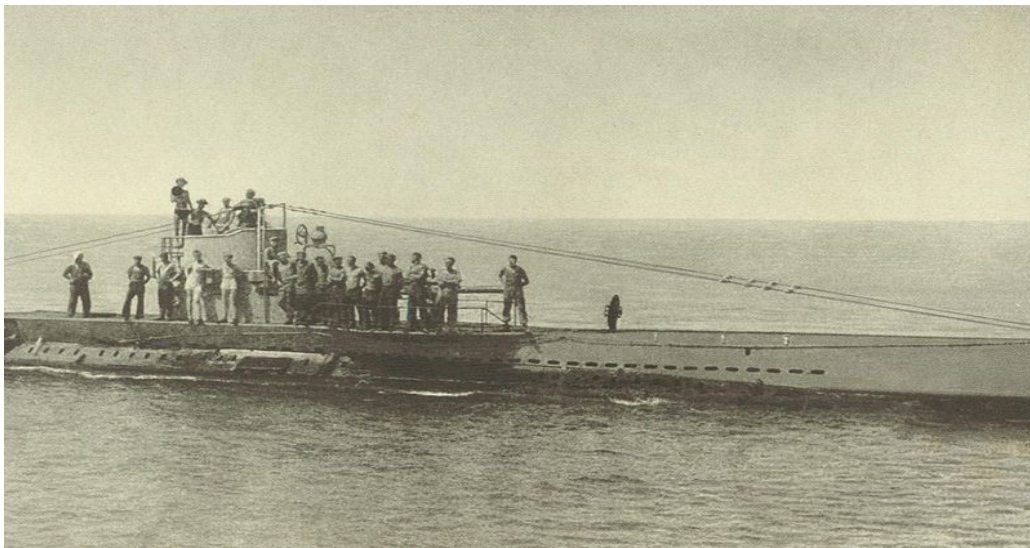


# U 34

**A Call of Cthulhu Scenario**

**Written By Geoff G Turner © 2000 – 2010**



### Author's Notes

I first started work on this scenario back in 2000, around the time I had first become involved with a role-playing group based in Gosford on the NSW Central Coast. I was inspired to write it after picking up a book from the local library (by Paul Kemp) which detailed every U-Boat loss in both world wars.

Even though a number of German submersibles disappeared without a trace in WW1, it was the phrase "never heard from again", combined with the date, which was so close to the end of WW1, which flicked a switch inside my head and got me started on this scenario. It didn't take long to imagine a situation where the craft vanished in unbelievable circumstances, with alien forces directing events.

Originally, I had planned for this scenario to take place in 1920. The group investigating events were to be a collection of English characters, responding to a request from the Italians, who were war-time allies. I had dived into the scenario whole-heartedly for a day or so, then I ran out of steam, and obviously forgot all about it for quite a few years.

A decade later, with a fresh campaign starting (and a new group of victims, umm, players), I was inspired once again to open this file up, and see what I could find on the world wide web that could enhance it. My search discovered a magnificent site in very short time, and with the group's interest in playing a WW2 campaign, from a German prospective, I thought of this scenario, which could be now be re-written to involve an Axis group rather than Allied. Certain facts, namely that one of the previous captains of the boat was Wilhelm Canaris, who was later to become head of the Abwehr (German Military Intelligence), gave me enough inspiration to turn this tale into something quite intriguing.

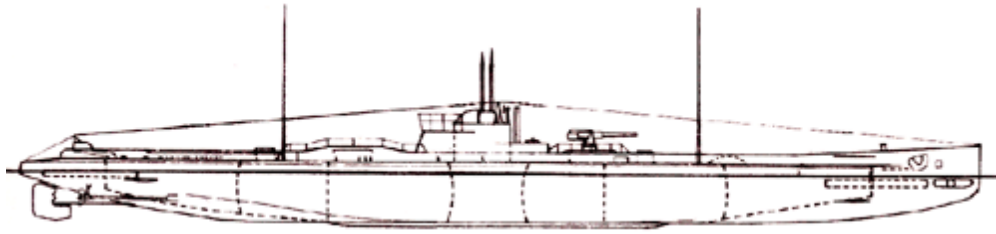
This scenario should take place somewhere between 1920 and 1938. Basing it in 1920 would have tensions still high after a costly world war, and running it in 1938 with the world on the edge of an abyss could easily work as well, although basing it in 1920 would mean the removing Canaris from the tale. I have decided upon 1936 as the year for this version of the tale, with Hitler cementing his power in Germany, and persecution of the Jews well underway. It could still be run from the point of view of the Allies with a little modification. One suggestion could be that the sub surfaces near Gibraltar rather than Taranto in Italy, seeing it had been previously claimed that that is where the submarine met it's demise.

This scenario was the second part of a WW2 campaign, although it can be run as a stand alone adventure. (The first part of the campaign was an old scenario called *Secrets of the Kremlin*.) A group of 4 or 5 moderately experienced players (and investigators) should be able to tackle this scenario comfortably and earn favourable results.

The play-test, it should be noted, involved only three investigators, yet they were able to complete it successfully.

Geoff G Turner  
East Gosford, July 7 2010

## Background Information



*(Type U 31 U-Boat)*

U 34

Ordered: 29<sup>th</sup> March, 1912

Launched: 9<sup>th</sup> May, 1914

Commissioned: 5<sup>th</sup> October, 1914

Built at: Germaniawerft, Kiel

Type: U 31, ocean-going diesel-powered torpedo attack boat

Displacement: (surfaced) 685 tons, (submerged) 878 tons

Length: 64.70 metres overall

Beam: 6.32 metres overall

Draught: 3.56 metres

Height: 7.68 metres

Power: (surfaced) 1850 hp, (submerged) 1200 hp

Speed: (surfaced) 16.4 knots, (submerged) 9.7 knots

Range: (surfaced) 8790 miles at 8 knots, (submerged) 80 miles at 5 knots

Torpedoes: 6 (2 bow & 2 stern tubes)

Deck gun: 105 mm, with 300 rounds

Crew: 35

Max depth: approx. 50 metres (164 feet)

Notes: Sunk 119 ships with a total tonnage of 257,652, and damaged 5 further vessels with a total tonnage of 14,208. Most of its wartime service was spent in the Mediterranean. Knew only three captains, Claus Rücker (Oct 1914 to Dec 1916), Johannes Klasing (Dec 1916 to Jan 1918 and again from Mar 1918 to when the vessel disappeared) and Wilhelm Canaris (Jan 1918 to Mar 1918). Rücker was in the same naval academy crew as Klasing, and survived WW1. Canaris went on to become chief of the Abwehr.

The vessel set sail on October 18, 1918 from Turkey and was never heard from again. Previously believed to be depth charged on the 21st October or on the 9th November (supposedly by the HMS Privet near Gibraltar), but evidence does not support this. In all likelihood it was lost with all hands well before Nov 9, either to an accident aboard the ship, or from catastrophic mechanical failure.



Kapt.-Lt. Klasing  
Phot. Urbahn

### Kapitanleutnant Johannes Klasing

Born: 26 March 1883

Died: (presumably) around 9 Nov 1918

Academy Crew: January 1901

Commands: U 34, 12 Dec 1916 to 17 Jan 1918, then again from 14 Mar 1918 until the submarine's disappearance.

Successes: 44 ships for a total of 82,290 tons, with 3 more damaged at 10,299 tons.



### Admiral Wilhelm Canaris

Born: 1 Jan 1887

Died: 9 April 1945

Academy Crew: April 1904

Commands: U 38 16 Sept 1917 to 15 Nov 1917, UC 27 28 Nov 1917 to 14 Jan 1918, U 34 18 Jan 1918 to 13 Mar 1918, UB 128 11 May 1918 to 29 Nov 1918.

Successes: 4 ships for a total of 23,592 tons.

Decorations: Iron Cross 1<sup>st</sup> and 2<sup>nd</sup> Class.

Notes: Served aboard the light cruiser *Dresden*, as a watch and intelligence officer, holding the rank of Oberleutnant zur See. The vessel joined the East-Asiatic Squadron under Vice Admiral von Spee. The squadron was defeated by an allied fleet at the Battle of the Falkland Islands, with the *Dresden* the only

German vessel to escape. The vessel then became a surface raider, operating in Allied shipping routes around Chile. The Royal Navy eventually hunted down the ship in March 1915 near the Chilean coast. To avoid capture of the ship, it was scuttled by its crew, who was then interred by the Chileans. Canaris escaped via a fishing boat, then made his way to the German embassy in Santiago, where he was given money and a false passport. He then trekked to Buenos Aires, across the Andes (in winter no less) where German embassy officials got him aboard the Dutch steam ship *Frisia*, which sailed to Rotterdam. From there he went back to Berlin, where he duly reported to the Admiral Naval Staff and was welcomed as a hero.

Decorated in November 1915 he was promoted to Kapitanleutnant and sent to Spain, where he served as an intelligence officer, gathering information of Allied merchant traffic, and providing supplies to German ships. In October 1916 the British disrupted his activities, and

he was picked up by a German U-Boat at Cartagena, then ferried to Pola, an Austro-Hungarian port. He then returned home for recuperation and further training as a submarine commander. He then returned to Pola, and placed at the disposal of the German command of the Mediterranean submarine flotilla in September 1917. Between October 1917 and November 1917 he was acting leader of the flotilla. Between commands, he spent time at Staff HQ of the Flotilla (the old Austro-Hungarian cruiser *Maria Theresa*) where he rubbed shoulder with other notable commanders such as Karl Donitz and Miklos Horthy, who later became the regent of Hungary in 1920.

