

ISSUE #1

WEDNESDAY, DECEMBER 1, 1937

Lurking Dangers

No. 10007

Registered at the G.P.O. as a Newspaper

ONE PENNY

A Pint Of Bitter

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



Lurking Dangers

A Pint Of Bitter

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 player.

This is the first adventure in what I hope will be a series of adventures that takes place in the years before the war.

This adventure module works very well as a startup adventure. If the characters are very experienced, some difficulties and enemies might need to be adjusted a little.

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.

Author:	Totte Alm
Newspapers:	© http://www.ukpressonline.co.uk
Some pictures:	http://commons.wikimedia.org/
East Dereham map:	Copyright © and/or Database Rights Old-Maps and Ordnance Survey Crown Copyright and/or Database Rights 2010. All rights reserved
Maps and graphics:	Totte Alm
Editing:	Totte Alm
Play testers:	Jesper Alm Axel Svenstam Simon Westerberg Christoffer Sjödin Richard "Hagelbösseprästen"
Tools used:	OmniGraffle Cheetah 3D Graphic Converter Pages FilterForge DAZ Studio 3 Vue 9 Poser 10 Pixelmator

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

[Donate using Paypal](#)

***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.*

TABLE OF CONTENTS

DESIGNER NOTES	4
ADVENTURE PLOT AND BACKGROUND	4
ADVENTURE START	5
GOING TO EAST DEREHAM	5
EAST DEREHAM	5
INFORMATION TO GATHER IN EAST DEREHAM	7
THE MAN ON THE STREET	7
THE OLD BISHOP'S ARMS	8
THE DEREHAM DAILY	8
THE CALLAHAN HOUSE	8
SEARCHING THE CALLAHAN HOUSE	11
THE KILLING OF MR. FRIEDRICH	11
MAPS OF THE CALLAHAN HOUSE - GROUND FLOOR	11
1. Hallway	11
2. Jack Travis workspace	11
3. Joe Patterson's workspace	11
4. Staircase leading down	11
5. Staircase leading up	11
6. The typesetting room	11
7. The paper storage	11
MAPS OF THE CALLAHAN HOUSE - TOP FLOOR	12
1. Staircase leading down	12
2. The archive room	12
3. Kitchen and living room	12
4. Bedroom	12
5. Bathroom	12
MAPS OF THE CALLAHAN HOUSE - BASEMENT	12
1. Stairs leading up	12
2. The paper roll elevator	12
3. Bins where the printed copies end up	12
4. The printing press	12
5. The press control panel	12
6. Quality control tables	13
7. The secret tunnel	13
8. The catacomb	13
INTO THE UNKNOWN	13
AFTERMATH	14

DESIGNER NOTES

The seed for this adventure was generated with the nifty adventure generator for the iPhone. Then it was baked and played at Lincon 2011. I decided that it was fun enough to publish, so here it is.

ADVENTURE PLOT AND BACKGROUND

The Callahan House is an old building with a very long and eventful story. The building is located in what now is the outskirts of the small town East Dereham, about 15 miles east of Norwich. It is the oldest building in the village, and it was first recorded in books in the early sixteens century. The basement is much older than that, and it do contain a secret that has been well kept since the days of Merlin and Arthur. Hidden in the basement behind a well hidden secret door, is a catacomb where a fallen has been trapped. Powerful magic seals of the area and even blocks any paranormal abilities to detect the presence of a fallen.

Over the centuries, many children have discovered the secret door in search for adventure and unknowingly wandered into the catacomb. Those moments have ended in disasters, and three times have the house been burnt down, leaving only the stone bedrock, In every fire many people have died, but never enough people to give the fallen power enough to break the seal that keeps him locked in here. The house have then been rebuilt after each fire, while the fallen have still been trapped deep below. The fallen is not physically trapped, but can only leave the catacombs for a short period of time, using a controlled body. To leave the place for good, a powerful ritual has to take place, which requires a large amount of dead people to break the bond locking his spiritual form to this very place.

Back to the present time. For the past two months, whole families have been disappearing from the small town of East Dereham. It all began when the young boy Allister Clarke went missing, and a few days later his family. Then a week later another family, then another. Scotland Yard put their best man on the job, Detective Inspector Sir Henry Porter, but after three weeks and several families gone missing, the Yard have turned over the case, first to M.I.5, then it ended up on the desk of the commander of Operation: Fallen Reich.

