

ISSUE #2

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# Lurking Dangers

No. 10607

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ONE PENNY

## A Merry Christmas

This is an adventure suitable for 4 players  
for the role playing game Operation: Fallen Reich.



### WAR HORSE REFUSED ALL FOOD. FOLLOWED MASTER TO DEATH

**T**OMMY died yesterday—a broken-hearted war horse that had refused all food since his master, Mr. J. A. Krupp, of Clifton-villas, Paddington, W., died a fortnight ago.

"Tommy was over thirty and had been with my father for nearly twenty years," said a son of Mr. Krupp. "When we bought him there were still shrapnel marks on his body."

He was in such a weakened condition that he had to be destroyed. He had served throughout the war in France

And nothing less than Europe can bar the Emperor's advance. General Sir Ian Hamilton gave the startling warning last night.

It was at a dinner of the Royal Scottish Corporation in London last night that the General talked of Japan's war aims.

Singapore could be captured by a land army he declared.

#### "Road Clearly Marked"

"How monstrous it will seem to everybody," he said, "that throughout 1917 the European nations should have been quarrelling like dogs over a bone about Spain—at a moment when we ought to be having military conversations between the general staffs of Europe."

"The Emperor's road is clearly marked—Hankow, Hong-Kong, Singapore, Bhamo, Assam, Bengal. Nothing less than Europe can definitely hold up that army."

A land army can lay down its road and

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# Lurking Dangers

## A Merry Christmas

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 player.  
This is the second adventure in the Lurking Dangers series.

This is a true work of fiction.

If you recognise your name in the text, it can mean one of two things:

- (a) It is pure coincidence
- (b) You either got a very fancy name or you are a jolly good person, feel honoured.

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**If you like this adventure, please make a small donation!**

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***Writers note:** I did not only spend a lot of time making this adventure, I also did spend real money for the DAZ 3D models and tools, to give this adventure a professional look and feel, plus all the faces of NPCs to give the players a face to the names.*

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## DESIGNER NOTES

The seed for this adventure was generated with the nifty adventure generator for the iPhone. Then it was baked and party played at Lincon 2011. As I needed to finish the adventure and my players liked it I decided it was worth to publish it as well.

## ADVENTURE BACKGROUND

In the early 1930s in Montpellier, France, the eccentric professor in parapsychology Claude Bousquet, was expelled from the university's research department after a tragic accident involving several students who was either killed or severely injured. The professor never explained what went wrong but claimed than one of the dead student went mad and tried to kill the other students. He carefully hid the fact that he had got his hands on one of the most feared and mythical creatures from deep in the jungles of the Amazon, the Amazon gorilla. These gorillas live near an old volcano and they are deeply feared by the tribes in the Amazon rain forests. The story about King-Kong has evolved from stories about those great gorillas.

The truth behind those gorillas are that they are bodies used by Fallens that are not fully evolved. They arrive to the earth through a portal within the volcano that is only open when the volcano is showing activity, and they only arrive one or two at a time. They are very difficult to catch, and when caught they are kept in special steel cages built to hold their great weight and strength.

What one of Professor Bousquet's students did was to accidentally freed the gorilla during parapsychological experiment. The student was a very weak minded person and let himself be controlled. He died first. Professor Bousquet did finally kill the gorilla, but with seven dead and 19 wounded students he was sacked the very next day.

He moved to Portugal where the government became very interested in his research which he described as *finding the inner soldier in young men*.

In 1936, the volcano Ojo del Diablo, The Devil's eye, had a minor eruption, and Professor Bousquet issued a large bounty, payed by the government of Portugal to any bounty hunter that could catch an Amazon Gorilla and send it to him. In September 1937, he received a letter stating that a group of bounty hunters has succeeded and the animal was packed as ordered and would be sent by boat. This is where things went wrong.

The shipping label, carelessly attached to the large wooden crate containing the steel crate was damaged during handling and the Brazilian dockworkers tried to remember what it said, and got it rather wrong. The crate was loaded on the wrong ship and ended up in a small antique shop in Port Erin on Isle of Man, at Maine Road 45, instead of Route De Maine 45, Porto Erina, Portugal. The main reason was that Miguel's South American Antiques was a known destination and there was three other crates destined for that shop already on that ship. The create arrived first in Plymouth harbour by the ship La Lucia, directly from San Luis in Brazil. It was then moved together with the three other smaller creates on to a smaller tramp steamer, Wanderer, for the final transportation to Port St Mary, just a few miles from Port Erin. It was then transported by lorry for the delivery.