At the war's end, Canaris continued his Naval career, but was limited in his activities due to the conditions placed upon the German navy by the Treaty of Versailles. However, he continued covert operations, ensuring that foreign German intelligence officers overseas had adequate funds to continue their operations. He then re-established the Etappendienst, and recruited a number of old colleagues.

On 1 January 1935, having risen to the rank of Admiral, he became head of German Military Intelligence, the Abwehr.

(Information from *U-Boats Destroyed*, by Paul Kemp, Arms and Armour, 1999 edition and [www.uboat.net](http://www.uboat.net). Klasing image from [http://pages14-18.mesdiscussions.net/pages1418/Forum-Pages-d-Histoire-aviation-marine/marine-1914-1918/marie-trois-goelette-sujet\\_2688\\_1.htm](http://pages14-18.mesdiscussions.net/pages1418/Forum-Pages-d-Histoire-aviation-marine/marine-1914-1918/marie-trois-goelette-sujet_2688_1.htm), a French WW1 forum. Canaris image from uboat.net.)

## The Scenario

### Part I

Berlin, May 20, 1936.

The investigators are interrupted from their sleep by an early morning phone call. Those with clocks or watches conveniently nearby will notice it is not long after 7am.

It will be decidedly brief. The unremarkable male voice on the other end informs you that "Your presence is required at the Foreign Affairs Bureau urgently. A car will collect you in approximately 20 minutes." It hangs up, leaving you little opportunity to respond.

Regardless of what you do in the meantime, the voice is true to his word, as there is a loud knock on your door little more than twenty minutes after the phone call. When you answer it, you will be confronted by a tall, but robust gentleman in a three piece grey suit, wearing a scarf, a pair of leather gloves, and a homburg hat.

*[If the investigator is ready to go, he will politely smile and ask you to accompany him to the car, where, one by one, the rest of the group will be seated. If the investigator does not respond to the initial knock, he will repeat it, twice as loud. If he has to do it a third time, he will inform you loudly that there isn't any time to waste, and he is quite prepared to fetch his driver (a large brute by the name of Karl) and break down the door to haul you downstairs whether you are dressed or not. A neighbor will poke his head out the door, assuming that the investigator lives in an apartment block, ready to complain, but as soon as he sees the man in the suit, he will quickly shut the door. No investigator, regardless if they have had a career in the military or secret police will have seen this man before.]*

When the entire group has been assembled, they will proceed towards the centre of Berlin. The city is slowly coming to life, and street-side cafes are doing a brisk trade with those either en-route to work, or heading home.

*[If any investigator asks the suit during the car ride as to why they have been summoned, he will simply inform them that: "From what I understand, your services will be required in Italy. I don't know any more." And it is true, he doesn't. It doesn't take a genius to work out that Karl is dressed in a uniform of the SA, and bears the rank of Unteroffizier (Sargent). Neither of them will say much else, apart from short responses to mundane chit-chat such as "Nice weather we're having?"]*

Your destination is a plain, three storied office block. Karl steps out, opening the door first for his superior and then for the group. The two soldiers standing guard at the front entrance salute him as he enters the building. Karl waits until all of you have entered before driving off.

You go up two flights of stairs, then turn down a corridor. You arrive at a door marked H von Rabanau. The suit knocks softly on the door, and a muffled voice orders him to enter. Inside is a small room, half-filled with bookshelves and files, with a secretary, whose brown hair is braided and coiled up around her ears, busily typing away. She pauses to say "Go straight on in" and the suit opens the inner door, allowing the investigators to go in first, then shutting it behind them.

Inside the spacious office are three men, two of them seated in front of a large desk which is quite tidy, the third, is seated behind it. One is your superior, who smiles if all of the group is present. The man sitting beside him is dressed in a military uniform. He appears middle-aged, with blonde hair, and is of average build. The third gent is rather aristocratic in appearance, with a monocle in his right eye, and a thick, black mustache covering his top lip.

"Helmut, this is the group I was telling you about," your superior says, as all three rise. The two seated before the desk bring over enough chairs so that the entire group can sit down. Your superior and his companion then move to behind the desk, and remain standing.

*[The blonde-haired man will not introduce himself, nor will he introduce himself. The investigators can make an Idea roll, with those formerly involved in the Gestapo, or Military Intelligence, can have 10 deducted from their roll to identify the man. They will identify him as Admiral Wilhelm Canaris, the current head of the Abwehr. To simply identify his uniform & rank, make an INTx2 roll. Anyone who comes from a Kriegsmarine background can make it at x5.]*

"Gentlemen/Ladies, we are all aware of your performance so far, which is why we have called you in at this early hour. We have received word, from our liaison officers in the south of Italy, of a rather unusual occurrence. One of our missing submarines from the Great War has been discovered," your superior starts.

*[He pauses to allow one of the group to ask the obvious questions, which will hopefully be: "Which one?", "Where was it found?" and "When did it go missing?"]*

"U 34," Helmut responds. "It set sail from it's Turkish moorings on October 18, 1918, with a mission to interdict Allied shipping. It was never heard from again, until now. It was found drifting a hundred kilometres south-east of Taranto, by a freighter, that almost collided with it. It was towed into harbor, showing no visible signs of damage. The crew, as you can imagine, were all decidedly deceased."

"Obviously, gentlemen/ladies, your task is quite simple. You are to leave for Taranto as soon as possible, and head up the investigation as to what happened to the Unterwasserkraft. Any questions?" your superior asks.

*[If any of the investigators asks how the crew had died, they will be informed that there wasn't much detail in the telegram that they received, apart from that there appeared to have been quite a violent struggle aboard the vessel. If the investigators ask for details of the submarine and it's captain, then provide as much of the background information as you think is suitable, including presenting them with picture of the captain. A detailed log of the boat's victims can be found from uboat.net, which can be used as a prop. The only thing to add will be a few remarks on Klasing, as a good, reliable officer, who had served his country well, who had shown no signs of mental instability or cowardice during his career. The crew were seasoned veterans, most of them having served together from when the boat was commissioned. The trio never believed the British claim that it had been sunk off Gibraltar, and had stuck to the German view that it had probably hit an errant mine, rather than succumbing to mechanical failure or an accident. As to why the vessel has suddenly reappeared after being presumed lost for 18 years, they can offer no explanation. "Naturally, this is one of the things you will need to find out for us," your superior says.]*

*If anyone wishes to make a Psychology roll at this point, at -20, they will get the feeling that there is something that the trio are not telling them. If they wish to explore this avenue, get them to make an Idea roll first – deduct 20 from their roll if they were able to identify Wilhelm Canaris. If they fail, or insist, they will receive a firm retort from your superior, informing that "This is all we can tell you." At that point, you should take the player's character sheet and put a black mark on it. Consider the character "warned". If they pass the roll, then a little voice inside their head tells them that that would not be a good thing to do.*

*You will be transported to Rome on a tri-motored Junkers 52, leaving at 11am from Berlin Flughafen. It will make a stop in Munich for refueling and a change of passengers, before continuing on to Rome. From there you will travel by train to Taranto, reservations having been made under the name of Klaus Schmidt, which can be collected from the ticket office, for the 9pm service. Rooms have been provided for you at the Hotel Residence San Andrea Digli Armeni in the Tarantan suburb of Puglia for an indefinite period. The tab for accommodation & hotel breakfasts shall be picked up by the Foreign Affairs department.]*

"Most importantly, your main contact there is Matthäus Weidinger. He will meet you onboard the train at Rome. He will identify himself by asking you for the result of a recent football match between Leipzig and Schalke. The correct countersign will be: "The match was postponed due to the poor condition of the pitch." We expect reports at least twice daily, preferably at midday, and at 10pm local time," your superior adds.

"Don't forget the dossiers," says Canaris.

"Oh, yes, thank you for reminding me. Please take this with you, and look after it. It will help the local authorities identify the deceased." He hands one member of the group a document case containing personnel files of the missing crewmen, with a mugshot pinned to each sheet.

"Now, if there are no further questions, then you may leave now to pack. We shall provide you with a vehicle and driver, seeing time is of the essence."

*[The question of weapons and equipment may be raised. Your superior warns you that you will have no diplomatic immunity whilst in Italy, so they will not be issuing you with weapons. Anything that you may need whilst in Italy, see Weidinger.*

*Before they head to the airport, if one of the group wishes to inquire about Herr Canaris, a reasonably high-ranking military contact will be able to briefly inform you via a quick phone call of a few things of his wartime service. Feel free to utilize the background material on him that has been provided, but do not inform the characters about his covert operations, or the complete list of his commands, apart from the fact that he was a submarine commander in the Mediterranean. The contact is not certain as to which vessels he captained, but if you leave it with him, he'll try and find out and get in contact with you.]*

When you leave the office, the secretary will have an envelope, each with your name on it. Inside will be a airplane ticket and 1000 Lire, which you have to sign for. The suit then escorts you all downstairs, to where Karl is waiting with the auto. He will not say much, apart from informing you he will be back to pick you up (in turn) before 10am to take you to the airport.



