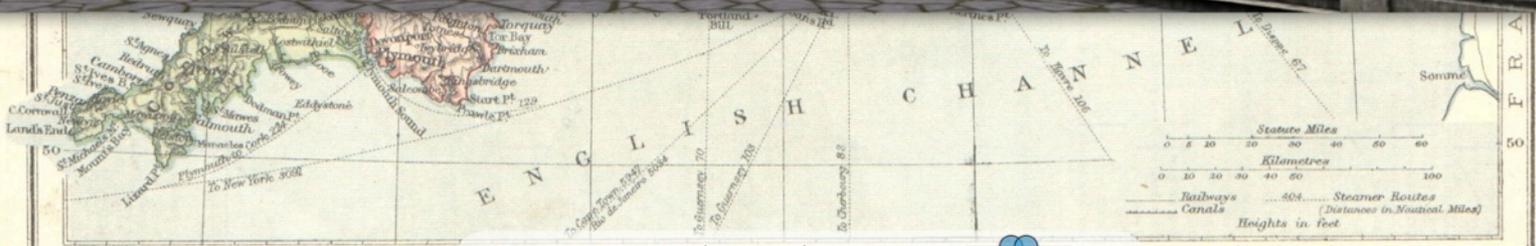


# Wicked Times

## In Vino Veritas

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



# In Vino Veritas

## In wine *there is the truth*

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

This is the fourth adventure in the series.

All under the common title Wicked Times.

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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***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 the 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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## ADVENTURE PLOT

In France, the country of wine, a Fallen has taken over a vineyard in the small village Saint-Etienne-la-Varenne in the central of Burgundy. As the French army is known to be the largest army in Europe, and Germany will eventually have to encounter the French army on the battlefields, the plan is to poison the wine with a very special and ancient poison, and then offer the wine at a very cheap price to the French Army as a cheap soldiers table wine.

The plan was slowly established in 1934, when a rich businessman from Alsace, Mr Henri Demond bought the vineyard Saint Malveillant in Saint-Etienne-la-Varenne, in the Beaujolais district, where most of the Gamey grapes from the nearby fields were pressed and aged in oak barrels. Gamey is a red grape for those who do not know. The wine was good, and the production large enough. The wine was aged as usual for 12 months in oak barrels, then carefully bottled, boxed in wooden boxes and put into the large underground storage where the temperature was kept optimal. The only difference was that Mr Demond added his poison to the bottling system, so every bottle of this wine would be dangerous to drink, except the wine bottled in production line 3. The third line was a low capacity line, normally used to bottle finer wines, and as every box was carefully marked from which line it came, there were no risk of mixing things up. During the past three years, millions of bottles have been stored, selling out earlier vintages at a lower price to make the room and at the same time establishing the name as a good and cheap wine. Already, the military had purchased large quantities as every soldier was entitled a bottle of wine a week. The French army, 900 000 men, would consume about a million bottles of wine per week, that is 50 million bottles per year.

Everything went smooth, and the poisoned wines from 36 & 37 were all securely stored, and the plan seemed to be perfect. The army were purchasing wine for the coming year, and as every army always use the oldest first, selling them the production of 1936 and 1937, about 2.4 million bottles that would sit in some huge army storage facilities seems to be a good idea, as room was needed for the 1938 production which were to be bottled soon. As the wine is labeled for the French Army, as is a village wine, it will be almost impossible to track down which of the many vineyards that delivered these bottles. The shipping process started in April 1939.

The poison is made using curare and an ancient ritual. It was used by the Aztec King Ahuitzotl, who was a fallen, when he conquered surrounding countries during the great times of the Aztecs 1486-1503. He won countless battles without losing a single soldier. The poison has many names, but the more known are Pathanya, meaning Angel-death in ancient Aztec.

Large army trucks came and picked up pallet after pallet with wine boxes to take them to the army storage facility west the town of Rennes. Everyone went as planned, until one of the truck drivers looked at a beautiful young girl working on a field, and hit the breaks too late before a sharp turn. The top heavy truck almost tipped over, and the driver did not notice that three boxes of wine, 36 bottles, fell out and landed in a little stream. The bottles all survived, and floated down stream until they were discovered by the village hobo Pierre Dupont. He saw the property of the French Army all over the boxes, and on the labels of the bottles too, and realised that he could not just sell the bottles here in France. They needed to be shipped abroad to a country who doesn't read French. Luckily, he had heard from someone that *Les Anglais* were particularly fond of Beaujolais wines. Mr. Dupont painted the boxes white and then sold the bottles to a distant friend who knew a group of smugglers and the bottles ended up in a wine store in London, Howard S. Pickton's Excellent Wines.

