is lost shortly thereafter. The plane is eventually found by a British destroyer intact but floating upside down in the ocean. It is frozen solid, as is its crew.

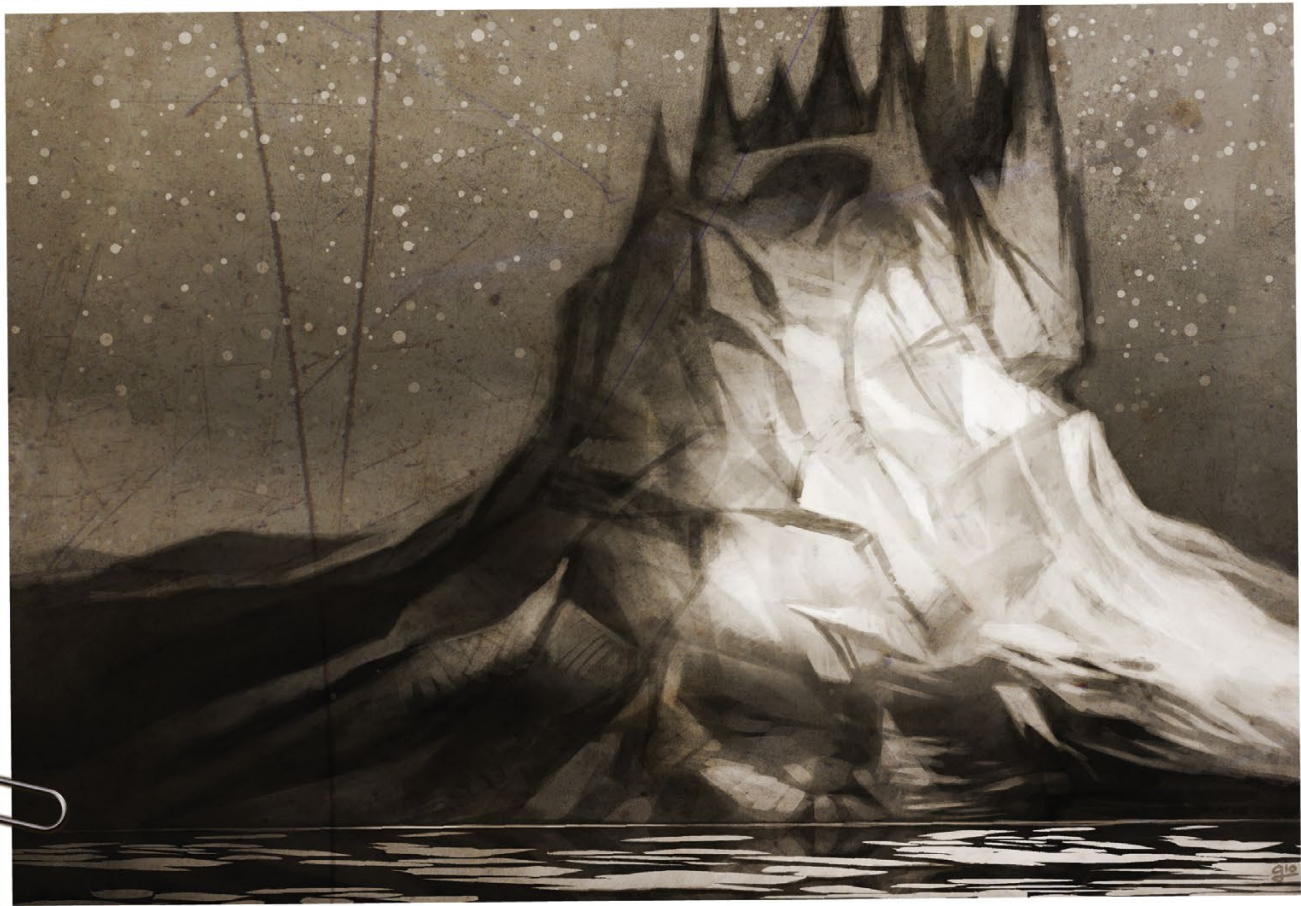
It may take losing another plane or two before the Royal Navy sends warships after the iceberg. If the PCs warned the Admiralty of the threat, the Royal Navy and the RAF are content to observe the iceberg from a safe distance. If they have not been warned, the Royal Navy sends the Town class destroyer *Roxborough* and Flower class corvette *Anemone* to intercept the iceberg.

The fate of the destroyer and corvette is the same: both are frozen solid, along with their crew. The *Roxborough* is actually scooped up by Yikilth and becomes a permanent ice-encrusted fixture along its edge.

If the PCs think to push a “new Nazi Übermensch super weapon” excuse to the Admiralty, the Admiralty cancels Operation EO, a naval airstrike against shipping at Tromsø, Norway. This frees up the battleship HMS *King George V*, the aircraft carrier HMS *Victorious*, the cruiser HMS *Berwick*, and the destroyers *Onslow*, *Tartar*, *Bedouin*, *Eskimo*, *Ashanti*, *Punjabi*, and *Icarus* to deal with the iceberg. Unfortunately, the Royal Navy will still lose. The aircraft of the *Victorious* will be dropped from the sky just like the Coastal Command spotter plane. The *King George V* can engage with its main guns beyond line of sight, using radar, but Rlim Shaikorth will simply freeze the shells in flight. Yes, they will land on Yikilth with a lot of energy, but they will do little damage, as Yikilth’s ice is not terrestrial in nature. Rlim Shaikorth will slow down to entice the battleship to approach and then freeze it once it’s in sight.

The only way to stop the Great Old One is to put the PCs on Yikilth. There are really only three ways to do that: by air, by sea, or by Talent.

The quickest way to get the PCs to the iceberg is to fly them to Iceland. There is an American B-17 Flying Fortress at the Blue West One airfield, part of a series of test flights



Yikilth

Yikilth is a pinnacle-type iceberg, with a central spire—which, in this case, is the domain of Rlim Shaikorth—and additional spires along its surface. It measures roughly 10 miles (16km) long and three miles (5km) wide, or roughly the size of Manhattan or the Channel Island of Guernsey. By night, the ice reveals that its white and blue hues do not come from the dim winter sun reflecting off crystalline water, but actually radiate from the ice itself.

Yikilth is not of the Earth. It comes from the stars, though it is said to also inhabit the Dreamlands. The iceberg is exceptionally cold, with temperatures below $-90^{\circ}\text{F}/-68^{\circ}\text{C}$. The “air” in and around Yikilth is comprised mostly of carbon dioxide. The iceberg’s atmosphere extends in a flattened bubble 1,000 feet (305m) from its edges and up to 1,000 feet (305m) in altitude. The frigid temperatures suck the heat out of any land Yikilth touches or passes close by. A low flying aircraft will see its engine sputter and stop due to the lack of oxygen. Modern firearms will work on Yikilth, as cordite and similar gunpowder propellants contain oxidizers, but the cold is not good for automatic weapons. Bolt-action rifles and revolvers work OK, but other pistols and rifles, and all machine guns and submachine guns, seize up after one or two bursts.

The air is still, even when Yikilth is moving. The water around it is also still, regardless of the weather conditions in the North Atlantic. A school of black *things*—like the things that washed up on the coast of Ikkatteq—precedes the iceberg on its travels. These things slide through the water and occasionally breach the surface.

The iceberg is hard to cross due to its uneven and uplift-strewn surface. Vertical cliffs, jagged outcrops, and knife-edged ridges abound. Radiating from the central spire are channels that look like they were cut by ice melt. These channels are Yikilth’s chaotic road network and are the easiest routes for navigating the island. A Geology [EG] / Knowledge (Geology) [Sav] roll suggests that they were not formed by runoff. Indeed, they were forged by Rlim Shaikorth itself and its aeon long sojourns about the iceberg.

On the flatter segments lie ancient stone and wooden abodes, long since frozen solid, and yet the doors and window shutters still move. These structures might lie alone by one of the channels like an abandoned tollhouse, or they may be spotted in the distance sprinkled across an ice ridge. Most are dome-roofed, some are flat-roofed, and only one in a dozen has the steep gables of a Greenlandic home. On a successful Idea, Archaeology, Architecture [EG] / Smarts, Knowledge (Archaeology), Knowledge (Architecture) [Sav] or similar roll, the buildings’ shapes suggest they are millennia old—or from eras completely unknown to human history—and mostly from climes far, far warmer than contemporary Greenland.

Deep caves pierce the taller, thicker ice walls. Anyone brave enough to climb the cliffs and enter these caves detects the ice’s light-giving properties. Buried in the walls are vessels and structures of ancient or otherworldly provenance. Coracles, galleys, cogs, and caravels—bygone ships of all sizes—are entombed within the ice. So too are sailing ships of indeterminate origin, and other vessels that were obviously designed as watercraft but with no visible means of propulsion. The structures are wood, thatch, stone, and brick, mostly of one or two stories, but occasionally suggesting heights that would not be out of place on the New York skyline. All of these things were captured by Yikilth as it encountered them and absorbed them on Earth and elsewhere.

An explorer could survey every cave on Yikilth, but never would they find in any of the frozen galleries the remains of living things, aside from the few structures made of now frigid wood.

The central spire abuts an ice ridge that extends almost the width of Yikilth. The rounded opening at the spire’s base is some 30 feet tall (9m) and 20 feet wide (6m). A plain of sorts lies around the base of the pinnacle in a semi-circle from the ridge. On the plain lie two dozen frozen stone hovels, and a half-dozen two-story mansions. The mansions are thick-walled and flat-roofed, with a central courtyard now covered by a sheet of nearly transparent ice. The mansions contain enough rooms for large families and scores of servants. The largest room in each of the mansions looks directly upon the spire’s portal.

The spire is hollow, with a circular staircase rimming the peripheral wall. The staircase disappears into the ceiling some 500 feet (152m) above the ground. The ceiling houses Rlim Shaikorth’s chamber. Above the chamber, on the outside of the spire, sits a beacon some 800 feet (244m) above the iceberg’s surface. It is this beacon that casts the beam that freezes solid anything it touches.

There is no Sanity check for seeing Yikilth in the daylight if it is moving slowly or lying stationary, however the following observations of Yikilth do require Sanity checks:

- Spotting Yikilth’s glow at night or in a cave: 0/1D4 [EG] / Nausea (+2) [Sav].
- Seeing it move under its own power: 0/1D4 [EG] / Nausea (+2) [Sav].
- Viewing the black “fish” preceding the berg (even if they saw the smaller versions of these “fish” earlier): 0/1D6 [EG] / Horror (+0) [Sav].
- Encountering the intense cold and carbon dioxide atmosphere: 1/1D6 [EG] / Horror (+0) [Sav].
- Finding the frozen vessels or buildings within Yikilth’s ice caves: 0/1D4 [EG] / Nausea (+2) [Sav].



to ensure ferrying from the U.S. to Britain via Greenland and Iceland is feasible. If the proto-runway at Ikkatteq can be cleared of snow and ice, the B-17 can make the run to pick up the PCs (assuming, of course, that they cannot get to Iceland through paranormal means). This requires PCs with special powers or, at least, the Operate Heavy Machinery [EG] / Driving [Sav] skill. If any of the Americans were saved in Angmagassalik, they could operate the bulldozers. It will take six hours to prep the aircraft and fly it to eastern Greenland, and eight hours to clear the runway. The flight to Iceland will take three hours. This is not including the time it will take the PCs to get back to Ikkatteq. Once in Iceland, the RAF can supply an aircraft capable of dropping the PCs onto Yikilth by parachute.

A PC caught in Yikilth's freezing beam can resist being frozen by matching their POW vs. Rlim Shaikorth's POW on the Resistance Table [EG] / Succeeding at a Spirit (-2) roll [Sav] (this is outlined in Rlim Shaikorth's description on p.105). That does not protect the aircraft they are

travelling in. To do that, the PC needs a power to control temperature, ice, or fire, in which case the POW vs. POW struggle [EG] / Spirit (-2) [Sav] roll is to save not just themselves but the entire aircraft. It's up to the Keeper whether other powers, like teleportation, illusion, or cloud formation, can save the aircraft. Assuming the aircraft manages to get above Yikilth, the PCs still have to parachute onto the iceberg.

Approaching Yikilth by water presents the same dangers as approaching by air, with one exception: a submarine can approach Yikilth without being seen. The freezing beam cannot penetrate the sea. The PCs have the *Talisman* at their disposal. The issue with a submarine is one of speed. A British T-class submarine has a top surface speed of 15 knots (28km/h). Submerged, the submarine can only do up to 9 knots (17km/h), and only for 2 hours before its batteries are drained. No one knows how fast Yikilth can move, but fortunately, it has not yet been travelling as fast as 15 knots (28km/h), and it has been taking a meandering path as Rlim Shaikorth intercepts merchant ships and U-boats. If they head toward the last known location of Yikilth, they could catch up to it a day before it arrives at Iceland. If the Royal Navy is convinced by SSO-M that the iceberg is an experimental Nazi weapon, the PCs may come across Yikilth during its battle with the *King George V*.

If they get within sight, the PCs could teleport onto Yikilth. They could drop a small iceberg of their own in the path of Yikilth as a decoy and paddle across when Yikilth approached. Maybe they could even convince or coerce *die Mathestudenten* to take them to Yikilth.

In an extreme case, they could always use the same Contact Rlim Shaikorth spell that von Kirchensittenbach used. The spell is in the *Rødtskinn* and in the German translation. Von Kirchensittenbach has helpfully outlined the spell in exquisite detail, but it would still require a Language: German [EG] / Knowledge (German) [Sav] roll and an INT $\times 2$ [EG] / Smarts (-1) [Sav] roll to decipher his raving commentary without spending the normal time necessary for studying a Mythos tome. Even if that succeeds, the spell still requires human sacrifices, and the sanity that would cost would be hard to bear.

*The approach sounds downright impossible;
how will we get our boys ashore
without heavy losses?*

A. T.

Scene 2: Arriving on Yikilth

This section assumes the PCs used the *Talisman* to approach Yikilth. From a distance, Lt. Cdr. Willmott notices an area on the iceberg's side where it slopes down to the water. He can get the PCs within 500 yards (457m) of the iceberg, but he doesn't dare go any closer. As the boat approaches, Willmott notes a merchant ship stuck to the side of the iceberg. If the Royal Navy sent the *Roxborough* to investigate, it is also spotted locked in the ice.

The water is exceptionally calm around Yikilth. About 1,000 feet (305m) out, it suddenly becomes difficult to breathe. The PCs are now within its carbon dioxide atmosphere. The temperature plummets to -90°F/-68°C. Frostbite will affect exposed skin within 30 seconds.

Anyone wearing a *Nachtwölfe* breather is immune to both the carbon dioxide and the temperature. If the PCs have breathers but are not wearing them, they need to don them immediately. Roll DEX x 5 [EG] / Agility (+2) [Sav] to put on the breather before the cold and the air affect the PCs. If the roll fails, the PC takes 1D3 cold damage [EG] / a level of Fatigue [Sav]. If the roll is fumbled [EG] / comes up snake eyes [Sav], something bad happens to the breather (i.e. the PC drops it into the water). Anyone falling into the water at this temperature is hit with hypothermia immediately unless they are wearing a breather. A PC can hold their breath for CON [EG] / Vigor [Sav] combat rounds (which doesn't stop the cold). If a PC can somehow breathe in this atmosphere, they lose one CON per two minutes from the cold, with death occurring when they run out of CON [EG] / must make a Vigor roll every two minutes or gain a Fatigue level [Sav]. The extreme cold combined with the toxic atmosphere make for a lethal combination.