Allister Clarke, a young teenage boy who spent most of his time reading old newspapers and even worked in the newspaper stand happened to find and open the secret door. A weak minded soul like him was no match for the Fallen, and the boy was soon under the control of the Fallen. The fallen spent a few days to figure out a plan, and then he started to use his power to manipulate single issues of the newspaper. He placed what looked like a lottery ticket inside one of the papers, by manipulating the printing press through the only weak spot in the seal, the secret door. He used the boys body to bring poisoned food to an abandoned building not far from The Callahan House, where the victims were supposed to show up at midnight. They were drugged and then brought back to The Callahan House, where they were sacrificed in a ritual to free the Fallen from the bond.

When D.I. Sir Henry Porter and Jack Travis went to the newspaper after their long chat at The Old Bishop's Arms, Sir Porter discovered something in the basement where the printing press is, and he was hit in the head from behind by Allister. When Jack Travis heard the noise and went down, he was also hit from behind by Allister and both bodies were brought into the hidden chamber. As Allister is now a bound fallen, he is stronger than he ever was before.

ADVENTURE START

This adventure starts Thursday, November 18, 1937. The characters are summoned for a meeting and briefing in one of many anonymous offices in use by the organisation Operation: Fallen Reich. These offices are often under names like London meat market or some other front company. For this mission, the characters have already been booked at the hotel Dereham Beacon, where their contact will be Detective Inspector Sir Henry Porter from the Scotland Yard. Travel arrangements have been made. First by train to Norwich, then a two our ride with the country bus to East Dereham. Their official cover is a conference for managers of the London Meat Market.

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

When the characters enter the small office, the chief, Sir Lucas Baldwin will begin to speak:

— *"We have a not very satisfying situation that has been brought to us by the Scotland Yard. You might recall the news that several families have gone missing in a small town in Norfolk, East Dereham. The yard dropped the problem on S.I.S, which in dropped it in our knee."*

Sir Lucas takes a sip from his cup of tea and then continues.

— *"You will take the mid day train to Norwich, and from there the local bus to East Dereham. You have been booked at the Hotel Dereham Beacon as employees of the London meat-market operational management. Do not disappoint the government, much of our organisations trust lies in your hands now."*

Sir Lucas picks up a stack of envelopes and hands them out.

— *"Tickets and hotel reservations. The hotel is booked and prepaid for one week. Your contact in East Dereham is Detective Inspector Sir Henry Porter from the Yard. If you don't have any questions, dismissed, and do not forget to bring some personal weapons of self defence."*

GOING TO EAST DEREHAM

The train trip is as any train trip, but the government did give you second class tickets, soft seats and closable compartments.

GM Note:

This is the perfect opportunity to harass any characters with a high fame. Let a class of school girls or group of war veterans from the Boer war be on the train and recognise that character if he or she didn't make any disguise attempts. Of course this will not interfere with the actual mission as the group will leave the train at Scole, about forty-five minutes before reaching Norwich, but it will surely cause the player to be more careful when in public places.

EAST DEREHAM

The grey skies and the pouring rain makes your British hearts feel extra warm for this town. Such a splendid British November weather. The town is not big, maybe about a two thousand citizens, and then there are the farms around it counting somewhere between another five hundred to a thousand souls. The characters arrive around 8 p.m., in time for a somewhat late diner.

HOTEL DEREHAM BEACON

The hotel is a typical small town hotel, cosy and friendly.

Map clarifications to the Dereham Beacon Hotel:

1. The main entrance

A worn door with a sign saying: *Knock if the door is locked. If we still don't open, keep knocking.*

2. The Lobby

In the very small lobby is a small table and a public telephone (T) is hanging on the wall. A sign over the phone says: *Phone calls will be charged to your room.*

3. The reception

The desk is staffed by an elder women in her late sixties, Alice Langsdale. As the reception doubles as a bar for the guests of the hotel, Alice asks if anyone cares for a pint, charged to the room of course.

4. The dining room

The dining room is used for breakfast, lunch and dinner. A traditional British menu is served, including steak and kidney pie, mushroom and chicken pie, chicken and kidney pie and steak and mushroom pie.