The result was a disaster, with bodies torn apart in the little antique shop in a way the police never has seen before, and within an hour Operation: Fallen Reich was contacted to take this strange case.



## ADVENTURE START

This adventure starts at the most inconvenient time, early morning on Wednesday, December 22, three days before Christmas. The characters each get a telegram stating that they need to drop anything at hand, anything and travel to London, Liverpool, Bristol or Glasgow airport, where they will get further instructions. Anyone being closer to Liverpool, Bristol or Glasgow will be flown with a Hawker Hurricane to London, where they all will board a regular flight to Ronaldsway Airport on Isle of Man, outside Castletown. Aboard airplane they will receive envelopes with further instructions. The instructions are simple.

## PORT ERIN - ISLE OF MAN

Port Erin is a small town close to the sea with a beach that during the summers is very crowded with families who want to take a dip in the sea, even though the water of northern Atlantic is rather cold. During winters the town is less busy, but as every town it has the daily routines. Many hotels are closed during winter season, but there are still plenty of available rooms.

The characters arrive to a cold and windy wintery Port Erin about 6 p.m., and the streets are almost empty while the pubs are busy. It is a cold northern wind that sweeps over the town and the chill eats all the way into your bones. The temperature is below freezing and the streets are getting slippery and the grass a bit frosty.

## MIGUEL'S SOUTH AMERICAN ANTIQUES - MAINE ROAD 45

The shop is located on the street named Maine Road, which is the road leading from the town centre down to the coast street. When the characters arrive, they see a lonely policeman standing outside number 45. The policeman is Joe Stockman, and there is a slight problem. Joe Stockman has been ordered not to let anyone inside the building, but his superior officer, Inspector Roger Duckton forgot to tell him that government people will arrive and that he should brief them and let them inside. Inspector Duckton left the office early as he is out at a pub named Lucky Glass to celebrate his younger brother Peter's stag night. Peter Duckton has, at the age of 47, finally found a woman to marry, and that calls for a real celebration. Inspector Duckton is the oldest brother and did celebrate his 50s birthday a few years back.

### GM Note:

*This is an episode that will encourage a lot of roleplaying from both GM and the Players. If the characters are threatening Joe Stockman, he will blow his whistle and a police car from the backup patrol sitting outside the Lucky Glass just two blocks away will arrive. The backup squad is called in on duty to stop and embarrassing brawls that might include Inspector Duckton.*

*Inspector Duckton is not even remotely sober and it will take two men to keep him walking at least somewhat straight. He knows his orders somewhere in the back of his head but he has severe problems to remember them, understand the situation and connect the characters with those orders, and at the very last, to remember that he forgot to pass them to Joe Stockman before he left the police station. Among his important information was an order to tell the government folks to search and destroy to prevent more accidents, before analysing the problem further, which he now remembers. When the characters get inside the shop, continue the story, and hopefully it is really dark outside by now.*

December							January						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
			1	2	3	4						1	2
6	7	8	9	10	11	12	3	4	5	6	7	8	9
13	14	15	16	17	18	19	10	11	12	13	14	15	16
20	21	22	23	24	25	26	17	18	19	20	21	22	23
27	28	29	30	31			24	25	26	27	28	29	30
2:● 11:○ 17:○ 24:○							31						
							1:● 9:○ 16:○ 23:○ 31:●						



## A GRUESOME SIGHT

When the characters one way or another enters the shop, they will witness the result of one of the most gruesome deeds seen by man. The shop is very dark, and unless they have a torch or have switched on the lights, they will have to make an *Agility 15* when moving about, or trip and fall, ending up with their faces in something less enjoyable, like a bloody head.

Limbs and other body parts that seems to belong to at least three people, two men and one woman are spread all over the shop. Everything in the shop is either broken, smashed or just tipped over.

### THE ANTIQUES SHOP

Any checks done by the characters on the shop or the owner Miguel José Jaras will not render anything out of the ordinary and Mr Jaras was a respected member of the Port Erin community.

#### 1 The entrance

The front door, guarded by Police Officer Joe Stockman. Inside is a veritable chaos as described above. Several body parts can be found here.