If the PCs do not have breathers or powers that allow them to survive, there is help in the form of Rlim Shaikorth. The Great Old One will bestow on any Talent or magic practitioner—but no one else—a special gift: it will make them immune to the effects of Yikilth's atmosphere and repair any damage caused by it. This gift cannot be resisted if the PC is unconscious. If they are conscious, they can resist it with a successful POW vs. POW [EG] / Spirit (-2) [Sav] roll. Rlim Shaikorth cannot give this gift to anyone wearing a breather. However, this "gift" comes with a steep price. The recipient will no longer be able to withstand normal temperatures. They will, for the rest of their lives, be forced to live in below freezing temperatures. In anything warmer, they will start to lose CON points at the rate of one every two minutes until they reach zero and die [EG] / must make a Vigor roll every two minutes or gain a Fatigue level [Sav]. The PCs do not yet know about this permanent alteration.

If the PCs skimmed through the ninth chapter of the *Livre d'Ivon*, they remember the passage about Yikilth's cold atmosphere on an Idea [EG] / Smarts [Sav] roll. With foreknowledge, they can cobble together breathing apparatus



in Iceland. Their best option is an oxygen setup like those used by bomber aircrews with replaceable oxygen tanks, and polar clothing. Each oxygen bottle will last up to 12 hours on an easy hike and four hours if the wearers are exerting themselves. The oxygen bottle weighs 20lbs (9kg). As good as the polar clothing is, the cold of Yikilth will start to seep through quickly. The PCs' homemade suits wouldn't last more than 24 hours.

Scene 3: The Spire

Rlim Shaikorth's spire is located at the exact center of Yikilth. The hike will take an hour even following one of the relatively easy "channels," assuming the PCs don't explore the iceberg along the way.

A short ridge surrounds the central "plain." Three channels pierce the ridge. A *Waffen-SS* soldier in a breather guards each of these approaches. If they notice the PCs

before they themselves are spotted, they will not fire. Instead, they will slip off the ridge and warn the *Übermenschen*.

The *Waffen-SS* contingent on Yikilth consists of the *Übermenschender Falkner*, *der Doppelgänger*, *Tausend Tode*, *das Kriechen*, *Dicke Luft*, and (if he escaped Greenland) *die Mathestudenten*, and possibly Dr. Prill, along with four *Waffen-SS* soldiers. *Tausend Tode*, *der Falkner*, and *der Doppelgänger* no longer wear their breathers. The other Germans are miserable, having worn the masks non-stop for almost three days. The masks are producing sores on their faces. *Dicke Luft* is close to discarding his breather. The four regular *Waffen-SS* soldiers remaining on Yikilth want to remove their masks, but they've been warned by von Kirchensittenbach's disembodied voice to keep them on (Rlim Shaikorth won't save them). The four soldiers and *das Kriechen* are close to mutiny.

The Germans will not defend the buildings unless they are attacked without warning. If the guards spot the PCs before they get to the ridge, all but one of the Germans will retreat to the safety of the spire. Once inside, they will ascend the staircase and disappear into Rlim Shaikorth's chamber to await the PCs' arrival.

The one German who does not head into the central citadel is *Untersturmführer* Alfred Nowak, known as *das Kriechen*. He will attempt to sneak up to the PCs to talk to them. *Das Kriechen* has found his faith in Nazism shaken by the Great Old One. He suspects the White Worm has killed von Kirchensittenbach, *der Eisbrecher*, and *der Lügendetektor*. Von Kirchensittenbach was apparently summoned to see the White Worm the morning after their arrival, and though his voice has been heard since then, he hasn't been seen. *Der Eisbrecher* was gone the second morning, and today no one can find *der Lügendetektor*. *Das Kriechen* is willing to throw in his lot with the Allied Talents. He tried to convince *die Mathestudenten* to take him away, but the younger *Übermensch* is still dedicated to the cause and is distracted by his own troubles. *Das Kriechen* will go along with whatever plan the PCs come up with as long as it isn't suicidal.

Das Kriechen can describe von Kirchensittenbach's return from his audience with Rlim Shaikorth (as can the other *Übermenschen* if captured and sufficiently motivated to talk). The Canon went into the spire accompanied by *der Lügendetektor*, *der Falkner*, and *der Doppelgänger*. The other *Übermenschen* stayed behind with Wisch and the six *Waffen-SS* soldiers. In the morning, von Kirchensittenbach was gone and Wisch was found cowering in the corner of the room he and the Canon shared. *Hauptsturmführer* Günther Anhalt, (*der Doppelgänger*) was now the ranking officer. At first, he put a guard on Wisch, but later he had *die Mathestudenten* return to Angmagassalik with Wisch and his guard so as not to damage morale. They told the others that Wisch's breather was malfunctioning and he was becoming ill.

Das Kriechen states he was eventually forced to meet the White Worm, where he took part in a ritual in which he promised obedience to the creature. All of the Nazis, not just

the *Übermenschen*, were ordered to memorize a chant. The ritual consists of seven parts, with one part completed each evening. *Das Kriechen* shudders to think what will happen when the last part is completed.

If asked if Rlim Shaikorth can be stopped, he hesitates (noticeable with a successful Psychology [EG] / Knowledge (Psychology) [Sav] roll). Following up with a successful Persuade [EG] / Persuasion [Sav] roll, *das Kriechen* takes the PCs to the frozen mansion the Nazis used as their quarters. In *das Kriechen*'s room, hidden under a bedroll now stiff with cold, lies a leather rifle case. Being careful not to crack the frigid leather, he opens it. Inside the case is a Black Sun Degen (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p. 144). If a PC unsheathes it, they will see that the blade is entirely black, though it seems to ripple and flow beneath the weapon's surface. Any Talents touching the weapon feel a subtle vibration emanating from it, revealing that it is enchanted. This particular sabre was taken from von Kirchensittenbach's room when the SS leader disappeared. *Das Kriechen* has been contemplating using it on the Worm, but he's afraid to get that close to the entity. Now that others are there to do the dirty work, perhaps they would like to try instead.

Das Kriechen collected the breathers from *Tausend Tode* and *der Eisbrecher* (the others were returned to Greenland). They sit beside his rifle case.

Any Talents touching the sword feel a subtle vibration emanating from it, revealing that it is enchanted.

Scene 4: Defeating Rlim Shaikorth

If the PCs approach the plain around the citadel unseen, they can engage the Nazis before they have a chance to escape to Rlim Shaikorth's chamber. That lets them defeat the enemy in detail, leaving Rlim Shaikorth without allies. Otherwise, they are left confronting the Nazis on the high ground as they defend the Great Old One.

The citadel itself cannot be destroyed by any weapons available to the PCs. High explosives will not damage the structure, and the interior of the spire is too high for a concussive wave to do any damage. A superpowered PC could possibly throw explosives into the chamber, but Rlim Shaikorth would likely freeze the weapon solid before it detonated. Even if he didn't, the *Übermensch Dicke Luft* can protect the chamber's inhabitants.

A mad, chaotic rush for the chamber and the resultant melee would likely be messy in the extreme. The *Übermenschen* (with the possible exception of *Dicke Luft*) will defend the Great Old One to the death. *Der Falkner* will have his "pet" tear into the PCs. *Dicke Luft* will



concentrate on defence while *der Doppelgänger* does his best to distract the Allied Talents. The Great Old One's first act is to swallow *Tausend Tode* whole in order to gain his regeneration power. *Tausend Tode* has been ordered to stand beside Rlim Shaikorth and behind the other *Übermenschen*. Only the PCs will see him being devoured; this sight will trigger a 1/1D8 Sanity [EG] / Horror (-2) [Sav] check even though he's an enemy.

Immediately after, Rlim Shaikorth will lash out at the PCs with its freezing gaze or cast Clutch of Nyogtha, Wrack, or the Dread Curse of Azathoth. Having swallowed *der Lügendetektor*, it senses the weakest PCs and, if within striking distance, attempts to swallow them.

The PCs might decide simply to lay siege to the citadel. In response, Rlim Shaikorth will cast Enthrall Victim, put the PCs to sleep, slip down from its chamber, and devour them one after another. Rlim Shaikorth also uses this tactic if the PCs decide to just stand around and wait for something to happen.

There are several ways to defeat the Great Old One. Rlim Shaikorth has an ardent desire for worshipers. This desire can be harnessed by enterprising PCs. The Worm will allow them into his chamber if they can convince him that they are sincere in their desire to become his followers. This will not be easy since it devoured *der Lügendetektor*, but a PC with an appropriate hyperskill (such as Fast Talk) [EG] / Super Skill (such as Persuasion) [Sav] might succeed.

One of the Sledge Patrol wears an Elder Sign. Rlim Shaikorth is repelled by the object. The wearer won't be swallowed but can be targeted by spells.

The Worm needs to sleep. If they skimmed the ninth chapter of the *Book of Eibon*, an Idea [EG] / Smarts [Sav] roll recalls the following passage, "But the worm, though ancient beyond the antiquity of worlds, is not immortal and is vulnerable in one particular. Whosoever learneth the time and means of his vulnerability and hath heart for this undertaking, may slay him easily. And the time for the deed is during his term of sleep." The Worm sleeps on the new moon. The next one is 15 February. If the PCs can avoid being swallowed whole and can hold out until then, they can attack when Rlim Shaikorth is unconscious. Then they will only have the *Übermenschen* and Prill to deal with.

Unfortunately, Rlim Shaikorth will have frozen Reykjavik, Iceland by then, and the PCs don't know the timing of Rlim Shaikorth's sleep habits. If the Keeper is feeling particularly nice, they can have Margaret Balkie, the Tankerness House librarian, discover the passage through a reading of *Livre d'Ivon*. This is only viable if the PCs have some way of communicating with the outside world. Did they bring a radio? Did they manage to keep the batteries warm? Can they figure out a way to entice Yikilth away from Iceland?

Piercing Rlim Shaikorth releases its blood, which is caustic to the touch (see p.105). If Rlim Shaikorth is brought to zero hit points [EG] / four wounds [Sav], a ceaseless torrent



of gore pours forth from its body. As the blood flows over the citadel and across the surface of Yikilth, it steams and starts to melt the iceberg. The torrent is strong enough to drive anyone in Rlim Shaikorth's chambers out the doorway and off the top of the spiral stairs. Seeing the stream and realizing it may never stop costs the viewer a 1/1D8 Sanity [EG] / Horror (-2) [Sav] check, though the character's sanity at that point is the least of their worries.

PCs surviving the initial caustic torrent will have to run to escape the blood as it encompasses all of Yikilth. The blood will melt Yikilth, a process that takes days. The things trapped within the iceberg vanish with it.

EPILOGUE

If the PCs failed to destroy Rlim Shaikorth, things are going to go quite poorly for the Allies in a hurry. Within days, all of the surviving *Übermenschen* are swallowed and Rlim Shaikorth gains their powers. An entire Talent army could drop on Yikilth, but producing equipment for breathing in that atmosphere in such a short period of time is problematic, and in the meantime, Iceland is a goner. Rlim Shaikorth allowed the small party of Talents to get to Yikilth because it thought it could control them. A large Talent army approaching by air will be frozen out of the sky. The Worm will throw up ice ridges to slow down those that set foot on the iceberg. That would give Rlim Shaikorth time to call for help, the

most likely candidate being the Great Old One Aphoom Zhah. This is the point of the chant he's been teaching the *Übermenschen*. SSO-M and Section Two might find the Dismiss Rlim Shaikorth spell, but will that even work if Rlim Shaikorth is here for long enough? If they stop Yikilth before it gets to Germany but after freezing Britain, the whole course of the war changes.

In other words, there's a lot of room here for the Keeper to choose a path between sparing (parts of) Britain, and bringing about the destruction of human civilization.

EG

On a more positive note, if the PCs defeat the White Worm they gain 1D20 Sanity. They gain an additional 1D8 Sanity for saving the civilians and Americans in Angmagassalik, either by stopping the ritual or driving off/killing the Gnoph-Kebs. Reduce this to 1D6 if the civilians were saved but the Americans were killed.

Sav

On a more positive note, the PCs gain a free chance to reduce dementia for both defeating the White Worm and for saving the civilians and Americans in Angmagassalik, either by stopping the ritual or driving off/killing the Gnoph-Kebs.

The Admiralty and SSO-M will not publicly acknowledge the PCs' service, but stopping the Great Old One should be good for a couple of medals handed out in a private ceremony, and immediately taken away in the name of security.

Allies will be important in the fight against Rlim Shaikorth. They must be steadfast and loyal, and willing to sacrifice themselves if the need arises. People like that are in short supply.

—Capt. Harris





CHAPTER 3

Allies & Adversaries

"We must all hang together, or assuredly we shall all hang separately."
- Benjamin Franklin

The following stats are for the various non-player characters (NPCs) and creatures encountered in the adventure.

ALLIED MILITARY NPCS

TYPICAL BRITISH COMMANDO

EG

STR 13 DEX 13 INT 13 CON 15
SIZ 14 APP 12 POW 13 EDU 12
SAN 55 Hit Points: 15

Damage Bonus: +1D4.

Skills: Climb 45%, Close Combat 55%, Demolitions 35%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 30%, Heavy Weapons 45%, Listen 50%, Parachute 50%, Spot Hidden 40%, Swim 40%, Throw 45%, Track 20%

Language Skills: English (Own) 60%.

Weapons: Lee-Enfield No.4 Mk.I (Rifle) 40%, damage 2D6+4, atts 1/2 base range 110yds.,

Sten Mk.I (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30yds.

Bren Light Machine Gun (Heavy Weapons) 50%, damage 2D6+4, atts 1 or burst, base range 130yds.

*Make sure the boys put in requisitions
for any special equipment ASAP.*

A.T.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Driving d6, Fighting d6, Knowledge (Demolitions) d6, Notice d6, Stealth d8, Shooting d6, Survival d6, Swimming d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6

Hindrances: none

Edges: Commando, Demo Man, Scrounger

Gear: Bren Light Machine Gun (40/80/160, 2d8, RoF 3, Shots 30, AP 2, Auto, Snapfire), Lee-Enfield No.4 Mk.I Rifle (24/48/96, 2d8, Shots 10, AP 1), Sten Mk.I Submachine Gun (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto), cold weather gear.

Miller joked about how terrifying it would be to accompany Jumping Johnny on one of his "hops."

TOVE LIND, NORTHEAST GREENLAND SLEDGE PATROL MEMBER

Lind is 33 years old, six foot four (2m), but still lithe even in a full fur parka. He is the more talkative of the two sledge patrolmen. Lind wears his heart on his sleeve. His emotions are a little bit larger than those around him; he's always a little happier, a little angrier, and a little more intense than the situation warrants.

EG

STR 14 DEX 13 INT 13 CON 14
SIZ 10 APP 13 POW 11 EDU 14
SAN 55 Hit Points: 10

Damage Bonus: none.

Skills: Climb 40%, Close Combat 50%, Dodge 50%, Drive Sledge 80%, Fieldcraft 60%, First Aid 50%, Listen 45%, Mechanical Repair 60%, Ski 60%, Spot Hidden 60%, Survival (Arctic) 80%, Tactics 20%, Throw 40%.

Language Skills: Danish (Own) 70%, English 45%, German 20%.

Weapons: M1903 Springfield (Rifle) 50%, damage 2D6+4, atts 1/2, base range 110 yds.