5. The luggage storage

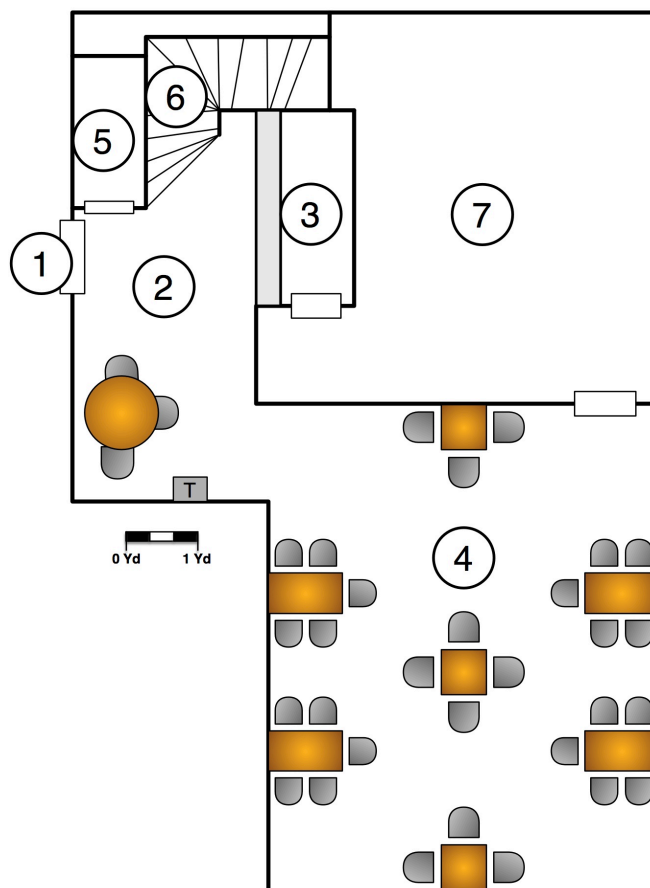
For guests checking out, or checking in before the room is ready.

6. Stairs

The stairs leading to the second floor where the rooms are located.

7. The Kitchen

This area is off limits for non staff.



INFORMATION TO GATHER IN EAST DEREHAM

Below follow a list of pieces of information that the characters will be able to find when talking to people, reading newspapers, etc. Every piece of information is tagged with where that information can be found. Some actions have multiple information for multiple actions performed. All social interactions require a successful social skill roll with a difficulty of about 15 (GM:s call, depending on the skill level of the characters).

The Hotel

Asking about D.I. Sir Henry Porter:

— *You want to meet the copper, Sir Porter, do you want me to call for him? If the characters say yes, Alice will walk up the stairs and knock on his door, coming back a few minutes later informing the characters that he is not responding, but they could just sit back and enjoy a pint, he will probably be back in just a few.*

Asking about the mysterious disappearances:

— *Several families have disappeared over the past two month. Gina, who worked in the bakery and her family went missing the other week. According to the local paper there are aliens from outer space that is abducting people. I hope they don't take me. I've heard they poke in your brain with sharp things and I like my head as it is."*

Checking the room of D.I. Sir Henry Porter:

The room as simple lock (Lock Picking 10), and the room looks like any hotel room occupied by a man for about two weeks. Messy, but house keeping has done its best to keep it clean, but not messy in the way that someone has searched the room. In the room (Search 20) are a few scrap papers that seems to have fallen out of a notebook.

THE MAN ON THE STREET

Looking at people (Psychology 15):

— *The people you meet on the streets have a certain depressed look about them, they all look sad and scared.*

Asking about the mysterious disappearances:

— *We are all very scared. Neither of us have no clue of what's going on, nor has the Police.*

— *One Morning John Carpenter just didn't show up at work, so we send Jimmy over to check on him. The house was empty, no sign of anything or anyone. The next week I heard that Mike Jennings and his family went missing.*

— *The Police have been here two weeks asking questions, why haven't they caught those Marsians?*

— *I'm sure it is the work of Communists, bad red Communists. We don't want them here in good old Britain do we? Do Communists drink tea?*

— *The first one disappearing was the Clarke boy, that weird fellow Allister. A week later his whole family went missing.*

Asking about the Allister Clarke:

— *Allister is, or should I say was, a strange boy. He never plays Rugby or Cricket with the other boys, and he is bullied by the other boys because he is such a wimp.*

— *Allister is a rather weakly built boy, about 15 years or so. He used to sell the paper for some extra money, and he always spent his free time in that newspaper, reading old stories or just looking at the printing press.*

— *Allister has short dark brown hair and usually wear a little too large leather jacket and pants.*

Asking about D.I. Sir Henry Porter, also known as the copper:

— *I saw him a few hours ago, around seven, at the pub, the Old Bishop's Arms together with some locals and that reporter for the Daily, Jack Travis.*

THE OLD BISHOP'S ARMS

The Old Bishop's Arms is a traditional British pub. The barkeeper Anthony Hibbitt is in his thirties and keeps a keen eye on everything that goes on in his pub. The pub is housed in an old stone building and lit by candles.