#### 2 The glass department

This area of the shop was dedicated to glass, and walking here with the light still switched off is very dangerous. It requires a successful *Agility 20* or rake  $1d6+3$  sharp damage to the feet or legs from shards of glass.

#### 3 The counter

The counter is smashed on several places. An *Observation 15* to see that even though it has been severely damaged, the cash drawer is still intact and no money has been taken.

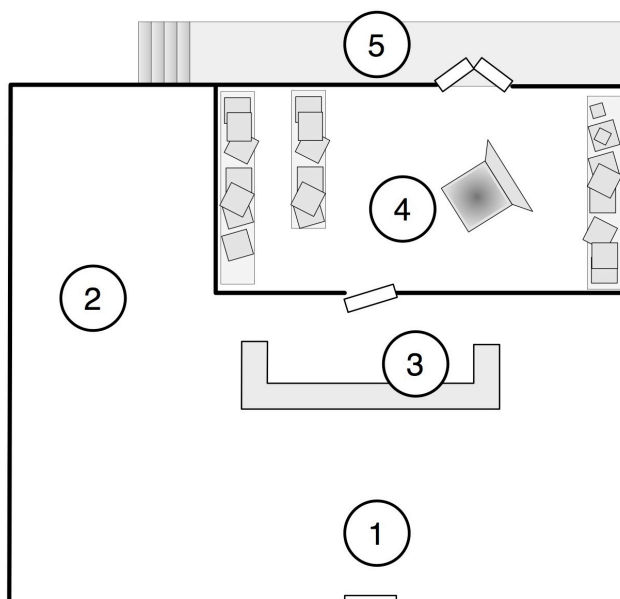
#### 4 The storage

The shelves with boxes are mostly standing, but several boxes and crates have been damaged and thrown into the wall. In the middle of the storage stand a huge open wooden crate, 5 feet x 5 feet. An *Observation 10* to see that there is an open metal cage inside the crate. A *Search 15* will reveal the following:

- There are several three to four inch sized holes on the sides of the crate, close to the floor. They are all very dirty.
- There are some kind of droppings in the cage, huge smelly droppings.
- There are some long black hairs or furs stuck on the inside of the cage.

#### 5 The loading ramp

The doors to the loading ramp are open, and an *Observation 15* will reveal some tracks leading off, fading fast in the night. It requires a *Tracking 25* to follow the tracks and not lose them at the first corner.



## WHAT ANIMAL CAN THAT BE?

To identify the animal or beast from the droppings, the hair and to foot prints found, a Zoology 30, and only one attempt per character can be made. The result of such an analysis is shown below.

Result Identifies the animal as the following:

x - 15	A killer Kangaroo from Australia.
16-23	A Black Yeti from India.
24-29	I'm utterly clueless.
30+	A large primate, possibly a gorilla or chimpanzee.

- A failed *Myth 25* on Killer Kangaroo:

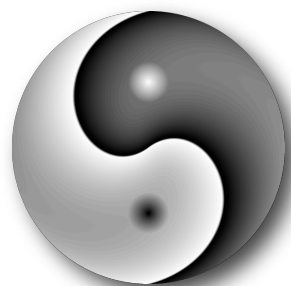
There are notes written by Lieutenant James Cook on the banks of the Endeavour River when HM Bark Endeavour was beached for almost seven weeks to repair damage sustained on the Great Barrier Reef. The notes states that several of his men mysteriously disappeared during those weeks. In some of those cases, witnesses had seen a huge black beast jump away with the crew member in his paws. Later on, when he saw the a much small grey animal with the same strange jumping walk, he asked the Aborigines about it and they all answered *kang-gaah-rooh*, which means *I don't know* in Guugu Yimithir, the language of the Aborigines.

- A successful *Myth 25* will give the information that no myths seems to exist on the subject.

- A failed *Myth 25* on Black Yeti:

According to legends and myths, the white Yeti lives in the Himalayas and the black Yeti in the Kashmir district in India. The two Yetis have been fighting each other for eons and the monks in Tibet even created the symbol YingYang as to remember the two Yetis.

- A successful *Myth 25* will give the information that no myths seems to exist on the subject.



