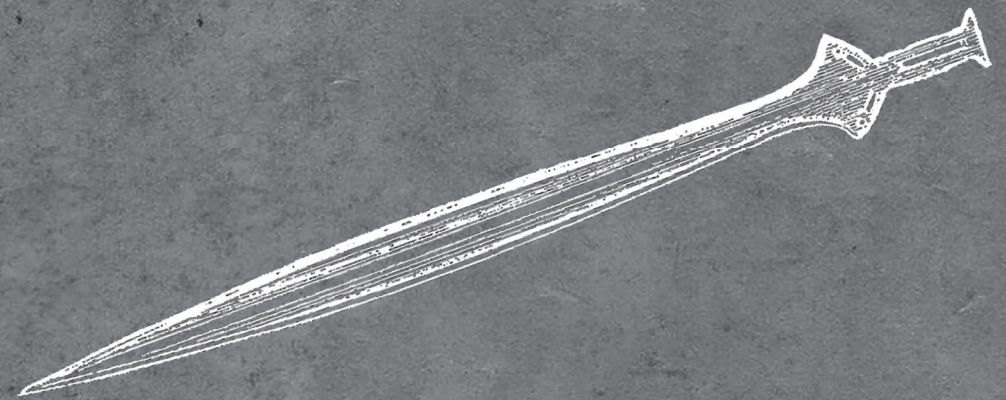




PDF EDITION
WITH OSR STATS

No Place Reich Home



A Weird World War II Adventure
for
The Hateful Place

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OSR stats for this module

This adventure was originally written for *The Hateful Place*. It was a print-only release. This PDF version is different in that it includes the addition of this page and the next one. They contain generic OSR fantasy game stats that may prove helpful if you choose to use your favorite old-school fantasy system to play this adventure. Adapt them to whatever version or edition you play - you should be pretty good at that kinda thing by now. Just ignore the stats in the body of the text.

I realize there's some page-flipping required here, but it wasn't feasible to substantially re-adjust the original layout to accomodate in-text OSR stats.

THE FEN (p 15)

- *Seamus, a patchwork man*. HD7, AC16, Move 9, attacks and saves as a 7th level fighter with two bludgeoning fists (d6+3) or one bite (2d4+3). He regenerates d6hp per round, and is immune to mind-affecting spells such as charm or fear.

QUEEN'S ROAD BRIDGE (p 16)

- *Nazi Bridge Guards*. HD3, AC12, Move 12, attack and save as 3rd level fighters with submachine guns (2d8) or daggers (d4+1).

BLYTHE INSTITUTE (pp 16-17)

- *Wounded Angel*. HD11, AC18, Move 12 (cannot fly), attacks and saves as an 11th level cleric with flaming sword (conjured at need, d10+4).

FLESH MARKET (p 20)

- *Jay Gould, flesh dealer*. HD6, AC14, Move 12, attacks and saves as a 6th level thief with revolver (2d6) or dagger (d4).
- *Hauptman Heinz, Nazi officer*. HD7, AC12, Move 12, attacks and saves as a 7th level fighter with automatic pistol (2d6+1) or officer's saber (d8+2).
- *Stormtroopers*. HD4, AC14, Move 12, attack and save as 4th level fighters with submachine guns (2d8) or daggers (d4+1).

GROVER HOTWATER'S HOUSE (p 21)

- *Grover Hotwater, collaborator & informer*. HD5, AC12, Move 12, attacks and saves as a 5th level thief with dagger (d4+1).

OBERON SIMMS, DRUGGIST (p 22)

- *Oberon Simms*. HD4, AC12, Move 12, attacks and saves as a 4th level cleric (but cannot cast spells) with revolver (2d6) or syringe (save vs. poison or became sleepy and lethargic, with all tests at -4/20% for 2d4 hours).

URIAH HULL'S HOUSE (p 23)

- *Shazernandy, a demon*. HD16, AC20, Move 24, attacks twice with claws (d6+2) or weapon; casts spells as a 12th level magic-user. He may assume any human form at will. He follows all your game's rules for demons.

RESISTANCE CELL (p 24)

- *Ted Sexton*. HD6, AC12, Move 12, attacks and saves as a 6th level fighter with revolver (2d6) or dagger (d4+2).
- *Florence Sexton*. HD5, AC14, Move 12, attacks and saves as a 5th level thief with submachine gun (2d8).
- *Loretta Paige*. HD2, AC12, Move 12, attacks and saves as a 2nd level thief.

CLEVELAND PUDDING'S HOUSE (p 25)

- *Cleveland Pudding*. HD6, AC12, Move 12, attacks and saves as a 6th level magic-user (but cannot cast spells) with sword cane (d6+1).

PANZER (p 27)

- *Panzer Crew*. HD3, AC12, Move 12, attack and save as 3rd level fighters with submachine guns (2d8) or dagger (d4+1) or Panzer Tank (AC30, Move 18, one big gun (treat as 20-die fireball, save for 1/2 damage).

STULL CASTLE (p 28)

- *Generic Nazi*. HD2, AC12, Move 12, attack and save as 2nd level fighters with submachine gun (2d8) or dagger (d4+1).
- *Dogs of War*. HD2, AC14, Move 18, attack twice with claws (d4+1) or one bite (2d4+1).
- *Nazi Senior Officer*. HD6, AC14, Move 12, attack and save as 6th level fighter with automatic pistol (2d6+1) or officer's saber (d6+1).
- *Castle Guards*. HD3, AC12, Move 12, attack and save as 3rd level fighters with assault rifle (2d6+2) and bayonet (d6+1).
- *Nurse Nina*. HD3, AC12, Move 12, attacks and saves as 3rd level cleric (but cannot cast spells) with scalpel (d4) or syringe (save vs. poison or sleep for d4 hours).
- *Verner* (see Generic Nazi, above)
- *Hansi*. HD2, AC12, Move 12, attacks and saves as a 2nd level fighter (no weapons).
- *Major Hahn* (see Nazi Senior Officer, above).
- *Obersturmfuhrer Voigt*. HD8, AC12, Move 12, attacks, saves and casts spells as an 8th level magic-user, with automatic pistol (2d6+1) or sword cane (d6).
- *Ben Zimmerman*. HD5, AC14, Move 12, attacks and saves as a 5th level cleric (but cannot cast spells) with improvised weapons (d4).
- *Oberjunker Udo* (see Generic Nazi, above, but with automatic pistol, 2d8).
- *Kommandant Koepke*. HD8, AC14, attacks and saves as 8th level fighter with special pistol (see text, 2d6+2) or dagger (d4+1).
- *Doktor Schell*. HD6, AC12, Move 12, attacks and saves as a 6th level cleric (but cannot cast spells) with automatic pistol (2d6+1) or syringe (save vs. poison or lose 1 point of Constitution permanently).
- *Obergruppenfuhrer Otto Von Hammer*. HD12, AC18*, Move 12, attacks and saves as a 12th level fighter with Aryan Black Blade (d10, +6 to hit and damage) or automatic pistol (2d8). *Wears a greatcoat made from demon hair.

This Darkened Isle...

FOR REFEREES AND PLAYERS

The Nazis, armed with abominable power, overwhelmed and defeated the Allies in the Second World War. With their victory came the Darkness. Demons, working in concert with the SS, assassinated Harry Truman and Winston Churchill (they left Stalin alone - they rather liked the guy). The occult-fueled blitzkrieg, fueled with the power of a thousand supernatural artifacts collected from all corners of the globe*, surged like a tsunami of metal and fire out of Europe and around the world.

Isolated, rural pockets exist where the Nazi taint has not seeped into the landscape, but they are few and hidden. All the great empires of the world have fallen to Hitler, who is himself merely the sop and puppet of the ineffable force of the Darkness.

For 23 hours a day, the world is bathed in a grim twilight, infused with chaotic magic, where monsters and wicked men hunt. Only one precious hour of light graces each day**. The world population is a quarter of what it was before the war, yet life is still cheap. Flesh, however, commands a price. Where the soul is lost, the body may still have value, especially in a world where edible flora and fauna are scarce, and folks eat what they must.

Yet even in this dark place of hate, hope has not completely died. As the forces of magic swept the land, they reawakened forgotten ancestors, primal forces of nature that had slumbered since the Dark Ages. Rumors that the Nazis have unearthed Excalibur in southeastern

*In this universe, Indiana Jones was killed by the Nazis.

**The default time of light in this module is 6 to 7 a.m. (Sourhampton Time) but the Referee could make it any time. A fun option is to make it random each day...

England have passed in secret whispers throughout the countryside. The prophecies of Merlin and Nostrodamus both predict a time when Excalibur shall be found, and King Arthur will return to aid Britain in her darkest hour.

If this isn't Britain's darkest hour, nothing is.

