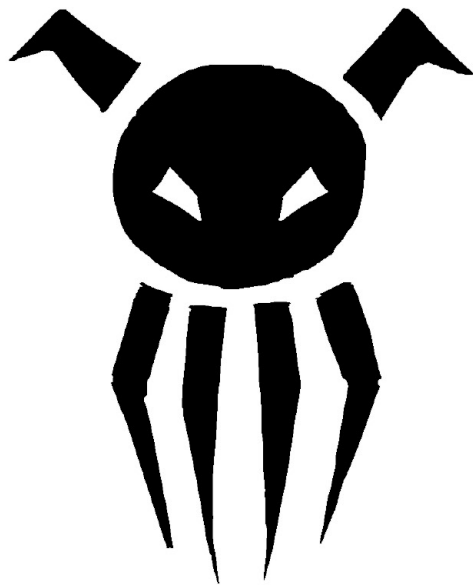


# ACHTUNG! Cthulhu™



## Under the Gun

Graeme Davis

**MÖDIPHIUS®**  
ENTERTAINMENT



FOR USE WITH  
**CALL of  
CTHULHU**  
7th Edition

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## CHAPTER 1

# Introduction

*"What General Weygand called the Battle of France is over. I expect that the battle of Britain is about to begin." - Winston Churchill, 18 June, 1940*

## WHAT IS ACHTUNG! CTHULHU?

*Under the Gun* is a short adventure for the *Achtung! Cthulhu* setting. *Achtung! Cthulhu* is a World War Two-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos war brings.

*Under the Gun* is intended for use with Chaosium's *Call of Cthulhu, Seventh Edition* roleplaying game, and the *Achtung! Cthulhu Investigator's* and *Keeper's Guides*, published by Modiphius Entertainment. Pre-generated characters are provided in Chapter 4; you can also create your own investigator characters using *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

## OVERVIEW

Dover, June 1940. German forces are barely 20 miles away across the English Channel. Artillery is rushed to the Dover area; shelters and bunkers are dug into the famous White Cliffs and beneath the town. Then, a strange discovery is made.

Buried within the cliffs of 100-million-year old chalk lie the remains of a building. The landing-ground for Romans, Saxons, Normans, and countless other invaders throughout history, the Kent coast is no stranger to antiquities. A few headlines appear in local and national papers: a reminder of Britain's glorious past is the very thing to stiffen British resolve in the face of the German threat. An archaeologist is sent from Cambridge University to evaluate the find. Then, the stories stop.

## THE PERPLEXING TRUTH

Initial investigations revealed two disturbing facts kept away from the public. First, the design and construction of the building was like nothing ever seen before, with a distinctly inhuman aspect. Its angles and proportions somehow cause visitors to become disoriented and nauseous. Second, it appears beyond any reasonable doubt that the chalk of the cliffs had been deposited *on top of the building* as it lay at the bottom of an ancient sea millions of years ago.

## SECTION M

Based in a suite at London's Metropole Hotel, Section M is a fairly new enterprise at this time, devoted to the investigation and neutralization of occult threats. Such matters formerly came under the control of Section D (also housed at the Metropole), which now focuses on propaganda and sabotage. See the *Keeper's Guide*, pp. 62-66.

### A Note on Page References

Throughout this adventure we refer to pages in *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and the *Keeper's Guide to the Secret War*. These are abbreviated as "Investigator's Guide" and "Keeper's Guide" respectively.



## CHAPTER 2

# Plot Episodes

*"It's difficult to escape the conclusion there's something distinctly fishy going on here. Strange pre-human pillars, weird ancient structures seemingly built before the advent of man? It's most uncanny." - Dr William Reed*

This adventure is made up of three episodes. In the first, the investigators travel to Dover and try to form a picture of what has happened. In the second, they explore the site for themselves and discover more information. The third episode forms the climax of the adventure as the investigators find themselves in a three-way battle for control of the site and its secrets.

## EPISODE ONE: DOVER

The episode begins with each of the investigators receiving a telegram which reads as follows:

+++ PREPARE TO TRAVEL IMMEDIATELY STOP  
EXPECT ONE WEEK ABSENCE STOP INSTRUCTIONS  
AND TRAVEL WARRANT COMING BY MESSENGER  
STOP URGENT AND SECRET +++

Investigators who have had dealings with Section M before will recognize the terse style of the telegram. Others may still be puzzling over it when a messenger in army uniform arrives with an envelope, which he hands over after confirming the character's identity. The messenger knows nothing and can answer no questions.

Inside each envelope is a travel warrant made out for the 10:45 train from Victoria Station to Dover Priory—leaving the character just enough time to pack—and a brief letter which reads as follows:

Dear [character name],

You are ordered by the War Office to proceed immediately to Dover by train as indicated in the enclosed travel warrant. You will be met at the station by a Sergeant Briggs of the Royal

Artillery, who will brief you on an urgent situation that has arisen locally. It is of the first importance that the situation be resolved quickly and with the utmost secrecy. After this is done, a written report should be sent to Section M, c/o The Metropole Hotel.

The letter is signed simply "Towton."