Hunting Knife 50%, damage 1D4+2.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Driving d10, Fighting d8, Healing d8, Knowledge (Danish) d10, Knowledge (English) d6, Knowledge (German) d4, Notice d8, Repair d8, Shooting d8, Stealth d8, Survival d10, Throwing d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5

Hindrances: Loyal, Quirk (wears his heart on his sleeve)

Edges: Brawny, Dodge, Woodsman

Gear: Hunting Knife (Str+d4), M1903 Springfield Rifle (24/48/96, 2d8, Shots 8, AP 2, Semi-Auto).

CPL. PHIL "MAKE 'EM JUMP" MILLER

Miller was a handyman in Manchester when the war broke out. He joined up after Dunkirk, and was in awe of Jumping Johnny, Britain's first Talent. While in basic training, Miller joked about how terrifying it would be to accompany Jumping Johnny on one of his "hops." Soon after, the power to make his own truly terrifying "hops" manifested.

EG

STR 14 DEX 12 INT 12 CON 10
SIZ 08 APP 10 POW 13 EDU 11
SAN 65 Hit Points: 12

Magic Points: 13

Damage Bonus: none.

Skills: Climb 69%, Close Combat 36%, Command 9%, Craft (Carpentry) 40%, Demolitions 38%, Dodge 38%, Drive Automobile 30%, Electrical Repair 62%, Fieldcraft 60%, First Aid 34%, Heavy Weapon (Machine Gun) 22%, Martial Arts 12%, Mechanical Repair 62%, Military Doctrine 5%, Operate Heavy Machinery 70%, Pilot (Boat) 12%, Spot Hidden 40%, Submachine Gun 22%, Survival (Arctic) 15%, Tactics 5%, Teach 14%, Throw 32%.

Language Skills: English (Own) 55%.

Weapons: Webley .38/200 Service Revolver (Handgun) 24%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 35%, damage 2D6+4, atts 1/2, base range 110 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2.

No. 36M Hand Grenade 32%, damage 4D6/4 yds, base range 13 yds.

Miracles: Teleport Self and Passengers 85% (2 ½ EP) (D, U; Extras: Extra Capacity [Mass]; Flaws: Blatant [Loud bang as air is displaced], If/Then [Must say "Boo!"], Passengers must make SAN check).

Teleport Mass 55% (2 ½ EP) (A, D, U; Extras: Extra Capacity [Mass], Enemies must make SAN check; Flaws: Blatant [Loud bang as air is displaced], If/Then [Must say "Boo!"], Friendlies must make SAN check).

Corporal Phil "Make 'Em Jump" Miller has two methods of teleportation. He can teleport himself and anyone/anything touching him up to 2.5 tons (2,500kg) in weight up to a range of one and a half miles (2.5km). Miller has to see the destination. He can also teleport



up to 700lbs (320kg) of matter a distance up to 350yds (320m) without accompanying the matter. This kind of teleportation can be used for attacking. Regardless of his chosen method, Miller must say "Boo!" for it to work. Any human teleported by Miller must make a 0/1D4 SAN check upon arrival. Miller is immune to the SAN check.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Boating d4, Climbing d8, Driving d6, Fighting d6, Healing d6, Knowledge (Demolitions) d6, Notice d8, Repair d8, Shooting d4, Stealth d8, Survival d4, Throwing d6

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6

Hindrances: Habit (sweats and swears as he uses his power), Loyal

Edges: Arcane Background (Super Powers), Mechanically Inclined

Gear: *Fairbairn-Sykes Fighting Knife* (Str+d4, AP 1), *Webley .38/200 Service Revolver* (12/24/48, 2d6+1, Shots 6, AP 1), *Lee-Enfield Mk.III Rifle* (24/48/96, 2d8, Shots 10, AP 1, Snapfire), *No. 36M Hand Grenade* (5/10/20, 3d6, Medium Burst Template)

Super Powers

- Teleport (4): 48" Range; If/Then (Miller must say "Boo!" for it to work), Baleful (All those teleported by Miller must make a Nausea check when they arrive).

JESPER THORSEN, NORTHEAST GREENLAND SLEDGE PATROL MEMBER

Thorsen is 41 years old, five foot seven (1.7m), but solidly built. He is a man of few words but little escapes him. He rarely shows what he's feeling, and when he does it is subtle. In spite of their opposing (complementary?) personalities, he and Lind are inseparable.

Thorsen wears a soapstone carving of an Elder Sign around his neck. The carving was given to him by an Inuit shaman. If he survives Angmagassalik, he will give this to a deserving PC, which could protect the wearer from being swallowed by Rlim Shaikorth.

EG STR 16 DEX 12 INT 12 CON 16
SIZ 09 APP 10 POW 13 EDU 15
SAN 65 Hit Points: 13

Damage Bonus: +1D4

Skills: Climb 40%, Close Combat 50%, Dodge 40%, Drive Sledge 80%, Electrical Repair 40%, Fieldcraft 60%, First Aid 40%, Listen 60%, Mechanical Repair 40%, Spot Hidden 70%, Survival (Arctic) 85%, Tactics 25%, Throw 40%.

Language Skills: Danish (Own) 75%, English 40%, Inuit 50%.

Weapons: *M1903 Springfield* (Rifle) 50%, damage 2D6+4, atts 1/2, base range 110 yds.

Hunting Knife 50%, damage 1D4+2.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Driving d10, Fighting d8, Healing d6, Knowledge (Danish) d10, Knowledge (English) d6, Knowledge (Inuit) d8, Notice d8, Repair d6, Shooting d8, Stealth d8, Survival d10, Throwing d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5

Hindrances: Loyal, Quirk (Superstitious)

Edges: Dodge, Lucky, Woodsman

Gear: *Hunting Knife* (Str+d4), *M1903 Springfield Rifle* (24/48/96, 2d8, Shots 8, AP 2, Semi-Auto).

CIVILIAN NPCS

TYPICAL NORWEGIAN / GREENLANDIC VILLAGER

EG STR 12 DEX 11 INT 13 CON 12
SIZ 11 APP 11 POW 11 EDU 12
SAN 55 Hit Points: 12

Damage Bonus: none.

Skills: Climb 40%, Dodge 35%, Fist/Punch 55%, Grapple 40%, History (Local) 60%, Mechanical Repair 40%, Navigate 30%, Psychology 45%, Sneak 35%, Spot Hidden 30%.

Language Skills: Norwegian, Danish, or Inuit (Own) 60%.

Weapons: *.30-06 Bolt Action Rifle* 35%, damage 2D6+4, atts 1/2, base range 110 yds

Hunting Knife 30%, damage 1D6+db

Sharpened Farm Implements 30%, damage 1D6+1+db

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Healing d6, Knowledge (Local History) d8, Knowledge (Navigation) d6, Knowledge (Psychology) d6, Notice d6, Shooting d6, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none

Gear: Knife (Str+d4), Sharpened Farm Implement (Str +d4, -1 to Fighting rolls), .30-06 Bolt Action Rifle (24/48/96, 2d8, RoF 1, Shots 5, AP 1, Snapfire).

**MARGARET BALKIE,
TANKERNESS HOUSE LIBRARIAN**

EG STR 11 DEX 13 INT 16 CON 12
SIZ 10 APP 11 POW 13 EDU 18
SAN 55 Hit Points: 10

Damage Bonus: none.

Skills: Art Appreciation 50%, Bargain 40%, Credit Rating 50%, Cthulhu Mythos 10%, History 70%, Library Use 80%, Listen 50%, Natural History 40%, Occult 40%, Psychology 40%, Spot Hidden 60%.

Language Skills: English (Own) 90%, French 70%, German 40%, Greek 40%, Latin 60%.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Investigation d10, Knowledge (French) d8, Knowledge (German) d6, Knowledge (Greek) d6, Knowledge (History) d8, Knowledge (Latin) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Occult) d6, Knowledge (Psychology) d6, Notice d8, Persuasion d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 4.

Edges & Hindrances: none

NJORD RASKE, CAPTAIN OF THE DAGFIN

EG STR 14 DEX 12 INT 12 CON 10
SIZ 09 APP 10 POW 11 EDU 11
SAN 55 Hit Points: 10

Damage Bonus: none.

Skills: Accounting 30%, Climb 40%, Credit Rating 35%, Fist/Punch 55%, Grapple 50%, Handgun 40%, Head Butt 45%, Jump 40%, Mechanical Repair 45%, Navigate 70%, Operate Heavy Machinery 40%, Spot Hidden 55%, Swim 70%.

Language Skills: Norwegian (Own) 55%, English 40%, German 45%.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Boating d8, Climbing d6, Fighting d8, Knowledge (Accounting) d6, Knowledge (English) d6, Knowledge (German) d6, Knowledge (Navigation) d8, Notice d8, Repair d6, Shooting d6, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5

Edges & Hindrances: none

OLDIN STRAND, TOWN LEADER, VÅGSAVÅG

EG STR 10 DEX 11 INT 14 CON 12
SIZ 16 APP 12 POW 13 EDU 14
SAN 25 Hit Points: 14

Magic Points: 13

Damage Bonus: +1D4.

Skills: Accounting 30%, Conceal 40%, Credit Rating 55%, Drive Automobile 55%, History (Local) 60%, Law 30%, Library Use 45%, Navigate 30%, Persuade 45%, Sneak 45%, Spot Hidden 40%.

Language Skills: Norwegian (Own) 70%, English 35%.

Weapons: .30-06 Bolt Action Rifle 50%, damage 2D6+4, atts 1/2, base range 110 yds

Hunting Knife 40%, damage 1D6+db

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Investigation d6, Knowledge (English) d6, Knowledge (Accounting) d6, Knowledge (Law) d6, Knowledge (Local History) d8, Knowledge (Navigation) d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: none

Edges: Brawny

Gear: Knife (Str+d4), .30-06 Bolt Action Rifle (24/48/96, 2d8, RoF 1, Shots 5, AP 1, Snapfire).

**GERMAN MILITARY
NPCS**

TYPICAL WAFFEN-SS SOLDIER / NCO

EG STR 13 DEX 14 INT 11 CON 15
SIZ 13 APP 12 POW 10 EDU 11
SAN 40 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 40%, Close Combat 40%, Dodge 35%, Drive Automobile 35%, Fieldcraft 35%, First Aid 45%, Heavy Weapons 30%, Listen 70%, Spot Hidden 40%, Throw 35%, Track 10%.

Language Skills: German (Own) 55%.

Weapons: Kar. 98k (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

MP38 Maschinenpistole (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

MG34 Maschinengewehr (Machine Gun) 30%, damage 2D6+4, atts 1 or burst, base range 120 yds.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none

Gear: Steel Helmet (+3, head only), 2x Stielhandgranate (5/10/20, 3d6-2, Medium Burst Template), Kar. 98k Bolt-action Rifle (24/48/96, 2d8, Shots 5, AP 2, Snapfire), MP38 Maschinenpistole (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto), MG34 Maschinengewehr (30/60/120, 2d8, RoF 3, Shots 50, AP 2, Auto, Snapfire).

TYPICAL WAFFEN-SS OFFICER

EG STR 11 DEX 12 INT 15 CON 13
SIZ 12 APP 12 POW 13 EDU 14
SAN 55 Hit Points: 13

Damage Bonus: none.

Skills: Climb 30%, Command 50%, Dodge 55%, Drive Automobile 30%, Fieldcraft 35%, First Aid 65%, Listen 40%, Spot Hidden 50%, Tactics 45%, Throw 55%.

Language Skills: German (Own) 70%.

Weapons: P08 Luger Pistol (Handgun) 60%, damage 1D10, atts 2, base range 15yds.

MP38 Maschinenpistole (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none

Edges: Command, Rank (Officer)

Gear: P08 Luger Pistol (12/24/48, 2d6-1, Shots 7, Semi-Auto), MP38 Maschinenpistole (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

STURMMANN EDMUND CREMER

EG STR 13 DEX 14 INT 11 CON 15
SIZ 13 APP 12 POW 10 EDU 11
SAN 40 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 40%, Close Combat 40%, Dodge 35%, Fieldcraft 50%, Heavy Weapons 30%, Listen 75%, Radio Operator 80%, Spot Hidden 50%, Throw 35%, Track 10%.

Language Skills: German (Own) 55%

Weapons: Kar. 98k (Bolt-action Rifle) 45%, damage 2D6+4, atts 1/2, base range 90 yds.

Stielhandgranate 24 35%, damage 5D6/2 yds, base range 39 yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Knowledge (Artillery) d6, Knowledge (Communications) d10, Notice d8, Stealth d8, Shooting d6, Throwing d6, Tracking d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Edges & Hindrances: none

Gear: Steel Helmet (+3, head only), 2x Stielhandgranate (5/10/20, 3d6-2, Medium Burst Template), Kar. 98k Bolt-action Rifle (24/48/96, 2d8, Shots 5, AP 2, Snapfire).

STURMMANN ARNOLD WEBER

EG STR 13 DEX 14 INT 11 CON 15
SIZ 13 APP 12 POW 10 EDU 12
SAN 50 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 40%, Close Combat 40%, Dodge 35%, Fieldcraft 45%, First Aid 45%, Heavy Weapons 30%, Listen 70%, Radio Operator 70%, Spot Hidden 60%, Throw 35%, Track 10%.

Language Skills: German (Own) 60%.

Weapons: Kar. 98k (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Knowledge (Artillery) d6, Knowledge (Communications) d10, Notice d8, Stealth d8, Shooting d6, Throwing d6, Tracking d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Edges & Hindrances: none

Gear: *Steel Helmet* (+3, head only), *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire).

ÜBERMENSCHEN

UNTERSTURMFÜHRER OSKAR SCHÄFER,
ALPTRÄUME ("NIGHTMARES")

EG STR 15 DEX 10 INT 14 CON 13
SIZ 09 APP 15 POW 15 EDU 14
SAN 70 Hit Points: 11

Magic Points: 15

Damage Bonus: none.

Skills: Close Combat 40%, Dodge 40%, Fast Talk 45%, Fieldcraft 40%, Listen 40%, Martial Arts 25%, Psychology 20%, Spot Hidden 45%, Throw 30%.

Language Skills: German (Own) 70%, English 20%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 70%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 40%, damage 1D4+2.

Stielhandgranate 24 30%, damage 5D6/2 yds, base range 39 yds.

Miracles: Create Horrific Visions 125% (5 EP) (U, U; Extras: Duration, Multi-Target ×2, Subtle; Flaws: Reduced Range, Peeve [HP], Vulnerable to Will; Capacity: Range).

Notes: Schäfer's power creates realistic scenes of horror that freeze up to 2D6 victims in place. A victim can free themselves by rolling POW ×5. Other Talents can free victims by spending one MP. The power also triggers a Sanity check of 0/1D4 for a regular success and 1/1D6 for a special success. The power has the Duration extra, but it turns off if Schäfer loses hit points.

Sav ★ **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Knowledge (English) d4, Knowledge (Psychology) d4, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Throwing d6

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers)

Gear: *Kampfmesser* 42 Knife (Str+d4+1), *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Fear (5):** 6" Range; All those affected must make a Horror (-2) roll as they are confronted by terrifying visions. This Power is Subtle (see p.39).

UNTERSTURMFÜHRER ALFRED NOWAK,
DAS KRIECHEN ("THE CREEP")

EG STR 12 DEX 14 INT 15 CON 10
SIZ 10 APP 11 POW 12 EDU 16
SAN 50 Hit Points: 10

Magic Points: 12

Damage Bonus: none.