THE SWORD OF SOURHAMPTON

This module is set in Sourhampton-Upon-Stull, a quiet town in the southeast of England. Once a sleepy backwater, it played a role during the war as the site of a radio tower used to send signals to confuse Luftwaffe bombers in the Battle of Britain. The tower, situated in the old fortifications of Stull Castle, has, along with Sourhampton-Upon-Stull and the rest of the world, been occupied by the Nazis.

Life goes on the best it can in the town, considering the abject horror existence has become. Many houses and shops are empty, and part of the town is rubble from air strikes that missed the tower. A shadow population soldiers on, maintaining what semblance of normalcy it can. Most citizens pay lip service to the Nazis, who occasionally swoop into town from Stull Castle to demand service and entertainment. But a vigorous cell of the Resistance is also here, and it keeps close tabs on the doings at "Schloss Stull."

The Resistance has learned that the Nazis have been excavating in the sub-levels of the castle, and, within the last fortnight, they've found something important. Important enough that Obergruppenführer Otto Von Hammer has come all the way from Imperial Berlin with a cadre of SS scientists and occultists, all of whom are now ensconced in the castle. Loretta Paige, employed by the Nazis as a maid, is friendly with the Resistance, and has passed on word that the Nazis have unearthed none other than Excalibur, the legendary magical blade of King Arthur Pendragon. The Nazis, are, of course, thrilled - possession and perversion of this priceless, quasi-holy artifact would clench the Reich's fist finally and forever around the soul of England.

Obviously, the Resistance can't let that happen. They passed word to the cell in London, and a plan has taken shape: a group of specialists, brave, desperate or stupid enough to take a terrible risk, will

infiltrate Castle Stull, locate Excalibur, extract it, and deliver it safely to London. In the right hands, the sword could be an inspiring flame to rekindle the courage of the English people, and just maybe, banish both the Reich and the Darkness from the world.

THE MISSION

Infiltrate the town of Sourhampton-Upon-Stull individually and make contact with the Resistance, who will equip you. Gain access to Castle Stull, retrieve Excalibur, and escape. Rendezvous at Bright Tor (see page 37), where a truck will extract you to London.

Optional Secret Orders (For the Referee Only): At the Referee's discretion, one player may have secret orders to destroy Excalibur (if possible), rather than let the Nazis have it, should the mission come to a complete failure.

USEFUL GENERATORS FROM OTHER tHp BOOKS

Almost any of the generators in the tHp books work well in conjunction with this module, provided minor adjustments for time period are made. Likewise, any monster is appropriate. In particular, the following generators fit the tone and style of this module:

Core Rules:	Cursed Items, p 45-46 Random Monster Encounters, p 54-56
tHp Book B:	Cult Generator, p 14-20 Cursed Items 2, p 30-35
3 (Being the Third Book of The Hateful Place):	What's in the Lake?, p 21 What's in the Cursed Soup?, p 24 What Type of Torture?, p 29 How Did He/She Die?, p 38 What is in the Forest?, p 46 Who or What is in the Cave?, p 54 City Encounters 1, p 60 Curses, p 65

ARMS AND THE MAN

Specific types of weapons are mentioned in this module, but that's for flavor. In this module guns are either handguns, rifles, shotguns, or machine guns. And of course we're not going to forget grenades.

As in the core rules, guns cost 400CUR. In this module, that's a standard handgun. The characters are likely to be equipped near the start of the adventure, but they may choose to augment their arms on the black market.

Rifles (800CUR) have better range than handguns. The Referee must adjudicate range as he or she sees fit, but in wide open spaces it could be a distinct advantage, particularly during the one hour of sunlight. At the very least, a rifleman will get off a shot or two against a pistoleer if they first encounter one another at long range. Rifles also hold more ammunition (15).

Shotguns (600CUR) have +1 AR at short range only (generally, several paces - the Referee must decide when this bonus is appropriate).

Machine guns (1,000CUR) can hit multiple targets - essentially, everyone not in cover - automatically (anyone who fails DR is hit).

Grenades (100CUR each) do 8d10 damage to anything they hit directly. Nearby targets take 2d10 damage from flying debris.

It takes a full round of combat to reload any gun likely to be encountered in this setting.

HIGHWAY TO HELL

Motor vehicles are likely to play a role in this module. If stats for them are needed, consider each to fall into one of three speeds: fast (motorcycle) normal (sedan, work truck, armored car) or slow (tank). Each also falls into one of three sizes: small (motorcycle), normal (sedan, work truck, armored car), or large (tank).

In a chase, apply the difference in speed as an AR bonus to the active party (someone on a motorcycle has +1 AR to get away from an armored car, while someone in a tank is at -2 AR to outrun a motorcycle).

Small vehicles have 100hp. Normal vehicles have 300hp. Large vehicles have 500hp. Battleships are a bit outside the scope of this module...

Treat vehicle-mounted weapons as machine guns or grenades.

RUMORS

1. A good witch lives in the ruins of the church south of the village. The Nazis will pay 10,000CUR for her, preferably alive, but even the vilest informants of the village are reluctant to turn her in.
2. Obergruppenführer Otto Von Hammer is an avid opera fan. He's so keen as to be easily distracted by a fine voice, rare recording, etc.
3. The village black market is hidden behind the old greengrocer's establishment. Expect to pay handsomely. No flesh accepted.
4. A wounded angel is hidden among the student population of the Blythe Institute, a school for young ladies that continues to operate.
5. The old mews in the top floor of the castle is usually open, providing direct access to the interior for anyone who can get up there.
6. Underwater caverns lead to a well in the lower levels of the castle, but no one is sure where it is (FALSE).
7. The sword the Nazis found under the castle isn't actually Excalibur, but a normal British Roman gladius. Let the Nazis waste their time!
8. Cleveland Pudding, the former star of early horror films, is still alive and lives in the village. An accomplished thespian, he might be prevailed upon to help in some way with a plan of infiltration.
9. Kommandant Koepke, who commands the castle garrison, is a heroin addict. He gets his supply from Oberon Simms, the druggist.
10. Marguerite Herault does the castle garrison's laundry. Few know she's been entrusted with a key to the castle's service quarter.
11. Uriah Tull, a farmer, has a demon trapped in his cellar. He says he can make it do whatever he wants. Then again, he's a drunk.
12. Doctor Marples, the village physician, advocates cannibalism as a healthy alternative to pre-war diets. "A chop's a chop," he says.
13. The old castle chapel is being used for storage. That's where the Nazis keep several large tanks of diesel fuel (FALSE).
14. The Stullwater Hall Hotel is actually a brothel. When new girls are hired they are often brought to the castle by the Kommandant.
15. The Nazis don't actually have much ammunition for their tank. They can fire it about a dozen times, that's it.
16. The old garderobe (toilet) chute is still open. You can see it on the north side of the castle, under the second-story overhang.

STARTING THE ADVENTURE

The team members don't already have to know each other - they've been thrown together by the Resistance. If they're not already acquainted, they'll at least have physical descriptions and code phrases so they can get into contact. Coming up with the codes should be fun.

The mission calls for infiltrating the village individually - that is, one at a time, the PCs drift in over a few days from various directions. This is a good chance to introduce each character in turn, as well as different parts of Sourhampton-Upon-Stull and the people in it.

Good places for the party to make contact with each other are the public house (area I on the map), the hotel (G), or the flesh market (K), as people congregate in those places and meetings are less suspicious. For more drama, a stand of woods outside the town (L) or the fringes of a nearby marsh (R) are possibilities.