Keepers and knowledgeable players will recognise that this order comes directly from Sir Alec Towton, head of Section M.

When the investigators arrive, they will find Victoria Station is bustling with travellers, and even if the investigators have met each other before, they may not see each other in the crowd. For all practical purposes, they meet at Dover a little before 1pm. Sergeant Briggs is standing at the end of the platform when the train arrives, holding a slate with each character's name chalked on it.

## Scene 1: Introductions

Sergeant Briggs checks everyone's identification and hurries the investigators to a waiting Army lorry (treat as a CCKW Truck if game statistics are required). He responds to all questions with a curt "there's time enough for questions later, sir (or madam), when we can be sure no one can overhear—come along now, please." Once the investigators and their luggage are loaded into the back of the lorry, Briggs climbs into the cab and drives off.

This stage of the journey takes about 20 minutes, and affords the investigators enough time to make introductions or renew previous acquaintances. The lorry leaves Dover and heads west along the coast for about two miles before turning inland. Fifteen minutes later, it turns up a long, tree-lined driveway and comes to a stop outside an impressive-looking house.

## Scene 2: Bulney Grange

Bulney Grange is a stately home that has been pressed into service as a military hospital. Several field ambulances are parked outside, and convalescent patients can be seen walking the grounds and relaxing in deckchairs on a broad terrace. Sergeant Briggs leads the investigators to a well-appointed library where tea and sandwiches have been laid out. He invites everyone to help themselves and take a seat.

“Pardon the urgency, ladies and gentlemen,” he says, “but we’re out of our depth here. What’s the War Office told you so far?” When he finds out that the investigators know nothing, he takes a swig of his tea and thinks for a moment.

“You’ll have seen the stories about an ancient British fort found near Dover,” he says. “We’re putting in some heavy guns on St. Andrew’s Cliff—part of the invasion defences—and we came across a strange stone pillar in the cut for an ammunition tunnel. Cambridge sent an archaeologist, a Dr Edward Bland, and he found some kind of building in the chalk: like nothing he’d ever seen, he said. Now he’s in here, along with my captain and four of my boys that were digging for him.

“They’re all the same: complaining of nightmares, seeing things at the corner of their eyes, that sort of thing. We haven’t come under fire yet, so it can’t be shell shock, but it’s something to do with their nerves. Those who’ve spent the most time in the diggings have it worst. I stuck my head in there once—just for a look—and came away feeling sort of seasick. It passed after an hour, but I never wanted to go back.

“I reported the Captain being taken ill and the War Office said they’d sent some experts and I should meet them off the train.” Evidently relieved at having told his tale, he looks expectantly at the investigators.

If the investigators ask, Sergeant Briggs can describe the pillar and the excavations in a little more detail: the pillar is of a hard black stone, inscribed with strange symbols that look like some form of writing, and the excavation revealed part of a room whose walls are angled strangely. There are winding passages running off from the room that have been partially excavated, but all work stopped after the archaeologist and the officer in charge—Captain Featherstone—were taken ill.

If the investigators question Briggs further, he says that they will have the chance to examine the excavations for themselves. First, he says, he has taken the liberty of asking the doctor in charge to show them the affected men.

## Scene 3: The Patients

Dr. Reginald Pinner is a slim, balding man with small, round glasses. He confirms what Briggs has already told the investigators, though he couches his observations in more scientific language.

“All the patients are exhibiting signs of incipient paranoia as well as general confusion and mild hallucinations,”

he says. “They suffer from violent nightmares and often wake up screaming. All of them seem deathly afraid of being ordered back to the excavation, and report dreaming of some terrible danger that is waiting there.” He pauses, wipes his glasses, and clears his throat.

“I don’t know if this is significant,” he adds, “but we had a bit of an incident at dinner last night. I’d got hold of some mackerel locally—I thought it would make a nice change to have something fresh, you see—but all of the affected men showed a strange aversion to the fish. Two of them had to be restrained. Afterward, they were completely unable to account for their actions beyond confessing that the sight of fish had become utterly repugnant to them. I have no idea what to make of it.”

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“All the patients are exhibiting signs of incipient paranoia as well as general confusion and mild hallucinations...”

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Dr. Pinner offers the investigators the opportunity to question the patients themselves. There are six in total: the Cambridge archaeologist, Dr. Edward Bland; Captain Featherstone; and Gunners Brown, Day, Larkin, and Roberts.

Dr. Bland is the worst affected. His hands shake and he has a distant look in his eyes; he mumbles constantly to himself and can only be roused to answer a question with an effort.

A successful Science (Archaeology) or Psychology roll will get his attention sufficiently for him to answer some questions.

Dr. Bland can provide the following information:

1. The pillar is made of a dark stone of unknown type. It is harder than any stone he has ever encountered.
2. The marks on the pillar appear to be a form of writing, but do not conform to any known language.
3. The walls of the room are made of some hard sedimentary stone rather than being carved out of the chalk.
4. The building is not carved into the chalk of the cliffs; instead the chalk seems to have formed around it. However, this is impossible because the chalk was formed millions of years before the first humans walked the earth.