*[If investigators think of checking to see if they are being tailed, allow them to make a Luck check. If they do not think of it, prompt them to and from the office, then to and from the station with a Spot Hidden check at half their ability score, rounded up. If, at any time they succeed, they will notice a brown Citroen C3 at a respectable distance behind them. If Karl is ordered to speed up, the car will too. If Karl is ordered to stop, then the car will continue on pass them. Making a normal Spot Hidden roll at this time will allow the investigators to notice that the occupants were decidedly swarthy in appearance. The group will be tailed for the entire time that they are on the road, until the followers realize that they have been spotted. After that, they will not be followed on the road again.]*

*Karl, though, will not engage in any risky defensive driving. His orders, he states, were to get you to the airport in one piece, and that is exactly what he intends to do.]*

Once at the airport, Karl will assist them with their luggage. *[He will not leave until he sees the entire group board the plane, and it has taken off.]* There are plenty of people about, but the plane to Rome via Munich is the only one leaving currently. The weather is fine, and there are few clouds in the sky.

*[A successful Spot Hidden roll will enable character to notice a pair of Arab gents occasionally looking at the group from time to time. When it is announced that the passengers are requested to board Flight 1100 via gate 2, one of the pair will duck off to make a quick phone call from a nearby booth. A successful Knowledge roll will tell the investigator that they are not the same pair that were following you around Berlin. They will be the last ones to board the plane. Try and make it difficult for the group to cause a scene at the airport – delays in ticketing, baggage check in, the ever present Karl standing nearby, a few policemen wandering about...]*

*The Arabs belong to a religious sect that worship the goddess Bast. Of course, the group will not know this at the time. More details of the group is available in Part IV.]*

## **Part II**

There is about thirty-four passengers aboard this flight, though there is seating for forty, in two columns of twenty on each side. The plane's interior is tastefully decorated, with curtains covering the windows, and black-and-white photographs of notable world landmarks, like the Parthenon, the Statue of Liberty, and Big Ben. Of course, the majority of the images are of German icons, like the Brandenburg Gate, the Rhine River, and Neuschwanstein. There is a single steward aboard the plane, who offers passengers a limited selection of beverages, savories and nuts before the plane takes-off. In the cockpit, there are two pilots and a navigator. All of the crew are dressed magnificently in Lufthansa uniforms.

There is a mixture of passengers aboard this flight, apart from the two Arab gents. There are a few soldiers in uniform; a number of men in suits; a pair of old ladies, obviously excited about flying for the first time; a young family with three children, one being nursed by its mother; a couple of unattached women of reasonable attractiveness, and a catholic priest. The steward, just before take-off, informs the passengers to fasten their seatbelts. The three engines splutter into life one after the other, and the plane effortlessly rolls down the runway for a faultless take-off.

*[There is nothing planned for the trip. The Arabs will pay the group little attention at all, seeing there is nowhere for anybody to go aboard the plane, apart from the WC. The group can amuse themselves, by drinking, reading, sleeping, etc. Interrupt both legs of the plane trip on occasions with fits of turbulence, just to keep the group on their toes. Naturally, this will make the old ladies nervous and the kids scared.]*

*What the investigators do not know at this point, that the Arabs are not the only people aboard the plane keeping an eye on them. The priest is actually keeping an eye on both the Arabs and the investigators, seeing he is a member of the Order of St Jerome, a rather secretive religious order. There is more on that group later, in Part IV. If the priest is approached at any time, either on the plane or in the airport, he appears what he is, a middle-aged priest. He will respond politely, introducing himself as Bruno Ratzinger, telling them he has been summoned to Rome on urgent clerical business. A Spot Hidden roll will reveal he has a bit of a nervous twitch with his left hand, which he passes off from his wartime experiences as a padre in the trenches. He will say he had been caught by a shell burst, and still has a small piece of shrapnel in the arm.*

*Anybody else aboard the plane, are what they appear to be! Feel free to make up stories for the rest of the passengers if any of the investigators go to question them.]*

The plane lands without mishap at Munich, where the soldiers, half of the businessmen, the young family, and one of the single women disembark, to be replaced by an equal number of passengers, but no soldiers. No families get aboard this time, but two honeymooning couples do. The refuelling process gives the group an hour to stretch their legs, but they are advised not to leave the airport.

*[The two Arabs, if any of the group elects to follow them, will see them head for the bathroom, and to acquire a hot beverage at kiosk. One will make a brief phone-call, before joining his companion. Anyone attempting to eavesdrop on their conversation, will only succeed if they can speak Arabic. A successful roll will have them overhearing them complaining about the poor excuse for coffee in this country, and how they cannot wait to get back to Egypt for some decent java. They will pay any nearby investigators no notice.]*

*Again, try to dissuade the group from creating a scene. Any attempts to engage them in conversation should be met with blank stares. They can understand enough German to get by, but they will not speak it themselves, unless they really have to. They will, however, have no hesitation in calling for help in German if they feel that they are going to get attacked, and with plenty of airport personnel around, policemen and even some uniformed soldiers, it could get quite nasty.*

*If any member of the group gets detained and misses their flight, leave them to rot in a cell overnight before being freed by a suited official working on behalf of their superior. Any players detained should have their character sheet marked with another "warning". They will then have to wait for a morning mail flight, which will be hardly luxurious.]*

For the second half of the trip, the group can pass the time any reasonable way they feel. It will be early evening by the time they reach Rome.

### Part III

Rome looks absolutely splendid in the evening. The eternal city is lit up magnificently. The plane lands without dramas, and the steward thanks all of the passengers for flying Lufthansa. Luggage, he informs them, will be ready for collection in fifteen minutes.

*[Anyone looking at their watches about this time will see it's 7.50pm. If nobody remembers what time they have to get to the station for their train, prompt them with an Idea roll. After passports have been checked and stamped, and luggage booked out the players will no doubt be looking for transport to the station. There are taxi's available out the front, but of course, the drivers will not speak German.]*

*If anybody is looking around for the Arabs, the pair, they notice, will be met by another pair, who greet them warmly, and drive off in another available cab, laughing at something quite amusing.]*

The station will be quite busy upon their arrival. The fee for the trip will cost the group 100 Lire.

*[No tip, and the driver will get quite cranky, cursing the Germans in flowery Italian before driving off. It should be about 8.30pm by the time they get there, plus or minus five minutes depending on how long it took for them to get a cab. It will be easier to find the booking office. The first rail official they ask will understand enough German to direct them to it. The bored looking clerk behind the desk, though hardly able to understand German (he can speak French though), will understand "Klaus Schmidt", and find the booking easy enough. He gesticulates for a signature on the form before he hands over the envelope with the tickets. If anyone can speak Italian (or French) and asks him which platform the train leaves from, he'll respond "number three".]*

*If looking around the station for any sign of the Arabs, they won't see them, but will see others, either handling luggage or milling about in small groups having a cigarette and a chat. All four of the group in particular have already boarded, having arrived at the station well before the group. Successful rolls in Knowledge will be enough to recall that none of the people that they are seeing on the platform, are the ones that have been following them.]*

Once aboard the train, they find that they have been given a nice private compartment. Just before the train is about to depart, a tallish man in a light brown suit, carrying a briefcase, stumbles into the compartment. "Phew, I only just made it!" he exclaims in German as he shuts the door. He just has time to sit down before the train lurches forward. "Where are you people from?" he asks innocently, as he opens up his briefcase.

*[If the group lies, and respond that they are not from Germany, he will excuse himself, apologizing for having entered the wrong compartment. He will then leave after closing his briefcase. Let them sweat for a bit before he returns, sheepishly saying "Well, it appears I did have the right compartment." He will then open the briefcase again, and pull out a newspaper. Anyone who makes a successful Spot Hidden roll will notice it is a German paper, but a couple of days old.]*

*If the group does respond that they are indeed from Germany, he will smile, and continue to read the newspaper.]*

"The only probably about serving overseas, is that you tend to find out too late about the football scores from home," he says, after a minute or two of frustrated reading. "You wouldn't happen to know who won the match between Leipzig and Schalke, would you?"

*[If the group forgets the response, prompt them with an Idea roll. If they fail it, it will be a very uneventful trip to Taranto... ]*

"Sorry about all that spy stuff, but, well, can't be too careful these days. My name is Matthäus Weidinger. It was decided that I should come up from Taranto to give you a bit of a head's up on what's been happening so far."

*[Weidinger will inform the group that there were 40 bodies found aboard the vessel, in surprisingly good condition. He pulls out a large folder with a collection of black and white pictures. Anyone looking at these pictures will need to make a successful CONx3 roll to avoid being sick, seeing they are of deceased persons, some of them being quite graphic, even for black and white pictures. They will need to make a SAN roll. If that is failed, then they only lose a point of SAN, but will not want to look at the pictures again. Those who are more used to seeing such gruesome deaths, such as soldiers or policemen, may get a queasy feeling in their guts, but will be able to continue looking at them. The pictures will reveal deceased persons whose bodies are in suprisingly good condition for having been dead for eighteen years. If asked, Weidinger can only assume that it must have been due to the lack of oxygen aboard the vessel.*

*If anyone asks about the nature of the crew's deaths, he will tell them that 22 persons aboard the craft, including an Italian and four Arab sailors, were shot. Nine were victims of knife wounds, six had been bludgeoned to death, one had been strangled, and another beheaded. The captain, Klasing, presumably died of asphyxiation. There was quite a battle aboard the craft, with plenty of bullet casings laying about, smashed glass, blood splatters across the walls, etc. The bodies have been taken to the local hospital, and await identification and further examination.*

*When asked about why there were bodies of Italians and Arabs aboard, he states that one of the latter entries in the ship's log reveals that the submarine boarded and sunk the Bella Leonora, a two-masted sloop, on the 22<sup>nd</sup> October, taking aboard fresh supplies of fruit, alcohol, and some unusual artefacts and other precious items. The captain, Klasing, was hoping to find a German or a neutral vessel so that he could offload the captured crew, rather than having to return to port.*