Asking about the mysterious disappearances:

— *Several families have gone missing, one or two a week, This is scary, and I'm losing my customers. Care for a pint of bitter? Did you read what young Jack Travis wrote in the local paper? He refers to work done by that American writer who died this spring, Lovecraft something.*

Asking about D.I. Sir Henry Porter, also known as the copper:

— *He was here for several hours. I think he came here around four o'clock and soon after the reporter from The Daily, Jack Travis, came by and he sat and talked till after 7.30 p.m. he also talked with some of the locals as they have been doing for the past week, trying to find information. I bet there is truth in those stories in The Daily about Aliens abducting folks and sucking their brains out. They left together as they always did, Jack Travis still asking and asking his questions.*

SEARCHING THE HOMES OF MISSING FAMILIES

This is not an action sanctioned by the local police so it will take some stealth and lock picking.

In the first house the characters searches and succeeds:

– (Search 15) They will find the children's drawing of a spaceship abducting people.

In the second house characters searches and succeeds:

– (Search 20) They will find a torn out piece of newspaper with an article about the civil war in Spain on one side, and some kind of lottery ticket on the other side.

THE DEREHAM DAILY

The Dereham Daily is located in an old building in the western outskirt of East Dereham. Outside is a sign saying "The Callahan House", and over that is a larger sign saying "The Dereham Daily".

When the characters arrive at the building that is housing the newspaper Dereham Daily it depends on the time when they arrive who will open.

Daytime (7 a.m. until 8 p.m.) : Joe Patterson

Evening (8 p.m. until 11 p.m.) : Hans Friedrich

Night (11 p.m. until 7 a.m.) : No one, locked

THE CALLAHAN HOUSE

The Callahan House is a large two story wooden building on an old massive stone basement. The building is in classic eighteen century British rural style.

A *History 20* or *Myth 20* to have read about *The Callahan House* or an *Info Searching 20* to find the information elsewhere. The events regarding *The Callahan House* recorded in libraries or church books are in order:

– 1523 The first notes about a merchant who find the ruined basement of a large building, and decides to build the home for his family on those ruins as the basement is very strong built.

– 1603, summer, A fire that starts in the Callahan House, or Merchant House as it's called at that time killing all 9 members of the family and as the fire quickly spread to nearby buildings in the village, 7 other

people were killed and 8 buildings burnt down, adding many cattle and other animals to the death count.

- 1612 The house is rebuilt and is now used by Lord Warrington as a hunting lodge.
- 1679, spring. During a wedding party between Lady Warrington and Sir James Pole held at the Warrington Lodge, a fire starts, killing 26 guests including the Groom, Bride and the Bishop of Norwich.
- 1708 The house is rebuilt again, still a property of the Warrington family. The youngest son Steven of the small and not so wealthy Warrington family decides to take residence here.
- 1756, winter. During the wake for deceased Sir Steven Warrington, a fire erupts that kills 17 people. Several other buildings of the Warrington manor is destroyed, but the town of East Dereham survives.
- 1789 The house is again rebuilt after a long period as a ruin, and this time the owner is a wealthy merchant from Norwich who wanted to move away from the smokey air of Norwich.
- 1865, spring The house is now bought by Dr. John Callahan who moves to East Dereham with his family to start his medical practice there.
- 1887, July 12. Dr. Callahan and his family is found dead and the neighbours heard several gunshots. The police find the Callahan family, all shot in the head, even Dr. John Callahan, and he is still held he warm the gun in his hand.

JOE PATTERSON

Joe Patterson, the son of James Patterson, founder of the Dereham Daily. James Patterson was the person who bought the derelict Callahan House. Joe Patterson is a man in his early 50s and looks like the traditional newspaper editor. He is the editor of Dereham Daily.

Asking about Jack Travis or "the reporter":

— *You want to see Jack Travis? I want to see him too. I got a newspaper to run and without my reporter I will have to run national news only. If you see him, tell him I wanna see him now.*

Asking about the Callahan House or the newspaper:

— *1891 The Callahan House that have stood empty for almost four years is now bought, very cheap, by James Patterson who decide to start a small local newspaper in the area. A very simple printing press is installed in the basement. The printing press was manually operated and it took 10 hours to print the 300 copies of the newspaper that was required.*

— *1919, after the war, Hans Friedrich, a former German prisoner of war and trained printer who married a British nurse named Ann-Margaret moved to the village and begin to work as a printer.*

— *1928 James Patterson dies of heart failure, 56 years old, and the newspaper is now owned and run by his son, Joe Patterson. Joe is persuaded to buy a real printing press. He buys an old Heidelberg 1245 DP from Germany, and Hans is the only person who can run it, but it is fast enough to cut the deadline with several hours.*

— *Jack Travis is a reporter, my only reporter, and he brings me the local news and gossip. Most of the news I try to find through other sources.*

— *Looking around in the editorial department the characters sees lots of national papers like the Daily Mirror and the Daily Express where articles have been circled and then quickly rewritten before they are typeset.*

— Jack Travis ran several articles about aliens from outer space are responsible for these terrible disappearances. As a newspaper editor, I love news, but can they please keep the distance a little. These events are coming a little too close.