These answers may come in any order, according to the questions the investigators ask. However, after he gives answer no. 4, Dr. Bland becomes agitated and begins tearing at his face and hair; the doctor is forced to give him morphine, and he loses consciousness.

Captain Featherstone is in a better state. However, it is clear that he has not slept well in some time, and he keeps glancing nervously from side to side. Featherstone can confirm everything that Sergeant Briggs has told the investigators, and add the following information:

1. “It sounds ridiculous, I know, but I had the impression that the hieroglyphs—or whatever they are—well, when I wasn’t looking at them directly they seemed to squirm and slide about like worms.”
2. “I don’t know much about architecture, but there’s something about the place that isn’t right somehow. Dr. Bland and I both tried to draw up a plan, but despite the most careful measurements it just wouldn’t transfer to paper somehow. One learns basic surveying as an artillery officer, but it was of no use.”
3. “After my first day supervising the men in the diggings, I came away with a splitting headache and a feeling rather like seasickness. If I’m honest, I haven’t had a good night’s sleep since. The doctor here gives me morphine at night, and that seems to be helping. I feel such a fool, letting headaches and nightmares get the better of me.”

The four gunners can confirm everything that Briggs and Featherstone have told the investigators, but only Gunner Day has anything to add. Unfortunately, he is almost as badly affected as Dr. Bland, and requires a careful approach.

A successful Psychology roll will enable him to answer one question.

If he is asked the right question (the Keeper can use discretion here), Day will blurt out the following information:

“An evil place, St. Andrews, everyone knows that! I grew up in Whitfield and we all knew it! Them St. Andrew’s folk aren’t right—flat-faced, goggle-eyed devils!”

After this outburst, Day becomes so agitated that Dr. Pinner has to sedate him, just as he did Dr. Bland. If the investigators ask, he will confirm that Bland and Day were the two patients who reacted most violently to the fish dinner. He will also confirm that Day is from Whitfield, a village not far from St. Andrew’s Cliff.