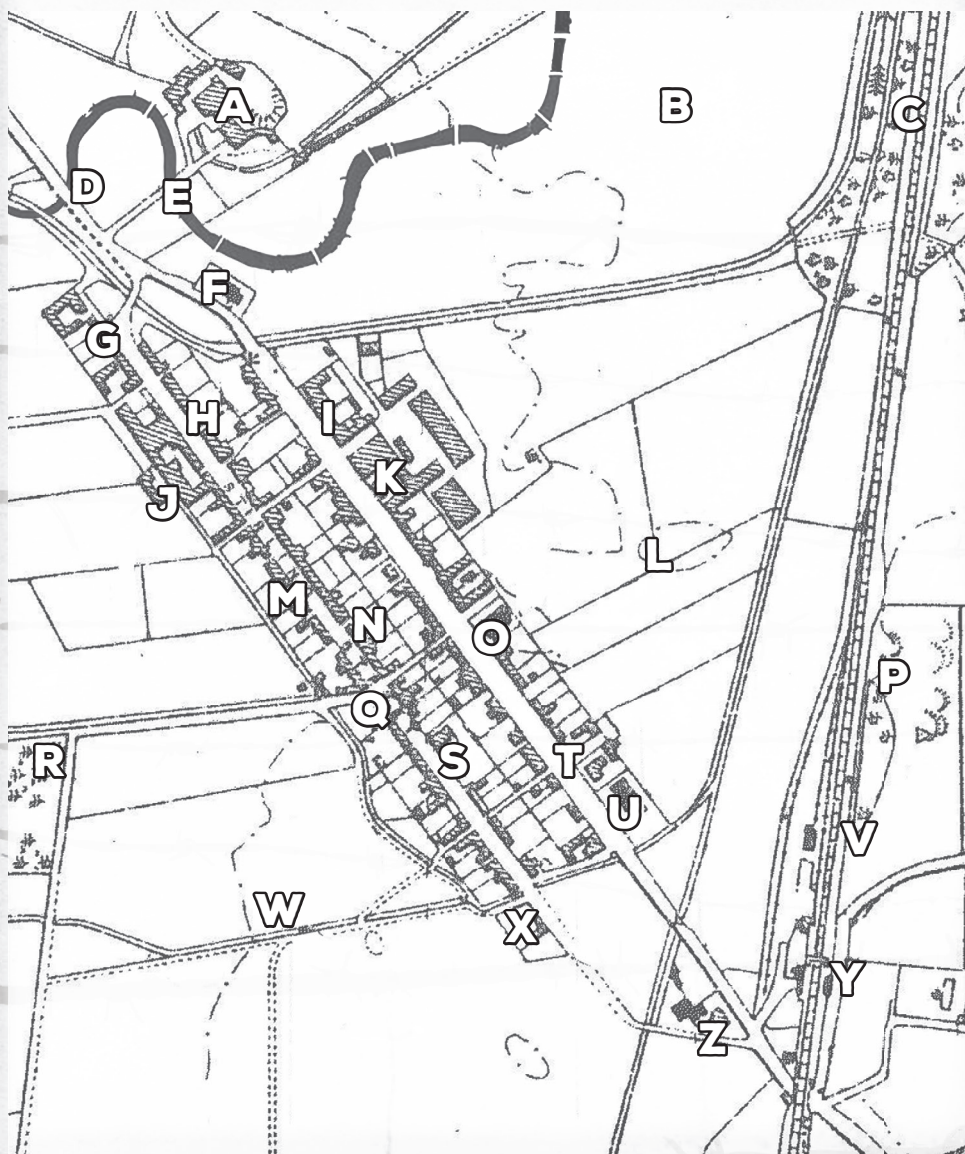
Once everyone is together, they should meet with the local Resistance cell (Q) to requisition gear. See that location for details.

PC BACKGROUND GENERATOR

1. You were a violent criminal before (and probably during) the war, imprisoned but freed by the Resistance to serve as a soldier. It's better than jail.
2. You were a Nazi, but sickened and guilty about your crimes, you turned yourself over to the Resistance. The Nazis will pay 300,000CUR for your capture.
3. You were a non-violent business owner in the village (see area U), who, after witnessing one too many acts of Nazi brutality, have snapped and are fighting back.
4. You're an American airman, stranded here when the Darkness fell. What you really want is to somehow find a plane and fuel and get home to your loved ones.
5. You were a government codebreaker before the war, and you can still decipher most Nazi encryptions - an invaluable asset for the Resistance.
6. You were a Scotland Yard detective on home service before the war. Now that it's over, you have your chance to fight, and use your investigative skills as well.
7. Your spouse was Jewish, and died horribly in the concentration camp at Oxford. You're out for revenge, plain and simple. The more dead Nazis the better.
8. You were a respected archaeologist before the war, and a little too old for combat. The Resistance recruited you for this mission specifically, due to your expertise.
9. You are the scion of a noble family of Lords. You never took being an aristocrat seriously before, but now you realize it's your duty to cleanse your ancestral land.
10. You're just in it for the kicks.

SOURHAMPTON-UPON-STULL

Dominated by Stull Castle, with easy access to the river Stull and the railroad, the town has strategic importance primarily because of its powerful radio tower. The village was quiet for centuries, but the war and its aftermath have thrust it into the center of action.



A. STULL CASTLE & RADIO TOWER.

The Nazis have occupied this historic castle, mostly because of the powerful radio transmitter installed here. Retrieving Excalibur from the castle is the objective of the mission. As the “dungeon” of this adventure it has its own section on page 28.

B. THE FEN.

This vast tract of land is seldom trodden by walkers, as its essentially a grassy mire. However, there is still a good chance of catching small game here, so people occasionally risk getting stuck. Aside from tall grasses, there is little cover, but it could be a good out-of-the-way place to hide. The Referee should feel free to put almost any monster encounter here, or, lacking any other ideas, can introduce Seamus, a Frankenstein-like monster made in the castle by Doktor Schell. Seamus isn't a tortured soul yearning for human contact - he's a murderous sociopath who hates and fears everyone and everything.

Seamus, a Patchwork Man. +2AR / +2DR. 1-20hp. 4-40 damage. He heals 1d10 at the beginning of his turn each round, unless he has 0 hp - in that case he's too dismembered to be effective. He can't really die, though - the poor bastard just lingers on in pieces.

C. THE CAUSEWAY.

The railroad is carried through nasty marshes on a causeway, constructed some 30 years ago but not maintained or updated since then. It's still stable and strong in most places, but at one specific point, the underpile of concrete bricks has sunk into the marsh. The Resistance (Q) knows about this, and can pass the information along to the party. The spot is marked with an incongruous scarecrow wearing a Nazi helmet. A relatively weak explosion, such as one from a simple grenade, would probably be enough to warp the track and cause a wreck. This could be a good distraction for another plan, or as a way to draw Nazis out of the castle to supervise the (forced) labor of rebuilding it. Any explosion on the tracks will be met with fierce reprisals by Kommandant Koepke (1d10 random villagers will be rounded up and shot).

D. QUEEN'S ROAD BRIDGE.

The road has actually been renamed for a Nazi official, but the locals still call it Queen's Road. This modern road follows a medieval route to London. Crossing the Stull by other means takes one hours out of the way on back roads that are in poor condition and plagued by monsters. The bridge could be destroyed with sufficient TNT (see Q), which would cause a significant distraction for the castle garrison. It is normally guarded by a machine gun nest on the southwest corner, and is of course covered by the guns of the tower.

Nazi Bridge Guards (4). +0AR / +2DR, 1-20 hp, 4-40 damage. Two men operate the large machine gun, while two cover them with rifles. They are normally dozing or playing cards unless on a state of alert.

E. CASTLE BRIDGE.

For centuries this has been the site of a bridge over the Stull, linking the castle complex with the town. Now, Nazis have converted this into a modern drawbridge, with the hinge housing on the castle side. It's relatively narrow - a Panzer barely fits on it. In states of alert, the bridge is raised or it's lowered and blocked by one of the garrison's two Panzers. Otherwise, the bridge is lowered and is covered by the guards of the castle (see p. 24). Direct assault on the position is foolhardy, but the bridge makes a great target for stealthy sabotage (such an act would prevent one of the Panzers from moving into the town, although its gun would still be a problem). The Resistance (see Q) can provide TNT if it comes to that.

F. BLYTHE INSTITUTE.

You'd think a school for young ladies would be one of the first places the Nazis would overtake and turn to their own perverse uses, but for some reason the Blythe Institute has remained relatively unscathed, its students unmolested by Nazis as long as they remain on the school grounds. Most of the students have been here since the beginning of the war and have no homes to go back to. The Reverend Hammond

Bee and his sister, Miss Bee, have taken permanent responsibility for the girls (of whom there are about a dozen). The continued operation of this institution is nothing short of remarkable. Some even say it's miraculous. In fact, it is. Hidden in the basement of the institute is a wounded angel. One of her wings is permanently damaged and she cannot fly. She was wounded during the Battle of Britain, fell into the school's yard, and has been here ever since. The Reverend and Miss Bee have taken good care of her, but for months she has been in a coma-like state, with only brief awakenings. She talks in her sleep, and the Reverend writes down everything she says (it's in the angelic tongue, so he can't understand it, but he spells everything phonetically). It is the presence of this wounded angel in this school that accounts for the incredible fact that the place is left alone by the Nazis. Indeed, they feel deeply uncomfortable, bordering on physically sick, when they come near the place. Until recently, there were no Nazis at Stull Castle who were perceptive enough or interested enough in the occult to draw any conclusions from this. But the recent arrival of Obergruppenfuhrer Otto Von Hammer might change all that. If he even suspects there is an actual angel in the place, he will spare no effort to storm the school, regardless of the cost.

It's possible that if the Reverend or Miss Bee realize who the adventurers are or why they are there, that they will ask them to transport the angel somewhere far away, where the Nazis will never find her. If nothing else, they can take her to the Resistance cell in London.

It's also possible the adventurers will have no reason to go here, unless they realize through observation or rumor that it seems to be under some miraculous protection. As such, it's a good place to hide from the Nazis - for awhile. If any serious search of the village is necessary, the Institute will not be spared. The aura of protection that surrounds it is more of a deterrent than an impenetrable barrier.