*As for the artefacts, they're all in the forms of statuettes - two are six inches tall, and the third is ten inches tall. Two have square 'C' shaped bases, whereas the third has an egg shape. The bases form a neat rectangle. The outer two are of two up right sitting felines, the third is of a woman, with the head of a cat. All three are made out of solid gold. Anyone wanting to make an Archaeology roll, could speculate, if successful, that the statues appear to be of Egyptian origin. The statues, at the moment, are secured at the Maritime Police office.*

*As to why the submarine resurfaced after all these years, well, he can offer no explanation. It has the maritime authorities stumped. The last entry in the log was made at 1.30pm, 24<sup>th</sup> October. It read: "Attacked by an enemy destroyer. Avoided capture, but have hit the*

*bottom of the Mediterranean, exceeding maximum depth. Dive planes appear to have been damaged. Crew incapacitated. We reluctantly await our end – long live the Kaiser”.*

*As for their motel rooms in Taranto, they all have a separate room each on the second floor, overlooking the harbour. If there is anything you need, make a list, and he will see about getting them for you as soon as possible, provided that the list isn't too outlandish. He can get you firearms, for protection, but stresses that it is wise only to use them as a last resort. If you are caught with them, his people will deny knowing that you had them.*

*If anyone mentions about being followed by some Arab gentlemen during the course of the day, he will comment that he had seen one or two down at the wharf amongst the crowd, but they weren't acting suspiciously.]*

“Well, one thing is for certain,” Weidinger concludes, “Taranto has received a large number of visitors, just to see the U-boat. You can hardly move about the wharf because of all the onlookers. Makes our job quite difficult.”

It is 11.30pm by the time the train pulls into Taranto station. A large, black, limousine awaits them out the front.

*[Anyone looking around after the train arrives, can make a Spot Hidden roll. If anyone succeeds, they will see a group of four Arab gentlemen walking together towards the nearest exit.*

*If someone makes a Spot Hidden roll at under half their score, then makes a successful Idea roll, they will notice a gentleman in a black, priestly robe disembark as well. They will recognise him as the priest from the plane.]*

By the time you get to the hotel, it is midnight. As you step out of the car, you can see the U 34 moored at the wharf in the distance. There is a well lit fence surrounding the area, and it appears that there are guards on patrol.

“I will meet you in the foyer at 9am,” says Weidinger “for I'm sure you can use the rest. Be ready to go, for there will be plenty to do. I shall inform your office that you have arrived safely. Good evening.”

*[When the group checks in at the hotel, if any person made a request for information on Canaris, they will find a short telegram waiting for them. It reads "Interesting that you should ask about Canaris' commands during WW1. Captained four U-boats – 27, 38, 34 and 128."*

*If asked, the night receptionist will inform the group that breakfast is served in the dining room between 6 and 9 pm. The kitchen is currently closed, but if need be, cold cuts, sandwiches and salad can be delivered to the room. If the visitors prefer, they can place an order for breakfast to be delivered to their room in the morning.*

*Any attempt to head to the wharf for a little look-see will be fruitless, as there are at least four guards on duty, one leading a lean Alsatian on a chain. The dog will start barking as you approach, and three naval gendarmes will level their rifles at you. A window will open nearby. A gendarme will lean out, and in halting German, he will tell you very plainly to leave now, and come back in the morning. They do not care that you are here to help with*

*the investigation, and insist that no one gets in after dark. They have their orders. They make it perfectly clear that they will carry them out, even if it means creating a diplomatic incident.]*

#### **PART IV**

The morning of May 21<sup>st</sup> is rather pleasant. The rooms offer a nice view of the harbour. Anyone looking towards the submarine will see a few people already gathered around the fenced off area.

True to his word, Weidinger arrives at 9am on the dot in the foyer. "Ladies/Gentlemen, good morning. I have a car waiting outside. What would you like to do?"

*[If the investigators did try to get an early peek at the sub last night, Weidinger will only comment if shots were fired. It will be a remark along the lines of "The Italians have registered an official complaint over your actions the previous evening. So please, conduct your investigations a little more carefully eh?"*

*Any requests for items at this point will draw the response of "Your requests are being processed as we speak. I hope to make delivery of said items to you around lunch time." Simple items however, of, say a map of Taranto, will be provided in the morning if requested the night before.*

At some point, when driving or walking with Weidinger, he will make an off-hand remark about this isn't the first time a U-Boat has visited this Taranto.

*[If pressed about this he will tell them about an incident on March 16<sup>th</sup>, 1916. UC12, blew up near the harbour entrance, there were no survivors. The Italian's sent divers to investigate, finding the hull, the remains of the crew and remnants of mines. This was the most interesting find, as Italy, at that time, still had a military alliance with Germany, and were only at war with the Austro-Hungarians. This incident eventually lead to Italy declaring war on Germany.*

*Weidinger will accompany whomever decides to go the sub. If they all go, they will take the car. If only some go, he will walk with them to the sub, giving the driver instructions to take the rest to where they would like to go in the car.]*

#### **The Boat**

Not far from the guard post, is a small group of onlookers, gawking at the sub. The guards, twelve in all, will see the group coming, and clear a pathway for them much to the annoyance of the spectators.

*[If anyone is looking at the spectators, they will no doubt see a couple of Arab gentlemen standing at the rear of the crowd. Anyone successfully makes a Know roll, will identify one of the pair as one of the passengers from yesterday's flight. If any of the investigators makes a move towards them, they will quickly about face and walk away. The pair will have the drop on the group, seeing that they will first have to push aside one or two onlookers. They will hop into a nearby beaten-up brown Citroen and make a quick getaway.]*

The submarine is in reasonably good condition, though there are some marks of battle damage, especially towards the rear around the propellers.

*[If anyone cares to look specifically, a successful KNOW (at under half their score) or a Mechanical Repair roll will inform them that the dive planes have been damaged.]*

One of the guards opens a hatch near the deck gun. It still smells like death inside.

*[If no one in the party has a torch, Weidinger will pull a small flashlight from his briefcase and whilst shining it down into the vessel, will beckon the investigators to enter.]*

It doesn't take a genius to figure out what happened here. Dried blood still clings to the walls. The conditions are cramped, and claustrophobic. Weidinger will point to various spots as to where they saw the bodies, offering a brief description as to whether the body was face down, or up, or slumped against the wall.

*[Don't forget to test any claustrophobes with CONx2 rolls. Any failures will have them panicking, and wanting to get out very, very quickly.]*

*If anyone pays attention to Weidinger, a successful Psychology roll will tell them that he is quite uncomfortable being down here. If asked, he will tell them that he saw most of the crew in their death poses, and that he has nightmares. If offered a chance to leave, he will take it, and hand somebody else the torch.*

*Any Spot Hidden rolls will prove fruitless, even if successful, until they get to the captain's quarters, where, if somebody is actually examining his desk, they will find a hidden compartment in his desk drawer. A KNOW roll will have them recall from the photograph that the captain was found face down on his desk, with his service pistol on the table and a three-quarters empty bottle of schnapps in his right hand. If Weidinger is still with them, he will comment that the door to the captain's quarters had to be forced open, seeing it was locked from the inside.*

*In the secret compartment, is a leather bound book that is almost an inch thick. A quick examination will reveal that it is the personal journal of the captain Johannes Klasing. Most of the entries detail involving engagements with enemy vessels. He talks about the crew in a mostly favourable light, although there are one or occasions where he mentions that he had to discipline crew members for trivial matters that had somehow gotten out of hand.*

*He makes a rather poignant entry around Xmas 1917 about his extended time with his family, enjoying his time with them, especially his wife, Maria. He regrets leaving them, and he has a hard time explaining his great sense of duty towards the fatherland. He left his wife in tears, for she greatly feared that she would never see him again. A picture of her can be found in the back of the book.*

*On the morning of October 22<sup>nd</sup>, 1918, he writes about the look-out spotting the Bella Leonora, and he ordered an immediate change of course to intercept. They approached on the surface, and after firing a shot across their bows, the vessel heaved to. The skipper of the vessel, an Italian by the name of Mario Belluici, said that they were en-route to Egypt. He had pleaded with the captain to leave them be, as he was on an important mission to return some items to their rightful owners. He offered him money, and fresh food, and gave his word as a gentleman that he wouldn't report on the U-boat's whereabouts.*

*Klasing, though sympathetic, ordered all the cargo to be brought aboard, including the artefacts, as well as its crew, and ordered the ship sunk. Belluici gave him one final warning, but when Klasing ordered his gunners to open fire, the Italian commented "you have just doomed us all to a watery grave". His gunners only needed two shots, and the vessel rolled over and sunk within a minute.*

*He remarked at the quality of the artefacts, with his captive informing him that the central figure was of Bast, worshipped by the Egyptians as a goddess of the home, of pleasure, and a protector of cats. Klasing had the artefacts secured with the deck gun's ammunition, and the prisoners under guard in the forward torpedo room. He had informed them that he intends to hand them over to the first neutral ship he finds.*

*During the evening, he was disturbed from his rest by his 2IC, Baumgartner, that a fight had broken out between the radio operator, Schmidt, and an ensign who was on lookout duty, Rosenburg. The latter was taking a quick break to answer a call to nature. Upon returning to his post, he noticed Schmidt was trying to pick the lock of the locker where the artefacts were kept. The ensign reported that the radio operator appeared "as if he was drugged". The pair exchanged blows, with the ensign's knocking the operator out cold. The man was treated and put to bed, under observation.*