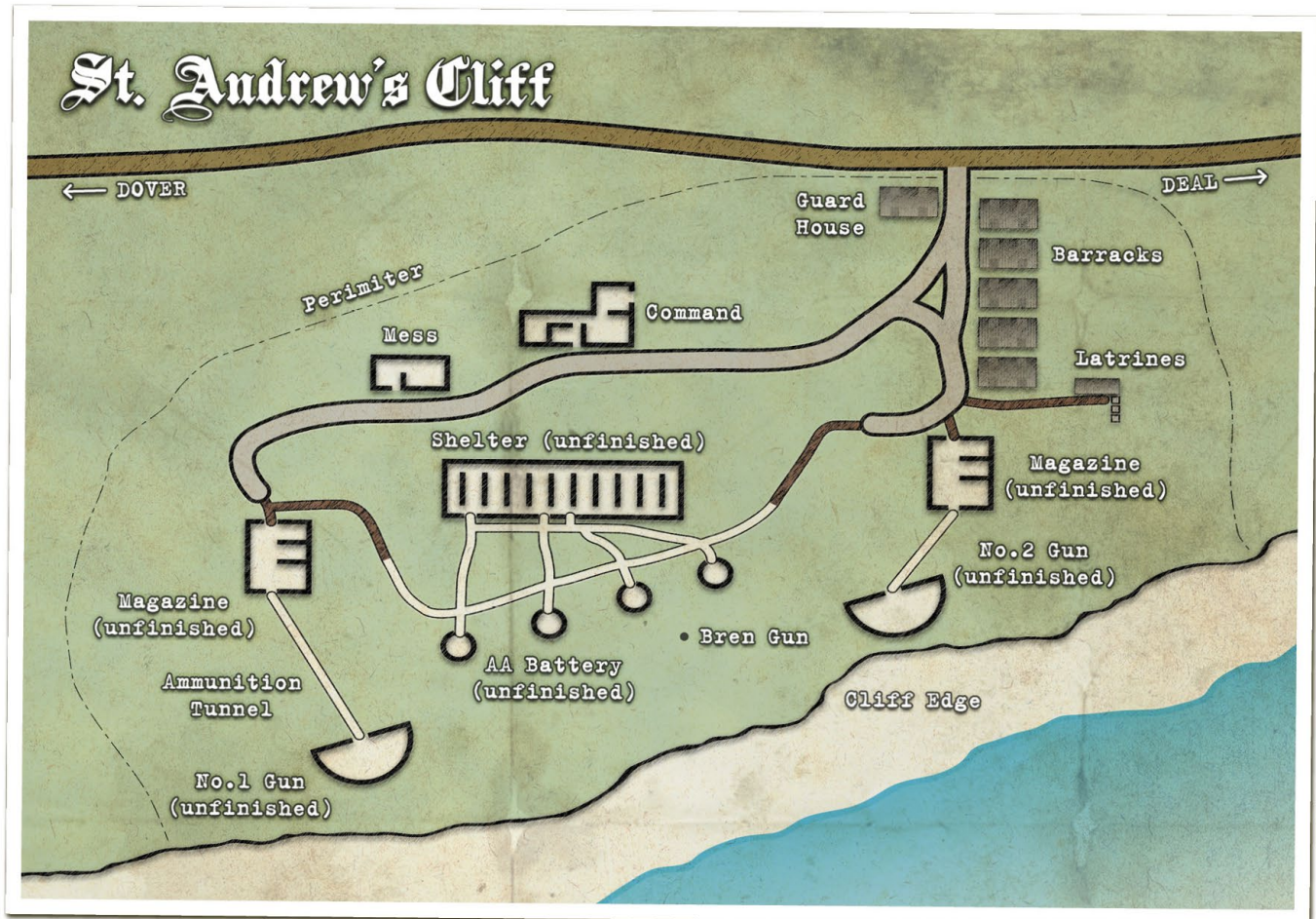
## Scene 4: Research

This scene is optional. After the investigators have interviewed everyone at Bulney Grange—and especially if they have heard Gunner Day’s outburst—they may want to research St. Andrew’s Cliff in more detail.

Sergeant Briggs is impatient to get the investigators to St. Andrew’s Cliff, but at the Keeper’s discretion he may be persuaded to allow one specialist to split from the main party and visit the local history collection in Dover’s main library.

A successful History roll will turn up the information below.

St. Andrew’s Cliff is the subject of a local legend that dates back to the Anglo-Saxon period. A life of St. Martellus, a companion of St. Augustine of Canterbury, refers



to the saint defeating a powerful group of pagani piscosii at “the cliffs by the White Field” and founding a church there dedicated to St. Andrew, the patron saint of fishermen. The editor’s notes conclude that piscosii is bad medieval Latin and the pagans were fishermen, but an investigator with appropriate Language (Latin) skills may realize that the Latin adjective translates as “fishy”.

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an investigator with appropriate Language  
(Latin) skills may realize that the Latin  
adjective translates as “fishy”.

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## EPISODE TWO: ST. ANDREW’S CLIFF

After they are done at Bulney Grange, Sergeant Briggs drives the investigators to St. Andrew’s Cliff. He shows them to two empty Nissen huts (“ladies and gents,” as he puts it) where they can unpack. They have several hours of daylight in which to inspect the site. The sun sets about 9:15 pm, and complete darkness falls just over an hour later.

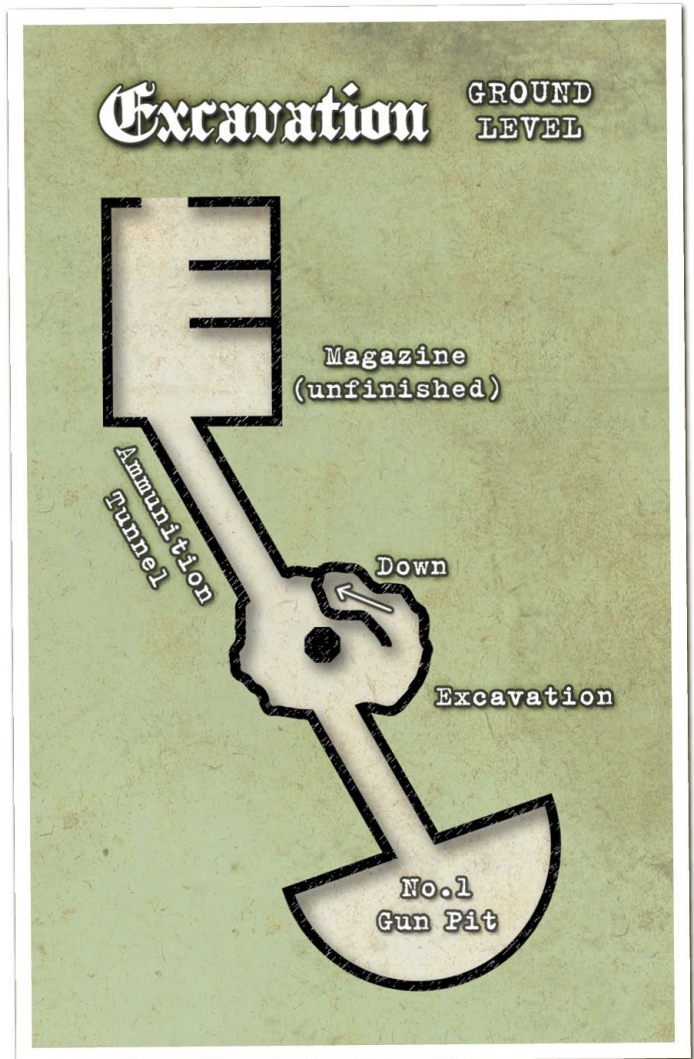
If the investigators wish to question any of the other troops at the site, they are free to do so, but they will not learn anything new; if desired, though, the Keeper may take advantage of this opportunity to feed the players any information they may have missed earlier.