Three boxes were missing when the truck was unloaded in Rennes, in May 12, but a tear in the side of the denim roof top showed that they had most probably fallen off during the transport. The driver, Jean LePetite, got 3 days in the bin for not securing the load according to army regulations, and that was the end of the story.

## ADVENTURE SYNOPSIS

The characters will find that something has gone terrible wrong at a dinner party, and will soon make the connection to the wine, hence the title, in wine truth. There will be some leads to follow. The wine, that apparently was produced for the French army, was bought at Howard S. Pickton's Excellent Wines in London, and the bottles clearly states (for anyone capable of understanding French) that they were bottled at the vineyard somewhere in the Beaujolais district.

The characters now need backtrack the wines route to Sir Richards party, which will be an interesting adventure. Remember that if they try to just "make a phonecall to the frogs asking about it", they wont get any answers at all.

The trail will lead via the wine to Harry S. Pickton's Excellent Wines, to the small town of Hythe in Kent in Southern England, where a black market trader with the name of Johnny O'Grady, who operates from Hythe where he load smuggled goods from France. Mr. O'Grady is just a boy, twenty-one years old, and he was lured into the shady business of smuggling by his very manipulative girlfriend, Miss Ella Harper. The business is an import business importing antiques and luxury articles from the continent, that recently expanded into handle smuggled wine, spirits and tobacco as well. The contact between Johnny O'Grady and the smugglers is a man called The Skipper, an old seawolf that from time to time works as a pilot in the Hythe harbour. He knows every captain worth knowing and he help them sell the smuggled goods for a small fee.

The characters will need to get hold of The Skipper, then locate the source of the poisoned wine crates, which came from a ship that came from Saint Malo, the name of the vessel is "Maîtresse de la mer", "The Sea Mistress", and she is stationed in Saint Malo.

In Saint Malo, the characters will encounter a group of communist revolutionaries who supply goods to the capitalist pigs of England to raise money to found the peoples revolution in France, "French Section of the Workers' International", "Section Française de l'Internationale Ouvrière, SFIO". This fraction goes by the name *Comité Révolutionnaire Armée Proletaire, C.R.A.P.* They will, eventually, give out information about the source of the wine crate, and that they bought it cheap from hobo, who claimed he found them. They will get his name, Pierre Dupont, and the name of the village east of Rennes, Veneffles, where he was last seen. If they track down Mr. Dupont, they will learn that he found those crate in the stream.

On the other hand, if they explain to the revolutionaries, that the crates seems to be French Army property, they will get information about the Army Storage facility outside the small town of Pacé.

When the characters reach Pacé, they will need to get information about the lost crates, and from which vineyard those bottles came. Getting information from a French Army supply and storage facility as a civilian foreigner can prove to be a rather daunting task.

Now, they got information pointing too the vineyard Saint Malveillant, which is an old monastery cut right into the side of the mountain. On the way to locate the vineyard, the characters will accidentally, but very deliberate seen from GMs point of view, bump into a young Georg DeBuef, who will tell them where the vineyard is located, and hint about who is running it, as he will talk about Mr Jacobs.

Mr. Demond has left the vineyard, but there will be hints on where he has left (which are leads to the next adventure, *Wicked Times: Bratwurst und Sauerkraut*). Left behind to defend the vineyard is the production master, Mr. Jacobs, his two dogs and the butler.

### Additional GM design note

You might have noticed that I've added quite a few NPC pictures in this adventure, some which seems not to be necessary. The reason is that I've discovered during play tests, that players tend to meta-game, even if they say they are not. "Wow, a face, this guy must be important" or "Wow a map, this location is important". Throwing in a few less important NPC faces might turn the tide GM's way again.

## ADVENTURE START, FRIDAY, AUGUST 18

The adventure starts on Friday, August 18, and the characters are all invited to a small evening party a mutual friend and O:FR supporter, Sir William Richards. Sir Richards has recently bought some property at the South side of Belgrave Square, and he will celebrate his 60s birthday, informal with just a few guests at the office for his real estate company.

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

The characters are all very busy, and they plan to arrive at eight o'clock, as dinner is to be served at eight thirty. Some guests will arrive earlier, as drinks will be served from seven o'clock. If any character insist of being early, cause a car accident or something to stall the character. It is up to the GM to use the imagination here.

When the characters arrive, police and ambulances are all over the South Belgrave Square. It seems that several of the guests, including Sir Richards himself, have been poisoned, and they are all barely living, but unconscious. The police is already taking statements, and medics are carrying the unconscious people to the ambulances.