Wounded Angel. +4AR / +3DR, 100 hp (currently 50). Spells: Lightning (as fireball, 2d20x100 damage, no point loss); Heal; Bleed. She has other powers but cannot use them due to her wounded state.

G. STULLWATER HALL HOTEL.

This large country house hotel has been essentially claimed by the Nazis as their personal R&R spot. It was luxurious in the Victorian era, when it was a private home, and it was a spa in the 1920s. It is somewhat past its prime today (like everything else). The owner, Henry Bellweather, collaborates out of self-preservation (so much so that a huge Nazi flag hangs from the balcony of the main hall). The place no longer functions as a proper hotel, but as a bar and brothel. The public is not banned - indeed this is the only place in town you can have a pint with a Nazi if you're so inclined. That being said, any shenanigans will be dealt with harshly by the off-duty soldiers who are always present (and they definitely get preferential treatment).

A German woman, Gretta Groper, has partnered with Bellweather (much to his private chagrin) in running the brothel aspect of the business. Kommandant Koepke never visits the hotel himself, but whenever Gretta hires a new attraction, she makes sure he's the first customer. Such girls are transported to Stull Castle, Koepke being too dignified to fraternize at the hotel. This is a dramatic but risky way for one of the adventurers to gain access to the castle.

One of the girls, Emily Hart ("Emmie" to clients) is a spy for the Resistance, and if any of the party are making asses of themselves or otherwise drawing too much attention, she will attempt to subtly intervene, if she is present.

Another of the girls, Cynthia Primm, is a wholehearted Nazi collaborator, and she's suspicious by nature. She remembers what she overhears and will secretly report accusations and gossip to Nazi officers. She might even make some stuff up about anyone she dislikes.

The basement includes a tastefully stocked wine cellar that Bellweather has not been able to bear to share with the Nazis (or anyone else). Bellweather himself can't easily access it - he bricked over the entrance when it became inevitable the Nazis would win the war and occupy England. The value of the contents is, considering the state of the world, more or less priceless. No one on the current staff knows about the secret cellar.

The staff are not gifted combatants (+0 AR/DR).

H. DOCTOR MARPLES.

Doctor Marples is one of the oldest people in town; he's so old he delivered babies who grew up to fight in the First World War, let alone the Second. He's a fixture of village life, and age hasn't diminished his skill as a physician (if the adventurers seek his treatment, it definitely works). However, Doctor Marples has become an avid proponent of cannibalism. Since the Darkness fell over the world, cannibalism has become a grim necessity for many. Still, in this part of England its practitioners still feel great shame about it and avoid it if possible. Doctor Marples has embraced it as a valid and healthy lifestyle, however. He is, in fact, writing a cookbook full of recipes featuring various parts of the human body. Predictably, he's a frequent visitor at the Flesh Market (see area K), and has developed quite a bit of skill as a butcher. Anyone who accepts a dinner invitation pleases him, and will find (to their horror, possibly), that the fare is excellent.

Mostly Doctor Marples is here for color and comic relief, but in the very likely event that the adventurers need medical attention, he's a viable alternative. The Nazis have their own doctor and have no special reason to visit Doctor Marples.

I. THE DOG & TRUMPET.

Even in the Darkness, under the fist of the Reich, a village must have its public house. The Dog & Trumpet has been here since the English Civil War (the cavalier poet Sir John Suckling carved a poem on a ceiling beam that survives, which the Referee is free to invent). The Nazis patronize the Stullwater Hall Hotel and almost never come here. Inside, one can almost imagine it's a normal night before the war. Indeed, the publican, Old John, maintains a lucid and calm demeanor no matter what life throws at him. The fare isn't what it once was, but it's the most natural place to pick up Rumors (see p 12).

The Dog & Trumpet's purpose is the same as any good pub - to give the adventurers a place to relax and interact with the locals in relative safety. Obviously if they're being hunted, this place can't protect them. Otherwise this is one place in town the adventurers can let their guards down, unless they bring trouble here themselves.

J. SANDERSON'S GARAGE.

Tyrell Sanderson moved into this auto repair facility when it was abandoned by its previous owner, who fled to greener pastures (the joke's on him - there are none). Sanderson services the few vehicles (mostly delivery lorries) the Nazis allow civilians to have. He has three working vehicles in the back yard, covered with tarps. So far he hasn't let anyone know they actually run. He claims to use them for parts. It's tough to befriend Sanderson, however. He lost his family to the Nazis and has grown introverted and cynical. If he parts with the vehicles, it won't be for money (though he'll take some). It will be because someone convinces him they've got a plan that will hurt the Reich.

SANDERSON'S LOT

1941 Rover sedan. Speed normal; Size normal. 300hp.

1933 Bedford WT series lorry. Speed slow; Size large. 500 hp.

1939 Vincent Rapide motorcycle. Speed fast; Size small. 100hp.

K. JAY GOULD, BUTCHER (THE FLESH MARKET).

Jay Gould is an opportunistic Nazi collaborator. He has made a small fortune facilitating the trade of flesh, which almost everyone eats, but few admit it. A small underclass of flesh purchasers attends an outdoor market here each day, and discretely delivers flesh to those who'd rather not be seen purchasing it. The Nazis come here regularly, where they buy in bulk for entertainment or the feeding of laborers. The sale of Jewish flesh is, of course, prohibited, and there is a 2 in 6 chance at any given time that a Nazi officer, Hauptmann Heinz, will be here to enforce this. He is usually attended by 1d10 stormtroopers.

Allowing oneself to be delivered as flesh to Stull Castle is one (very risky) way to infiltrate the place in plain sight.

For more on flesh sellers and markets, be sure to see pages 14-15 of 3: *Being the Third Book of The Hateful Place*.

Jay Gould. +1AR / +1DR. 1-20 hp. 4-40 damage (machete, whip).

Hauptman Heinz. +3AR / +2DR. 1-20 hp. 4-40 damage (Luger).

Stormtroopers. +2 AR / +2DR, 1-20 hp. 4-40 damage (MP40).

L. UP-AND-DOWN CAVE.

Just east of town in a small wood, near where three paths meet, is a hidden cave. It's essentially a hole in the ground. Before the war, someone put a railroad tie with spikes down it, so hikers and spelunkers could climb down. Today, that has fallen into the cave. Inside is about 300 square feet of room, with a small bubbling pool of drinkable water. It's a cramped but secure hiding place, as the hole is easily hidden with thick undergrowth (these woods are a tiny remainder of a once-great primeval forest).

The Resistance knows about the cave, as do a few townsfolk, but so far the Nazis know nothing about it.

At the Referee's discretion, a random monster is in the cave (see pages 54-56, *The Hateful Place*).

M. GROVER HOTWATER'S HOUSE.

Grover Hotwater, formerly a barrister, has done rather nicely for himself in the Darkness, informing on the few Jews who lived near Sourhampton-Upon-Stull as soon as the Nazis arrived. He was always a Nazi sympathizer, and is only too glad to play cringing toadie to Kommandant Koepke and the castle garrison. He takes it upon himself to investigate strange goings-on, and because he's suspicious and wants to catch someone doing something, he tends to imagine a lot. Because of this, Koepke already takes what Hotwater says with a grain of salt - he doesn't so much mind arresting and executing innocent people as he does wasting his own time and efforts.

It's almost certain that Hotwater will get onto the adventurer's tails once they start moving around town asking questions. He's convinced a Resistance cell is in the village, but he doesn't know where, and right now the Nazis are secure enough they don't believe it.

While Hotwater is something of a "boy who cries wolf" as far as the Reich is concerned, he does have Koepke's (reluctant) ear, and if he has anything even remotely resembling evidence, the Nazis will pay attention.

Grover Hotwater. +2AR / +0DR, 1-20 hp, 4-40 damage (dagger).

N. OBERON SIMMS, DRUGGIST.

The apothecary Oberon Simms is another resident of Sourhampton-Upon-Stull who has done well for himself in the Darkness. Drugs are still prevalent, and people need them more than ever. To make them, Simms needs Nazi cooperation in obtaining ingredients. He gets it because Kommandant Koepke is a heroin addict. This is a secret from everyone except for Koepke, his top aide Udo, and Simms. Other Nazis have patronized Simms for medicines they don't want to get from Doktor Schell.

Simms is an obvious weak link for the Nazis, and could be a major part of any plan to infiltrate the castle. But he's crafty and he's careful. The Referee should give the adventurers a chance to notice some clue that he may have a connection to the castle (a late night visit from Udo, obtaining Koepke's supply, for example).

In truth, Simms is not incredibly talented. He relies on a huge stockpile of supplies he got cheap at the end of the war, which he keeps locked in a safe hidden in his office behind a mirror.