### The Site

Map 1 shows the general layout of the site. A barbed-wire perimeter has been laid out, with a guard post by the only gate. The site’s only telephone is in the guard post. Beyond the guard post stand a half-dozen Nissen huts and two larger buildings, half-built: these will be the command post and the mess. The two semi-circular gun pits are by the cliff edge, each with a narrow tunnel leading to a larger, rectangular pit which will be used as the gun’s magazine. The guns themselves are due to arrive when construction of the gun pits is almost complete.

Between the gun pits and the other buildings are a half-built, semi-subterranean air-raid shelter and an embanked emplacement for anti-aircraft guns. These guns, too, have not yet arrived, and a tripod-mounted Bren gun has been placed near the AA emplacements.

Work was halted after the men in Bulney Grange were taken ill, and the site has been evacuated apart from a skeleton guard consisting of Sergeant Briggs and three Gunners: Mellers, Cox, and Gray. The guard operates in three eight-hour shifts, with one man resting, one walking the perimeter, and one manning the guard house.



#### GUN PIT NO. 1

The tunnel leading from the gun pit to the unfinished magazine is four feet wide and unroofed. Partway along, it broadens out into an irregular pit in which the top of a black, roughly octagonal pillar can be seen. A ramp leads down one side into a room which has been partially cleared.

#### GUN PIT NO. 2

Apart from the excavation, Gun Pit No. 2 is identical to Gun Pit No. 1.

#### THE PILLAR

The pillar is about four feet across and seems to be made of a smooth black stone. It is carved with strange glyphs, which seem to writhe and shift when viewed from the corner of the eye.

Looking at the carvings costs 0/1D3 Sanity. On a successful Cthulhu Mythos roll, the glyphs look vaguely familiar. If the roll is successfully made by 10% or more, the investigator realizes that they are a form of writing associated with the Deep Ones. It will take days to translate the glyphs, but if

this is accomplished they include a history of a Deep One community in a tropical sea.

Sanity loss 1D6/2D6; Cthulhu Mythos + 5 percentiles; average 8 weeks to study and comprehend/8 hours to examine. Spells: *Baptism of the Brethren* (Breath of the Deep), *Brethren Rising* (Contact Deep One), *Call the Father* (Contact Father Dagon).

A brief inspection is not sufficient to gain even a cursory understanding of the inscriptions on the pillar.

### THE ROOM AND PASSAGES

Going down the ramp, the investigators find themselves in an irregularly-shaped room of dull gray stone. The angles of the walls are slightly disturbing, for no reason the investigators can quite understand.

All investigators lose 0/1D2 Sanity if they fail a SAN test for each hour that they spend in the excavation or examining the pillar.

Leading off from the main room are three narrow, curving passages. Each one has been cleared for a short way but ends abruptly, disappearing into the chalk of the cliffs.

Any character with Archaeology or Geology skill will realize on a successful skill check that the room and the pillar were not dug into the chalk of the cliff: instead, the chalk formed around them, proving that they really are millions of years old as Dr. Bland claimed. Any investigator who makes this realization loses 1 SAN if they fail a SAN test.

Because of the disorienting nature of the room and the passages, any attempt to draw an accurate plan suffers a penalty (All attempts to map the room by sketching, measuring etc. count as Hard skill rolls).

### Running This Episode

This episode is a three-way battle. The Germans will arrive a few rounds after the battle with the Deep One hybrids has begun. Each of the attacking forces will fight the other as readily as they will fight the defenders; the hybrids will not co-operate with the Germans unless they are somehow controlled by Black Sun magic.

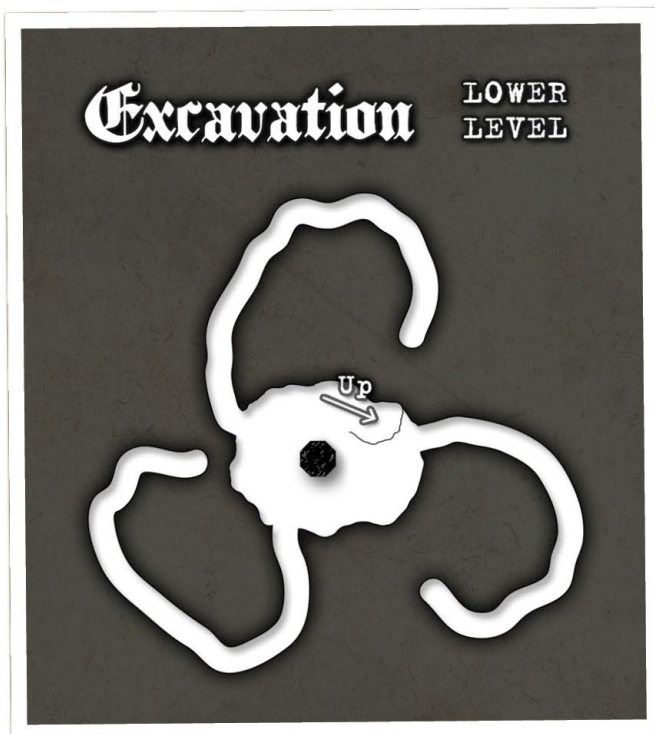
## EPISODE THREE: EAGLES AND TOADS

Once darkness falls, the climax to the adventure begins. Section M is not the only group interested in the discovery, and the investigators will spend the night involved in a three-way battle for control of the site. The Keeper should refer to the maps and the site description above as the action unfolds.