### GM Note

All characters arriving at the scene can now roll a *Sixth-Sense 15*. They who succeed will sense a weak but distinct aura surrounding the unconscious victims. They will be stopped by uniform and asked about their relationship, their whereabouts. The police officer in charge, D.I. Woods, Paul Woods, is O:FR operative and a member of the King' Cross badminton Club, and give the characters access to the scene. He has also sensed that strange aura.

The butler, James, says he opened the bottles in the kitchen and did not leave then unattended. There are two unopened bottles here as well, to a total of six bottles.

## Information Gathering

Clues to find or get from the police and guests, after some work by the characters.

- *Observation 15* or *Charm 15* or *Interrogation 20*: The few of the guests who are not unconscious and who were at the party when people started to fall, have one thing in common, they did not try the wine punch as they do not like red wine.
- *Sixth-Sense 15*: The wine itself seems to have a faint dark aura around it.
- *Observation 15*: There are a few small stains of white on the wine bottles.
- *Read French 10*: The wine label is a little special. See handouts.
- *Administration 15* or *Searching 15* or *Charm 15*: The wine comes from *Howard S. Pickton's Excellent Wines*.
- *Observation 15*: Even the corks are marked with "Property of the French Army", and not the vineyard.
- *Diagnosis 20*: The victims seems to be paralysed, but with lost consciousness as well.
- *Diagnosis 25* or *Drugs 25*: The only thing even remotely close to this is the effect of curare.
- *Drugs 20* (on location): No evidence of a known poison can be found with standard tests in the punch or in one of the unopened wine bottles.
- *Drugs 20* (in a lab): The wine is free from any known toxic as no toxic tests flags for a known poison such as arsenic or any other known, common poisonous substance.
- *Chemistry 15* or *Drugs 20*: Analysing the white stains on the wine bottles; paint, oil based paint, colour white.

## THE MORNING AFTER - THE NEWS, AUGUST 19

To hide something like this from the press is not even remotely possible, so the story that runs front page in every newspaper is that two unknown men entered the building and started to fire guns and throw grenades killing people. The police and the M.I.5 describe the men as possibly Irish IRA terrorists or maybe agent from a foreign country. In the newspapers are photos of two dead men.

### GM Note

The dead men are some enemies that the characters have killed in previous adventures and you as GM are the only person who can pick some corpses from your earlier games.

## THE MORNING AFTER - THE HOSPITAL

During the night, some of the victims developed large, bleeding wounds, looking like cuts, other developed black and blue bruises. Of the nineteen people brought to different hospitals, twelve dies during the night of different complications, most of them related to bleeding wounds. The remaining seven regain the consciousness in the morning. Among the survivors are Sir Richards himself and his daughter. His wife and his brother in law both died. The survivors still are bruised and some suffer from strange wounds.

### GM Note

If the characters decide to talk to Sir Richards and the other survivors the morning after, this is what they will learn. Only a few are in such a shape that they can meet the characters and tell their story. A *Sixth-Sense 15* to notice the faint black aura around the survivors. A *Psychology 15* to notice the extreme depressive minds.

**Talking to Sir William Richards:** - *"Oh boy, it was like being back on the Western front during the great war, fighting the Huns. It was very real, like I was having one of those terrible flashbacks, except this was here, in my own property and not in some godforsaken trench in the Flanders. Whatever was in that wine, it was very dangerous. Just look at me. I got more wounds today that I ever had during two full years in the trenches."*

**Talking to Miss Sonya Richards:** - *"It was like a nightmare, like a bad dream, I was attacked by soldiers, in uniforms, they fought here, shot at us, stabbed us, it was there, at Belgrave Square, it was so real. I cannot tell who they were, but they spoke a foreign language, and they did have modern rifles and pistols."*

*Just look a me, my life is ruined, destroyed. I'm twenty-three and I want to find a husband and be married, but who want to marry someone with ugly scars in her face. I should have just died, as mother did."*

**Talking with the hospital staff, Nurse Annie:** - *"It has been a nightmare night for all us working, and I've promised to take care of the Richards. Those poor people, it was like the war had come to London, they bled through bullet holes that suddenly appeared out of nowhere, and they got bruises everywhere. I've never heard of such a thing, neither had the doctors. One doctor, who was a military doctor in India said that if he hadn't seen it, he would be one hundred percent sure they had been fighting a war. They had bad dreams, really bad dreams, and I can see that they who survived are all very depressed, overly depressed."*

**GM Note**

Nurse Annie is eager to help, and if they characters are short of medical knowledge, she will accompany the characters if the right motivation comes. For her, the right motivation is a good looking and charming man that can protect her. She can use a Pistol, and she will if he situation calls for it. As she grew up with three elder brothers, she learned how to fight, fire a pistol and treat wounds.