Adventurers can, of course, buy drugs from him, such as psilocybin and morphine. The Referee must adjudicate the effects of these drugs.

Oberon Simms. +0AR / +2DR. 1-20 hp. 4-40 damage (revolver). He uses a syringe in combat, filled with bromides that can put the victim into a "bromide sleep" for 2d4 hours.

O. REGINALD DYE, GREENGROCER.

Nothing much green grows anymore, but Dye sells anything edible that isn't human flesh, which is more than you might think (canned goods, mushrooms, roots, and so on). That's just the surface business, though. Hidden among the other merchandise is a black market that trades in pretty much anything the Referee needs or wants the adventurers to have. The Nazis know about this market but think it sells pornography and American records (it does), and since some of them enjoy those things, they leave it alone. However, Dye has connections all through the Southeast and in London, so he can get his hands on just about anything - for the right price.

P. URIAH HULL'S HOUSE.

Uriah Hull is a notorious drunk. His family were once prosperous gentry, but that was ages ago. Their land was sold off in bits and pieces until only the rambling old estate house is left. It's essentially a ruin, with only a few livable rooms. Hull is ancient - he's been drunk since about 1918, as far as anyone remembers - and no one takes him seriously. Therefore, almost nobody that he's got a demon trapped in his cellar. But he does.

Shazernandy was summoned here by sheer dumb luck when Hull ripped a page from a moldy old book. He mumbled what was written on the page, and Shazernandy arrived, bound by the old incantation to serve Hull for 100 years and a day.

So far, Hull has used Shazernandy in private and selfish ways - making him polymorph into human form and fetching liquor, or doing vile things to (and with) Hull, whose libido is in no way diminished by his severe alcoholism or advanced age.

Shazernandy would like to get out of the situation, but he can't do that until Hull is dead. While fetching liquor from the village (in human form of course), Shazernandy may approach the adventurers with some scheme to get rid of Hull. He'll make up any lie he has to, based on what it can deduce (which is a lot - it's a genius). Demon that he is, Shazernandy's first act will be to betray and kill whoever rids him of Hull. The demon is not a team player, so if he is released he will go on one murderous rampage through town, then head for London.

It's worth noting that Hull is so old, killing him is easy - no roll is necessary. One way to get rid of Shazernandy is for Hull to command him to return from whence he came - but convincing him to do this will be almost impossible. Hull is belligerent, pathetic, and unpleasant to be around, and he's neither intelligent nor cooperative.

If no one interferes in this situation throughout the course of the module, Hull will eventually realize that he can use Shazernandy in other ways as well, attacking villagers who have mocked him and so on.

Shazernandy, a Demon. +4AR/+2DR. 100 hp. 5-50 damage. Powers: Copy/Doppleganger, Brain Food (see page 26, *The Hateful Place*).

Q. RESISTANCE CELL.

A building that once housed an artificial limb manufacturer is now the local cell of the Resistance. As for personnel, a capable and brave couple, Ted and Florence Sexton, are pretty much it. They're in the prime of life, dedicated, hopeful, and willing killers for the cause. They live on the upper story of the small warehouse-style building. The ground floor contains an edible fungus and insect farm. Hidden beneath a worm bed (something no one wants to look under) is a trap door leading to a cellar that contains several tons of TNT. The Sextons have a radio transmitter and receiver in the upstairs loft. They use this to spy on the Nazis and communicate (in code) with London.

The Sextons know the adventurers are coming, and they'll give them all the help they can. But they'll report any deviations or suspicious behavior to London. If they think a character might betray the Resistance, they won't hesitate to eliminate the threat.

Loretta Paige, a maid at the castle, is friendly with the Sextons. She and Florence run domestic errands together, during which Paige passes on intelligence from the castle. Paige can provide the basic floorplan of the castle, and has a general idea of how to get around. She'll share this with the characters once the Sextons are convinced they have a serious and workable plan. They won't agree to any plan that exposes Paige - she's too valuable for future operations.

Ted Sexton. +2AR / +3DR. 1-20hp. 4-40 damage (revolver).

Florence Sexton. +3AR / +2DR. 1-20hp. 4-40 damage (sten gun).

Loretta Paige. +1AR/+3DR. 1-20hp. 4-40 damage (dagger).

R. THE NIGHT PEDDLER.

A demon in the marsh southwest of town has given rise to the legend of the Night Peddler, a hooded and cloaked figure who sells magical trinkets from a cart. All of the items are cursed (see pages 45-46 of *The Hateful Place* and pages 30-35, *thp Book B*), but this is not always immediately apparent. The Night Peddler will sell any item for 10,000CUR with the understanding it will be a random item. He never appears to the same person twice. Disliking combat, he uses flight to avoid it.

S. CLEVELAND PUDDING'S HOUSE.

Former horror film star Cleveland Pudding lives here in his old family home. His career has been curtailed by the war, but he had a string of hits in the 1930s while already in middle age (*The Revenger Doll*, *Fury of the Mole Man*, and *I Married Satan*, to name a few). Pudding achieved great fame on both sides of the Atlantic as a master of disguise and uncanny acting ability. He rarely goes out these days, having fallen into despair. Fighting monsters in the movies was no preparation for doing it in real life, and he's not what he once was. He'd like to do something great with the time he's got left, something that could bring a little light into the Darkness. Because of that, he's likely to go along with any scheme the characters have that might require a master thespian or makeup/disguise artist. Highly educated, he happens to speak fluent German. The Sextons (see Q) have often thought about recruiting him, so they might suggest him as an accomplice. If they don't, the characters will probably know Pudding from his films, and may wish to give him a visit once they learn he lives here.

Cleveland Pudding. +2AR / +1DR (+4 AR for acting/disguise),
1-20hp, 4-40 damage (sword cane).

T. ABANDONED HOUSE.

This is one of several such buildings in Sourhampton-Upon-Stull, the owners dead for whatever reason. This particular family was killed during the initial occupation. Since then, the place has been boarded up. Inside, hidden under the kitchen floorboards, is a four-month supply of rice and potted meat, as well as an Enfield revolver and plenty of ammunition.

U. CHARACTER'S SHOP or HOUSE.

If one of the characters is from the village (see backgrounds on page 9), this is their shop or home (or both, with living quarters upstairs). The adventures have a ready-made base of operations here. If not, treat this as an abandoned building the adventurers could hide in or move into (or, as always, an encounter of the Referee's own design).

V. WATER TOWER.

Once used for trains, it no longer has any specific function, and is in fact in danger of falling over (1 in 10 chance any time someone is around). If it lands on anyone, it does 3-30 damage. Because of its visual command of the Stullwater Station, however, it makes a great sniper tower if it's stable. The Nazis know this and keep an eye on it, but they never climb it. Kommandant Koekpe has half a mind to just demolish it. Nevertheless, it could be just what the characters need at some point.

It goes without saying this is a great place for a random monster (see *The Hateful Place*, pages 54-56).

W. OGRE BONES.

The Darkness has brought these old bones close to the surface, and roadside erosion has done the rest. Part of a jawbone, a femur, and a pelvis, all of huge proportions, are barely discernable beneath a thin layer of soil. The longer they lay here, the more likely someone is to see them (how the characters might happen to end up out here is anyone's guess). If the bones are unearthed, ground up, and consumed, they have the following possible effects (a random effect each time):

1. The character becomes incorporeal (their stuff just falls to the ground). Roll AR each day to return to corporeality.
2. The character's intestines develop a caratin coating with little thorns. The character takes 1d10 damage every time they move.
3. The character is infused with the fighting prowess of the ogre king whose bones these are: +4AR (Referee: it goes away in 1d10 hours).
4. The character's toes become root-like, splitting open footwear and burrowing into the ground unless the character moves constantly.
5. The character gains incredible insight from an extra-dimensional perspective: ask the Referee one yes or no question about the module.
6. The character gains a random demonic ability (see *The Hateful Place*, page 25-26), which is permanent or not (Referee's discretion).

The only way to get rid of the effects of the ogre bones is to visit the Good Witch (see area Z) and beg her to remove it.

X. PANZER.

The ruins of a building have been cleared away to create a yard where the Nazis keep a Panzer at all times, covering Stullwater Station and the southern approaches to the town. It's always fully crewed and ready to go. Once the Panzer gets going, it's virtually unstoppable unless the characters can think of a clever plan to take it out (and they probably will). However, the rumors are true: the Nazis don't have much ammunition for their tanks. This one can fire its big gun four times. Of course, it also mounts machine guns.

Panzer IV. Size large. Speed slow. 700hp (armored). 75 mm gun (10-100 damage, four shells); machine gun (4-40 damage, rotating turret).

Panzer Crew (5). +2 AR / +2DR. 1-20hp. 4-40 damage (sten guns).