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During the night, the site comes under attack from two separate groups. The first is a band of Deep One hybrids—the original inhabitants of St. Andrew's Cliff—determined to recover whatever they can from the excavations and destroy the land-dwellers who have profaned their ancestral shrine. The second is a German expedition, which has been alerted to the find by local members of the recently-outlawed British Union of Fascists. Their goal is to neutralize the site's defenders, examine the site, and escape with whatever information they can find before help arrives, destroying the site to keep its knowledge out of British hands.

Information and game statistics on both these enemy groups is given in Chapter 3.

*I can see my feet are walking straight ahead,  
so why do I have the distinct impression  
that we're walking in circles?*

*- Dr. William Read*





## CHAPTER 3

# Allies and Adversaries

*"You will advance toward the emplacement, eliminate any defenders, photograph the monument from every angle and then place your charges. Failure is impossible, retreat will not be tolerated, you will succeed or you will die." - Unknown Black Sun Master*

## THE DEFENDERS

All the defenders can be treated as British Infantry (*Keeper's Guide*, p.41) with the addition of Artillery skill (40% (20/8);). Sergeant Briggs is armed with a Sten Mk. 1 sub-machine gun (SMG 40%) and the three Gunners with Lee-Enfield rifles. They may also use the Bren gun shown on the map if there is time to get it (with a Heavy Weapons skill of 40%).

### BRITISH INFANTRYMAN

STR 60    CON 70    SIZ 70    DEX 60    INT 55  
APP 60    POW 65    EDU 55    SAN 55

Hit Points: 14            Damage Bonus: 1D4  
Build: 1    Move: 7

**Skills:** Fighting (Brawl) 50% Climb 30%, Close Combat 40%, Dodge 45%, Drive Automobile 40%, Fieldcraft 40%, Firearms (Rifle/Shotgun) First Aid 30%, Heavy Weapons 40%. Listen 50%, Spot Hidden 40%, Throw 45%, Track 10%.

**Language Skills:** English (Own) 55%.

**Weapons:** *Lee-Enfield No.4 Mk.I* (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110yds Malf 100

*Sten Mk.I* (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30yds Malf 98.

*Bren Light Machine Gun* (Heavy Weapons) 40%, damage 2D6+4, atts 1 or burst, base range 130yds.

## DEEP ONE HYBRIDS

About 1:10 am, a band of Deep One hybrids attacks the site from the east. They are the "St. Andrew's folk" mentioned by Gunner Day at Bulney Grange. One of the hybrids is a cult priest who knows the following spells: *Create Mist of R'lyeh* (which he will use to cover the hybrids' approach), *Breath of the Deep*, and *Contact Father Dagon*.

Their goal is to kill everyone on the site for profaning what they see as an ancestral shrine, and then summon Dagon (*Call of Cthulhu*, pp.286-287) to protect the pillar. If the casting is successful, Dagon will appear from the sea (Sanity Loss 1/1D10), climb the cliff, and uproot the pillar, throwing it into the Channel before diving in after it.

There are 12 Deep One hybrids (*Call of Cthulhu*, p. 289) in total. They attack as a mob, relying on weight of numbers to overwhelm the humans. They are armed with a miscellany of weapons: when a new hybrid is encountered, roll 1d100 on the following table:

### Hybrid Weapons

% Roll	Weapon	% Roll	Weapon
01-15	Unarmed	81-85	Pistol
16-30	Rock	86-95	Shotgun
31-50	Knife	96-00	Rifle
51-80	Club		

All the Deep One hybrids are immune to the Sanity-reducing effects of being in the excavation.

### DEEP ONE HYBRID, INNSMOUTH-TAINTED PROGENY

STR 65    CON 65    SIZ 52    DEX 65    INT 65  
APP 35    POW 50

**Hit Points:** 11            **Damage Bonus:** none.  
**Build:** 0    **Move:** 9/9 Swimming    **Magic Points:** 10

#### ATTACKS

**Attacks per round:** 1

**Fighting attacks:** Deep one hybrids can use weapons as humans do. Fighting 45% (22/9), damage per weapon type + damage bonus, or unarmed (1D3) + damage bonus. Dodge 30% (15/6)

**Armor:** None.

**Skills:** Jump 45%, Listen 50%, Stealth 46%, Swim 60%.

**Sanity Loss:** 0/1D4 Sanity points to see a Deep One hybrid, although this may be increased (1/1D6+) for particularly monstrous specimens.

## THE GERMANS

The German expedition is led by a Black Sun Master (*Keeper's Guide*, p. 94) and consists of two *Ahnenerbe* specialists (same stats as Black Sun Novice: *Keeper's Guide*, pp. 86-87). They are supported by 6 Fallschirmjäger Pioneers (*Keeper's Guide*, p. 35).

The Germans land on the cliff top in a DFS-230 glider, about 500 yards west of the site. If they land undetected, they will advance stealthily, hoping to take the guards by surprise; if not, they may approach with all guns blazing, intending to overwhelm the defenders before the alarm can be raised.