<b>Nurse Annie</b>				
For my knight in shining armour				
Reaction: 1	Defence: 8	Toughness: 2	All melee: 1	
Pain limit: 11	Aura: 4	Courage: 7	All Perceptive skills: 3	
Attractiveness: 12	Charm: 10	Pistol: 3	All Other physical skills: 3	
First Aid: 12	Diagnosis: 8	Surgery: 7	Drugs: 8	Psychology: 6

## HOWARD S. PICKTON'S EXCELLENT WINES

Mr. Pickton's wine store is famous for the choice of wines, specially fine wines from France and Spain. When the characters come and visit Mr. Pickton, he will be very upset when they question his wines, and he will not willingly name his sources, as has quite a lot of smuggle wines in his stores, that the crown would like to get toll for.

When asked about Beaujolais he will bring up a bottle of Moulin-a-Vent 1935 and ask if the characters fancy a little sip?

When asked about the Beaujolais Village Cru or the wine he sold to Sir Richards, he will say that he have sold that wine for many years. If asked about the 1936 *Property of the French armed forces edition*, a *Judge of Character 15* will reveal that he is hiding something about its origin.

If convinced through a *Scare 10*, *Charm 10* or *Attractiveness 15* (by a female character) he will fetch the two crates he still has left, and an *Observation 10* will say that those were very recently painted white, as you can clearly see a greenish colour under the white in the scratches.

He will not open a bottle to test it unless the bottle is pay for, or the characters use *Scare 20* to force him.

If the white paint is carefully removed ( *Painting 10* or *Archeology 15* ), the boxes are military green, with black text saying "*Propriété des forces armées Françaises*" and with a *Read French 10* "*Property of the French armed forces*".

*Scare 15*, *Charm 15*, *Attractiveness 10* (by a female character) or *Interrogation 15*: To make him reveal that he has sold the other bottles. He cannot remember who bought them except that one of the bottles was bought by a young lovely women that spoke with a Scottish accent. Those bottles were sold about two weeks ago. He got the three crates two a months ago.

### GM Note

If the characters follow up on this, they will learn about an unsolved murder in Glasgow about a week ago, where a woman and man were found shot to death in a large mansion, but no bullets or weapons could be found, and no one heard any gunshots.

*Scare 15* or *Charm 15* or *Interrogation 15*: To make him reveal his source for the smuggled wines. A *Judge of Character 15* reveals that he is honestly scared to reveal his source, but he tells the character that the source is a person named Johnny O'Grady, an Irish lad running his business in a small town of Hythe down in Kent, south-west of Dover. To contact him, go to the Irish Pub named The Leprechaun, and ask for Mr. O'Grady.

## THE TOWN OF HYTHE

### Map Info

(A) Hythe town centre

The Weather is good, but a little windy, and the summer season is slowly ending.

There is one hotel, Carlton Hotel which was built only last year, and for a tighter budget, Bed & Breakfasts in the nearby surroundings.

The characters will arrive here late on Saturday, August 19, or on Sunday, August 20.



## HYTHE HIGH STREET

1. Town hall
2. Business building
3. St Leonard's Church
4. The Carlton Hotel
5. Woman's Clothing Store
6. Pharmacy
7. The Leprechaun
8. Residential houses
9. Mortimer's Mechanical
10. The Warehouse
11. Guild Hall Restaurant
12. Sandy's Tea and Biscuits
13. John Burgess's shed
14. Porter House

*Some places described are only to help GM with players who tend to point and ask "What is this?"*

Hythe is a small but busy town in the south of Kent. One of the main industries here are the boat crafting, and as a seaside town, a lot in this town is nautical.

The town centre has gone through some changes the past few years as the business of shipbuilding has bloomed, specially since the Royal Navy decided to buy the new PT-boats, motor torpedo boats, from the British Power Boat Company located here in Hythe.