Y. STULLWATER STATION.

The Nazis still use this track for deliveries of various supplies, which come fortnightly and leave with flesh bound for London. There is very little passenger traffic. Trains go by quite often, but they don't stop here, having more important business. The Nazis keep it staffed, though. There is a working radio, approach lights, etc., and the area is well-lit. The station is most useful as an escape route - characters could jump from the roof onto a passing train. Northbound trains will pass Bright Tor (see page 41) in about 15 minutes.

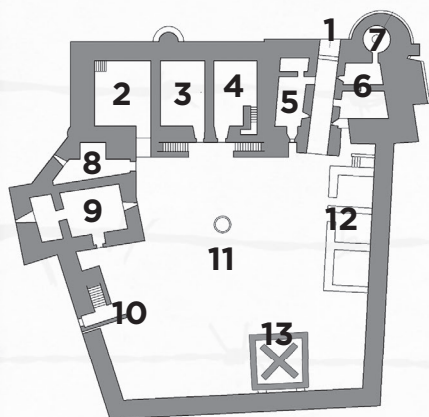
Z. CHURCH (RUINS).

The sad remains of a once beautiful Anglican church are here. Nazis forbid anyone from praying at the site, and themselves rarely come here, so it's a good place to hide. At the Referee's discretion, a Good Witch (of the ancient Celtic school) has come to the village and hides here, confounding the Nazis' efforts to find her. The role and style of such an NPC is up to the Referee, but she is capable of casting any spells the characters might need, or removing curses they may have picked up. Essentially she, like the wounded angel (see area F), is here as an ally against the Darkness. If that's not dark enough, the Referee is always free to make the Good Witch a demon in disguise...

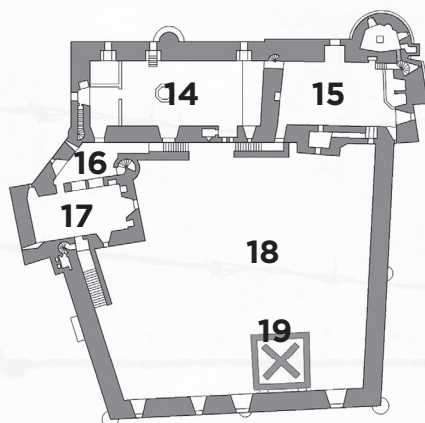
STULL CASTLE

Stull Castle (or “Schloss Stull” as the Nazis call it) occupies a site that has been continuously fortified since pre-Roman times. The basic structure of the castle was solidified during the reign of Richard II, for whom it was a vital stronghold in the unfriendly southeast. It was updated in the late Tudor period and was a center of conflict in the English Civil War. Between Cromwell and Churchill, though, the castle saw no battle until it became the site of a powerful radio transmitter (and hence a target for Nazi bombing raids).

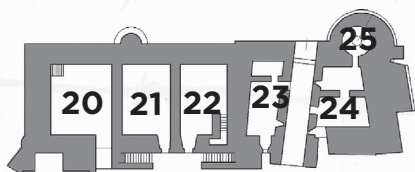
The characters will have to infiltrate the castle and locate Excalibur (location 26). There are multiple points of entry explained in the relevant sections of text.



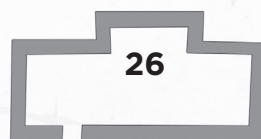
First (Ground) Level.



Second Level.



Third Level.



Cellar Level.

INFILTRATING THE CASTLE

There are several ways suggested in the text that the characters could gain access to the castle. In addition, they will probably come up with some great plan or ruse on their own without any prompting from the Referee. Failing that, the Referee can make sure the players know:

- The old mews (see location 24) on the third level of the castle is open to the air. If someone managed to scale the outside of the castle or swing down over the roof, a human could, with a little squeeze, gain access.
- There is an old garderobe (toilet) chute on the second level of the building (see location 16) that could be accessed and shimmied up if a character could scale the wall. It's a tight fit - any character with a Body of 15 or greater will not fit.
- The postern manway (location 10) is usually locked down and barred from the inside. When it is not barred for whatever reason, it can be opened with a key. One lady in the village, a laundress named Marguerite Herault, has been entrusted with a key by lazy guards. This may or may not be known to the Resistance. Herault's home has not been detailed on the map, so the Referee will need to provide a way for the characters to meet and interact with her if necessary.
- Trickery! This is a classic option, one used in many WW2 films. The players will most likely come up with some variation on this. The characters could dress up like Germans, and if at least one of them speaks the language and looks the part of a high-ranking officer (see Cleveland Pudding, town location S), they might be able to simply bluff their way in. The Referee should point out that no self-respecting officer would travel without a nice vehicle, so if they don't have one, their story better be *really* good...
- Some rumors are lies. There's a rumor floating around the village that the lower levels of the castle are accessible via underwater tunnels leading off from the river Stull. This is entirely untrue.

Generic Nazi Stats: Unless the text says otherwise, Nazi soldiers have +1AR / +1DR, 1-20hp, 4-40 damage (Walther P-38 or dagger).

DOGS OF WAR! The castle guards use specially trained, highly intelligent guard dogs (+2AR/+1DR, 1-20hp, 4-40 claw/bite damage). They can tap out signals to communicate with their masters.

1. GATE.

This is one of two formal entrances to the castle, the other being a minor door (see 10). This is also the most heavily guarded part of the castle, making it the least desirable place to enter, unless as part of some deception. The portcullis one would expect to find here has been replaced with a heavy metal double door, big enough to drive a Panzer through (with almost no room to spare!). The door is usually open unless the castle is on alert. The area is illuminated with bright lights, and guarded by a machine gun port (see 7). Guards from nearby (see 5) can be here in seconds if needed. The gate opens onto a long hall that leads directly into the courtyard (see 11).

2. QUARTIERMEISTER'S STORES.

The quartermaster for the castle, Hummel, has a small desk here, from which he oversees a large room full of shelves, bins and boxes. Most of it is non-perishable food and spare uniform parts, but anything "good" the Nazis might have is probably stored here - except weapons and ammunition (see 8). A guard is usually posted at the door. Hummel keeps a weekly inventory and he'll notice anything missing.

3. GARRISON ARCHIVES.

Here are all the files and documents pertaining to the running of the castle, almost none of which are important. The place probably has more use for the characters as a fire hazard, rather than a source of information. The archive is locked and rarely visited, so at the Referee's discretion, a random monster is here, waiting to kill whoever walks in (including a Nazi).

4. JUNIOR OFFICER'S QUARTERS.

This commodious room houses the lowest six ranking officers in relative comfort. Partitions and screens give them a modicum of privacy. A common area features a phonograph, radio, card table, liquor cabinet, and other amenities. An "L" shaped toilet and shower room is also here. At any given time there are at least two junior officers here, with a 60% chance of being asleep.

5. ON-DUTY GUARDROOM.

A dozen Nazis, including one senior officer, are on guard at all times. The officer usually presides from this room, where the Nazis report and equip. In times of alert there are four to six extra guards. The room includes a desk, table and benches, and a large wardrobe containing 6 sten guns and 4 Walther P-38 pistols.

Nazi Senior Officer: +3AR / +2DR. 1-20hp. 4-40 damage (Walther P-38, dagger). He carries a key to the magazine (area 8).

Castle Guards: +2AR / +1DR. 1-20hp. 4-40 damage (sten guns).

6. GAOL.

There is a 12' deep pit below this room where the Nazis keep prisoners. Anyone requiring lengthy incarceration is sent away to London or, if it's really serious, Berlin. There are always at least two Nazis here on guard. There are currently three prisoners here. It is virtually impossible for them to escape unless someone lets them out. Any of them will aid the characters to the best of their ability.

PRISONERS IN THE CASTLE:

Monty Froman, a Jew awaiting transport to the concentration camp at Oxford.

Yvonne Summers, a woman suspected of being a member of the Resistance (she's not).

Petrus Mueller, a Nazi who assaulted a superior officer to prevent an act of brutality against a child in the village.

7. SPIRAL STAIRS.

This is the base to a spiral stairway that runs all the way to the top of the castle. It opens onto area 15 (second level) and 24 (third level). There is usually no guard here unless the castle is on a state of alert, although Nazis will be here more or less randomly as they go about their various duties (assume a 2 in 10 chance at any given time).

8. MAGAZINE.

A guard always stands outside this door, which is heavily locked. Only Kommandant Koepke and the senior officer on duty have a key. Inside are two dozen sten guns, 32 Walther P-38 pistols, a spare heavy machine gun, assorted other guns including Lugers and Karibiner rifles, and about a million rounds of ammunition. In addition there are six spare rounds for the Panzers here, only to be used in the direst of emergencies as the Nazis are temporarily low on them.