If they want to contact an expert, a successful, *Info Searching 15* will find Dr. Sir Arthur Westerworth, 13C Baker Road, Douglas, head of the Zoological gardens in Douglas. It will require a successful *Charm 20* or *Politics 20* to make him leave his home in a cab this late on a Wednesday night two days before Christmas. It will take him about an hour to catch get properly dressed and to go to Port Erin.

## TRACKING THE BEAST

Any tracking attempt that fails will lead back to one of the crossings close to the park area. If the party lack any sufficient tracking experience, they might find someone with tracking abilities on a nearby pub, there are many pubs nearby. Sooner or later, probably later, the characters will, with or without help, find the tracks that leads into the park area north of Port Erin.



## THE KILLER KANGAROO IN THE PARK

When the characters are on the right track, following a grassy frozen pathway between bushes and trees, a huge, 8 feet tall black gorilla comes rushing towards the characters. Anyone who identified it as a Killer Kangaroo will have a -3 difficulty penalty to the *Courage 15* check needed to stay put and not run away.

”Killer Kangaroo” / Fallen Gorilla				
Very Angry				
Reaction: 8	Defence: 11	Toughness: 20	All melee skills:8	Stability: 5
Pain limit: 25	Aura: 12	Courage: unlimited	All Perceptive skills: 2	
Sixth Sense: 15	Max Damage: 125		All physical skills: 14	
Simple Mind Control: 12+1d20 vs. targets Aura. Success will make target perform a simple action, like shoot friend, or toss weapon or something similar.				
Description: This Fallen is on Earth training for coming missions and have been given the body of a gigantic Gorilla. Coming from the volcano Ojo del Diablo deep in the Amazon jungle, they are very rare and have been the part of many myths, including the Hollywood flick King-Kong from 1933.				

The "Killer Kangaroo", or Fallen Gorilla, will fight the characters with no thought of fleeing or saving it's own skin. It has built so much hatred against humans during it's captivity and the seasickness almost killed it.

Just when the Killer Kangaroo is down, police will arrive coming rushing with drawn weapons, and when they see the dead Gorilla they will make the connection to the earlier disputes and the murder and will handle the situation.

## END OF PART ONE

## PART TWO

### PORT ST MARY

Now, when the imminent threat has been disabled, it is time for our brave heroes to try to pick up the trail.

{Shipping to Port Erin or South Isle of Man} *Info Searching 5:*

*Any shipments to Port Erin will arrive at Port St Mary, just a mile to the East.*

{The shipping company} *Info Searching 10:*

*The shipping company is Stratton & Huges, a well known company doing the South American route. The shipment to Port St Mary was probably a local shipping company.*

{Who shipped it here} *Info Searching 10 or any suitable Interactive skill 10 in the Port St Mary:*

*The tram steamer Wanderer of Portsmouth arrived yesterday morning with cargo from Plymouth. She's still at the docks, ready to sail back to Plymouth in a few hours.*

{Stratton & Huges} *Administration 10 or Info Searching 10: They have their main warehouse and handling as well as their main office in Plymouth.*

### WANDERER OF PORTSMOUTH

Wanderer will be leaving port in just a few hours, and her Captain, Ben Trent, can accept the characters onboard, as long as they agree to share the rather small passenger bunk available, and that they won't be of any trouble. The fee charged per person for the journey that will take about a day and a night is five shillings and four pence and includes two cooked meals and breakfast. They will go close the shores of Wales and Cornwall to avoid the open sea, which makes the journey a little longer, but better safe than sorry mates. Aboard Wanderer except Captain Trent are three more mates plus the quartermaster, old John Dickens, a man who was almost too old to serve in the Royal Navy in the great war. The mates are Tim Stewart, Jack Higgins and Tommy Alberts, all young boys in their early twenties, talking about the war in Spain and about Germany and Italy and that they as sailors probably will avoid being drafted was they serve on the sea. Also, travelling in the Captains quarters is a young girl, probably eastern Europe as she speaks very broken English. Her name is Elena and she's the Captains girl, and no one hit on her or be rude to her or the Captain will keel haul you, twice.

{About the ships cargo now} *Charm 10 or Ships 5: The main cargo on this trip is iced fresh fish.*

{About the crate} or any suitable *Interactive skill 10: The crate was loaded in Plymouth. I'm almost certain it came from South America with the La Lucia, she was still in port when we loaded.*

## TO PLYMOUTH

The characters will have a rather tight bunk in on the ship, right beside the captains bunk, on the starboard side. A Bunk bed plus extra mattresses on the floor.