— I was lucky to find Hans, Mr. Friedrich that is. Before we had to start printing around noon to have the paper ready by midnight. Now we can start to print at 8 p.m. and still be in time. With that old German printing press things go really smooth.

— Mr Friedrich lives just down the road to town with his wife Ann-Margaret. I live alone. The newspaper business is not for the weak of heart, just look at my father.

— You have to excuse me, I have a newspaper to run and now my reporter has gone missing, so I got not only the editing to do but writing the articles as well.

— In the archives, they will find the recent articles by Jack Travis, who make references to the book War of the Worlds by H. G. Wells to support his alien abduction theories. he also refers to books by the American author H.P. Lovecraft and the British author Edgar Allan Poe.

— There is a long article in the issue from March 18 this year about the tragic death of the great author H.P. Lovecraft.

— (Info Searching 20, fail and try again, 30 minutes per try) If the characters have found the lottery note, they can match that part of the page with the page in the archives, and where the lottery ticket is placed, in the real newspaper that is a photo of a wedding.

— (Searching 15) If the characters search the desk and workspace of Jack Travis, they will find the maps on which he has tried to find a pattern of the disappearances, geometric patterns. The houses where families are missing are all marked on the maps.

HANS FRIEDRICH

He will accept to speak with the characters, if they can provide him with a good reason. GM's call to find the right skill, depending on the approach the characters use.

If the characters meet Mr. Friedrich at the Dereham Daily, he will be a man of very few words, saying that he need to keep his baby under constant supervision. He accepts that one or two characters follow him down to the basement so he can supervise the printing process while talking.

If they meet him at his home, he will be less stressed but will say that he has told the police everything he knows. He will have to go to his job at 6 p.m. the latest to rig the press for the newspaper print run.

Hans Friedrich is a tall and strong built man in his mid forties and he speaks with a very distinct German accent, and he has a bad limp with his left leg.

— I was a prisoner of the great war, and wounded in my left leg badly. I was lucky, it was a miracle in the chaos of war. I was treated at a British military hospital and it was there I met my lovely wife, the girl of my dreams, my very own Ann-Margaret.

— It was I who recommended the boss to buy a German printing press. German precision will beat British ingenuity any day. We found this beauty, a true Heidelberg DP 1245, just slightly used and for a very good price. I got two wives now, Ann-Margaret and my Heidelberg. What more can a man ask for?

— Hans Friedrich will not let the characters poke round in the editors office or in the archives but says that they have to come back tomorrow when Joe Patterson, the editor is here.

— If shown the lottery ticket from the paper, he will look at it very closely, sniff it, chew the paper and then say: It is from this machine yes yes, it has been printed by my baby but not by me. Look at this bleed, I would never accept such a defect print job. It looks like this has been added afterwards or the page have been altered. Very strange.

SEARCHING THE CALLAHAN HOUSE

The characters will most certainly, with or without the permission from Joe Patterson, search the premises for leads and information. A *Search 30* in the basement where the printing press is located will reveal the secret door that leads to the catacombs. If the characters ask for help to look for a possible note in the papers, Hans Friedrich will do that very carefully, as he will look in each copy, page by page.

GM Note:

When Hans Friedrich is searching the papers, distract the characters in the upper floor or get them to find something in the archives so they will leave Hans alone in the basement. If this isn't an option, then the killing of Mr. Friedrich event wont happen.

THE KILLING OF MR. FRIEDRICH

When the characters are busy on the upper floors, they will hear a short scream from the basement, and the sound of something that falls. When they come down, they will see Hans Friedrich with his skull smashed, laying on the floor, and beside him a huge tool used to adjust the paper tension in the press.

The newspaper he was looking at do have the lottery note in place of an advertisement for a new shoe polish for real men. No one else is in the room and no one came up through the stairs. It was Allister who smashed the skull of Hans Friedrich as he was now a threat to the fallen. *Observation 20* or *Search 20* to find the tails made by Allister when he quickly left the room through the secret door.

MAPS OF THE CALLAHAN HOUSE - GROUND FLOOR

1. Hallway

A large Edwardian style hallway ending with a large staircase leading up and down.

2. Jack Travis workspace

Two messy desks full of papers and photos. An *Observation 15* to see all national newspapers where articles have been marked.

3. Joe Patterson's workspace

A workspace almost as messy as Jack Travis workspace.