## GM Notes on Hythe

*This part of the plot is rather complex and you better read through this part carefully, but here comes the basic plot and intrigue.*

- *The young men, Johnny O'Grady and Fred Ryan run an import business together, fully legitimate.*
- *The young Ella Harper has persuaded Johnny O'Grady to pick up a shady side business of handling smuggled goods from the continent.*
- *Johnny O'Grady is in love with Miss Ella Harper.*
- *Miss Ella's Father, Godfrey Harper is the local Real Estate Agent and has provided the business with a warehouse, moreover he sold a polluted property to the local Lloyd's office manager.*
- *Godfrey Harper is also creditor for the business, on his daughters request.*
- *Fred Ryan's father, Tim Ryan, works a gardener and handyman at Porter House.*
- *The old St Leonard's Church has a crypt with a lot of skulls and bones (a sidetrack that GM can use if he likes)*
- *Johnny O'Grady was brought up by his step father, Paddy O'Brian, owner of the local pub, the Leprechaun.*
- *Miss Ella Harper is spending a lot of money on luxury items.*

The normal difficulty level when snooping in Hythe is 10 for social/interactive skills. GM can freely modify that depending on the relations the characters build or destroy with different NPCs. A good difficulty modifier for making this good or bad is +/- 3.

An example:

- *Casting any blame on Miss Ella Harper will give a difficulty modifier involving Godfrey Harper and Johnny O'Grady.*
- *Helping solving any of the internal grudges in the town is a positive action and will give a positive modifier to anyone involved.*

### 1. TOWN HALL

This is the Hythe Town Hall, where you can handle things like property exploration permits, marriages and other important matters.

Information that can be retrieved here:

- *The import business run by Johnny O'Grady is legit, all papers are in orders. The warehouse deal was set up by the Real Estate Agency Godfrey Harper Real Estate LLC.*
- *The area has been exploding with expansions since the Royal Navy placed order for the new PT-Boats at British Power Boat Company.*

### 2. BUSINESS BUILDING

This building is also newly build. In fact it is so new that two of the floors are still not finished. The eight story building house offices for insurance companies, lawyers, banks and real estate agencies, working the better part of the Kent coast.

Among the companies here are:

Godfrey Harper Real Estate LLC, where the characters can learn:

- *The business run by Johnny O'Grady has had a slow start but is beginning to pay off.*
- *Godfrey Harper stands as creditor for the business towards the Bank Of England.*

Lloyd's local branch office, run by Mr. John Burgess.

- *That Harper girl is a nasty piece of a woman. See how he is dragging Johnny into the dirt. The Harper's are all bad, such father, such daughter.*

### 4. CARLTON HOTEL

This hotel, finished in 1938 is top of the line modern with all luxuries he modern businessman can ask for. Hot and cold water, and some rooms even have radios. Expensive, yes of course, but money well spent.

## 5. WOMAN'S CLOTHING STORE

This uptown clothing store has the latest, or so they say, fashion from London and the Continent. The price tags are rather hefty for such a small town, but the average customer is a businessman in need of a gift for the dear wife at home. The store is owned by the beautiful Isobel Lynn.

Information that can be retrieved here:

*- Ella Harper is a regular customer in this store. Even though I know that her father is a rather wealthy man, she is by far the best customer I have.*

## 6. ST LEONARD'S CHURCH

The beautiful Parish Church of St Leonard, built in 1080 AD, has several architectural features similar to those found in Canterbury Cathedral as well as its own very special and unique points of detail and great historic interest, including Saxon, Norman and Medieval. Within the Crypt are the last mortal remains of some 4,000 men, women and children including around 2,000 skulls and 8,000 thigh bones. The human bones in the Crypt date back to before the Norman Conquest and have been gathered together during the period from 800 to 900 AD up to early 1500 AD.

Outside the church is a small park and a fountain, often used as a wishing well by young couples in love. A sign outside speak about the bone skulls in the crypt and that you can take a guided tour on Tuesday evenings.

The church warden, Mr. Andrew Floyd is eager to show any newcomers the church and speaks eager about its age and ancient mysteries.

Information that can be retrieved here:

*- Ella Harper and Johnny O'Grady have been seen at the wishing well many times, since they were just kids.  
- Johnny O'Grady was a real troublemaker in his younger days, but growing up as an orphan. His friend Fred is not the sharpest knife in the box, but a very nice bloke, unless you make him angry,*

## 7. THE LEPRECHAUN

The pub is an Irish pub, and is located on High Street. The atmosphere is as calm as pubs usually are, and only a handful regulars visit the pub on daytime.

The pubs owner Paddy O'Brian, is a rather broad, bald old man with a grey beard. If the characters ask for Johnny O'Grady, Paddy will answer: *- "You're looking for Johnny are you? He's not here, but I guess he's at his warehouse around the corner, then first to the right, Hull Alley, you cannot miss it. The sign says British Power Boat Company, but they don't use that old warehouse anymore. It's Johnny's now."*

If the character asks about Johnny O'Grady, this is the information that Paddy O'Brian can say, A successful Charm 15 or Aura 20 is required.