Skills: Close Combat 50%, Dodge 90%, Fast Talk 60%, Hide 120%, Listen 50%, Martial Arts 50%, Psychology 50%, Sneak 140%, Spot Hidden 85%, Track 50%, Throw 50%.

Language Skills: German (Own) 80%, English 45%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 80%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 50%, damage 1D4+2.

Stielhandgranate 24 50%, damage 5D6/2 yds, base range 39 yds.

Miracles: 250% in extra skill points (5 EP).

Notes: A lifelong hunter, *Untersturmführer* Alfred Nowak has developed supernatural stealth abilities.

Schäfer's power creates realistic scenes of horror that freeze victims in place.

Sav ★ **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (English) d6, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Shooting d10, Stealth d12+1, Throwing d8, Tracking d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Improved Dodge

Gear: *Kampfmesser* 42 Knife (Str+d4+1), *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Super Skill (3):** 3 Steps added to Stealth.
- **Super Edge (2):** Improved Dodge



**UNTERSTURMFÜHRER WILHELM HAXTER,
DER BAGGER ("THE EXCAVATOR")**

EG

STR 15 DEX 12 INT 11 CON 17
SIZ 17 APP 13 POW 11 EDU 11
SAN 55 Hit Points: 16

Magic Points: 11

Damage Bonus: +1D4.

Skills: Close Combat 50%, Dodge 40%, Fieldcraft 40%, Listen 50%, Martial Arts 50%, Psychology 20%, Spot Hidden 65%, Throw 50%.

Language Skills: German (Own) 55%.

Weapons: Kar. 98k (Bolt-action Rifle) 70%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 50%, damage 1D4+2.

Stielhandgranate 24 50%, damage 5D6/2 yds, base range 39 yds.

Miracles: Dig Trenches and Ditches 75% (5 EP) (D, R, U; Extras: Autonomous, Grit Fuelled, Persistent; Flaws: Blatant [Causes a deep rumbling sound], If/Then [Must carry entrenching tool]; Capacity: Mass).

Notes: *Untersturmführer* Wilhelm Haxter is a large, athletic man, an ex-boxer, who operated earth moving equipment before the war. Now he can dig ditches with his mind,

through any terrain (though he can't hurt humans directly with his power). The trenches form almost subconsciously, allowing him the freedom to do other things (like shoot or throw grenades) while he creates protective paths across the battlefield.

Sav



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d8, Knowledge (Psychology) d4, Notice d8, Shooting d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 9; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Brawler, Brawny

Gear: *Kampfmesser* 42 Knife (Str+d4+1), Kar. 98k Bolt-action Rifle (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Matter Control (4):** Range 24"; can only be used to form trenches and ditches in the earth.

**HAUPTSTURMFÜHRER GÜNTHER ANHALT,
DER DOPPELGÄNGER ("DOUBLE WALKER")**

EG STR 12 DEX 12 INT 12 CON 14
SIZ 13 APP 10 POW 16 EDU 12
SAN 70 Hit Points: 14

Magic Points: 16

Damage Bonus: +1D4.

Skills: Close Combat 30%, Command 45%, Dodge 45%, Fieldcraft 45%, Listen 30%, Martial Arts 30%, Persuade 40%, Psychology 30%, Spot Hidden 50%, Tactics 50%, Throw 40%.

Language Skills: German (Own) 60%, English 35%.

Weapons: *Kar.* 98k (Bolt-action Rifle) 65%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 30%, damage 2D4+2.

Stielhandgranate 24 40%, damage 5D6/2 yds, base range 39 yds.

Miracles: Form Duplicates 100% (5 EP) (A, D, R; Extras: Autonomous, Duration, Independent; Flaws: Ablative, If/Then [Call the Duplicates by Name], Strenuous; Capacity: Mass).

Notes: *Hauptsturmführer* Günther Anhalt can create a small squad of duplicates that look exactly like him. These duplicates can attack on their own (doing 1D6 damage even though they look like they are carrying a rifle), and they can throw themselves in front of attacks. Once formed, they have a mind of their own until they disappear, based on the Duration extra. Each duplicate is 10% less effective than the last when they are created on consecutive turns (he can skip rounds to reset the percentage). It costs Anhalt one MP per duplicate created.

Sav ★ **Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge (English) d6, Knowledge (Battle) d8, Knowledge (Psychology) d6, Notice d8, Shooting d8, Stealth d6, Throwing d6

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 7.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Command

Super Powers: *Duplication* (4): Two duplicates; must be called by name.

Gear: *Kampfmesser* 42 Knife (Str+d4+1), *Kar.* 98k Bolt-action Rifle (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

**OBERSTURMFÜHRER ALOIS OBSCHIL,
DER FALKNER ("THE FALCONER")**

EG STR 14 DEX 11 INT 12 CON 11
SIZ 13 APP 13 POW 13 EDU 13
SAN 45 Hit Points: 12

Magic Points: 13

Damage Bonus: +1D4.

Skills: Close Combat 30%, Cthulhu Mythos 5%, Demolitions 40%, Dodge 40%, Fieldcraft 55%, Listen 40%, Martial Arts 20%, Psychology 30%, Spot Hidden 45%, Throw 60%.

Language Skills: German (Own) 65%.

Weapons: *Kar.* 98k (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 30%, damage 2D4+2.

Stielhandgranate 24 60%, damage 5D6/2 yds, base range 39 yds.

Miracles: 100% (5 EP) (A, D, R, U; Extras: Autonomous, Independent, Duration; Flaws: Baleful, Blatant, Hell Breaks Loose, If/Then [Short Incantation], Reduced Mass; Capacity: Mass).

Notes: *Der Doppelgänger* commands the *Übermenschen* on Yikilth in von Kirchensittenbach's absence. When *Obersturmführer* Alois Obschil shouts a short incantation, a Hunting Horror is summoned to do his bidding, however it's not a *real* Hunting Horror, as Talents can't do that. Obschil manifested his power while training as a Black Sun novice after seeing someone summon a *real* hunting horror. His creature is a figment of his imagination made real; it only has the outline of a true Hunting Horror. The rest of the creature is largely featureless, as Obschil averted his gaze in horror the moment the real creature was summoned. Anyone seeing the manifestation in dim light will think it's a real Hunting Horror if they fail a Spot Hidden roll.

Sav ★ **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Knowledge (Demolitions) d6, Knowledge (Mythos) d4, Knowledge (Psychology) d6, Notice d8, Shooting d8, Stealth d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers)

Gear: *Kampfmesser* 42 Knife (Str+d4+1), *Kar.* 98k Bolt-action Rifle (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Matter Control (5):** Summons a construct which appears to be a hunting horror. Those who witness

this creature must succeed at a Nausea check, while the Summoner himself suffers a Horror (+1) roll. Use the stats for a hunting horror (*Achtung Cthulhu! the Keeper's Guide to the Secret War*, p. 229), but remove the wild card designation.

UNTERSTURMFÜHRER GERHARD VOGT, DER GESTANK ("THE STENCH")

EG STR 13 DEX 12 INT 12 CON 11
SIZ 14 APP 13 POW 13 EDU 13
SAN 60 Hit Points: 13

Magic Points: 13

Damage Bonus: +1D4.

Skills: Close Combat 40%, Command 25%, Dodge 45%, Fieldcraft 60%, First Aid 45%, Listen 70%, Martial Arts 30%, Psychology 20%, Spot Hidden 50%, Tactics 35%, Throw 40%.

Language Skills: German (Own) 65%.

Weapons: MP38 *Maschinenpistole* (Submachine Gun) 75%, damage 1D10, atts 2 or burst, base range 30 yds.

Kampfmesser 42 Knife 40%, damage 2D4+2.

Stielhandgranate 24 40%, damage 5D6/2 yds, base range 33 yds.

Miracles: Create Cloud of Brimstone 100% (5 EP) (D, R, U; Extras: Persistent, Masochistic, Undying; Flaws: Baleful, Opaque, Reduced Capacity; Capacity: Range).

Notes: Vogt gets his nickname, *Der Gestank* ("The Stench") from the yellow cloud of fog he generates around himself, out to a radius of 350 yards (320m). The stench is so awful that it causes those caught in the cloud to roll Sanity, including Vogt himself. Vogt has found that it's easier to create the cloud after he's been injured.

Sav ★ **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Knowledge (Psychology) d4, Notice d8, Shooting d8, Stealth d8, Throwing d6

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers)

Gear: *Kampfmesser* 42 Knife (Str+d4+1), *Kar. 98k Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Whirlwind (3):** Creates a yellow fog cloud which causes those caught within it to make a Nausea check each round. Vogt must make a Horror (+1) roll. If The Stench is wounded, these rolls suffer a -2 penalty.

OBERSTURMFÜHRER ERICH GRÄTZ, DER PIANIST ("THE PIANIST")

EG STR 13 DEX 13 INT 13 CON 12
SIZ 17 APP 08 POW 13 EDU 14
SAN 65 Hit Points: 15

Magic Points: 13

Damage Bonus: +1D4.

Skills: Close Combat 35%, Command 55%, Dodge 40%, Fieldcraft 60%, Listen 75%, Martial Arts 30%, Psychology 45%, Spot Hidden 75%, Tactics 45%, Throw 45%.

Language Skills: German (Own) 70%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 65%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 35%, damage 2D4+2.

Stielhandgranate 24 45%, damage 5D6/2 yds, base range 33 yds.

Miracles: Control Ghostly Piano Wire 75% (5 EP) (A, R, U; Extras: Persistent, Swift; Flaws: If/Then [Must hum a Mozart concerto]; Capacity: Range).

Notes: *Der Pianist* can make piano wire spin out of thin air and use it to bind people and objects, block entrances, and stab or garrotte targets. To make his power work, Grätz—a concert pianist before the war—has to hum a Mozart concerto.

Sav ★ **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Knowledge (Psychology) d6, Notice d8, Shooting d8, Stealth d8, Throwing d6

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Command

Gear: *Kampfmesser* 42 Knife (Str+d4+1), *Kar. 98k Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Ensnare (2):** Summons a length of ghostly piano wire which binds and ensnares a single target. *Der Pianist* must hum a Mozart concerto while controlling the wire.
- **Attack (Melee) (3):** Str+2d6. The wire can be used to stab or garrotte foes. Again, *Der Pianist* must hum the Mozart concerto.

**OBERSTURMFÜHRER AUGUST ZINGEL,
DER MATHEMATIKER ("THE MATHEMATICIAN")**

EG

STR 14 DEX 09 INT 17 CON 10
SIZ 15 APP 15 POW 11 EDU 17
SAN 50 Hit Points: 13

Magic Points: 11

Damage Bonus: +1D4.

Skills: Close Combat 20%, Cthulhu Mythos 5%, Dodge 40%, Fieldcraft 40%, Listen 50%, Martial Arts 50%, Mathematics 110%, Persuade 40%, Psychology 45%, Spot Hidden 75%, Tactics 40%, Throw 40%.

Language Skills: German (Own) 85%, English 60%.

Weapons: MP38 *Maschinenpistole* (Submachine Gun) 50%, damage 1D10, atts 2 or burst, base range 30 yds.

Kampfmesser 42 Knife 20%, damage 2D4+2.

Stielhandgranate 24 40%, damage 5D6/2 yds, base range 39 yds.

Spells: Create Gate.

Miracles: Knowing the Odds 120% (4 EP) (D, U; Extras: Rewarding; Flaws: Reduced Capacity; Capacity: Range).

50% in extra skill points (1 EP).

Notes: sometimes the key to good luck is just knowing the odds. A mathematics professor in real life, Zingel has a subconscious ability to control probability. He can run across a killing field and just happen to step in the right place and duck at the right time to avoid a hail of bullets. He can also predict the probability that the enemy will use a particular tactic to help prepare defences. When Zingel is in charge, everyone just happens to be at the right place at the right time.

Zingel's protégé is Helmut Bauer, *die Mathestudenten*. The two have talked for hours about extra dimensional math, though Bauer has not told the older *Übermensch* what he witnessed on the "other side".

Sav



Attributes: Agility d4, Smarts d10, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d4, Knowledge (English) d8, Knowledge (Mythos) d4, Knowledge (Psychology) d6, Notice d8, Persuasion d6, Shooting d8, Stealth d6, Throwing d6

Charisma: -6; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 4.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Improved Dodge, Very Lucky

Gear: *Kampfmesser 42 Knife* (Str+d4+1), MP 38(12/24/48, 2d6-1, Shots 32, RoF 3, AP 1, Auto), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Omni-Super Skill (6):** 3 points of Super Skill.

Special Abilities

- **Spell:** *Create Gate*.

**HAUPTSTURMFÜHRER FRITZ RENTROP,
DER PEINIGER ("THE TORMENTOR")**

EG

STR 16 DEX 13 INT 11 CON 13
SIZ 17 APP 13 POW 10 EDU 12
SAN 45 Hit Points: 15

Magic Points: 10

Damage Bonus: +1D6.

Skills: Close Combat 65%, Dodge 50%, Fieldcraft 45%, Listen 70%, Martial Arts 50%, Persuade 60%, Psychology 60%, Spot Hidden 55%, Tactics 10%, Throw 50%.

Language Skills: German (Own) 60%, Danish 40%, English 45%.

Weapons: MP38 *Maschinenpistole* (Submachine Gun) 65%, damage 1D10, atts 2 or burst, base range 30 yds.

Kampfmesser 42 Knife 65%, damage 1D4+2+1D6.

Stielhandgranate 24 50%, damage 5D6/2 yds, base range 39 yds.

Miracles: Inflict Tremendous Pain 125% (3 EP) (A; Extras: Multiple Targets x2; Flaws: No Physical Damage, Reduced Capacity; Capacity: Range).

Inflict Damaging Pain 80% (2 EP) (A; Extras: Multiple Targets; Flaws: Reduced Capacity; Capacity: Range).

Notes: *Der Peiniger* induces pain in up to 2D6 targets up to 3/4 of a mile (1.2km) away. A target so afflicted must make a POW vs. POW roll on the Resistance Table to avoid losing their action this turn due to the extreme discomfort. If the target is a Talent they can still engage in a Contest of Wills.

Up to about 175 yards (160m), Rentrop can cause actual damage with his ability, though he is restricted to hitting only 1D6 targets.

Rentrop is the ranking *Übermensch* in Angmagassalik.

Sav



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Knowledge (Danish) d6, Knowledge (English) d6, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Obese, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Dodge, Rank (Officer)

Super Powers: *Stun* (4) Range 12/24/48.

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *MP 38*(12/24/48, 2d6-1, Shots 32, RoF 3, AP 1, Auto), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

OBERSTURMFÜHRER HEIMRICH "HARRY" PALETTA, DICKE LUFT ("THICK AIR")

EG STR 12 DEX 11 INT 14 CON 13
SIZ 13 APP 11 POW 14 EDU 14
SAN 60 Hit Points: 13

Magic Points: 14

Damage Bonus: +1D4.

Skills: Close Combat 45%, Command 40%, Dodge 45%, Fast Talk 30%, Fieldcraft 60%, Listen 40%, Martial Arts 25%, Psychology 35%, Spot Hidden 75%, Tactics 40%, Throw 50%.

Language Skills: German (Own) 70%.

Weapons: *Kar.* 98k (Bolt-action Rifle) 70%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 45%, damage 2D4+2.

Stielhandgranate 24 50%, damage 5D6/2 yds, base range 39 yds.

Miracles: Manipulate Air 85% (5 EP) (D, R, U; Extras: Multi Target, Persistent, Range Capacity on Useful, Tough x2; Flaws: Blatant, Reduced Range; Capacity: Range).