*After that incident, he reports that he had a rather fantastic dream that night, where he was engaged in repeated acts of coitus with his wife. At times, her face changed to that of the statue's, and they were joined by other cat-faced maidens.*

*The hand-writing for the next entry on the 24<sup>th</sup> wasn't as neat as the previous one. Any educated investigator with a high KNOW score will be able to deduct that the man was writing quickly, as if he had a lot to say, and only a short time to say it. At 7.15am on the 23<sup>d</sup>, the look-out reported that there was an enemy destroyer on the horizon. Not wanting to take any chances, Klasing ordered the ship to dive, staying submerged for three hours before returning to periscope depth. It was raining heavily, but they chanced surfacing to recharge the batteries. They were barely up for two hours, when the look-out cried out an urgent alarm – the destroyer was in sight again, and was closing in. If was if the enemy ship had just suddenly appeared "if by magic".*

*Depth charges were dropped. The submarine was rocked somewhat, but stayed level. After an hour submerged, Schmidt, for some unknown reason, decided that he wanted to get the statues out, and snatched the keys for the locker off the hook. Baumgartner went to stop him, but the radio operator pulled out a pistol, threatening him with it. He said that they were his, for they were calling to him.*

*At that point, Petty Officer Worbowski vehemently disagreed with him, telling him that they belonged to him, and that the goddess had visited him during the night. The Italian, Belluici then appeared, then informed the pair of them that he was the rightful guardian of the statues.*

*At that point, Schmidt shot Belluici, the bullet passing straight through him, and hitting the chief engineer, Hartmann. Baumgartner took the opportunity to grab at the weapon, but was struck across the face by the radio operator. The gun went off again, the bullet ricocheting and striking Ensign Grobbelar in the head. Klasing then hit Schmidt with the butt*



*of his pistol, but failed to knock him out. The radio operator shot at him, narrowly missing him, but the bullet ricocheted and hit the wounded Hartmann.*

*Depth charges started falling again, some of them narrowly missing the vessel, and Brockel put the submarine into a steep dive, catching the fighting crew members by surprise. Klasing ordered him to level out, but he refused. The captain then went to stop him but was struck by Schmidt, and knocked down, then kicked at by the dive officer. Baumgartner then dragged him to the room, instructed him to close the door, and not to open it for anyone.*

*The sounds of fighting continued for possibly an hour. The captain braved a return to the control room once it had died down, greeted by a number of dead or dying men. He wrestled with the controls, emptied the ballast, but the submarine would not budge. The submarine had gone beyond its maximum depth. He urgently called for help, but the only person to respond was a rather bloody Schmidt, who was carrying a gore covered cleaver. He lunged at him, and Klasing shot him, twice. The captain then staggered from end to end of the ship, finding his crew, and the prisoners, either dead, or dying and beyond help. He vainly tried to get the submarine to surface again, but it just would not shift. Resigned to his fate, he cursed the day he set eyes upon the Bella Leonora, and asked his wife and family to forgive him.*

*After half-an-hour or so, Weidinger will announce, if members of the investigative party haven't already gone there, that it would be time to head to the hospital to identify the bodies, so that the process of informing relatives of the deceased can begin, and possessions can be sent home. He has been told that the German government would like the bodies returned as soon as possible, so that military funerals can be arranged and it can be milked for as much propaganda as it possibly can. He will request, then insist if necessary, even suggesting that he does not want to tackle this further by contacting your superiors, that Klasing's journal be handed over to him so that it can be returned to his family. If asked, he will quite gladly have the document transcribed for the investigators.*

*If questioned about the crew's belongings, he will tell them that they are being kept with the statuettes by the naval police. He can arrange for the group to view the items later today.]*

### **Presidio Ospedaliero Centrale**

There is a small police presence at the hospital. They aren't terribly busy, but Weidinger (if he is with the investigators) informs them there have been one or two incidents where "visitors" have been turned away from trying to get into the morgue.

*[On their way into the building, a successful KNOW roll will allow investigators to notice a familiar face walking out of the building, in priestal robes and clutching a bible. If approached, the priest from the plane will explain that he had been asked on behalf of the church in Germany to perform last rites over the deceased sailors, whilst he was here in Italy. A successful Psychology roll will reveal that he is actually telling the truth (but just not the entire truth). He will excuse himself, saying he has a meeting at the local church here in town. If followed by any member of the group, he will indeed be going to the church.]*

The morgue is actually quite cramped. The doctor in charge of the section, Antonio Degusta, is quite pleased to see you. Weidinger acts as translator, saying that he was quite surprised at the range of injuries the crew had suffered. It would be good if they can confirm the identities of the deceased, as they really do need the space. He orders one of the orderlies

to start removing enough of the cloth so that the investigators can see the faces of the deceased and suggests that if you would like to just match the file with the face, and leave them on the corpses, he will start the process of filling out the death certificates. He asks if the investigators can actually confirm October 24<sup>th</sup> as the date of death.

He will comment though, that when the bodies had been brought in off the submarine, they were surprisingly well preserved. This morning, when he came back in to work, he noticed that the condition of the bodies had deteriorated noticeably overnight. The faces are still relatively intact to allow identification.

*[The task, naturally, is an onerous one. Those who can be affected by the sight of so many dead, will need to make a CONx2 roll to avoid being sick, and then a SAN roll to avoid losing 2 SAN points. They will then have to leave the room, unable to continue.]*

*Doctor Degusta is actually quite open in his responses to any questions about the deceased, and how they met their demise. His findings are quite accurate, matching what little is known about the incident from Klasing's journal. He concurs that a large, heavy blade, akin to a meat cleaver, would have been needed to behead the sailor and that some of the crew had bled to death as a result of their injuries being untreated. The captain had indeed died of asphyxiation, confirming that he had a large amount of alcohol in his system, and that he had no doubt passed out before dying.*

*Whomever was putting the files on the deceased, get them to make Spot Hidden rolls for Schmidt (who had been shot), Brockel (who had been beaten) and Warblowski (who had been strangled). They will notice, if successful, that the eyes of those three are blank – devoid of irises and pupils.*

*If asked about belongings, the doctor informs them that they have been numbered, bagged and secured upstairs. There had been a collection of watches, wedding rings and a couple of pens on the deceased. They have even removed the clothing, which has been cleaned, and ready to be either sent back, or to put back on the crew for burial. If any of the group care to follow this up, they will notice that rings belonging to the captain have gone missing. This will start a thorough police investigation, the rings turning up a couple of days later at a local pawn shop. The culprit was a clerk who had gambling debts to pay off.*

*If asked about autopsy reports of the deceased, the doctor says that copies will be completed for collection, along with the files provided by the investigators and the death certificates, around 5pm today.*

*If the investigators mention about bumping into a priest as they entered the building, the doctor will comment about what a pleasant man he was, and how good of him it was to make this trip all the way to Taranto to bless the dead. Weidinger will look rather surprised – he hadn't been told of any member of the clergy travelling from Germany to carry out any rites. He will ask the investigators for his name, if they knew it, so that he can make a few enquiries.]*

### **The Statuettes**

All of the crew's belongings, as well as the statuettes, have been placed in a secure lock-up at the Naval Police HQ. The belongings consist of rather mundane things: wallets, books,

clothing, personal journals, letters, photographs, maps, papers and even decorations. The ship's log is there as well.

*[If asked about weapons aboard the boat, the Police Commander Alessandro Bombasto, with Weidinger acting as translator, will inform them that the collection of rifles and pistols they recovered have been secured in the armory. The torpedoes and ammunition for the deck gun was removed by naval personnel, and then destroyed. One of the torpedoes and a couple of the shells however were defused to put on display in a military museum – but the investigators don't really need to know that.]*

*A lot of it is all rather personal, with the letters from loved ones, family, friends, etc. Of Schmidt, Brockel and Warblowski, only Schmidt kept a journal, but his last entry was dated October 20<sup>th</sup>. Reading it though reveals that the man was rather dull – a highly unlikely candidate to go berserk aboard the vessel. One of the maps defines their area of operations in the Western Mediterranean, whilst the log reveals a crew that was rather industrious, contributing quite well to Allied losses in the area. It will also reveal the names of the boat's previous captains – Claus Rücker and Wilhelm Canaris. The former commanded it for over two years (Oct 1914 to Dec 1916), whilst the latter was in charge for just under two months in 1918. A successful Library Use roll will reveal that one of documents in the collection of papers is actually signed by Canaris, as acting-Commander of the Mediterranean submarine flotilla (Oct 1917). As skipper, Canaris only added three kills to the boat's impressive tally.*

*The main interest though, are the statuettes. They are actually locked in a safe, kept well away from the rest of the personnel. They are in a rather plain carry case, and it is obvious that the photographs did not do the items justice. They are superbly crafted, with exquisite detail. The cats are resting on their hind legs. Anyone hazarding a guess as to what type of cats, if they succeed a KNOW roll at half their score, they will identify them as Abyssinian.*

*The central statuette is of a rather scantily clad woman, who is anatomically superb. Her head though is that of a domestic cat, whilst her hands are paws. The detail is so fine, investigators can make out the pupils in her eyes, the jewel in her naval, even her nipples poking through the cloth. Anyone making a successful Occult or Mythos roll will identify her as the cat goddess Bast.]*

The police commander also informs the group, that an assortment of jewellery was also taken from the boat. The pieces, some of them containing precious stones, are again quite superb, with necklaces, torques, bracelets and rings that would fetch tens of thousands of marks from any collector or private museum.