4. Staircase leading down

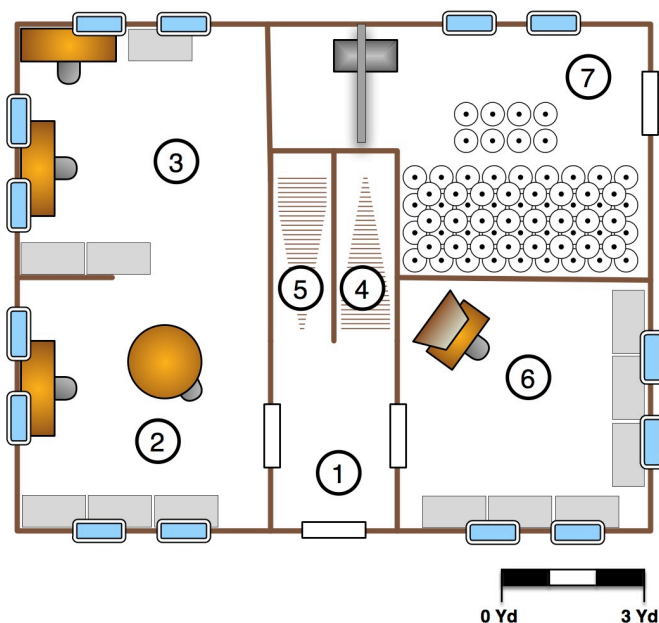
5. Staircase leading up

6. The typesetting room

A led type typesetter table in the middle of the room where newspaper pages are set.

7. The paper storage

A large room filled with rolls of newspaper print paper. An elevator goes down to the basement where the printing press is located.



MAPS OF THE CALLAHAN HOUSE - TOP FLOOR

1. Staircase leading down

There is a sign on the door to the right saying PRIVATE - KEEP OUT

2. The archive room

A huge bookcase fills the entire wall, and a smaller bookcase is also in the room. All issues of the Dereham Daily since the first issue, August 12, 1891.

3. Kitchen and living room

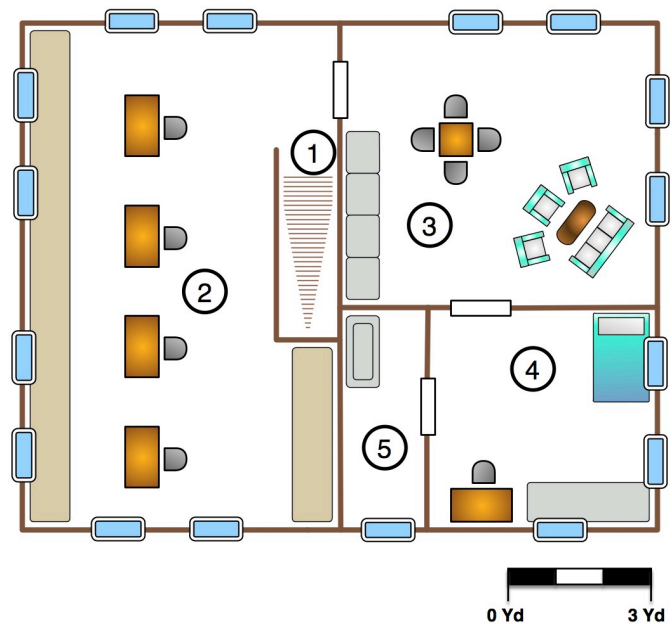
A messy kitchen and a messy living room.

4. Bedroom

The master bedroom.

5. Bathroom

The bathroom for the master bedroom.



MAPS OF THE CALLAHAN HOUSE - BASEMENT

1. Stairs leading up

Stairs leading up to the ground floor.

2. The paper roll elevator

The elevator to bring paper rolls down to the basement.