### SPOOKY THINGS

While aboard Wanderer during the slow journey along the coast suddenly Elena comes running, screaming and waving her arms.

— *I see monster on ship, big monster. Sorry I speak very small English. Monster very many beard, all over. Black as the night.*

She then disappears into Captain Trent's quarters and locks the door. Anyone listening at the door (Observation 15) will hear how she is screaming things in a foreign language. It requires a successful Language Romanian 5 to understand what she says. She will in this state for about two hours.

— *Get away you ugly furry thing, no don't touch me please help me, then she sobs and it all start all over again.*

A successful Psychology 15 for a quick analysis of here state will give an answer that she is in a mentally disordered state.

A successful Sixth Sense 15 will make the character notice some strange disturbances in her aura.

#### **GM Note:**

*Elena was bitten by one of the Vampire Roaches that travelled with the Fallen Gorilla, feeding him. They in return feed on the Fallen Gorilla. When they feed on someone that is not a Fallen, which they do from time to time, that person will experience hallucinations about the Fallen which they belong to, in this case the Fallen Gorilla. This whole episode will happen while mid way between Port St Mary and Plymouth.*

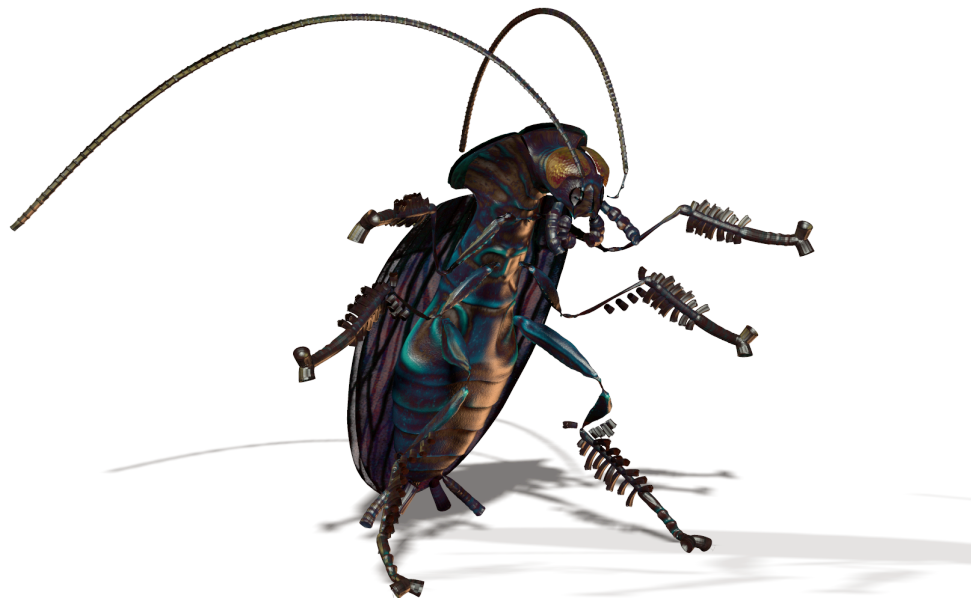
## IN SEARCH OF A MONSTER

The characters are probably now searching every inch of the ship, trying to locate the monster. A random character in a very dark corner of the ship will be bitten by a Vampire Leech. An Observation 30 is required to see it when it quickly disappears, leaving a penny sized painful mark on the characters arm or leg, looking just like a bee sting, and the target takes 1d3 blunt damage. About two hours after the incident, the poison makes a 1d20+8 attack against the targets Aura, a successful attack means that the target starts to hallucinate, seeing a Killer Kangaroo of his or her own imagination. The hallucination effect is effective for 1D3 x 10 minutes.



## BUGS OF TERROR

When the characters finally come back to their bunk, an *Observation 10* to spot the rather huge almost a foot long and 4 inches thick bluish black roach that seems to be digging through one of the beds, trying to hide. The Vampire Roach will try to sneak away, biting anyone coming too close. If it is attacked, it will make a strange high pitched sound, calling the other four Vampire Roaches on the ship for help.