*[If anyone is brazen enough to attempt to pocket any of the pieces, the police commander is particularly watchful, and has an 75% chance of spotting them. He will quickly draw his weapon, calling for his men as he does so. Within moments, two more policemen, both with pistols drawn will appear. Weidinger will then tell them, nay, order them to give the item(s) back, explaining that the commander doesn't want to arrest any of them, but will if they don't return the items immediately. This will create an embarrassing diplomatic incident, where the offending characters will be locked up for the rest of the day, and all night, only to be released at 10am the next morning after Weidinger has spoken to his superiors, who have sorted things out.]*

*The captain will insist on patting down the investigators as they leave the room. He apologizes, but he has to account for every piece. He will be thorough, and has an 80%*

*chance of discovering any item, unless it has been well hidden by the investigator in question. Again, if he finds anything...*

*If they are caught pilfering, any offending character(s) should have a black mark put on their character sheet.]*

### **Bast, the statuette & the cult**

The statuettes were indeed made by the Egyptians, for a cult that existed on the Nile, centred around the ancient city of Bubastis. Members of the cult then spread the word across the region, and even across to the Italian peninsula. These statuettes went to Pompeii, stolen by Roman legionnaires as war booty, and were believed lost in the volcanic destruction of the city.

The items survived, going from owner to owner before crossing the Mediterranean to Turkey, where the cult was revived, and flourished for centuries. The rise of Islam though saw the sect persecuted and forced underground, the statuettes being smuggled to the Middle-East to another surviving cult faction, which was headquartered in Jerusalem of all places.

The Crusades crushed the cult, and the statuettes were taken back to Rome as booty. They were eventually forgotten, and spent centuries languishing in storage in the Vatican's "Z" collection of blasphemous and satanic creations.

In 1918, Mario Belluici, a religious scholar, and a secret devotee of Bast, learnt of the existence of the statuettes in the Vatican's vaults. Through guile and bribery, he had managed to gain access to the statuettes, driven, as he was, by incredible visions to acquire said items and return them to their ancestral home in Egypt. After being in touch with cult members in Egypt, he was tasked to acquire the objects by any means possible, and return them to their rightful home. Again, he gained access to the items, but killed a Swiss guard getting them out. He acquired a sloop, and with a handful of cult members, endeavoured to sail to Egypt.

All was going well, until October 22<sup>nd</sup>. Klasing stopped the boat, took all the treasure, and sunk it. Belluici sacrificed himself and the four cult members to invoke divine retribution on the German crew. The goddess responded, acting through her golden likeness to find weak minds amongst the crew that she could manipulate. She had tried the captain, and the ZIC, who both resisted, but Schmidt succumbed, followed by Brockel and Warblowski.

It needed some freakish volcanic activity and some further magical assistance to eventually return the submarine to the surface. Unfortunately, though it was heading in the right direction, a merchant vessel nearly rammed it during a heavy squall.

Bast wants the statuettes to return home. She has inspired cult members, alerting them via dreams to do her bidding. They have learnt where the items are and who are involved. It is just a matter now of getting the items out of the naval police's building, and back home.

To help, she will attempt to "control" the minds of one of the investigators on the second night that they are in town, whilst they are asleep. She will first go for a female investigator. If there is more than one, the one with the lowest POW will be targeted first. If there are no female investigators in the group, she will target a male, attacking the one with the lowest

POW first. (If the group defends successfully, Weidinger, then Bombasto will be targeted. If they all pass on the second night, she will try again on the third. If she fails then, she will direct her followers to attack the police station, in order to get the artefacts, which will be detailed later.)

The players will be subjected to a series of fantastic dreams, promising riches, power, satisfaction of desires and unearthly beauty if they agree to carry out her bidding. It may happen at a time whilst they are eating, or in the bath, or having a drink at a bar. They will appear to faint, but a after a few minutes will be fine.

Though Bast herself has a POW of 30, her POW is diminished whilst using the statue, and is reduced to 20. Then, it is simply a case of applying the Active characteristic (Bast's POW) against the Passive characteristic (the character's POW) on the Resistance Table, to get the target score. Five rolls are made. If Bast makes at least three of the rolls, then she has control. The player who succumbed to the attack will permanently gain 10% in Occult and 5% in Cthulhu Mythos, as Bast will give them some further insight into the mysteries of the universe. They will also need to make a SAN roll to avoid losing 2 points of SAN. Anyone who was targeted, but shrugged off the attack, will get 5% in Occult, and will have to make a SAN roll to avoid losing 2 points of SAN.

When she has control of the investigator, she will improve their APP and DEX by 2 (or 4 if they are particularly low). She will leave them alone during the investigator's second day there, but that night, she will get them to break into the police station and take the items. It will be late at night, when the rest of the group is presumedly asleep. Bast will be assisting the player with temporary bonuses to certain skills when necessary. (No more than 20%.) She may even provide "distractions" in the form of cats making noise outside the building, or knocking over items.

Allow the investigator to come up with their own scheme for grabbing the items, but because of the incident the previous night, there will be four officers on duty at the HQ when the investigator makes their attempt.

If the investigator secures the items and exits the building, they will be mugged en-route back to the hotel by a gang of four cultists, all armed with knives and clubs, and relieved of their items. From that point on, Bast will leave them to their fate, and return to them control of their mind. They will then be found by the police, and arrested, and have to face some rather vocal interrogation. Weidinger (if not responsible) will be called in, and there will be a sizeable diplomatic row. The unfortunate investigator will be kept in jail until everything else with the case has been completed. Then the characters will be sent home, and the guilty party severely reprimanded, even relegated to annoying, mentally degrading desk duties.

Naturally, if a policeman is actually killed during the theft attempt, the player can pretty much write up a new character sheet. If any are injured, then the character will be jailed, and after a visit from Weidinger, they will be escorted by police, handcuffed, on the first train back to Rome. Then they will be put on the first plane back to Berlin, escorted by a federal policeman. Needless to say, their employer will not be impressed. The player's character will be put under house arrest for an indefinite time.

They will, however, have no recollection of what they had done to get themselves in that mess in the first place. They will remember the dreams, but that will be about it.

If Weidinger is the one caught, then the group will get a late night visit from the police. If Bombasto commits the theft, then Weidinger will inform the party in the morning when he goes to fetch the group.

### **Order of St Jerome & Bruno Ratzinger**

This rather secretive (and somewhat paranoid) religious order, originally operated under the auspices of the Catholic Church. In the late 19<sup>th</sup> century however, the organization was dissolved, but it continued its mission in secret, that being, the rooting out and destruction of world wide evil. It was also responsible for the creation of the "Z" collection.

Carefully recruiting members from the established clergy, members of the order may appear to behave oddly, some harbouring mental disorders, with a few being downright deranged. They have all sworn an oath of secrecy and have pledged their lives to destroying anyone and anything viewed as evil. Occasionally, innocent persons are killed by their actions, but they believe that these casualties of their war are acceptable, and will be assured their place in heaven.

Ratzinger, though not fully deranged, is driven to complete his goal, which is the destruction of the statuettes, which his order naturally view as "graven images". On the surface he may appear to be a pleasant priest, but due to his wartime experiences, he had literally seen way too much evil, eagerly joining the order at the end of the war and has been quite vehement in his preachings in his suburban parish in Berlin about how people should avoid temptation, and stamp out evil at every opportunity.

He had been informed of the arrival of U 34 at Taranto roughly at the same time the investigators were. The hierarchy of the order had suspected that the statuettes were aboard the derelict submarine, due to a recent prophecy of "a slumbering iron leviathan will suddenly awaken from its slumber, bearing the curse of felix". His mandate was to travel to Taranto, learn if this was true. If it was, then by any means necessary he had to destroy the items. He was able to achieve this quite easily, through church contacts, and striking up casual conversations with local policemen, who obviously didn't see the harm of disclosing a few details of the whereabouts of the statuettes to a friendly priest.

Ratzinger will go to the Maritime Police building around 10pm, surprising the officer at the desk. He will throw a vial of acid into the man's face, then calmly walk past him, grabbing the keys off the hook for the secure lock-up, then making his way upstairs. Alerted by his companions cries, a second officer will confront Ratzinger in the corridor, but the priest will be quicker to the draw, blowing him away with a sawn-off shotgun. He will pause to reload it before moving on.

However, the wounded officer downstairs will somehow manage to call the police, before passing out. Four gendarmes will arrive on the scene within thirty seconds of the alert, their blaring sirens being heard from the hotel that the investigators are staying in. They will rush upstairs to find Ratzinger poised to tip a vial of acid over the statuettes. There is a brief exchange of gunfire, with the priest being shot in the arm, and he drops the vial onto the floor, narrowly avoiding the open case carrying the blasphemous objects. The four officers then rush him, wrestling him to the floor and dragging him away squirming and uttering holy damnations. An ambulance will duly arrive to treat the injured officer, but cannot help the other officer, who has been almost cut in two by the double-barrel blast at close range.

The priest will be taken to the police station for questioning. Weidinger, being one of the few people in the vicinity that is a native German speaker, will be summoned. He will call upon the investigators at the hotel if any of them have a police or secret police background. Otherwise, he will inform them of what happened when he calls on them in the morning.

Ratzinger will have had some treatment on his injury, but not much more than some bandages being wrapped around his arm to stop the bleeding. Weidinger will tell him that he knows who he is, and that there had been no request from the German government to send a member of the clergy to Taranto. Ratzinger will be quite defiant, and start berating him in an unusual tongue. Anyone who speaks Latin will know that is what he is using. Weidinger will then allow them to carry on.