Notes: even air can act as a shield if it's thick enough. *Obersturmführer* "Harry" Paletta controls air density, creating a haze and fog around him. He can't make himself fly, but he can shield up to 1D6 people up to 175 yards (160m) away. If he can't completely defend them, the thick air at least offers up to 10 points of Damage Resistance.

Sav ★ **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge (Psychology) d6, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Obese, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers)

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *Kar.* 98k Bolt-action Rifle (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Force Control (7):** Force Field, Medium Burst Template.

UNTERSTURMFÜHRER HELMUT BAUER, DIE MATHESTUDENTEN ("THE MATHS STUDENT")

EG STR 14 DEX 12 INT 13 CON 17
SIZ 10 APP 14 POW 15 EDU 16
SAN 45 Hit Points: 14

Magic Points: 15

Damage Bonus: none.

Skills: Astronomy 40%, Close Combat 50%, Cthulhu Mythos 7%, Dodge 40%, Fieldcraft 60%, Listen 60%, Martial Arts 40%, Mathematics 55%, Psychology 20%, Spot Hidden 80%, Tactics 20%, Throw 50%.

Language Skills: German (Own) 80%, English 35%.

Weapons: *Kar.* 98k (Bolt-action Rifle) 60%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 50%, damage 1D4+2.

Stielhandgranate 24 50%, damage 5D6/2 yds, base range 39 yds.

Spells: Create Gate.

Miracles: Teleport Self 95% (3 EP) (D U; Extras: Greater Range x 2; Flaws: Blatant, Hell Breaks Loose, If/Then [Only Through Angles]; Capacity: Range).

Teleport Mass 85% (2 EP) (U; Extras: Greater Range x2, Mass Capacity, Flaws: Blatant, If/Then [Only Through Angles]; If/Then [Must Touch Mass], Reduced Mass Capacity; Capacity: Range).

Notes: like his mentor, *der Mathematiker*, Helmut Bauer was also studying the secrets of Black Sun when his power manifested. Bauer specialized in gate spells, so it's not surprising that he started creating them with his mind. Bauer's gates form long enough for only him and anything he touches to pass through. He can transport up to 350lbs (160kg) of weight 400 miles (640km) and himself 800 miles (1,280km). The gates form in "angles", such as the corner between two walls, or the join between a floor and a ceiling. Anyone he takes with him must go willingly.

Bauer could probably learn to boost his power with magic points, but his days are numbered. The manner in which he travels is very similar to that of the Hounds of Tindalos (see *Call of Cthulhu*, 6th Edition, p. 165), and one of those masters of space and time has spotted *die Mathestudenten*. Bauer knows there's something wrong, too, as he can feel a presence watching him from a distance. At some point, either during a fumbled roll or at a suitably dramatic moment, a Hound of Tindalos will appear for Bauer...

Sav



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Knowledge (Astronomy) d6, Knowledge (Mythos) d4, Knowledge (psychology) d4, Notice d10, Shooting d8, Stealth d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers)

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *Kar. 98k Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), *2x Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Teleport (4):** Range 24", only through angles. If Bauer rolls a natural 1 on his Spirit die, he attracts the attention of a Hound of Tindalos (*Achtung Cthulhu!: the Keeper's Guide to the Secret War*, p. 228), which comes for him.

Special Abilities

- **Spell:** *Create Gate*

UNTERSTURMFÜHRER HEINRICH DEBUS, DIE KRAKE ("THE OCTOPUS")

EG

STR 14	DEX 18	INT 10	CON 14
SIZ 13	APP 10	POW 14	EDU 12
SAN 70	Hit Points: 14		

Magic Points: 14

Damage Bonus: +1D4.

Skills: Close Combat 50%, Dodge 70%, Fieldcraft 45%, Listen 40%, Martial Arts 50%, Psychology 20%, Spot Hidden 65%, Throw 50%.

Language Skills: German (Own) 60%.

Weapons: *MP38 Maschinenpistole* (Submachine Gun) 65%, damage 1D10, atts 2 or burst, base range 30 yds.

Kampfmesser 42 Knife 50%, damage 2D4+2.

Stielhandgranate 24 50%, damage 5D6/2 yds, base range 39 yds.

Miracles: Four extra actions (4 EP).

10 extra characteristic points (1 EP).

Notes: Heinrich Debus detests his power. When his power manifested, he sprouted four additional arms, each of which can act independently. Unfortunately, he can't make them go away. He tried cutting off an arm, but it grew back. The Third Reich isn't a welcoming place for circus freaks, as Debus categorizes himself. It wasn't hard for Black Sun to draft him into their ranks with a promise that theirs was the only place in the Reich where someone with such

a "deformity" would be tolerated. His self-loathing only reinforces Debus' sadistic streak.

His normal method of attack is to use several submachine guns simultaneously, or use one submachine gun and lob four grenades at a time.

Sav



Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Knowledge (Psychology) d4, Notice d6, Stealth d6, Shooting d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Improved Dodge

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *MP 38* (12/24/48, 2d6-1, Shots 32, RoF 3, AP 1, Auto), *2x Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Extra Limbs (12):** Four extra arms.

STURMBANNFÜHRER HANS BONERTZ, DIE TAUSENDfüßLER ("THE MILLIPEDE")

EG

STR 12	DEX 13	INT 14	CON 16
SIZ 11	APP 10	POW 10	EDU 11
SAN 50	Hit Points: 14		

Magic Points: 10

Damage Bonus: none.

Skills: Close Combat 50%, Command 12%, Dodge 40%, Fieldcraft 60%, First Aid 34%, Listen 50%, Martial Arts 20%, Psychology 20%, Spot Hidden 40%, Tactics 25%, Throw 40%.

Language Skills: German (Own) 55%.

Weapons: *MP38 Maschinenpistole* (Submachine Gun) 55%, damage 1D10, atts 2 or burst, base range 30 yds.

Kampfmesser 42 Knife 50%, damage 1D4+2.

Stielhandgranate 24 40%, damage 5D6/2 yds, base range 30 yds.

Miracles: Control Things by Materializing Tiny Feet 75% (3 EP) (D, R, U; Extras: Multi Target; Flaws: Greedy, Hell Breaks Loose).

Turn Explosives Into Little Crawling Drones 80% (2 EP) (A, R; Extras: Seeker; Flaws: Greedy, Hell Breaks Loose, If/Then [Used with grenades/explosives]).

Notes: *Untersturmführer* Hans Bonertz can make objects grow little feet. This seemingly innocuous ability has several uses. He can distract his opponents by moving their helmets over their eyes, or shifting equipment in their

hands (a major distraction that usually causes the target to drop the item). He can rearrange furniture and shut doors. *Die Tausendfüßler's* signature move is to throw grenades or explosives and walk them around cover. He has enough control that he can "walk" the priming string or the pin out of a grenade.

Die Tausendfüßler is tapping into something unwholesome with his power. It sucks a magic point out of anyone nearby every time he uses it. If he fumbles, something nasty happens. The exact nature of the event is up to the Keeper, but it likely involves something very creepy with a lot of legs...

Bonertz is the commander of the four *Übermenschen* in Vågsvåg.

Sav ★ **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d8, Healing d6, Knowledge (Psychology) d4, Notice d8, Shooting d8, Stealth d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers)

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *MP 38*(12/24/48, 2d6-1, Shots 32, RoF 3, AP 1, Auto), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Control Matter (7):** Range 12; Objects grow tiny feet and scuttle away.

OBERSTURMFÜHRER ERHARD MÖSSLACHER, GÄNSEHAUT ("GOOSEBUMPS")

EG STR 12 DEX 14 INT 12 CON 10
SIZ 17 APP 12 POW 13 EDU 10
SAN 60 Hit Points: 14

Magic Points: 13

Damage Bonus: +1D4.

Skills: Close Combat 40%, Dodge 55%, Fieldcraft 65%, Listen 50%, Martial Arts 15%, Psychology 40%, Spot Hidden 85%, Tactics 60%, Throw 60%.

Language Skills: German (Own) 50%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 40%, damage 2D4+2.

Stielhandgranate 24 60%, damage 5D6/2 yds, base range 39 yds.

Miracles: Control Skin 70% (5 EP) (A, D, R, U; Extras: Persistent; Flaws: Baleful, Common Allergy [Fire], Greedy, Repeater, Sanguinary, Stain; Capacity: Range)

Notes: *Obersturmführer* Erhard Mösslacher can make your skin crawl. Literally. Like crawl up from your chest and wrap around your throat; crawl down from your eyes and smother your face; pull your gun in a direction you most definitely did *not* want it pointed. He can also control his own skin, to the extent that he can form calluses thick enough to stop bullets. The only thing that he can't defend against is fire. This power requires blood (often Mösslacher's) and steals a magic point every time Mösslacher uses it. It also leaves a trail of dead skin in the *Übermensch's* wake.

Sav ★ **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Psychology) d6, Notice d10, Shooting d8, Stealth d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Brawny, Dodge

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *Kar. 98k Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Armor (2):** 4 points of armor; Skin forms calluses, and ridges.
- **Attack Ranged (3):** Range 12/24/48; 2d6, Control the target's skin, which attempts to choke the victim

OBERSTURMFÜHRER KARL KECK, KNALLBUMM ("BANG-A-BOOM")

EG STR 11 DEX 16 INT 10 CON 15
SIZ 14 APP 14 POW 12 EDU 12
SAN 60 Hit Points: 15

Magic Points: 12

Damage Bonus: +1D4.

Skills: Close Combat 50%, Dodge 75%, Fieldcraft 60%, Listen 25%, Martial Arts 50%, Spot Hidden 75%, Tactics 40%, Throw 65%.

Language Skills: German (Own) 60%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 80%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 50%, damage 2D4+2.

Stielhandgranate 24 65%, damage 5D6/2 yds, base range 39 yds.

Miracles: Explosive Blocking 100% (3 EP) (D, R; Extras: Automatic, Tough x 2; Flaws: Ablative, Blatant, Prop [Hand Grenade], Reduced Capacity, Strenuous; Capacity: Range).

Explosive Blocking 75% (2 EP) (A, R; Extras: Burns, Vicious; Flaws: Ablative, Blatant, If/Then [Can Only Attack After Defending], Prop [Hand Grenade], Reduced Capacity; Capacity: Range).

Notes: Karl Keck can redirect damage applied to him. If he's shot, stabbed, punched, attacked by mortar fire, etc., he immediately retaliates with blast that sends out a focused spray of shrapnel that does 2D8 damage. He has to have a hand grenade on him for it to work. And all that exploding is hard on him: each time he defends, it costs him a Magic Point, and for every consecutive round he uses his power it decreases by 10%.

Sav ★ **Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d10, Stealth d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Improved Dodge

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *Kar. 98k Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Attack Ranged (5):** Range Self; 2d6, AP 2, Medium Burst Template. Only when attacked, he must be holding a grenade.

Untersturmführer Martin Gürz has died many times, but none of them take.

UNTERSTURMFÜHRER MARTIN GÜRZ, TAUSEND TODE ("A THOUSAND DEATHS")

EG STR 12 DEX 15 INT 14 CON 14
SIZ 14 APP 10 POW 09 EDU 13
SAN 40 Hit Points: 14

Magic Points: 9

Damage Bonus: +1D4.

Skills: Close Combat 70%, Dodge 80%, Hide 45%, Listen 40%, Martial Arts 50%, Psychology 30%, Sneak 80%, Spot Hidden 75%, Tactics 40%, Throw 65%.

Language Skills: German (Own) 65%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 80%, damage 2D6+4, atts 1/2, base range 220 yds.

Kampfmesser 42 Knife 70%, damage 1D4+2.

Stielhandgranate 24 65%, damage 5D6/2 yds, base range 39 yds.

Miracles: Invulnerability to Trauma 100% (3 1/3 EP) (D, R; Extras: Autonomous, Automatic; Flaws: If/Then [Left for Dead], Stain; Capacity: Mass).

5 points of Damage Reduction (1 2/3 EP).

Notes: Thanks to his miracle, *Untersturmführer* Martin Gürz has died many times, but none of them take. Combat trauma—shots, explosions, shrapnel, etc.—must get past his defences, and that very seldom happens. If it does, he has 5 points of Damage Resistance, but there's a catch. He seems to *die* any time his power saved him from damage that should have killed him (this is the "If/Then [Left for Dead]" flaw). He looks stone dead for 1D6 combat rounds. His power still works thanks to Autonomous and Automatic, though he "dies" for another 1D6 combat rounds if the damage would have brought him to zero. He isn't being resurrected; it's just that he really looks like he died. This is somewhat unnerving to his peers, with rumours circulating that he's some sort of living ghost.

Sav ★ **Attributes:** Agility d10, Smarts d8, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Psychology) d6, Notice d8, Shooting d10, Stealth d10, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Mean, Vow (The Nazi Party)

Edges: Arcane Background (Super Powers), Improved Dodge

Gear: *Kampfmesser 42 Knife* (Str+d4+1), *Kar. 98k Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), 2x *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template).

Super Powers

- **Regeneration (6):** Level 4; Must be left for dead, his discarded remains are found at the site of his regeneration.

Sounds like just dealing with these chaps would be challenge enough for our boys and girls!

-R.D.

BLACK SUN CULTISTS

HAUPTSTURMFÜHRER ANTON AMEISER, BLACK SUN NOVICE

EG

STR 08 DEX 13 INT 13 CON 14
SIZ 13 APP 11 POW 17 EDU 14
SAN 65 Hit Points: 14

Magic Points: 17

Damage Bonus: none.

Skills: Anthropology 40%, Command 40%,
Cthulhu Mythos 5%, Dodge 50%, Fast Talk 45%,
Hide 45%, History 60%, Library Use 60%, Listen 50%,
Natural History 40%, Persuade 60%, Physics 40%,
Sneak 50%, Spot Hidden 40%, Tactics 40%, Throw 40%.

Language Skills: German (Own) 70%, Danish 40%,
English 35%.

Weapons: P08 Luger Pistol (Handgun) 40%, damage 1D10,
atts 2, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d10,
Strength d4, Vigor d8

Skills: Investigation d8, Knowledge (Anthropology) d6,
Knowledge (Danish) d6, Knowledge (English) d6,
Knowledge (History) d8, Knowledge (Mythos) d4,
Knowledge (Natural History) d6, Knowledge (Physics) d6,
Notice d8, Persuasion d8, Shooting d6, Stealth d8,
Throwing d6

Charisma: -6; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 6.

Hindrances: Bloodthirsty, Fanatic, Mean,
Vow (The Black Sun)

Edges: none

Gear: Luger P08 Pistol (12/24/48, 2d6-1, Shots 7,
Semi-Auto).

STURMBANNFÜHRER JOSEF FINKE, BLACK SUN MASTER

EG

STR 13 DEX 12 INT 16 CON 11
SIZ 13 APP 11 POW 17 EDU 15
SAN n/a Hit Points: 12

Magic Points: 17

Damage Bonus: +1D4.

Skills: Archaeology 60%, History 75%, Dodge 35%,
Cthulhu Mythos 15%, Dreaming 30%, Dream Lore 28%,
First Aid 35%, Occult 55%, Spot Hidden 35%

Language Skills: German (Own) 75%, Norwegian 35%,
English 20%.

Weapons: Walther PPK Pistol (Handgun) 45%,
damage 1D8, atts 3, base range 10 yds.