Vampire Roach				
I Serve My Master				
Reaction: 4	Defence: 12	Toughness: 5	All melee skills:1	All Perceptive skills: 2
Pain limit: 8	Aura: 8	Courage: 9	Bite: 5	
Sixth Sense: 6	Max Damage: 40		All physical skills: 5	
<b>Bite:</b> The bite render 1d3 in blunt damage, but after two hours a secondary attack, 1d20+8 vs. the targets Aura. A successful attack will cause the target to hallucinate and see "Killer Kangaroos". The hallucination effect is effective for 1D3 x 10 minutes.				
<b>Description:</b> This Roach is a companion to a Fallen, often a not very powerful fallen. They always comes in packs of 1d3+3 individuals. The small size makes it much harder to hit using fire arms. An extra -6 difficulty modifier is applied when firing at the Vampire Roach due to their small size and speed.				

## THE REST OF THE JOURNEY

The remaining part of the journey is peaceful and uneventful, unless the characters fill it will some meaningless searches for the feared Killer Kangaroo.

## PLYMOUTH

The ship steady steer to the West wharf, where the large warehouse of Stratton & Huges is located. A huge flock of seagulls are hovering over the docks, screaming. Wanderer is docking at Pier 12A, just outside the Stratton & Huges warehouse. The fish needs to be unloaded rather fast as the ice is melting even in this cold weather and the fish needs to be sold at the fish market, which happens to be the large red brick building next to the Stratton & Huges warehouse.

## TRACKING THE CRATE

Now it's time for the characters to try to track down the real destination of the crate, and find out some interesting pieces of the puzzle. This is again an open part of the adventure, where at the end it will lead to the next step, eventually.

## STRATTON & HUGES WAREHOUSE

The warehouse is closed today, not a real surprise as it is Christmas Eve tonight and most sane people spend the day travelling to relatives.

If the characters are brave, or should we call it stupid enough, to make a break and enter at the warehouse, they will most certainly be busted by guards, brought to the police and be in trouble. There is a sign beside the main door at the warehouse, saying that the main office at 36 Bedford Street, floor 3.

## STRATTON & HUGES OFFICE

The office is building is located close to St Andrews Church, and close to the intersection between Bedford street and Bank Street. The porter in the door nods politely to the characters as they pass by, and the large board on the left wall lists the occupants of the building.

First, second and fourth floor, Lloyd's Bank

Third floor Stratton & Huges Shipping Ltd.

At the third floor, and door is open and inside is a rather boring and not very decorated reception compared to the rest of this rather classy building. at the desk sits a middle aged women and she looks rather annoyed at characters when they arrive. She asks in a snotty voice:

— *And what is your business at Stratton & Huges sirs?*

## MISS KATE BUTCHER

It will require a successful *Politics 25* or *Administration 25* or *Charm 25* to even get pass Miss Kate Butcher in the reception desk, who seems to have taken on a lifetime quest to be just rude and annoying to anyone in her surroundings. She will just promptly declare that they can come back after the holidays unless they do succeed in their persuasions.

Miss Kate Butcher: { Asking about the crate or shipments from South America}: All shipments will be registered at the registration desk. We always get a telegram listing the shipments, the insurance companies require that incase a ship will be lost at sea. Harold Strout will be pleased to help you out.

Miss Kate Butcher: { Asking about any strange things. *GM got an open option to play this out. If the characters doesn't ask about this, let either Miss Kate or Mr Strout mention this* }: This was very strange, one of the sailors has a breakdown at sea and was transferred to Blackadon Lunatic Asylum, or Plymouth Mental Hospital as they decided to call it a few years ago. His name is Alberto something, South American, speaks only Spanish or Portuguese or what they call it those foreigners. It's about 18 miles west of here, can't have those lunies to close to the good people can we?

Mr Harry Strout: { Going through shipment orders }: He cannot find any order of a crate to Port Erin at all, but after some digging among several binders of telegrams with shipping orders, he do find something else. A shipment, a crate, to Route De Maine 45, Porto Erina, Portugal that was not loaded on the ship Brisa Do Mar which arrived in Porto two weeks ago.