The investigator will need to make a successful Latin roll to actually understand what he is saying. "You are all puppets, serving Satan, responding to his demands."

If asked as to why he did what he did, he will respond: "I am doing the Lord's work, removing evil from this world. Let me go so that I can finish my task. If you do not, then you are all guilty of aiding him. You will all be punished, like those men who were guarding the unholy icons."

The police officer in the room will be very angered about this, and he hastily gets up to slap him. If not stopped he will strike Ratzinger across the face, hard enough to draw blood. "Beat me all you want, but you will be punished. You will all be punished!"

At this point, a priest and a gentleman dressed in a suit will enter the room. He beckons Weidinger and the police officer to come over, and asks them both to leave whilst they talks to him. The policeman, out of respect to the padre, will leave. Weidinger beckons the group to follow.

It should be noted, that if no one speaks Latin, it will be very hard to get anything out of Ratzinger. Psychology and interrogation will only get him to converse in Latin, and under no circumstances will he cry out in German. Of course, there is only a short amount of time before the priest and the lawyer turns up, so the investigators and Weidinger will be limited as to what they can do.

Any torture will have Ratzinger laughing like a maniac. He is made of sterner stuff, and will withstand a lot of punishment, strengthened, as it were, by his faith, and his belief of divine retribution upon the group. The police officer will not stop them, but will hastily attempt to break it up once he sees the other priest enter the room.

### **Reporting Home**

Reports to their superior should be made by phone. On the first day, midday should have them at the hospital (or completing their second task on the day), 10pm should have them back at the hotel, ready for bed, but disturbed by the police sirens due to the priest's attack on the Maritime Police HQ. It is up to the characters as to what they include, or don't include in their reports. Any member of the group can make the call.

If the group misses one report, the superior will comment on them having missed it, when they do contact him, but will not labour on the issue. If they miss two in a row, then he will

ring them at the hotel and demand an explanation, reminding them there are much worse tasks he could use the investigators for back home.

For the third report (on the morning of the second day), he will ask them if they have seen the statuettes, regardless if the group has mention them to him or not. He will express a request, on behalf of Der Führer, that the statuettes should be returned to Germany, along with everything else aboard that boat. He will tell them that arrangements are being made to bring the U-Boat back home.

### **The Black Marks**

Regardless of what it says in the text, this is purely optional. It was something I intended to incorporate for the current campaign with this group of characters, operating on a “three strikes and you’re out” principal. Three will mean that the character faces a disciplinary hearing back home, a reduction of privileges, mind-numbing or back-breaking duties, and definitely being monitored by the Gestapo.

It will not affect the characters too much if this is a one-off scenario. It is just something I put in to scare them a little bit, to make them think that something really bad will happen to them.

### **Part V**

Promptly at 9am, on yet another beautiful day in Taranto, Weidinger arrives at the hotel. “Currently, there is not much more that needs to be done, it is just a matter of waiting for the wheels to turn. Unless there is somewhere that you particularly need to go, may I suggest a little tour of the city?”

*[If asked about weapons, he will tell you that they are in the car. He has acquired a Beretta M1923 for each member of the group, with two full clips, which he wants returned upon their departure from the city. He reminds the group again about not being caught with them. If investigators wanted something else, like knives, then simple blades will be provided as well. Anything like rifles, or submachine guns, cannot and will not be provided, nor will explosives of any kind. Other mundane items like rope, battery powered torches, water flasks, etc. will be provided.]*

Nothing is scheduled to happen during the course of the day. In the afternoon, Weidinger will need to make a few calls and check on preparations for the transportation of the remains back to Germany.

*[If the group hasn't already done so, they can go to the police station to see if they can get a word with Ratzinger. After some language difficulties, the station commander will allow for them to see him after he has been in touch with Weidinger. The priest will be unco-operative, responding to the investigator's questions only if they speak to him in Latin, if he does at all. Use the material from the previous day's notes, but omit the part about the arrival of the priest and the lawyer. Any attempts to get physical with him, at this time, will be prevented by the Italian police. (Unlike on the previous night.)]*



## The Attack

If the beguiled one fails to secure the statuettes, or Bast indeed fails for a second time to get any of the group or Weidinger/Bombasto to do her bidding, then she will simply just get the cult members in town to take the items by force.

The cult group will be better prepared than Ratzinger. They will create a number of disturbances around town that will distract the local police. Weidinger's office will be targeted with a fire-bomb; the investigators, if returning from a night out, or actually enjoying the atmosphere of a street café, will be the target of a drive by shooting (if they aren't out, a bar will be shot-up instead); there will be a break-in at the museum; and finally, a lunatic loose on the hospital grounds with a pistol. All four distractions will take place between 11.30pm and midnight.

They will cut the telephone wires to the Maritime Police HQ before the attack at midnight. With several men, they will lob in a hand-grenade, taking out the pair on the desk. They will quickly split up into two groups of three, with the seventh member guarding the front door. One group will clear out the office, where the third policeman was hiding behind a desk, whilst the other will head upstairs, with the keys. They will encounter resistance from the fourth officer, who returns fire and actually manages to wound one of the attackers, but he will be shot, and ruthlessly finished off whilst the statuettes are taken from the secure room. The group will escape just in time, disappearing into the night as a police car arrives.

Any of the investigators, if out, will hear all the sirens blaring in the distance. If they make a successful Listen roll, then they will hear the sounds of a car (a Lancia Lambda 214) driving fast down the street. A Dodge roll will have the Beretta M1918 bullets flying overhead as they kiss the pavement. (If they hear the car coming, give them a bonus of 10% to their score for this roll only.) Anyone who fails the Dodge roll will be, unfortunately, hit by an errant round.

The investigators, if they like, can return fire. The car will be relatively easy to hit, if the group is just blindly returning fire. There will be a 30% chance though that they will hit the shooter in the back seat, a 20% chance that they will hit the shooter in the front seat on the passenger's side, and a 10% chance that a round will hit the driver. For the second round, these chances will be halved as the car accelerates away (unless, by some chance, the driver gets hit and the car crashes into a parked vehicle along the street).

If the investigators get lucky and manage to stop the car, any surviving cultists (there are three in the vehicle), will attempt to escape the vehicle. They will try to avoid getting captured alive, electing to shoot themselves if they realize that they can't escape. Both passengers will be armed with the Beretta SMGs, whilst they will all carry an old Beretta M1919. Only the driver will carry a spare magazine for his weapon.

*[An examination of any cultist, dead or alive, will reveal a cat's head tattoo on their upper left arm. If they somehow manage to capture one of them alive, the police will arrive, and a pair of officers will escort him to the hospital, where he shall be put under guard. They will not carry much else, except for a few crumpled Lire notes, and some loose change. They will have no identification, nor carry any other papers with them.]*

The police will not be too upset to learn that the investigators were armed. They will consider it self-defence, and though no official complaint will be registered, the group will be asked to turn in their firearms, and to come into the station to make a statement. When they do, they will meet Weidinger there (if he is able to be there) or his secretary, Christian Klose, who will inform them that the office was hit by a fire-bomb. The damage was slight, as the bomb had hit the top of a mailbox in front of his office, and only a small amount of the liquid had hit the building. The fire brigade had no problems putting it out. They will be informed before they leave the police station, that the statuettes were taken from the Marine Police HQ during the disturbances, with all four policemen manning the HQ killed during the raid.

## Part VI

Weidinger (if he is unavailable, it will be Klose) will meet the group in the morning at the hotel. He will inform them that everything is in order for the remains and the belongings of all the crew to be returned to Germany. Mechanics will be testing the submarine's engine to see if it still works, and arrangements have been made for a handful of German submariners to be flown to Rome, then transported to Taranto. Regardless if the engines work or not, an ocean going tug-boat will tow the U-Boat to Spain, where a second will relay the boat to Kiel.

*[If asked about the jewellery, they will be informed that a deal had been struck between Hitler and Mussolini. Hitler could have the statues, provided that Mussolini could keep the miscellaneous pieces of jewellery to put on public display in Rome. The Italian dictator felt that he was getting the better of the deal. Of course, the group now has to recover the statuettes.*

*If one of the cult members was taken prisoner during last night's escapades, the investigators will no doubt want to question him as to the whereabouts of the artefacts. A quick trip to the hospital will find the cultist conscious, but has been hit up with plenty of painkillers. The doctor on duty in that ward will permit them five minutes with him. The painkillers will help, but is he just rambling, or is he telling the truth? He bares the mark of a cat on his upper left arm, and announces in broken Italian (that Weidinger or Klose can translate) that he is a member of the ancient cult of Bast. He says that he can die happily, fully knowing that the artefacts were on their way home.*

*If no cult members survived, then there is one other way to discover where the artefacts are. A visit to the Police Station will find Ratzinger in a sullen mood. He will actually speak to the group in German this time, remarking that: "The sinful goddess is getting her relics back eh?". If pressed about where they could be heading, he responds: "Look for Alexander the Great's horse in the stables." He won't tell them anything else, apart from: "We may yet meet again."*

*If none of the players can figure out this cryptic clue, then allow them either a History roll, or a Knowledge roll. Inform them that Bucephalus was the name of the horse. Obviously, the stables is a reference to the harbour.*

*If they think of it, one of the group may instruct Weidinger or Klose to ring the port authorities, and see if there are any ships sailing today. There are three – the Xanthippus, which is sailing to Athens; the Le Grand Duchess, which is sailing to Marseilles; and the Turkish registered Bucephalus, which is preparing to sail to Cairo within the hour. They need*

*no further instructions to then call the Maritime Police. (If it the Police Station when they call the Maritime Police, a successful Persuade roll will get them their weapons back.)]*

### **The Raid on the *Bucephalus***

Bombasta (or his second in command, depending on the circumstances) is quick to respond to the request, and is eager to get after the cultists. By the time that they are organised and get to the harbour, they will find that the merchant vessel has slipped it's moorings, and is being towed towards the exit. Not wanting to see them get away, he orders an immediate pursuit on every launch at his disposal, and orders the tugboats to stop. The merchantman, under it's own steam, cannot escape the speedier craft, and with the launches surrounding it, the cultists elect to fight it out, even though it appears hopeless.