Spells: Cloud Memory, Consume Likeness, Deflect Harm,
Elder Sign, Reach, Summon Byakhee.

Sav



Attributes: Agility d6, Smarts d10,
Spirit d10, Strength d8, Vigor d6

Skills: Dreaming d6, Fighting d8, Intimidation d8,
Healing d6, Knowledge (Archaeology) d8, Knowledge
(English) d4, Knowledge (History) d10, Knowledge
(Mythos) d4, Knowledge (Norwegian) d6, Knowledge
(Occult) d8, Notice d6, Shooting d6, Taunt d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 7;
Sanity: Insane.

Hindrances: Bloodthirsty, Fanatic, Mean,
Vow (The Black Sun)

Edges: Command, Dodge, Killer Instinct, Strong Willed

Gear: Walther PPK Pistol (10/20/40, 2d6-1, Shots 7,
Semi-Auto).

Special Abilities

- **Insane:** Masters are totally insane. Their insanity gives them strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They also ignore the first two penalties from Wounds. They are immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Canons can cast *cloud memory*, *consume likeness*, *deflect harm*, *elder sign*, *implant fear*, *reach*, *summon/bind byakhee*.

OBERSTURMFÜHRER HORST HEINRICH, BLACK SUN NOVICE

EG

STR 11 DEX 11 INT 15 CON 13
SIZ 11 APP 12 POW 14 EDU 16
SAN 50 Hit Points: 12

Damage Bonus: none.

Skills: Archaeology 55%, Anthropology 55%,
Astronomy 30%, Biology 30%, Chemistry 40%,
Cthulhu Mythos 10%, Geology 20%, History 60%,
Library Use 50%, Listen 40%, Natural History 40%,
Physics 40%, Spot Hidden 40%

Language Skills: German (Own) 80%, English 45%,
Icelandic 40%, Norwegian 60%.

Weapons: P08 Luger Pistol (Handgun) 40%, damage 1D10,
atts 2, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Investigation d8, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Astronomy) d6, Knowledge (Biology) d6, Knowledge (Chemistry) d6, Knowledge (English) d6, Knowledge (Geology) d4, Knowledge (History) d8, Knowledge (Icelandic) d6, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Norwegian) d8, Knowledge (Physics) d6, Notice d6, Shooting d6

Charisma: -6; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 4

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun)

Edges: none

Gear: Luger P08 Pistol (12/24/48, 2d6-1, Shots 7, Semi-Auto).

**DR. KATHERINA PRILL,
BLACK SUN MASTER**

Dr. Prill is a linguist with Black Sun with a strong desire to rise in the ranks. Von Kirchensittenbach has been grooming her as his second in command for over six months. Prill is

amazingly charming, which hides her sociopathy. She is loyal to Black Sun, but she's not a fanatic. Prill will surrender in the face of overwhelming odds, relying on her knowledge and gender to save her from being hanged as a war criminal.

EG

STR 10 **DEX** 13 **INT** 15 **CON** 11
SIZ 14 **APP** 14 **POW** 14 **EDU** 19
SAN 40 **Hit Points:** 13

Magic Points 14

Damage Bonus: none.

Skills: Anthropology 50%, Astronomy 30%, Cthulhu Mythos 15%, Dodge 40%, Fast Talk 50%, Hide 40%, History 70%, Library Use 70%, Listen 40%, Natural History 40%, Persuade 60%, Physics 40%, Psychology 60%, Sneak 40%, Spot Hidden 40%.

Language Skills: German (Own) 95%, English 50%, French 60%, Latin 70%, Norwegian 60%, Old Norse 65%.

Weapons: P08 Luger Pistol (Handgun) 45%, damage 1D10, atts 2, base range 15 yds.

Spells: Conduit of Supplication, Contact Gnoph-Keh, Create Barrier of Naach-Tith, Create Gate, Create Mist of Releh, Elder Sign, Wrack.



Sav**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d6**Skills:** Fighting d6, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Astronomy) d6, Knowledge (English) d8, Knowledge (French) d8, Knowledge (History) d8, Knowledge (Latin) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Norwegian) d8, Knowledge (Old Norse) d8, Knowledge (Physics) d6, Knowledge (Psychology) d8, Notice d6, Persuasion d8, Shooting d6, Stealth d6**Charisma:** +4/+0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.**Hindrances:** Bloodthirsty, Vow (The Black Sun)**Edges:** Attractive, Charming, Command, Dodge, Killer Instinct**Gear:** Walther PPK Pistol (10/20/40, 2d6-1, Shots 7, Semi-Auto).**Special Abilities**

- **Spells:** Prill can cast *conduit of supplication*, *contact Gnoph-Keh*, *create barrier of Naach-Tith*, *create gate*, *create mist of Releh*, *elder sign*, *wrack*.

STURMBANNFÜHRER OTTO WISCH, BLACK SUN MASTER

Otto Wisch is currently insane and borderline suicidal because of what he saw in the mansion on Yikilth.

EG

STR 13	DEX 12	INT 13	CON 12
SIZ 13	APP 10	POW 12	EDU 15
SAN 30	Hit Points: 13		

Magic Points 12**Damage Bonus:** +1D4.**Skills:** Cthulhu Mythos 15%, Dodge 40%, Fast Talk 30%, Hide 40%, History 60%, Library Use 65%, Listen 40%, Natural History 40%, Persuade 50%, Psychology 60%, Sneak 40%, Spot Hidden 60%.**Language Skills:** German (Own) 75%, English 30%, French 60%, Norwegian 40%.**Spells:** Create Mist of Releh, Elder Sign, Wrack.**Sav****Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6**Skills:** Fighting d6, Investigation d8, Knowledge (English) d6, Knowledge (French) d8, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Norwegian) d6, Knowledge (Psychology) d8, Notice d6, Persuasion d8, Stealth d8**Charisma:** -4; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** Insane**Hindrances:** Bloodthirsty, Vow (The Black Sun)**Edges:** Combat Reflexes**Special Abilities**

- **Insane:** Wisch is insane and gains a +2 to both his Toughness, and any attempts to Unshake. He also ignores the first two levels of wounds.
- **Spells:** Wisch can cast; *mist of Releh*, *elder sign*, *wrack*.

SUPERNATURAL CREATURES**GNOPH-KEH,****LESSER INDEPENDENT RACE**

Gnoph-Keh are a race of degenerate beings, which can only exist in the furthest arctic regions of our world. They are six limbed, savage, and dangerous.

EGSee *Call of Cthulhu, 6th Edition*, p. 161 for further details and information.**Gnoph-Keh #1**

STR 33	DEX 13	INT 14
CON 23	SIZ 34	POW 21
SAN n/a	Hit Points: 28	

Damage Bonus: +3D6; **Move:** 9**Weapons:** Horn Gore 65%, damage 1D10+3D6.*Claw* 55%, damage 4D6.**Armour:** 9 points of gristle, fur, and hide.**Spells:** none.**Sanity Loss:** 0/1D10**Gnoph-Keh #2**

STR 31	DEX 14	INT 17	CON 25
SIZ 32	APP n/a	POW 23	EDU n/a
SAN n/a	Hit Points: 28		

Damage Bonus: +3D6; **Move:** 9**Weapons:** Horn Gore 65%, damage 1D10+3D6.*Claw* 55%, damage 4D6.**Armour:** 9 points of gristle, fur, and hide.**Spells:** Contact Ithaqua, Contact Rlim Shaikorth, Clutch of Nyogtha, Wrack, and six other spells of the Keeper's choosing.**Sanity Loss:** 0/1D10



Attributes: Agility d8, Smarts d8, Spirit d12+1, Strength d12+4, Vigor d12+2

Skills: Fighting d8, Notice d8, Stealth d10

Pace: 10; **Parry:** 6; **Toughness:** 19 (4)

Special Abilities

- **Armor (+4):** The hide of a Gnoph-Keh is gristle, fur, and muscle.
- **Cold Aura:** Those who get within close proximity to these beasts must make a Vigor roll every round or suffer a -1 penalty due to the intense cold. Once this roll fails, no more checks need be made.
- **Create Storm:** If a Gnoph-Keh concentrates it can create a localized blizzard which disrupts vision, and sharply lowers the temperature.
- **Gore:** Str+d10.
- **Horror (-2):** Those who witness a Gnoph-Keh in the flesh must make a Spirit (-2) roll or check the Horror effects table.
- **Large:** Those targeting a Gnoph-Keh gain a +2 bonus on their attack rolls.
- **Size (+6):** The Gnoph-Keh is a massive beast.
- **Spells:** The second Gnoph-Keh knows the following spells; *contact Ithaqua*, *contact Rlim Shaikorth*, *clutch of Nyogtha*, *wrack*.
- **Weakness:** Gnoph-Keh take double damage from flame attacks.

RLIM SHAIKORTH, GREAT OLD ONE

Something he had of the semblance of a fat white worm; but his bulk was beyond that of the sea-elephant. His half-coiled tail was thick as the middle folds of his body; and his front reared upward from the dais in the form of a white round disk, and upon it were imprinted vaguely the lineaments of a visage belonging neither to beast of the earth nor ocean-creature. And amid the visage a mouth curved uncleanly from side to side of the disk, opening and shutting incessantly on a pale and tongueless and toothless maw. The eye-sockets of Rlim Shaikorth were close together between his shallow nostrils; and the sockets were eyeless, but in them appeared from moment to moment globules of a blood-colored matter having the form of eyeballs; and ever the globules broke and dripped down before the dais. And from the ice-floor of the dome there ascended two masses like stalagmites, purple and dark as frozen gore, which had been made by the ceaseless dripping of the globules.

—Clark Ashton Smith,
"The Coming of the White Worm".

The information on Rlim Shaikorth presented here complements that found in Chaosium's *Malleus Monstrorum*.

**RLIM SHAIKORTH,
THE WHITE WORM**



STR 25 **DEX** 12 **INT** 18
CON 65 **SIZ** 25 **POW** 20
Hit Points 45

Avg Damage Bonus: +2D6; **Move** 10

Weapons: *Swallow* 75%, damage: death.

Armour: 10 points armour in blubbery flesh. Any piercing or slashing wounds that cause damage send out a spray of caustic blood doing 1D10 damage.

Spells: All Call and Contact spells. Cloud Memory, Clutch of Nyogtha, Dread Curse of Azathoth, Enthrall Victim, Mesmerize, Mind Blast, Wrack, plus any other spells the Keeper desires.

Sanity Loss: 1D4/2D8.

Miracles: Psychology at 125% and Persuade at 125% after swallowing the *Übermensch der Lügendetektor* ("The Lie Detector"). Control Ice at 100% from swallowing *der Eisbrecher*, but that is somewhat redundant.

Rlim Shaikorth can freeze anything within its sight, or anything touched by Yikilth's beacon. The victim's POW is matched against that of the Great Old One. If the victim fails, they lose one CON point every combat round they are within the beacon's beam or within the White Worm's gaze. When the victim reaches zero CON, they are frozen solid. If the victim succeeds in the

Rlim Shaikorth can freeze anything within its sight, or anything touched by Yikilth's beacon.

POW matching, they still lose 1D3 CON. Nothing can melt these frozen victims except Rlim Shaikorth's own ichor. The Worm can affect any and all within its sight simultaneously. It can also freeze inanimate objects in 1D10 combat rounds.

Rlim Shaikorth can alter someone so they can survive in Yikilth's alien environment. A conscious target can resist by matching POW with the White Worm. If they fail, they become physically altered. They can breathe in Yikilth's toxic atmosphere, and frigid temperatures no longer affect them. Unfortunately, they can no longer live in temperatures above freezing, losing one CON point per hour. They will have to spend the rest of their days in the cold. Unconscious characters cannot resist the gift. This gift cannot be bestowed on someone wearing a *Nachtwölfe* breather.

The Great Old One can detect the presence of sorcerers and Talents anywhere on Yikilth and anywhere touched by its beacon.

Rlim Shaikorth attacks its victims by swallowing them whole. The Worm adds 1/5 the victim's SIZ to its own, increasing its hit points accordingly.

Once ingested, the victim's mind becomes imprisoned within Rlim Shaikorth, a process that costs the mind 1D20 Sanity points. Imprisoned minds are merged with the Worm's consciousness. They are only separate when the Worm sleeps. It is possible to talk to an ingested victim while the Worm sleeps, the cacophony is deafening as other victims cry out and wail for attention. Von Kirchensittenbach is an exception. He made a mental connection with the Worm, so Rlim Shaikorth lets the Nazi sorcerer experience life through its own senses while it is awake.

A side effect of ingesting Talents is that the White Worm takes on their powers.

Rlim Shaikorth's blood is caustic. It does 1D10 points of damage per combat round. Water or other liquids can wash off the blood. If the Worm is reduced to zero hit points, an impossible flood of gore issues forth. Anyone caught in the torrent must make a DEX ×5 roll, or lose their footing and become consumed in the boiling, steaming fluid. Eventually the flood will flow over the entire surface of Yikilth. Only then will the unearthly ice start to melt and dissolve. Yikilth will disappear within 3D6 hours.

The Great Old One is conscious most of the time, but it must sleep during the new moon.

If the Worm swallows *Tausend Tode*, it gains an additional 5 points of armour and the ability to avoid damage entirely. However, the Left for Dead flaw still applies, making the Worm look dead for 1D6 rounds. During this time, the people who were ingested by the worm can speak just like when the Worm slumbers.

Sav



Attributes: Agility d6, Smarts d12, Spirit d12+1, Strength d12+2, Vigor d12+12

Skills: Fighting d8, Knowledge (Psychology) d12+2, Notice d8, Persuasion d12+3

Pace: 10; **Parry:** 6; **Toughness:** 25 (5)

Special Abilities

- **Absorb Talent Power:** Anyone swallowed by Rlim Shaikorth adds their Talent power to his repertoire of abilities.
- **Armor (+5):** Blubbery flesh.
- **Caustic Spray:** If someone manages to wound Rlim Shaikorth, and are within 10" of the beast when they do so, they must make an Agility roll or be hit by caustic blood, which jets from the wound. This causes 3d6 damage.
- **Large:** Those targeting Rlim Shaikorth gain a +2 bonus on their attack rolls.
- **Size (+6):** Rlim Shaikorth is a gigantic, blubbery, white worm.
- **Spells:** Rlim Shaikorth knows the following spells: All Call and Contact spells. *Cloud memory*, *clutch of Nyogtha*, *dread curse of Azathoth*, *enthrall victim*, *mesmerize*, *mind blast*, *wrack*, plus any other spells the Keeper desires.
- **Swallow:** If Rlim Shaikorth successfully hits with this attack (using his Fighting skill), then the victim is allowed one final Agility roll to escape his gaping maw. Failure on this roll spells death for the poor wretch.
- **Terror (-2):** Those who see Rlim Shaikorth in the flesh must make a Spirit (-2) roll or check the Terror effects table.





CHAPTER 4

New Spells for Savage Worlds

The following spells are not found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, though they may be in other supplements. They have been included here to make the game simpler to run for the Game Master.

Call/Dismiss Aphoom Zhah

Sav

Casting Modifier: -10

Range: Special.

Duration: Special.

Cost: Terror (-1), plus 2 points of Sanity.

This spell can only be cast in the coldest of climes and involves lighting a fire and keeping it lit without any artificial shelter. The flames must be kept alive by constantly feeding it fuel. Aphoom Zhah appears as a freezing ball of flame that forms from the Aurora Borealis. Dismissing the god is as simple as letting the summoning fire die naturally.

Conduit of Supplication

Sav

Casting Modifier: -3

Range: Special.