*Poor Johnny, life has been tough on him. His father served with me during the great war. He was killed two days before the peace, November 9, 1918. I still remember it as it was yesterday. It was a hidden mine, we were just moving about close to the German Border, preparing for the great assault when I heard a bang, and there was Mickey, his legs blown off. He died in my arms, and I promised I take care of his unborn. Poor Mandy, just a child, fifteen years old and pregnant. I took care of her as my own daughter, but she caught the Spanish, died in 1920 when Johnny was just two years old. Johnny has always been a bit of trouble, but he is through with that now. A businessman he is, importing goods from the continent. I bet Mickey would be proud if he could see his son now. If the war comes, Johnny will be the first one to go. He still hate the Germans for killing his father.*

## 8. RESIDENTIAL HOUSES

These houses, located in the heart of Hythe on High Street are not or the poor. The houses are well kept but not of any interest of the characters.

## 9. MORTIMER'S MECHANICAL

This old industrial building is housing Mortimer's Mechanical, a well known engineering company here in Hythe, often sub contracted by the different shipyards for special mechanical engineering tasks such as engine rooms or driver's instruments. Otherwise this is not of any interest for the characters.

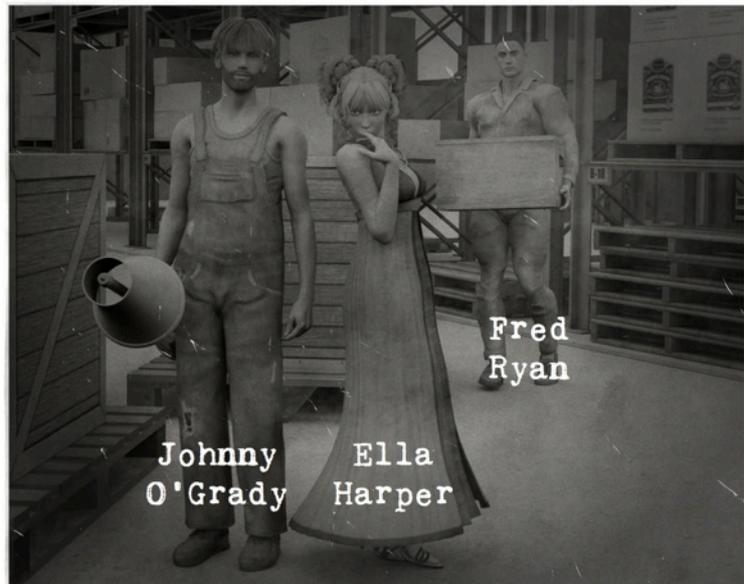
## 10. THE WAREHOUSE

This warehouse was until recently the mail storage facility for the British Power Boat Company, but after the huge order from Royal Navy, a huge warehouse complex has been built closer to Southampton, and this warehouse was leased to a young man with ideas, Mr. Johnny O'Grady.

The property is a mess, a broke down truck is rusting and piles of old pallets and crates have been tossed out. Mr. O'Grady has gotten a few letters from the town council, and he has promised to clean the area, very soon. The base of Mr. O'Grady's business is legitimate, and he started to import antique articles from the continent.

Then he also moved into luxury articles, like perfumes and expensive clothes. The business only import, and all the retail is done elsewhere, by stores. The business is going really good now when people are getting really concerned about Germany, Hitler and the war. There is another side to the business. Via The Skipper, he gets a lot of merchandise that is smuggled into England, like wines, spirits and tobacco. This side of the business is somewhat shady. He does that just because he needs to money to keep his trophy girlfriend, Miss Ella Harper happy. It was all Miss Ella's idea to deal in smuggled goods, as so much in Johnny's life seems to be.

The characters eventually will have to talk to Mr. O'Grady to track down the wine crates. Mr O'Grady is not at the warehouse all the time, but his left hand and longtime friend, Mr. Fred Ryan is always at the warehouse, except for when he is handing deliveries. Miss Harper will always be where Mr. O'Grady is.



### GM Note

Below are information for how Mr. Johnny O'Grady, Mr. Fred Ryan and Miss Ella Harper will react on different things that the characters say or do, and some basic guidelines for running this encounter.

### Mr. Johnny O'Grady

With his Irish temper and his troublesome youth, he will react negative if the characters tries to use authorities, like Police or Customs (-5 modifier to all Interactive skills involving Mr. O'Grady). Any sight of policemen or uniforms close to the warehouse will alert the skipper and he will leave fast, making the trail of the wine crate harder to follow. If the characters mention that they suspect Germans are behind the mischief with the Wine, Johnny will be much more cooperative (+5 modifier to all Interactive skills involving Mr. O'Grady).