The assault on the cargo ship should be difficult, with the cultists defending themselves with Carcano M1891 rifles, Beretta M1918 submachine guns, Remington 11A 12 gauge shotguns, and Beretta M1923 pistols. They will also have access to fire-bombs, but the number of those will be limited. The Marine Police will have similar weapons, but no shotguns, and have access to a couple of Revelli M1914 machine guns, which are mounted on their launches. There is about eight crewmen aboard the ship, who will only defend themselves with clubs and daggers if attacked. They will not deliberately attack the police, seeing it is not their fight.

The statuettes will be in a safe in the captain's quarters. She will attempt to get one of the investigators, or a policeman, under her control. Conduct the appropriate POW vs POW roll, targeting, if possible, any female members, then see how the rest of the group reacts. Once that has failed, the raid on the boat shall be over. If the group got to the artefacts first, then the policeman leading the assault on the boat will let them have them. He has the men that killed his fellow officers, that is enough for him.

There will be no retaliatory raids by the cult, seeing their numbers are sufficiently diminished. However, for one last piece of drama, have Bast make one final POW assault on the investigators back at the hotel.

## **Part VII**

By this point, the investigators should have managed to recover the artefacts, Klose will arrive at the hotel the next day with your passage booked for your return trip to Berlin. The train back to Rome will leave at 11.30am, which should get the group to their 3pm flight to Berlin (via Munich) with enough time to spare.

There will be no need to file a report. Klose then settles your hotel bills, and asks for the return of the side-arms, if the group still has them. Weidinger (if not arrested, hospitalized or dead) will escort the group to the train station, and bid them farewell. He will inform them that their superior will want to see them on their return, regardless of how late the hour.

The return trip will prove to be highly uneventful. The passengers shall be much the same as the flight down, except that there will be no Arab gentlemen, nor any priests aboard the flights.

However, there is one little surprise waiting for you in Berlin. Seeing the flight will be returning later in the evening (towards midnight) there will be only a handful of

policemen/security personnel at the airport. The two cult members who tailed the group in Berlin *[they can be identified as such with a successful KNOW roll]*, will make a desperate assault on them, with daggers drawn, once they head towards the exit. The attack should really only be allowed to go for a couple of rounds, seeing by that time policemen will have heard the commotion and respond.

*[If the attackers are killed by the investigators, they will be asked to accompany the police to the nearest police station. If the Arab gents were killed during the fight, they will be questioned extensively, with their superior arriving in time to get them out.] He will make sure that the incident is swept under the carpet.]*

Naturally, the group's superior will be very pleased to see the statuettes.

### **Conclusion**

The investigators can really only fail this adventure if they are killed, or that they are all sent home in disgrace for various misdemeanour's, or having themselves arrested for killing a policeman.

If the Bast cult recovers the statues, and manages to leave Taranto, the groups superior will be upset, but the characters will avoid any further retribution from Bast. (They'll, of course, have to avoid Hitler's ire instead, which could see them sent to the far reaches of the Reich.) If the group returns to Berlin with the items, Bast will be upset with them, and may even attempt to seduce a group member in order to recover them, or try to assassinate them again. However, due to her fickle nature, and with a subsequent cult revival in Germany, she'll get over it.

Either way, if the characters do survive, restore all lost SAN during this scenario, and give them and extra 5 SAN points. Hitler will be quite pleased with the groups work if they return with the artefacts, and will order that they be promoted, commended on their work, and given two weeks leave from their current duties. They will also be rewarded with 500 Marks each, and invited to attend a special dinner, where the statuettes will be unveiled to the upper echelons of the Nazi hierarchy.

In closing, a couple of weeks later, it will be reported that the U 34 will have floundered in bad weather near Kiel as it was towed back home, and sank. There were no casualties.

### Character Stats

Matthaus Weidinger, German foreign ministry representative.

STR 13, CON 12, SIZ 12, INT 17, POW 14, DEX 10, APP 13, EDU 15, SAN 70, HP 12.

Damage Bonus 1d4.

Skills: German 95%, Italian 75%, Drive 40%, Persuade 50%, Spot Hidden 50%, Knife 35%, Punch 35%, Revolver 35%, Dodge 45%.

Christian Klose, Matthaus' secretary.

STR 12, CON 11, SIZ 12, INT 15, POW 12, DEX 12, APP 13, EDU 15, SAN 70, HP 12.

Skills: German 95%, Italian 60%, Drive 55%, Persuade 40%, Spot Hidden 40%, Dodge 40%, Pistol 25%.

Alessandro Bombasto, Chief of the Marine Police.

STR 15, CON 17, SIZ 14, INT 12, POW 12, DEX 14, APP 11, EDU 12, SAN 65, HP15.

Damage Bonus 1d4.

Skills: Italian 95%, Drive 50%, Persuade 50%, Knife 35%, Punch 60%, Revolver 60%, Dodge 40%.

Bruno Ratzinger, fanatical catholic priest.

STR 14, CON 16, SIZ 12, INT 16, POW 16, DEX 12, APP 10, EDU 15, SAN 25, HP 14.

Damage Bonus 1d4.

Skills: German 95%, Latin 65%, Italian 30%, Persuade 55%, Knife 40%, Punch 55%, Pistol 35%, Shotgun 45%, Throw 35%, Occult 60%, Drive 35%, Dodge 40%.

Three drive-by Cultists

Driver: STR 12, CON 14, SIZ 12, DEX 14, HP 12.

Skills: Arabic 95%, Italian 40%, Drive 60%, Pistol 55%, Knife 40%, Punch 35%, Dodge 40%.

Passenger Front: STR 13, CON 14, SIZ 12, DEX 12, HP 13. Damage Bonus: 1d4.

Skills: Arabic 95%, Italian 40%, Submachine Gun 45%, Pistol 35%, Knife 35%, Punch 30%, Dodge 40%.

Passenger Rear: STR 11, CON 15, SIZ 11, DEX 11, HP 13.

Skills: Arabic 95%, Italian 40%, Submachine Gun 45%, Pistol 35%, Knife 35%, Punch 30%, Dodge 40%.

The Cultists aboard the *Bucephalus*

1: STR 12, CON 7, SIZ 15, DEX 17, HP 11. Damage Bonus 1d4.

2: STR 11, CON 9, SIZ 9, DEX 15, HP 9.

3: STR 9, CON 6, SIZ 10, DEX 15, HP 8.

4: STR 10, CON 11, SIZ 8, DEX 14, HP 10.

5: STR 9, CON 12, SIZ 8, DEX 13, HP 9.

6: STR 11, CON 10, SIZ 11, DEX 12, HP 11.

7: STR 14, CON 13, SIZ 15, DEX 18, HO 14. Damage Bonus 1d4.

8: STR 11, CON 14, SIZ 7, DEX 17, HP 11.

9: STR 8, CON 13, SIZ 18, DEX 14, HP 16. Damage Bonus 1d4.

10: STR 9, CON 15, SIZ 8, DEX 14, HP 10.

11: STR 12, CON 11, SIZ 15, DEX 13, HP 12. Damage Bonus 1d4.

12: STR 8, CON 12, SIZ 13, DEX 11, HP 13.

Skills for each member of the group: Arabic 95%, Italian 25%, Knife 35%, Pistol 40%, Submachine Gun 35%, Rifle 45%, Throw 50%, Dodge 45%.

The Berlin pair

1: STR 15, CON 17, SIZ 10, DEX 12, HP14. Damage Bonus 1d4.

Skills: Knife 45%, Pistol 35%, Throw 45%, Punch 40%, Dodge 40%.

2: STR 14, CON 15, SIZ 12, DEX 10, HP 14. Damage Bonus 1d4.

Skills: Knife 45%, Pistol 30%, Throw 50%, Punch 40%, Dodge 35%.

Six random policemen (either naval or regular)

1: STR 12, CON 18, SIZ 12, DEX 10, POW 10, HP 15.

2: STR 14, CON 13, SIZ 18, DEX 11, POW 12, HP 16. Damage Bonus 1d4.

3: STR 16, CON 13, SIZ 13, DEX 12, POW 13, HP 13. Damage Bonus 1d4.

4: STR 16, CON 13, SIZ 13, DEX 13, POW 10, HP 13. Damage Bonus 1d4.

5: STR 14, CON 13, SIZ 12, DEX 13, POW 13, HP 13. Damage Bonus 1d4.

6: STR 12, CON 17, SIZ 11, DEX 14, POW 11, HP 14.

Skills for each member of the group: Italian 95%, Drive 45%, Knife 30%, Pistol 40%, Submachine Gun 40%, Rifle 50%, Machine Gun 25%, Throw 45%, Dodge 45%.

Just double-up on the police and/or cultist stats if you need some more random NPCs to throw in at various places.

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