9. INFIRMARY.

This spacious room houses beds for 18 patients, but only two are currently occupied. This room is for Nazis and other favored patients - Doktor Schell has another lab where he performs experiments on others (see 17). The room also has the latest medical machinery. A back room serves as storage for medications and office for Doktor Schell's chief assistant, Nurse Nina. She does most of the actual healing here; the doctor's interests run along more esoteric and bizarre lines. The patients are Verner, a rank-and-file Nazi who fell off the radio tower (see 13 and 18) while changing light bulbs, and Hansi, an old soldier who has lost his mind. Kommandant Koepke refuses to order that he be euthenized, insisting Hansi just has a mild fever. He's actually a raving loon, convinced all non-Germans are Belgian snipers.

Nurse Nina. +1AR / +3DR. 1-20hp. 4-40 damage (scalpel or syringe).

Verner. +1AR / +1DR. 1-20hp. 4-40 damage (metal crutch).

Hansi. +0AR / +2DR. 1-20hp. 4-40 damage (bayonet).

10. POSTERN MANWAY.

This entrance to the castle courtyard (see 11) is an undeniable weak point, so the way is blocked with a heavy metal door, barred from the inside. The senior officer on duty (see 5) has a key, as does the Kommandant. One other person does, however, and she's not even a Nazi. Marguerite Herault is a laundress from the village who has been entrusted with a key to this entrance. The Referee must decide where she lives and whether she would cooperate with the characters.

11. CASTLE COURTYARD.

This spacious yard represents most of Stull Castle's square footage. It is easily visible and well lit with a large white lamp affixed to a post in the middle of the courtyard. An iron grate below the post leads to the cellars and excavation site below the castle (see 26).

The yard often hosts small impromptu gatherings of lower-ranking Nazis, as their quarters in the castle get little fresh air. During the day's one hour of sunlight, the courtyard is usually packed. Even the Nazis miss the sun. The courtyard also serves as an open-air kitchen and meal preparation area twice a day.

The radio tower control center is at the opposite end of the courtyard from the castle. At one edge is a barracks (a modern, wooden construction) that houses the majority of the garrison's troops. There are always four guards, here, one for each compass direction, and they walk about regularly. Sneaking across the courtyard is virtually impossible given the Evil Eye (see 18). That being said, a mad dash for the manway (see 10) or main gate (see 1) might work if either is open.

12. BARRACKS.

Some three dozen low-ranking Nazis are housed here with little privacy and only moderate comfort. About half of them are always present, either asleep, attending to toiletries, or otherwise engaged in normal human activity.

13. RADIO TOWER CONTROL CENTER.

Atop this squat concrete building is a radio transmitting tower (see 19). Crammed into a large square room are electric generators, the massive transmitter itself, rows of glowing, water-cooled tubes, and a transmission feed line to the antenna above. A modest console with a microphone and a few speakers are in the center of the room - the heavy equipment is around the edges. This powerful transmitter has continental range. Gaining control of it, even for a few minutes, would be a great coup, almost worthy of an adventure in itself. There are always two Nazi guards here, along with one minor officer (+1 AR/+2DR) and a technician.

14. COMMAND CENTER.

This huge chamber was once the great hall of the castle. Today it is a large operations room, with a huge map of southern England on the outer wall. A large fireplace in the inner wall is always burning. A telephone exchange and electrical generator are behind partitions on the west wall. Garish white lights illuminate the scene. A table in the center of the room contains various maps, charts, manuals, and even some classified documents. Reich forces in the region are marked on the large wall map. The information here would be of immense value to the Resistance. Unfortunately there are always between six and a dozen Nazi officers and clerks here attending to the routing tasks of occupation. Any of the most important NPCs could be here. Otherwise assume the commanding officer is Major Hahn - an able administrator who sometimes lacks imagination.

The SS has installed a sorcerer here, Obersturmfuhrer Voigt. He will defer to Koepke or Von Hammer if they are present; otherwise he will take control in a crisis, leaving routine matters to Hahn. He is in constant contact with the Evil Eye (see 18), and knows what it knows.

At the Referee's discretion, there is a Jewish mathematician here, chained to a desk and forced to break Resistance codes. Ben Zimmerman does as little as possible, but occasionally must produce results. If he can be communicated with, he could be an ally or tool in an attempt to seize control of the room. Zimmerman might make a good replacement character if necessary (if so, ignore the stats below and create him from scratch).

Anyone in the castle would instantly obey an order from this room over telephone or radio, provided the speaker knew the day's passcode (see 15).

Major Hahn. +1AR / +3DR. 1-20hp. 4-40 damage (Walther P-38).

Obersturmfuhrer Voigt. +4AR / +4DR. 1-20hp. 4-40 damage (SS dagger). Spells: Fire, Blind (*The Hateful Place*, p22-23).

Ben Zimmerman. +1AR / +2DR. 1-20hp. 3-30 damage (emaciated). +5 AR related to mathematics, logic, problem-solving, etc.

15. KOMMANDANT KOEPKE'S QUARTERS.

Most of the Kommandant's daily business is conducted in the center of this large, open room, where he presides from a ridiculously ornate desk. Various trophies adorn the room, including a poster-sized photo of Koepke chumming it up with Hitler (it has a humorous selfie-esque quality). A desk for Oberjunker Udo, Koepke's secretary, is in a forlorn corner of the room, far from the the fireplace. A secret entrance to the roof is in the inner wall. The exit to the spiral stair (see 7) is double-barred from the inside. Koepke never uses it. He wishes it wasn't there, and he's had a tapestry hung over it. There is a direct, narrow hall to the command center in the northwest corner of the room, and a spy-hole into the courtyard in the southeast corner.

Koepke's desk is scrupulously bare, but Udo's desk contains a fat journal. Inside is a sequence of code words corresponding to dates, and a catalog of radio frequencies and other, more obscure, information.

Just south of the spiral stair is a small enclosed room where Koepke sleeps and refreshes himself. There is a locked cabinet at the foot of his bed. It is here that he keeps his stash of heroin. He is hopelessly addicted, obtaining it (through Udo) from Oberon Simms, the druggist in town (area N). This happens at a frequency to be determined by the Referee, as best suits the needs of the adventure. Heroin is the weak link of the castle - Koepke would agree to anything to safeguard his supply, submitting to blackmail, betraying his superiors, or worse.

Oberjunker Udo. +1AR / +2DR. 1-20hp. 4-40 damage (Walther P-38).

Kommandant Koepke. +5AR / +3DR. 1-20hp. 4-40 damage (silver Walther P-38, specially made for Hitler's favorites, and SS dagger).

16. EMPTY ODD-SHAPED CORRIDOR.

This breezeway is open to the sky, and a stairway gives access to the roof. Access is only through the laboratory (see 17), and this room is rarely used unless Doktor Schell goes up to the roof for a cigarette. There is an old garderobe (toilet) chute here. A skinny character could access this room from the outside by climbing and squeezing...

17. DOKTOR. SCHELL'S LABORATORY.

The mad bioscientist Doktor Schell maintains a laboratory here, where he conducts his fiendish experiments. Kommandant Koepke rather dislikes him, and tends to avoid him and leave him alone to pursue his diabolical ends. Schell might be in the midst of any terrible research the Referee wants to introduce. This module assumes he is creating Frankenstein-like reanimations. One such is Seamus, who escaped via the garderobe (see 16) and now roams the nearby fens (see area B). Doktor Schell's current creation, Largo, is awake but strapped to an operating table in the rear of the room. If he is released (or manages to escape), he has the same stats as Seamus.

At the Referee's discretion, Schell may be engaged in one of the following experiments:

Breeding Program: There could be two or more pregnant women here in hospital beds, who are forced to exercise in the yard once a day and are fairly well-cared-for as far as prisoners go. They're here because Schell reasons only someone who carries the Pendragon bloodline can properly wield Excalibur. After lengthy researches through seized Welsh and Cornish family records, Schell has identified subjects and, with the help of a high-ranking SS officer who has now returned to Berlin, got them with child. Now it's just a waiting game. It has not occurred to Schell that the subjects themselves could properly wield the sword - he can only conceive of a huge blonde warrior filling the role, one that merges Aryan and Pendragon bloodlines.

Distilling Demon Power: Doktor Schell believes the incredible abilities possessed by demons (see *The Hateful Place* p25-26) can be distilled and replicated in human subjects. Dead demon samples are brought here, where he processes them and injects them into Shelby, a fit local boy who has "volunteered" for the procedures. He, like Seamus, is strapped to an operating table. So far, the procedure has not worked, but the Referee could change that at any time (especially during an opportune moment like a raid on the castle).

Doktor Schell: +3AR / +3DR (+6 AR when doing "science"); 1-20hp. 4-40 damage (Walther P-38, poison syringe - DR or lose 1 Body).