Their goal is to photograph the pillar before destroying it with demolition charges. Each of the Fallschirmjäger carries 2 x demolition grenades for this purpose. Having completed their mission, they will rappel down the cliff to the beach below and signal a U-boat that is waiting offshore to extract them by boat.

### MASTER OF THE BLACK SUN

STR 75    CON 70    SIZ 65    DEX 65    INT 65  
APP 50    POW 85    EDU 75    SAN n/a

**Hit Points:** 13            **Damage Bonus:** +1d4  
**Build:** 1    **Move:** 8    **Magic Points:** 17

**Skills:** Archaeology 60%, History 75%, Dodge 35%, Cthulhu Mythos 10%, Dream Lore 28%, Dreaming 30%, First Aid 35%, Occult 55%, Spot Hidden 35%.

**Language Skills:** German (Own) 65-75%.

*Black Sun Degen* (Melee Weapon—Sword) 65%, damage 1D8+2, atts 1, base range touch.

*Walther PPK Pistol* (Handgun) 45%, damage 1D8, atts 3, base range 15 yds.

**Spells:** Cloud Memory, Consume Likeness, Deflect Harm, Elder Sign, Reach, Summon/Bind Byakhee.

### AHNENERBE SPECIALISTS

STR 60    CON 45    SIZ 50    DEX 40    INT 65  
APP 45    POW 60    EDU 70    SAN 60

**Hit Points:** 9            **Damage Bonus:** 0  
**Build:** 0    **Move:** 8

**Skills:** Archaeology 55%, Art 40%, Anthropology 56%, Astronomy 30%, Biology 30%, Chemistry 40%, Cthulhu Mythos 10%, Geology 20%, History 60%, Library Use 50%, Natural History 40%, Physics 40%, Spot Hidden 40%.

**Language Skills:** German (Own) 75-99%, plus English 60%.

**Weapons:** *Luger P08 Pistol* (Handgun) 40%, damage 1D10, atts 2, base range 20 yds.

### FALLSCHIRMJÄGER PIONEER

STR 75    CON 80    SIZ 70    DEX 70    INT 65  
APP 50    POW 50    EDU 55    SAN 40

**Hit Points:** 15            **Damage Bonus:** +1D4  
**Build:** 1    **Move:** 8

**Skills:** Climb 60%, Close Combat 45%, Combat Engineer 40%, Demolitions 45%, Dodge 40%, Fieldcraft 50%, Fighting (Brawl) 45% First Aid 40%, Heavy Weapons 50%, Listen 45%, Parachute 50%, Spot Hidden 40%, Throw 50%, Track 15%.

**Language Skills:** German (Own) 55%.

**Weapons:** 2 x *Kar. 98k* (Bolt-action Rifle) 55%, damage 2D6+4, atts 1/2, base range 90 yds.

4 x *MP38 Maschinenpistole* (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30 yds.

*Demolition Grenade* (Throw) damage 11D6/8y (STR-3)×3 yards, atts 1, HP 14.



## CHAPTER 4

# Pre-generated Characters

### Lieutenant STEPHEN LOWE, "The Sapper"

**Background:** Before the war, Lowe worked at the Home Office as a mining geologist. His PHD thesis on Blue John and other rare minerals brought him to the attention of Section M shortly after he received his commission in the Royal Engineers, and he was transferred to the semi-secret Special Survey Section. His experience in the mines has included a number of strange encounters and a few archaeological discoveries. His role in the group is to inspect Dr. Bland's excavations and provide a report on what they uncovered.

**STR** 65    **CON** 55    **SIZ** 65    **DEX** 55    **INT** 70  
**APP** 50    **POW** 60    **EDU** 15    **SAN** 60

**Hit Points:** 12            **Damage Bonus:** +1D4  
**Build:** 1    **Move:** 8    **Luck:** 65    **Magic Points:** 60

**Skills:** Drive Auto 20% (10/4), First Aid 30% (15/6), Library Use 30% (15/6), Mechanical Repair 30% (15/6), Science (Archaeology) 35% (17/7), Science (Chemistry) 20% (10/4), Science (Geology) 75% (37/15), Science (Physics) 35% (17/7), Spot Hidden 45% (22/8), Occult 25% (12/5)

**Language Skills:** English (own) 80% (40/16), Latin 10% (5/2), German 10% (5/2)

**Weapons:** Fighting (Brawl) 50%, damage 1D3 + 1D4 (db)  
*Wbley No.1 Mk.VI Revolver* (Handgun) 35% (14/7), damage 1D10, atts 2, base range 15 yds.

*Lee-Enfield No.4 Mk.I* (Rifle) 45% (22/9), damage 2D6+4, atts 1/2, base range 110yds.

**Bonus:** "Brain Box" (*Investigator's Guide*, p. 61). He gains an additional +5 EDU and +5 INT.

### MARGARET WILKINS, "The Medium"

**Background:** Mrs. Wilkins uses the title of a married woman even though she is a spinster. She began her career by debunking false mystics during the resurgence of Spiritualism after the Great War, and became a respected writer on the occult as well as on occult fraud. Her balanced and practical approach, along with the considerable occult experience she has amassed during the last two decades, led to her being recruited as a consultant when Section M began encountering reports of Nazi occultism. Her role is to assess any occult threats or opportunities arising from the discovery.