Johnny O'Grady had a tough childhood, raised by his fathers commanding officer, pub owner Paddy O'Brian. They moved to Hythe when Johnny was seven years old, and he got picked on in school for his Irish accent. His best friend, Fred Ryan, nick named the Giant, has always been Johnny's friend and he has protected him from his enemies, and he still does.

Johnny is madly in love with Miss Ella Harper, daughter of a rich real estate agent Mr. Godfrey Harper. Johnny fell in love with her when they went to school at the age of nine, and promised himself that he would do anything possible to have her. Johnny is 21 years old.

### Miss Ella Harper

This is a really spoiled young woman, used to get everything her way. Being the only child of a wealthy real estate agent, money has never been a problem for her. Even though her father's business had some really rough years during the great depression, Miss Ella never noticed. Her mother, Roberta, is a silent, introvert woman that never can take a fight, leaving Miss Ella to rule to house and wrapping her dad around her fingers. She fancies Johnny, and she plays a very dangerous game with him, pushing him to do one dangerous or illegal errand after the other for her. She set up the connections with the French merchants just because her father denied her to go to Paris to shop. She also connected Johnny with the Skipper, to make him bring in illegal goods and make more money, for her to spend.

She will play innocent if confronted with information, and if that isn't enough, she will use her father as a shield. She is a real poisonous snake this girl, and for being just 19 years old, she has the skills of a trained agent when it comes to dupe people.

### **Mr. Fred Ryan (the Giant)**

Fred Ryan was always the tallest and largest guy in school, and even though he could fight off anyone trying to mock him, he had a hard time in school as he has a rather slow mind. This is where Johnny and Fred bonded. Johnny is a rather bright guy, and he helped Fred out in school, and Fred was very grateful and defended Johnny whenever it was needed. Fred did some part time work at the docks and at different warehouses after he left school at the age of thirteen. When Johnny got his business running, he started to work for him in his free time first, then as a full time worker. Fred runs the warehouse, and this is one thing he does understand, keeping things in order, sorting crates alphabetically. He also drives the delivery lorry, picking up new goods at the docks or shipping orders to the train station for delivery to the customers in London or the other big cities.

Fred is loyal to Johnny, and he has seen Miss Ella's grip on Johnny and he dislikes the way she uses him, but he never had the guts to tell his friend that the love of his life is just using him.

Information that can be retrieved here, GM decides who will reveal what:

- *The business has all papers in order, it is a legitimate business.*
- *Fred Ryan lives in the warehouse in the old foreman's office.*
- *The smuggling was Ella's idea, she set it up.*
- *The Skipper has all the connections, you meet him at the Hythe pier, just buy a "support the lifeboat" pin from the old lady in the café, and place it on the information board.*
- *The crates arrived about two, maybe three months ago.*

### **11. THE GUILD HALL RESTAURANT**

Following the modernisation of the Hythe town centre, a modern restaurant has opened in the old guild hall building. This old stone building was initially built in 1393. Now, classy food and classy wines are served. The food is British, which means that anyone from abroad will call it exotic at best, but some have used worse words than that to describe it. Wines are bought directly from O'Grady's, and the selection is really good. Many prominent guests from America and the continent have been here to do business with the Yacht yard.

### **12. SANDY'S TEA AND BISCUITS**

In this small building that once was a part of a much larger castle like structure, Mrs. Sandy Williams has her little tea and biscuits room. Housing over 50 different flavours of tea, this is a paradise for any genuine tea lover, and the great selection of biscuits, scones and marmalades just make it even better.

Information that can be retrieved here:

- *Ella Harper and Johnny O'Grady often come here together, and Ella always orders full plates of biscuits and scones, to leave it almost untouched when they leave.*

### **13. JOHN BURGESS'S SHED**

This shed is built on a property where until just a few years ago there was a small chemical factory located. The shop specialised in preparing paint for boats. The factory moved to a larger facility outside of town, and the building was torn down, leaving a toxic waste dump. The property was bought by the manager for the local branch of Lloyd's, Mr. John Burgess. He is now in a lawsuit against the real estate agent who sold him the land that is so polluted that even the hardest weeds won't grow, Mr. Harper.

Information that can be retrieved here:

- *There are some late night activities in the warehouse, and just look how they toss the trash almost on my property. I had hopes that the warehouse would be torn down and replaced by some houses, that would increase the value of my property.*
- *I wouldn't upset Freddy boy if I were you. He'll rip you in two if you make him angry.*

## 14. PORTER HOUSE

This old wooden building is one of the very few wooden building from the old days still standing. It's called Porter House from the family who built it in the early 19th century. The house has that pre Victorian style, and rumour states that it is haunted. The house is now owned by a wealthy London landowner, Sir Humphrey Roland, but he is very seldom here. The house and the garden is kept in good shape by the gardener, Tim Ryan, who lives in the servants wing of the house.