3. Bins where the printed copies end up

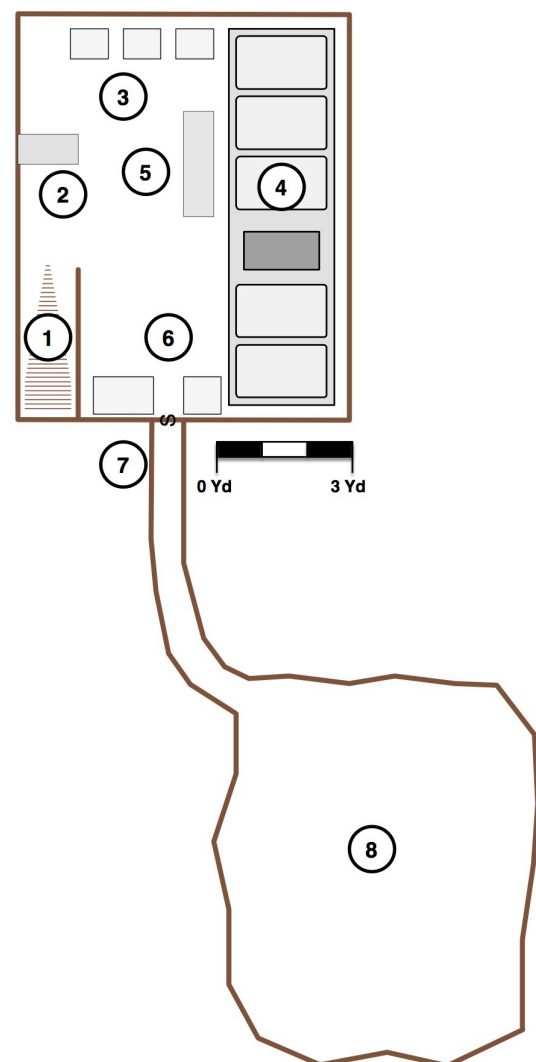
Three bins where the printed and folded newspapers are dropped off by a clever conveyor from the folder in the press.

4. The printing press

The Heidelberg DP 1245, German mechanical art.

5. The press control panel

The control panel from where the press is controlled via clever electric controls, relays and switches. Several lamps can show red or green on the table, and all text is in German.



6. Quality control tables

At these table, Hans will check the printing quality of the newspaper. Between the two tables are small section of the wall accessible, and that is where the secret door is, marked with an S. To open the secret door, a successful *Search 15* or *Lock pick 15* is required. The mechanism is rather ingenious for being almost one thousand years old.

7. The secret tunnel

The secret tunnel. When the door is opened, everyone has to roll a *Toughness 15* just not to throw up from the stench coming from the tunnel, and a *Courage 15* to dare to enter. When the first character has come half way through the tunnel, Allister will show himself, and start to speak.

8. The catacomb

Laying in piles around the room are dead bodies in different state of decay. Also, the floor is covered with layers of bones and skulls. This is the most horrifying scene ever seen.

INTO THE UNKNOWN

When the characters finally find the secret door and opens it, the stench as described above is overwhelming. The magic protecting even kept the stench away. Now, when the door is open, any character with Sixth-Sense will have to roll a *Toughness 10* roll not to faint from the sheer force of fallens occult presence that hit them when they are not ready for it.

Allister will show himself and will speak with a strange voice, and he will twitch and jerk in a very unnatural way while speaking (*hinting to the players that Allister is controlled or somewhat possessed*).

Allister's speech:

— *Fools, run! You have no idea what you are up against, no idea at all. Leave now and you may still live to see another day.*

If the characters stand their ground or try to combat Allister or maybe even exorcise to rid the body from the possessor he will just laugh one of those maniacal evil laughs.

Allister Clarke				
Controlled				
Reaction: 3	Defence: 18	Toughness: 4	All melee skills: 1	Stability: 10
Pain limit: 12	Aura: 4	Courage: unlimited	All Perceptive skills: 2	
Sixth Sense: 10				
No weapons, and not very dangerous at all.				
Description: Allister Clarke looks like an ordinary teenage school boy, but very dirty and with twitches and jerks. As the body is just controlled, the stability 10 represents that control. If Allister dies or the stability is lowered to or below zero, the Fallen will leave the body and return to his semi transparent cloud like form and fly around in the room.				

Captivated Fallen				
Mad and Angry				
Reaction: 8	Defence: 18	Toughness: 15	All melee skills: 6	Stability: 25
Pain limit: 24	Aura: 16	Courage: unlimited	All Perceptive skills: 5	
Sixth Sense: 15	Max Damage: 120			
Lightning bolt: 15 to hit, 1d20+8 burn (sharp) damage.				
Description: This Fallen has been locked up in the dungeon for over a thousand years, and even if the fallens are very tough, he has been somewhat weakened by the magic forcefield placed to keep him imprisoned for eternity. He looks like a semi transparent flying cloud, but due to his weakened state he is vulnerable to all kinds of attacks.				

AFTERMATH

When the Fallen finally is defeated, the ancient walls immediately starts to crumble. As the magic forcefield that kept the walls intact for over one thousand years, and that blocked the presence of a Fallen was powered by the energy of the Fallen itself, when the Fallen falls, so does the walls. Anyone inside needs to make an *Agility* 10 or fall in the falling staircase taking 2D6 blunt damage from falling self and from falling stones from walls and roof. A character who failed *Agility* will block the staircase for anyone behind. It takes an *Agility* 15 to bypass the tripped over character.