18. THE EVIL EYE.

Floating above the courtyard (see 11) is an invisible creature summoned by the SS sorcerer, Obersturmführer Voigt (see 14). Its presence is not a secret, but most of the Nazis tend to forget it's there (out of sight, out of mind). Voigt can't control the movements of the Eye - indeed, he has little actual influence over the Eye, merely a psychic link. He can see what it sees, when he's concentrating. The Eye might or might not personally care what goes on in the courtyard and might not take any special pains to notify Voigt if something is amiss and Voigt isn't paying attention. The Eye would much rather get back to its own bizarre plane of existence. It does not engage in combat, but for purposes of noticing things assume it has +6AR. It automatically sees any activity that someone isn't attempting to conceal.

19. THE RADIO TOWER.

Mounted above the control center (see 13) is a 500-foot, 1,000-watt radio tower. It can easily broadcast well into Europe and around the Baltic region. A sensitive receiving apparatus is part of the structure. It is not constantly broadcasting or receiving, but does so at routine times during the day (Referee's discretion) or under special circumstances. When the tower is "hot," climbing it or even touching it has a 9 in 10 chance of frying anyone who tries it. Indeed, getting within even a few feet of it is a bad idea, and the air around it tastes like batteries. A huge swastika banner flies from the tower, and if anyone managed to climb up and remove it, it would result in such a moral and psychological blow to the Nazis that characters and anyone involved in Resistance activities within sight of the tower gains +1AR for 24 hours.

Destroying the tower is another possibility. While explosives will be the first idea of most players, a simpler solution is to cut one of a dozen guide cables running from the tower to huge eye-hooks on the castle walls. These help stabilize the tower against high winds. Cutting these isn't easy but a grenade placed in an eye-hook would do the trick. At least half of the cables would need to be destroyed during high winds to make the tower fall. Alternatively, a judicious amount of TNT placed at one of the four corners of the tower base would topple it.

20. VON HAMMER'S QUARTERS.

Obergruppenfuhrer Otto Von Hammer has taken over this room, reserved for visiting SS officers of high rank. Von Hammer is here specifically because of the discovery of Excalibur. His specialty is occult research, and he has brought a half-dozen occultists and research scientists with him from Berlin, who are quartered nearby (see 21).

Von Hammer does not practice magic himself, but is accoutered with magical items that enhance his fighting prowess. Without these, he is rather feeble, being of an advanced (but unrevealed) age.

He has one other potential weakness: he wears a monocle (left eye) and without it, his depth perception is completely skewed, and he will be at -3AR to hit in combat.

A less threatening weakness, but one that can potentially be exploited, is Von Hammer's love of opera. He is obsessed with it to the degree that he can be distracted by engaging him in conversation about it. He has been known to keep prisoners alive for years because of their interest in or knowledge of opera. If he learns that any captured character is a singer (or claims to be), he is likely to order a command performance, which he will force the entire garrison to attend in the courtyard, using the radio tower as the backdrop for a makeshift stage. This could be an amusing scene and catalyst for some sort of climactic battle, if things play out that way. Another way to get at Von Hammer is to threaten or damage his collection of phonographs, which he has brought from Berlin. They occupy an ornate cabinet in his quarters, along with a phonograph player with a ridiculously overlarge bell.

Obergruppenfuhrer Otto Von Hammer. +5AR / +6DR. 1-20hp. 4-40 damage (Aryan "black blade, Walther P-38). The Black Blade causes damage for two rounds in a row with one hit (roll damage twice); +3 of current DR derives from greatcoat woven from demon hair).

21. SS OCCULT SCIENCE TEAM QUARTERS.

This room houses a half-dozen occult researchers from Berlin. They are usually in location 26, but at least one is always here, typing up notes from the research that goes on down below.

22. SENIOR OFFICERS'S QUARTERS.

This commodious room connects with the junior officers quarters below it (see 4), and is very similar in design. Four senior officers with superior stats (+2 to AR/DR of rank-and-file Nazis) live here. At least one will usually be here asleep. There is access to the roof from a trap door in the northeast corner of the room, accessible by ladder and barred from the inside.

23. FLESH STORAGE.

The Nazis have installed refrigeration equipment here in a large closet in the outer wall; there are 15 corpses hanging here, waiting to be made into meals. In the main part of the room, bodies are butchered and wrapped in plain paper, then placed in a chute that opens onto the courtyard. Meat slides down this chute twice a day where it is collected for meal preparation in the open-air kitchens (see 11). No one likes to talk about this room, because even the Nazis like to pretend they don't eat human flesh. Guard duty here is considered a punishment, and whoever is assigned that duty is likely (6 in 10 chance) to be asleep.

24. OLD MEWS.

This warren of rooms was once a mews where falcons and hawks were kept by the original castle builders. Later, during the English Civil War, it was a mews for carrier pigeons. Today, it is used for storage. It is of interest to the characters because of an opening at the top of the wall in the southeastern corner of the room. Although this opening was intended for birds, it's big enough for a person to squeeze through. To access it, one would have to climb the outer wall or swing down over the edge of the roof. There is never a guard here. It is a good place to hide, heal up, or take a breather - but if Nazis are actively conducting a search, this is one of the first places they will look.

25. OBSERVATION TOWER.

This stair leads to an upper tower level that extends a full story beyond the roof. From here, an observer can see a good 20 miles in all directions on clear days. Two guards are here at all times.

26. CELLAR / EXCAVATION SITE.

The Nazis didn't start digging here with the express purpose of finding Excalibur. The intention was to build a massive prison here in a spacious cellar beneath the courtyard. During construction, the sword was accidentally discovered. There are always at least four Nazis here, and it's likely a major NPC or two will be here as well (most likely Von Hammer). Most of the SS occultists (area 21) are usually here.

This module provides a few different options for this location, and the nature of Excalibur itself. The Referee should choose which one sounds most fun or fits best with the "tone" they bring to the game.

Holy Avenger. The Nazis can't touch the sword without dying. Whenever they try, they burst into flame. It is currently under a glass case on a table in the north alcove of the room. If a person who is, in the Referee's judgment, "pure of heart" - that is, not actively evil - they may wield the blade. It provides +4AR/DR for purposes of combat (in addition to what the character already possesses), and allows the bearer to summon a horde of loyal Britons from the surrounding countryside. Only those with pre-Anglo Saxon blood will be so summoned, and they will take 2-4 weeks to coalesce around the village. Furthermore, a secret door to a hidden fortress at Bright Tor will open for the bearer of this weapon.

Sword in the Stone. The sword, when found, was embedded in a stone, just like in the Arthur story. Only someone who is a descendant (however oblique) of the Pendragon bloodline can remove the sword. That rules out any of the Nazis. If the Referee uses this option, it pairs nicely with the "Breeding Program" experiment of Doktor Schell (see 17). It is a little on-the-nose, but probably entertaining, for the Referee to secretly select one character to be such a Pendragon descendant (unbeknownst to the character, of course).

Placebo Blade. The idea that the sword is Excalibur was the fevered assumption of Nazi occultists. It is, in fact, a normal British Roman gladius (though excellently preserved and still functional as a sword). It has no special inherent properties. That being said, the sword, if recovered, will function as a powerful symbol for the Resistance, and could be the focal point of a massive rebellion against the Nazis.

ENDING THE ADVENTURE

The best-case-scenario ending is that the characters retrieve Excalibur and escape from Castle Stull. As indicated in the mission briefing (see page 10), the characters are to rendezvous at Bright Tor, a primordial outcropping of rock somewhere within a dozen miles of Southampton-Upon-Stull (the exact location is up to the Referee). Here, a truck waits to whisk them (and Excalibur) back to the relative safety of the Resistance cell in London.

At the Referee's discretion, this could be played out like a chase. If so, use the following stats for the vehicles involved (the Referee is free to adjust the number of German vehicles). Once the characters have outrun or otherwise evaded pursuit, consider them free and clear.

1938 Morris 2-ton farmer's lorry. Speed normal; Size large. 250hp.

1935 Kfz13 armored car. Speed normal; Size normal. 200hp. Heavy machine gun (4-40 damage, +2AR vs. large-sized targets).

1941 Zundapp KS 750 motorcycles. Speed fast. Size small. 100hp.

The worst-case scenario ending is, of course, that the characters are captured and suffer fates worse than death. These things happen.

Most likely, many endings will fall somewhere between these two extremes. One of the characters may have secret orders (see page 10) to destroy Excalibur if it cannot be retrieved. This has varying levels of difficulty depending on what nature of Excalibur the Referee chooses (see page 40). Using TNT will probably do the trick, even for a magical sword. After this, if the characters can escape to Bright Tor the mission will be considered a success, though a somewhat mitigated one.

If the characters escape to Bright Tor and don't have the sword and haven't destroyed it, Resistance leaders will consider their mission a failure, and will not send them on important missions in the future.

Of course, in any case, the Referee can expand on the results and use them as the basis for a long-term campaign, should this be desired. That being said, the module probably works best as a short, stand-alone adventure.

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