## PORTO ERINA

If the characters do some research on Porto Erina and the real destination for the create, it will take an *Info Searching 20* or *Myths 20* to get a clean start digging for information (The task when started will take about two days to complete, not counting the upcoming holidays as no one will be available to answer questions):

*Instituto De Pesquisas Parapsicológicas* (The Institute Of Parapsychological Research). The institute is funded by the Portuguese government and headed by a French scientist, Professor Claude Bousquet. It is a very secret facility and it is located outside a small fishing named Porto Erina, about 3 miles west of Viana do Castelo along the Lima river on the northern bank.

## BLACKDON LUNATIC ASYLUM (PLYMOUTH MENTAL HOSPITAL)

If the characters decide to go here, it will be about a one 35 minute ride by cab as the roads on the country side is rather rough at this time of the year. Muddy and icy.

The asylum is a formed by one large building and six smaller buildings, each of the smaller is one ward. According to the cabby, over 200 people are kept here, and he wonders if they are going to visit someone on Christmas Eve?

At the Asylum, they will be dropped at the main gate. If they forget to ask the cabby to stay, he will drive off when they leave the cab as he needs to go home to his wife and kids to prepare for Christmas.

The characters needs a successful *Psychology 15* or *Diagnostics 15* or *Administration 20* or *Politics 20* to be able to see the mental patient Alberto Sanchez. They will be warned that he seems to not only suffer from a strong mental disorder, but from some tropical disease and he is now kept in isolation.

## ALBERTO SANCHEZ

To communicate with Alberto Sanchez, the characters need to speak Spanish or Portuguese. If they don't it will take a *Info Searching 20* plus a *Charm 25* or *Politics 25* to locate and bring in a translator on Christmas Eve, plus they will need to play him or her handsomely, this is GMs call.

## Alberto's story

— *I was taking care of some duties down close to the engine room when I was bitten by something. I guessed it was a hungry ship rat, but didn't think about it much. Later on I felt dizzy and had terrible nightmares.*

### GM Note:

*Alberto has been the victim of the very rare occurrence of a Vampire Roach egg injection, and his body is now fighting the growing dark seeds in his body that will overtake him once they hatch. Moreover, it will spread many new Vampire Roaches in England.*

*Normally Vampire Roaches do not attack anyone as long as they have a Fallen to feed from, but this particular roach had been trapped inside a small service compartment for over 5 days and was desperate as she was about to die. The eggs injection was just something that happened accidentally.*



## Curing Alberto

When the characters see him they can detect the presence of a strange aura around his body (*Sixth-Sense 15*). This can be cured by performing some rituals to drive the spirits from his body (*Myths 20* to remember this) or by injecting a special brew of drugs directly into his heart where the eggs are (*Diagnostics 20* to find this out) and a *Drugs 20* or *Herbs 25* to mix the drug. It will require some rare substances which might be hard to find on a Christmas Eve, but the drugs department at the Blackdon Lunatic Asylum is rather well sorted, so it will take a couple of successful *Info Searching 15* or *Searching 15* or *Administration 15* to find the needed substances as the drugs department is unstaffed on Christmas Eve.

If the characters decide to drive away the spirit, the Stability of the undeveloped eggs are only 10. As the hatching is very close, and the ritual or drug making will take much time to perform and prepare, the characters will only get one shot at each task if they try to prepare them in parallel, or one of them do not plan for both.

If they fail, Alberto Sanchez will die, and he will be buried in an unmarked grave unless the characters can persuade the hospital to cremate the body.

Hint: To prevent spreading of the unknown disease might be a good reason.

## AFTERMATH

If the character fails to burn the body, a pest of Vampire Roaches will infest Devon and Cornwall, and this is completely up to the GM.

This adventure will continue in the third issue of the Lurking Dangers, Lurking Dangers - Art of war

**THE END**

## Instructions

**CLASSIFIED INFORMATION**

TAKE A TAXI TO MIGUEL'S SOUTH AMERICAN  
ANTIQUES, MAINE ROAD 45, PORT ERIN, IT  
TAKES ABOUT FIFTEEN MINUTES.

THE POLICE IS EXPECTING YOU AND WILL  
BRIEF YOU ON SITE.

**CLASSIFIED INFORMATION**

## Policeman Joe Stockman





## Crate Label



## The 'Killer Kangaroo'





# Port St Mary and the Wanderer



**Elena**





## A visitor in the cabin



## The address card





## Plymouth harbour





**Miss Kate Butcher**





**Alberto Sanchez**