In just a minute, the Callahan House is turned into a dust and debris filled crater, leaving no stone of the basement standing. Over a thousand years of time passed in a minute.

THE END

Sir Lucas Baldwin



East Dereham



Alice at the Dereham Beacon



Children's drawing



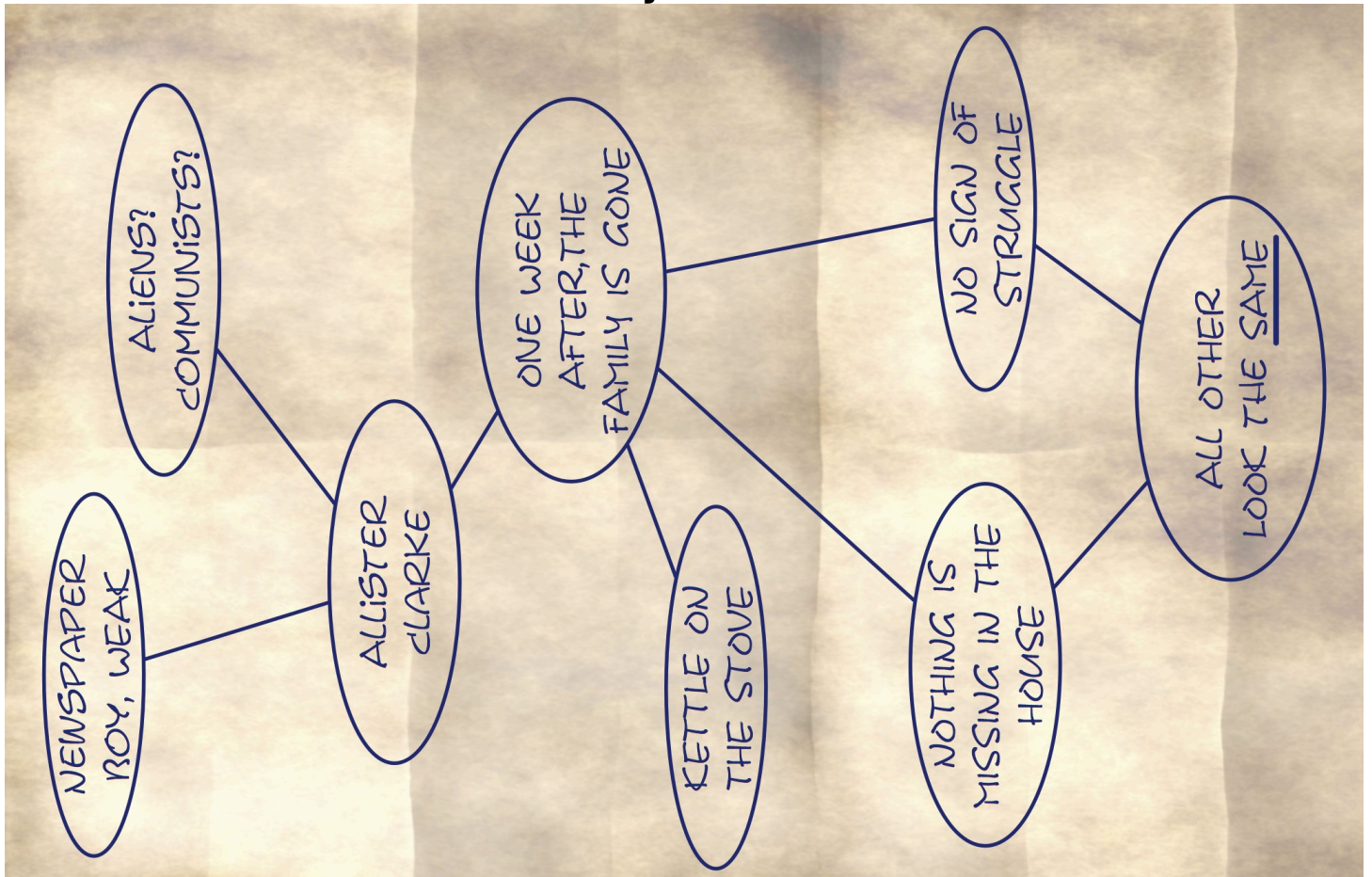
Lottery Note

YOU WON
THE DEREHAM DAILY
SECRET LOTTERY
PRIZE: £ 1,000

TELL NO ONE
OR THE PRIZE WILL
GO TO YOUR
HATED NEIGHBOUR!

BRING YOUR FAMILY
AND PICK UP

D.I. Sir Henry Porter's Notes



Anthony Hibbitt - Old Bishop's Arms



Joe Patterson - Dereham Daily



Hans Friedrich - Dereham Daily



Jack Travis Notes