Duration: Special.

Cost: Horror (-1).

This spell transfers life force from a living creature to an entity of the caster's choosing. Each recipient entity—typically a Great Old One or Outer God, but it could exist for lesser entities—has their own version of the spell.

The spell requires the presence of a creature related to the recipient entity, which becomes the “conduit” of the spell's name. Though the Gnoph-Keh are usually associated

with Ithaqua, they are also related to Aphoom Zhah and Rhan Tego, and may have actually been created by the former. If the creatures are not present, an appropriate contact or summon spell is needed to attract them. Note that a sufficiently gifted human sorcerer associated with the entity could also be used.

Victims are identified in some way that makes sense to the “conduit”. This marking need only last through the end of the ritual. It could be a stain, a tattoo, specific jewellery item, or a form of dress (or undress).

The “conduit” kills the victim and ingests the victim's life force. This is most commonly done by bloodletting, though if the “conduit” is sufficiently large, the victim could simply be swallowed whole. The recipient entity gains one die step of Spirit per victim. The “conduit” gains a +1 bonus (which, once used, is gone forever) per victim (think of it as a commission for doing the work).

Not specified in the spell, if the “conduit” fails to successfully cast the spell (for instance, the “conduit” is stopped before it can kill all the victims, or the caster failed to offer up at least 10 victims), the primary caster is left a shrivelled, lifeless husk. If there is more than one participant, the others are driven insane.

*I'm not convinced our people should learn this ritual.
Penny, please follow up with the Professor
to get his opinion.*

- Cpl. Akheo Singh

Contact Gnoph-Keh

Sav

Casting Modifier: see below.

Range: Special.

Duration: Special.

Cost: Horror (+1), plus the cost of seeing the creature [Horror (-2)].

This spell must be cast in sub-freezing temperatures in a place that is directly connected by land or ice to the Arctic Circle. Unless there are no gnoph-keh nearby it is automatically successful.

Create Barrier of Naach-Tith

Sav

Casting Modifier: -6

Range: see below.

Duration: Special.

Cost: Terror (-1), plus 2 points of Sanity.

This spell creates a spherical barrier 300 feet (91m) in diameter, which has a Toughness of 15. Everyone within the barrier is protected from all physical and magical attacks which originate outside the sphere, and do so until either the sphere is dismissed, or the barrier is pierced.

Create Mist of Releh

Sav

Casting Modifier: -1

Range: see below.

Duration: Spirit die +2 in rounds.

Cost: none.

Causes an egg-shaped mist to form in front of the caster, with a volume of 10 x 10 x 15 feet (3 x 3 x 5m). This mist causes attacks (and other rolls) affected by it to suffer a -4 penalty.

Enthrall Victim

Sav

Casting Modifier: see below.

Range: Special.

Duration: Special.

Cost: Horror (-0).

This spell entrances the victim. The caster must be able to speak calmly with the target before the spell can take effect. After a round or so of talking, the caster makes an opposed Spirit roll against the target, and if successful, the victim stands struck, numb, and dumb, until relieved from the trance by physical assault or some other circumstance. If the caster fails to overcome the target, he or she may try the spell the following round, but must pay the Cost again.

The victim stands struck, numb,
and dumb, until relieved from the
trance by physical assault.

Voorish Sign

Sav

Casting Modifier: see below.

Range: none.

Duration: none.

Cost: see below.

These magical hand gestures negate one point of Casting Modifier of any spell cast immediately after the gestures have been correctly performed, but increase the penalty of the Cost by a further 1. Executing the Voorish sign does not appreciably add to the length of time it takes to cast a spell.





CHAPTER 5

Pre-generated Characters

*"The patriot volunteer, fighting for country and his rights, makes the most reliable soldier on earth."
- Thomas J. Jackson*

The following are six pre-generated characters that can be used in the adventure. The players are encouraged to create their own characters, but if not, these are provided

so that you can jump right into the adventure. If the players *do* create their own characters, you can hold these back in reserve as replacements for dead or wounded PCs.



Sgt. "Ack-Ack" Jack Harvey

Jack Harvey was a reporter for *The Manchester Guardian* prior to the war. He started out doing opinion pieces. Jack became well known for his calls for Britain to rearm in response to Nazi Germany's aggressive build up, and for firing back sarcastic barbs at his detractors.

He volunteered in 1940, and was deployed to the western desert of Africa. It was there that his power manifested. He can use a submachine gun to deflect anything attacking him, from bullets to artillery shells, to hand grenades. The gun "fires" and the shells explode, though no bullets are actually used.

After his power manifested, his background as a reporter brought him to the attention of SSO-M, who recruited him.

EG

STR 12 **DEX** 15 **INT** 10 **CON** 13
SIZ 14 **APP** 11 **POW** 15 **EDU** 14
SAN 75 **Hit Points:** 14

Magic Points: 15

Damage Bonus: +1D4.

Skills: Bargain 25%, Climb 47%, Command 9%, Demolitions 19%, Disguise 35%, Dodge 55%, Drive Automobile 30%, Fast Talk 40%, Fieldcraft 60%, First Aid 34%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 22%, Jump 40%, Library Use 40%, Listen 40%, Martial Arts 12%, Military Doctrine 9%, Navigate 20%, Persuade 40%, Photography 30%, Pilot (Boat) 12%, Psychology 35%, Rifle 29%, Spot Hidden 61%, Survival (Arctic) 15%, Tactics 8%, Teach 14%, Throw 43%, Track 20%.

Language Skills: English (Own) 85%

Weapons: Webley .38/200 Service Revolver (Handgun) 44%, damage 1D10, atts 2, base range 15 yds.

Thompson (Submachine Gun) 72%, damage 1D10+2, atts 1/2, base range 30 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2+1D4.

No. 36M Hand Grenade 43%, damage 4D6/4 yds, base range 13 yds.

Miracles: Explosive bursts 125% (5 EP) (D, R; Extras: Multi Target 3, Tough x 4; Flaws: If/Then [Must use SMG], Reduced Capacity; Capacity: Range).

About "Ack-Ack" Jack Harvey's Powers: Jack fires a submachine gun to deflect projectiles coming at him. He can deflect anything from bullets to artillery shells. Jack starts "shooting" in the direction of expected attacks and the incoming shells explode too far away to do any harm. Jack's power only works when he uses a submachine gun, and it looks and sounds like his gun is firing, but the gun isn't actually shooting any bullets.

Since it's a Defence power, Jack makes a single roll when it's his turn to act. Thanks to the Multi-Target extra, Jack can protect up to 3D6 targets. Until Jack's next action, each incoming attack roll that rolls higher than or equal to his power fails to strike.

Since this Defence power has the Range capacity, Jack can use it to protect other people who are within the power's range, which extends over a half mile (1km)! He could, for instance, ward off an artillery shell that's not coming anywhere near Jack himself, as long as he knew the shell was coming in time to activate the power. When high command realizes this fact, Jack might find himself taken off the commando teams and put in defence of an aircraft carrier, headquarters, or other high-value targets.

Sav



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d8, Notice d6, Persuasion d8, Shooting d8, Stealth d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6

Hindrances: Big Mouth, Curious, Loyal

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Thompson Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 50, AP 1, Auto), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Deflection (5):** Level 6; requires a machine gun.

Lt. James "Matilda" Newland

James Newland is a quiet man. Bullied in school and physically abused by his father, much of his childhood was spent disappearing from sight, hiding from his tormentors and retreating into his own world. After graduating from university, his dream job posted him in the Australian Outback for eight years as a geologist. When his nation called for able-bodied men to join the fight against the Nazis, James was overcome with patriotism and enlisted in the Australian Army. His education fast-tracked him into an officer's commission.

James' power appeared in the North African desert. Fighting alongside a regiment of British Matilda tanks, James was struck by machine gun fire that simply bounced off him. His prayers as a young boy—that he could laugh in the face of his abusers—were answered. The men around him joked that he was harder to penetrate than the Matilda tanks accompanying him. Since the tanks' name was reminiscent of "Waltzing Matilda", the song closely associated with Aussie troops, the British soldiers started calling him "Lt. Matilda". He's not crazy about the nickname, but he doesn't try to stop it.

Although trained as a geologist, James has some understanding of archaeology as well. There are some very strange and disturbing things hidden in the Outback, and James had his own brush with the Mythos. SSO testing uncovered this aspect of James' background, making him an excellent candidate for SSO-M.

EG STR 11 DEX 12 INT 15 CON 14
 SIZ 13 APP 12 POW 12 EDU 15
 SAN 58 Hit Points: 24

Magic Points: 12

Damage Bonus: None.

Skills: Archaeology 50%, Bargain 27%, Climb 47%, Close Combat 36%, Command 33%, Credit Rating 34%, Cthulhu Mythos 2%, Demolitions 19%, Dodge 40%, Drive Automobile 40%, Fieldcraft 59%, First Aid 51%, Fist/Punch 54%, Geology 70%, Heavy Weapons (Machine Gun) 22%, Jump 40%, Library Use 60%, Martial Arts 12%, Natural History 65%, Navigate 40%, Persuade 40%, Pilot (Boat) 12%, Psychology 30%, Rifle 29%, Spot Hidden 40%, Survival (Arctic) 15%, Tactics 33%, Throw 32%, Track 20%.

Language Skills: English (Own) 75%

Weapons: *Webley .38/200 Service Revolver* (Handgun) 27%, damage 1D10, atts 2, base range 15 yds.

Thompson (Submachine Gun) 33%, damage 1D10+2, atts 1/2, base range 30 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2.

No. 36M Hand Grenade 32%, damage 4D6/4 yds, base range 13 yds.

Miracles: 12 points in general damage reduction (4 EP)
 10 extra Hit Points (1 EP)

About "Matilda" Newlands' Powers: James' ability offers 12 points in damage reduction, and 10 extra hit points. Damage Reduction works like armour—it reduces hit point damage from ordinary attacks. It offers no protection against suffocation, poison, or any other source of harm that isn't blocked by armour.



Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Investigation d6, Knowledge (Archaeology) d6, Knowledge (Mythos) d4, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2);
Sanity: 4

Hindrances: Cautious, Loyal, Overconfident

Edges: Arcane Background (Super Powers)

Gear: *Fairbairn-Sykes Fighting Knife* (Str+d4, AP 1), *Webley .38/200 Service Revolver* (12/24/48, 2d6+1, Shots 6, AP 1), *Thompson Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 50, AP 1, Auto), *No. 36M Hand Grenade* (5/10/20, 3d6, Medium Burst Template).

Super Power

- **Armor (5):** AP 2 (Heavy).

Cpl. Hugh "The Plumber" Mackenzie

Hugh Mackenzie graduated trade school as a plumber. He fancied himself an inventor, but his devices never amounted to anything. Half-finished projects littered his flat. Although mechanically inclined, his designs were always too over-reaching and too complicated to be practical.

He was conscripted into the army when war broke out. He found himself working on tanks in the North African desert, far away from his native Glasgow. During an advance on Rommel's forces, Hugh was moved up to the front line to repair some tanks that were breaking down in the heat. While with the tanks, Hugh survived an attack by a strange band of masked Nazis, Nazis he later learned were part of Black Sun.

Days after the attack, during some down time, Hugh started tinkering with some scraps as a way to calm his nerves. He ended up building an air conditioning unit, which was a welcome sight for those around him. When it was discovered that the unit only worked for Hugh, people started to suspect that there was more to Hugh's machine than just inspired plumbing. Hugh was sent for Talent evaluation and training. His encounter with Black Sun brought him into contact with SSO-M.

Hugh has since turned his air conditioning unit into a portable Freeze Ray projector. He also created a Universal Translator.

EG

STR 14 **DEX** 12 **INT** 12 **CON** 10
SIZ 08 **APP** 10 **POW** 23 **EDU** 11
SAN 65 **Hit Points:** 12

Magic Points: 23 (19 after Goldberg Devices)

Damage Bonus: none.

Skills: Bargain 35%, Climb 57%, Command 9%, Craft (Plumbing) 50%, Demolitions 19%, Disguise 35%, Dodge 40%, Drive Automobile 20%, Electrical Repair 46%, Fieldcraft 44%, First Aid 34%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 22%, Listen 39%, Martial Arts 12%, Mechanical Repair 75%, Military Doctrine 9%, Operate Heavy Machinery 40%, Pilot (Boat) 32%, Psychology 30%, Spot Hidden 50%, Submachine Gun 22%, Survival (Arctic) 15%, Tactics 19%, Teach 14%, Throw 46%, Track 20%.

Language Skills: English (Own) 55%

Weapons: Webley .38/200 Service Revolver (Handgun) 31%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 50%, damage 2D6+4, atts 1/2, base range 110 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2.

No. 36M Hand Grenade 36%, damage 4D6/4 yds, base range 13 yds.

Miracles: Goldberg Science 140% (4 EP)

- *Freeze Ray* 85% (A, R, U; Capacity: Range; Extras: Handy, Multi Target, Stubborn; Flaws: Contrail, Counter-Intuitive).
- *Universal Translator* 60% (2 MP) (U; Capacity: Range; Extras: Handy; Flaws: Counter-Intuitive, Blatant, Reduced Capacity)

+10 POW (1 EP)

About The Plumber's Powers: Hugh currently has two Goldberg Science devices: a Freeze Ray, and a Universal Translator device. Anyone can pick up and use these devices with their listed percentile rating. However, each is Counter-Intuitive, so a newcomer suffers a -10% penalty until he gets a success while using it.

These devices can be dismantled between adventures and transformed into other machines. With two MP invested in his Freeze Ray and two in his Universal Translator, Mackenzie has 19 MP available until he dismantles them.

The Freeze Ray looks like a boxy flamethrower encrusted with knobs, frosted pipes, and hissing spigots. When it fires (out to about 1,300 yards (1200m)!), it leaves an ice fog mist that leads back to Hugh. It can hit up to 1D6 targets with a single attack roll and does 1D10 damage per attack (2D10 on a critical hit). At the Keeper's discretion, Hugh can apply multiple attacks to the same target. Enemy Talents must pay an extra MP to stop the Freeze Ray in a Contest of Wills.

The Universal Translator deciphers spoken words from any language into English. The box has difficulty picking up voices further away than 10 yards/meters (thanks to the Reduced Capacity flaw), but when it does work it can translate back and forth between English and any other language. Written words can be translated by someone reading the words aloud. If the reader doesn't speak the language, they must make an EDU x2% roll to pronounce the words intelligibly enough for the translator to understand. Otherwise, the translation is gibberish. (Of course that works only if the writing is in letters that are related to a language the reader knows. An English speaker trying to read a script in Arabic or Chinese is out of luck.) The translator lacks the Robust quality, so using it requires concentration—if the user loses HP, SAN, MP, or a point off a characteristic, or passes out, the device won't work in the next round.

Sav



Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Repair d8, Notice d6, Shooting d8, Stealth d6, Throwing d4

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Sanity:** 7

Hindrances: Habit (perspires all the time), Loyal, Small

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Lee-Enfield Mk.III Rifle (24/48/96, 2d8, Shots 10, AP 1, Snapfire), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Paralysis (3):** Range 12" Device, Contrail.
- **Omni Super Skill (2):** 2 levels, device, can only be used in Languages.

Sgt. Edward "The Gecko" Bell

Sgt. Ed Bell is a career infantryman in the U.S. Army. Bell, a native Texan, excels in small arms, but he has yet to see actual combat as he joined the army in the inter-war period.