**STR** 40    **CON** 50    **SIZ** 60    **DEX** 60    **INT** 70  
**APP** 60    **POW** 80    **EDU** 65    **SAN** 80

**Hit Points:** 11            **Damage Bonus:** 0  
**Build:** 1    **Move:** 8    **Luck:** 75    **Magic Points:** 80

**Skills:** Anthropology 35% (17/7), Cthulhu Mythos 15% (7/3), Fast Talk 40% (20/8), Stealth 50% (25/10), History 35% (17/5), Library Use 45% (22/9), Listen 30% (15/6), Occult 65% (32/13), Psychology 40% (20/8), Sleight of Hand 30% (15/6), Spot Hidden 35% (17/7)

**Language Skills:** English (own) 75% (32/15)

**Weapons:** Fighting (Brawl) 25% (12/5), damage 1D3  
.22 *pistol* (Handgun) 25% (12/5), damage 1D6, atts 1, base range 10 yds.

**Bonus:** "Inner Strength" (*Investigator's Guide*, p.65). She gains an additional +5 POW.

## Doctor WILLIAM READ, "The Trick Cyclist"

**Background:** A respected professor of Psychology at the University of Edinburgh Medical School, Read published several well-regarded papers on the treatment of shell shock and related mental illnesses during the 1920s and 1930s. At the outbreak of war he became a consultant to the Royal Army Medical Corps, training their personnel at Crookham Camp near Aldershot. Unofficially, he also consults for Section M, helping develop techniques and countermeasures in psychological warfare. His role is to examine the afflicted men, diagnose their condition, suggest treatment, and examine the excavations for the cause.

**STR** 55    **CON** 60    **SIZ** 70    **DEX** 65    **INT** 80  
**APP** 50    **POW** 80    **EDU** 85    **SAN** 80

**Hit Points:** 13            **Damage Bonus:** +1D4  
**Build:** 1    **Move:** 7    **Luck:** 55    **Magic Points:** 80

**Skills:** First Aid 35% (17/7), Medicine 40% (20/8), Psychoanalysis 70% (35/14), Psychology 85% (42/17), Science (Biology) 30% (15/6), Science (Pharmacy) 60% (30/12).

**Language Skills:** English (own) 85% (42/13), Latin 30% (15/6), German 30% (15/6).

**Weapons:** Fighting (Brawl) 45% (22/9), damage 1D3 +1D4 (db).

*Webley No.1 Mk.VI Revolver* (Handgun) 35% (17/7), damage 1D10, atts 2, base range 15 yds.

**Bonus:** "Strong of Faith" (*Investigator's Guide*, p.65). Thanks to his training and personal belief, he is immune to the SAN loss caused by witnessing relatively mundane paranormal events, for example: ghosts.

## Section Leader MARY BLYTHE, "The Tour Guide"

**Background:** With war approaching, Mary joined the fledgling Auxiliary Territorial Service (ATS). Bored with the normal ATS choices of cooking or clerical work, she volunteered for ever more dangerous jobs until she was noticed by MI(R), a predecessor of the Special Operations Executive. She was trained in armed and unarmed combat, sabotage, and guerrilla warfare, and when France fell she was assigned to training members of the Local Defence Volunteers (later to become the Home Guard) in techniques of irregular warfare, as far away from an active field posting as ever. After she wrote to the War Office requesting a more active posting, her file was passed to Section M. Officially her role is to act as the team's Army liaison: unofficially, she is also there to bolster their fighting strength if the need should arise.

**STR** 65    **CON** 70    **SIZ** 55    **DEX** 75    **INT** 75  
**APP** 70    **POW** 75    **EDU** 70    **SAN** 75

**Hit Points:** 13            **Damage Bonus:** +0  
**Build:** 1    **Move:** 9    **Luck:** 60    **Magic Points:** 75

**Skills:** Cryptography 25% (12/5), Demolitions 30% (15/6), Disguise 30% (15/6), Espionage 55% (22/11), First Aid 40% (20/8), Stealth 65% (32/13), Radio Operator 25% (12/5), Sleight of Hand 20% (10/4).

**Language Skills:** English (own) 70% (35/14), German 35% (17/7).

**Weapons:** Fighting (Brawl) 55% (22/11), damage 1D3

*Webley No.1 Mk.VI Revolver* (Handgun) 65% (32/13), damage 1D10+2, atts 1, base range 15 yds.

*Sten Mk.I (Submachine Gun)* 45% (22/9), damage 1D10, atts 2 or burst, base range 30 yds.

*Fairbairn-Sykes Fighting Knife* (Melee Weapon) 60% (30/6), damage 1D4+2.

**Bonus:** "Strong Stomach" (*Investigator's Guide*, p.66). Mary is immune to the SAN loss caused by witnessing serious injury or death.

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