Ed's ability manifested in late 1941 after a visit to his camp by a small group of British Talents. There seemed to be no hardship or distress involved. Ed simply wanted to become a Talent, and the next thing he knew, he was one. It was only later, when he encountered Section Two psychologists, that Ed's repressed memory about falling out of a tree and breaking his arm as a child returned to him. A fear of heights almost got the better of him during the obstacle course in basic training, but Ed managed to muddle through. Now that his power has manifested, Ed's fear of heights is no more.

Besides the manner of his manifestation, Ed had the people at Section Two scratching their heads as to what to do with him. His ability is an odd fit. He can climb any surface, as though his hands and feet were sticky. While an interesting power, to be sure, it is of limited use on the field of battle. He scored high on Section Two's aptitude test for "mental toughness." With no one chomping at the bit to pick him up immediately (other than the OSS, the perennial "take what you get" branch), Section Two transferred Ed into its Majestic division.

EG STR 12 DEX 12 INT 12 CON 14
 SIZ 14 APP 10 POW 15 EDU 14
 SAN 75 Hit Points: 14

Magic Points: 15

Damage Bonus: +1D4.

Skills: Climb 47%. Command 9%, Demolitions 19%, Dodge 20%, Fieldcraft 64%, First Aid 34%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 42%, Jump 35%, Martial Arts 12%, Military Doctrine 9%, Navigate 20%, Pilot (Boat) 12%, Radio Operation 62%, Spot Hidden 60%, Submachine Gun 54%, Survival (Arctic) 15%, Tactics 47%, Teach 14%, Throw 59%.

Language Skills: English (Own) 70%

Weapons: Webley .38/200 Service Revolver (Handgun) 61%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 85%, damage 2D6+4, atts 1/2, base range 110 yds.

Fairbairn-Sykes Fighting Knife 71%, damage 1D4+2+1D4.

No. 36M Hand Grenade 59%, damage 4D6/4 yds, base range 13 yds.


Miracles: Cling to surfaces 90% (3 EP; R, U; Extras: Duration, Swift; Flaws: If/Then [Must spit on hands], Peeve [SAN]; Capacity: Speed).

2 Extra Actions (2 EP)

About The Gecko's Powers: Ed can cling to surfaces—walls, ceilings, etc.—with his hands and feet as long as he first spits into his hands. He can flit across such surfaces with an astonishing MOV of 70, more than 60 miles per hour (100km/h). (On level ground, Ed has his normal MOV of 8). This is equivalent to running, so any gunshots he takes while climbing are unaimed, at 1/5 chance to hit.

Thanks to the Peeve flaw, if Ed loses SAN, his power fails for a round and he falls to the ground.

Ed also gets two additional actions whether he's sticking to things or not. Note that he can still move only once each combat round—Extra Actions are for attacking, using powers, defending, and other combat actions that happen alongside movement.

Sav  **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Communications) d4, Notice d6, Shooting d8, Stealth d8, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5

Hindrances: Bad Eyes (Minor), Heroic, Loyal

Edges: Arcane Background (Super Powers), Brawny, Danger Sense

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Lee-Enfield Mk.III Rifle (24/48/96, 2d8, Shots 10, AP 1, Snapfire), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Speed (4):** Pace 24; -1 to those who attack; contingent with Wall Walker.
- **Wall Walker (1).**

Sgt. John "The Stinger" Sinton

John Sinton, heavyweight boxer with 12 career knockouts, knew to get out of the profession before he took too many concussions and before the mob started leaning on him to throw fights. He was just slightly too late on the latter score, winning his last bout instead of losing like he was told. Before the mob could catch up to him, he fell into the arms of Uncle Sam and joined the U.S. Army. He had just cleared basic training when the Japanese attacked Pearl Harbour. The angry boxer put on his boxing gloves and did some shadow boxing the night he heard of the attack. He ended up throwing a punch at a door. One little complication: the door was that of a disliked sergeant some 40 feet (12m) down the hall.

John received Majestic clearance simply because someone in Section Two requisitioned an additional Talent to go on the Vågsvåg mission. He knows nothing of the Mythos, but that's about to change.

EG

STR 18 **DEX** 14 **INT** 11 **CON** 15
SIZ 15 **APP** 13 **POW** 14 **EDU** 11
SAN 70 **Hit Points:** 15

Magic Points: 14

Damage Bonus: +1D6.

Skills: Climb 47%, Command 25%, Demolitions 19%, Dodge 89%, Fast Talk 20%, Fieldcraft 41%, First Aid 40%, Fist/Punch 89%, Grapple 80%, Head Butt 60%, Heavy Weapons (Machine Gun) 22%, Kick 40%, Martial Arts 51%, Military Doctrine 9%, Pilot (Boat) 12%, Psychology 40%, Rifle 29%, Spot Hidden 40%, Survival (Arctic) 15%, Tactics 9%, Teach 14%, Throw 25%.

Language Skills: English (Own) 55%

Weapons: Webley .38/200 Service Revolver (Handgun) 24%, damage 1D10, atts 2, base range 15 yds.

Thompson (Submachine Gun) 47%, damage 1D10+2, atts 1/2, base range 30 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2+1D6.

No. 36M Hand Grenade 25%, damage 4D6/4 yds, base range 13 yds.

Miracles: Remote Punch 85% (3 EP; A, R; Capacity: Range; Extras: Armour Piercing 2, Blind Punch, Vicious 2; Flaws: If/Then [Must punch the air], Prop [Boxing gloves], Reduced Capacity, Repeater).

2 Extra Actions (2 EP)

About The Stinger's Powers: John has two extra actions each round. And, he can really throw a punch; up to 80 yards/metres away, in fact. John's punch can penetrate up to 8 points of armour and does 3D10 damage. Unlike a normal punch, he can't "pull" this one—if he hits something with his Remote Punch, it's at full power. After successfully using his power, his next action must be to attack with it again or else roll to switch off the power. If the roll to deactivate it fails, the power automatically attacks some inanimate object within its range. Which object is up to the Keeper.

Thanks to the "Blind Punch" extra, John can punch a target without penalty for concealment as long as he knows the target is there. So if he spots a target and then ducks out of sight, he can still attack as long as the target doesn't move or as long as John knows where the target is by, for instance, sound. If John hits a target who then moves out of sight, and if John can no longer tell where they are, his power goes astray and starts striking things near the target instead. He can start punching a target without penalty even if he doesn't initially see it, as long as he heard it clearly or otherwise knows exactly where it is. When in doubt, give John a Spot Hidden or Listen roll to know where to punch. John's power only works if he's carrying his boxing gloves, but he doesn't have to wear them.

John's Martial Arts skill affects only his normal hand-to-hand attacks, not his Remote Punch power.

Sav



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Boating d4, Fighting d10, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 5

Hindrances: Enemy (The Mob), Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Thompson Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 50, AP 1, Auto), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Attack Melee (5):** Range 12" Str +2d6, AP 2; must punch the air, requires boxing gloves.

Cpl. Bill "The Dartsman" Robinson

Bill Robinson is a bus driver from Liverpool. He is also an excellent darts player, winning several local and regional tournaments. His Talent showed up during training in early 1941. Bill can throw objects with eerie precision, far in excess of what he could do while playing darts. Some of his abilities—like listening—suddenly became a whole lot better.

Bill was deployed with No. 4 Commando after his Talent training, and was wounded on a raid in France. He has since recovered from his wounds and is back in action. He saw some *strange* things (the exact nature is up to the player) during one of those raids, which resulted in him being pulled into SSO-M as a rare Mythos-aware Talent.

EG STR 15 DEX 17 INT 12 CON 17
SIZ 11 APP 10 POW 13 EDU 12
SAN 64 Hit Points: 14

Magic Points: 13

Damage Bonus: +1D4.

Skills: Climb 52%, Command 9%, Cthulhu Mythos 1%, Demolitions 30%, Dodge 45%, Drive Automobile 70%, Electrical Repair 50%, Fieldcraft 80%, First Aid 19%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 32%, Listen 75%, Martial Arts 31%, Mechanical Repair 50%, Military Doctrine 12%, Operate Heavy Machinery 20%, Persuade 40%, Pilot (Boat) 12%, Psychology 30%, Spot Hidden 90%, Submachine Gun 27%, Survival (Arctic) 15%, Tactics 8%, Teach 14%, Throw 142%.

Language Skills: English (Own) 60%

Weapons: Webley .38/200 Service Revolver (Handgun) 44%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 70%, damage 2D6+4, atts 1/2, base range 110 yds.

Fairbairn-Sykes Fighting Knife 47%, damage 1D4+2+1D4.

No. 36M Hand Grenade 142%, damage 4D6/4 yds, base range 13 yds.

Miracles: 250% in extra skill points (5 EP).

About The Dartsman's Powers: Bill's power boosts his skills by 250%, with his Throw skill raised well over 100%. Bill's Throw skill fumbles and fails on a roll of 00, not 96-99.

Sav



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d8, Fighting d8, Notice d10, Shooting d8, Stealth d6, Throwing d12

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5

Hindrances: Bloodthirsty, Loyal, Ugly (Scar)

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Lee-Enfield Mk.III Rifle (24/48/96, 2d8, Shots 10, AP 1, Snapfire), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Super Skill (5):** Notice +2 Steps, Throwing +3 Steps.

This may be the most challenging mission I've ever assigned. The entity in the ice is monstrous enough but facing a group of experienced Talents as well? Perhaps we should begin preparing for the worst...

—Capt. Harris

INDEX

CREATURES 59, 65-66, 68, 72-73, 75-77, 79-87, 90, 104-108
 Aphoom Zhah 59, 66, 73, 75, 76, 87, 107
 Befouled fish/Black eel 59, 65, 72
 Gnoph-Keh 75-76, 79, 87, 104-105, 107-108
 Rlim Shaikorth, The White Worm 59, 66, 68, 73, 75, 77, 79-87, 90, 105-106

EQUIPMENT 14, 37-38, 41, 60, 62-63, 84
 Assault Landing Craft/ALC ... 60, 62-63
 Black Sun Degen 84
 Catastrophic Misfire 37
 Goldberg Science See TALENTS/ÜBERMENSCHEN
 Misfire 38
 Replaced Edges
 Gadgeteer 14
 Mr. Fix-It 14
 Savage Science 41
 True Super-Science 21

INTELLIGENCE SERVICES 7-10, 57, 60
 National Defense Research Council/
 NDRC 9
 Office of Naval Intelligence/ONI 9
 Office of Scientific Research and
 Development/OSRD 8-9
 RuSHA/Rasse-und Seidlunghauptamt/
 Race and Resettlement Office 7
 RuSHA-SA/Sonderabteilung A/
 Special Department A 7-8
 Special Sciences Office 8, 57
 SS Einsatzgruppen 7
 Talent Operations Command/TOC ... 10
 ULTRA 57, 60

LOCATIONS 5-7, 9, 58-70, 72-77, 79-87, 91, 95, 100, 104-106, 114
 Angmagassalik 73-75, 77, 79-80, 82, 84, 87
 Map 74
 Hedge Manor 8, 67
 Innsmouth 9
 Olympic Stadium 5-7
 Tankerness House 68, 85
 Sermilik Fjord 69
 SS Nordmark/Ghost Ship 70
 Vågsvåg 58-69, 72-73, 91, 100, 114
 Map 63
 Yikilth ... 73, 75-77, 79-87, 95, 104-106

OCCULT/SECRET SOCIETIES 6-10, 57-61, 63-64, 66-69, 73-77, 79-80, 82-84, 87, 95, 98, 102-105, 110-115

Black Sun 6-8, 57-61, 63-64, 66, 68, 73, 76-77, 79, 84, 95, 98, 102-104, 112
 Majestic/OSRD-Section Two 6, 8-10, 57, 79-80, 87, 113, 114
 Nachtwölfe 73-75, 79, 83, 105
 Section M/SSO-M 6-9, 57, 60, 67-69, 79, 82, 87, 110-112, 115
 Special Science Office/SSO ... 7-9, 57, 80

RULES 10, 13, 19, 22-23, 25, 27-28, 30, 34, 37, 42-44, 53, 55
 Clash of Wills 44
 Dud (Major Hindrance) 13
 Flaws 34
 Knockback 30
 Powers
 A Defends Power: Body Integrity ... 25
 A Useful Power: Murphy's Law ... 27
 Only Powers Need Robust 27
 Powers Are Fragile! (Unless They're Robust) 23
 Surviving Is Useful 26
 When Useful Attacks 28
Savage Worlds
 Mass Combat 55
 New Modifications 37
 New Powers 53
 Sensing the Supernatural 44
 Skills
 Noticing Power Use 22
 Speed Reading 19
 Talent Training 10
 Weather 53
 Will 42, 43

SCENARIOS 56-87, 110-115
 Allies & Adversaries 88-106
 Typical British Commando 88
 Typical Waffen-SS Officer 92
 Typical Waffen-SS Soldier 91
 Beyond the Limits of the North ... 56-87
 Operation ANKLET 57, 60
 Operation ARCHERY 57, 60
 Operation AUGER 60-61
 Pre-generated Characters 109-115

SPELLS & TOMES 58-59, 64, 66, 68, 73, 76, 83, 85, 107-108
 Black Books 66
 Book of Eibon/Liber Ivonis 58-59, 66, 68, 73, 85
 Call/Dismiss Aphoom Zhah 66, 107
 Conduit of Supplication 76, 107
 Contact Gnoph-Keh 76, 107
 Create Barrier of Naach-Tith 108
 Create Mist of Releh 108

Enthrall Victim 108
 Liber Ivonis 58-59, 66, 68
 Livre d'Ivon 68, 83, 85
 Oldtidens Sortebog 65-66
 Rødt skinn 59, 64, 66, 68, 73, 79, 82,
 Voorish Sign 66, 108

TABLES 15, 29-30, 44, 47
 Table 1: Talents & Sanity 15
 Table 2: Capacity Ranges 29
 Table 3: Capacity Masses 29
 Table 4: Capacity Speeds 30
 Table 5: Subtle Talent MP Costs 44
 Table 6: Talent Madness 47

TALENTS/ÜBERMENSCHEN ... 4-55
 Assorted Powers 48-53
Savage Worlds—New Power 53
 Damage Reduction 18-19
 Downside
 Starting and Maximum SAN ... 14-15
 Edges & Hindrances Not Suitable ... 14
 Eldritch Points/EP 11, 15-17, 21, 42
 Enhanced Characteristics 16
 Enhanced Hit Points or Damage Bonus 16
 Enhanced Skills 16-18
 Extra Actions 19
 Goldberg Science/Gadgetry 12, 14, 17, 19, 21, 37-41, 43, 112
 Improvements 40-41
 Mass Combat 54-55
 Powers 5-7, 10-13, 15-41
 Capacities 28-30
 Changing & Improving 39-41
 Components 21-23
 Extras 30-33
 Flaws 34-37
 Forbidden 21
 'Useless' 20
 Qualities 23-24
 Types 11-13
 Dud 11, 13
 Goldberg Scientist 12-13
 Human Plus 11-12
 Miraculous Power 12
 Useful 24-27, 33
 Power Points/PP 11-16, 21
 Robust 27-28, 33
Savage Worlds—New Modifications 37-39
 Training 10
 Will 42-47
 Clash of Wills 44-47
 Sensing the Supernatural 44
 Talent Sense 43-44
 When Talents Go Mad 47

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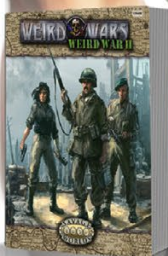
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