Information that can be retrieved here:

- *Fred is a good boy, and he has never ever harmed even a fly without good reason. Johnny O'Grady has been brought up well, and despite the problems when he was a kid, he is a good lad too.*
- *You should be careful what you say and what you do in the presence of young Miss Harper. She is a spoiled worthless piece of skirt that should be better of in a place like London. Keep in mind that her father will do anything to protect his daughter, even if he knows she is doing wrong.*

## THE HYTHE PIER, HARBOUR AND THE SKIPPER

Known to many as one of the *Cinque Ports*, *five ports*, during the old days, Hythe has been an important port for the English Royal Navy for hundreds of years.

If the characters either have shadowed Mr. Fred Ryan here, or got the information from either Fred or Johnny, they know how to contact The Skipper. The Skipper, known as only The Skipper, but he does have a Christian name, John Andrews.

### Contacting The Skipper

You buy a "Support the lifeboat" pin from the old woman in the Café, then you place it on the harbour billboard. Then you walk out on the pier and The Skipper will find you.

### The Skipper

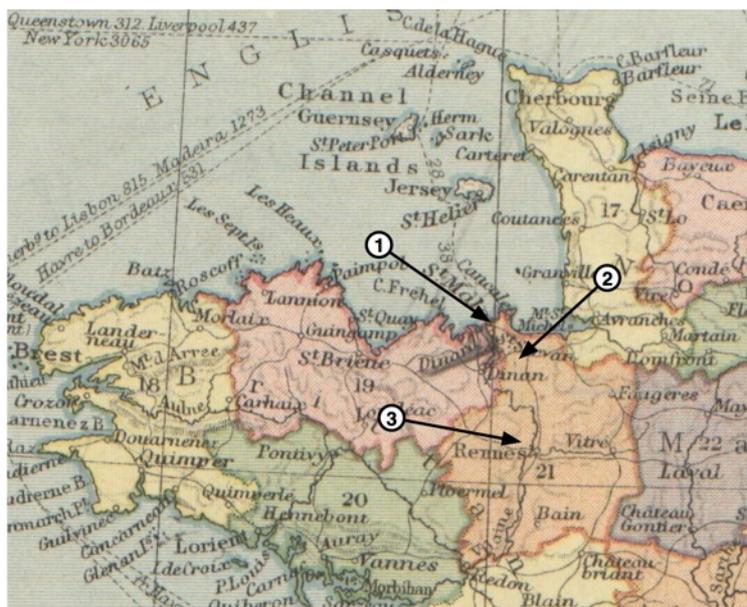
When the characters get in touch with the skipper, or shall we say when The Skipper contacts them, he will bluntly ask them to state their business. - *"You make it quick, I'm in a hurry. You wanted to see me, so talk."*

*Charm 15, Aura 20 or Politics 15.* The characters explain the situation with the poisoned wine bottles to The Skipper, and he realises that the situation is not good for anyone. He will tell the characters the following:

- *"Those crates came with the ship *Maîtresse de la mer* (The Sea Mistress), stationed in Saint Malo, France. I've done business with Captain Bourdois many times, and I am sure he is more than willing to straighten this out, and help you track down the source of that crate. You need to get to Saint Malo though, as he wont be coming here for the next fourteen days or so. I think you can find both him and his ship at the docks, or information on when she will arrive if she's out on the ocean. I'll write you a little letter of recommendation, to help you break the ice with Captain Bourdois."*

## TO FRANCE, THURSDAY, AUGUST 24

Depending on how many days they have spent in Hythe, the difficulties to get sufficient transport, they will arrive in Saint Malo on Thursday, August 24. The newspapers are all saying one thing, Hitler and Stalin have signed a non-aggression pact yesterday. There is a rather difficult project to go to France at this time. Fleets have already mobilised, reserves are called in for duty. Both Britain and France is very close to the state of war with Nazi Germany. Remember, if the characters are slow, and September 1st will arrive before they go to France, the Second World War will start, and all travels abroad will be cancelled for a period of time, and the this mission will be to regard as a failure.



### Map of France:

- (1) Saint Malo
- (2) Saint-Pierre De Plesguen
- (3) The Army facility at Pacé

### Saint Malo Harbour

When the characters finally get to the Saint Malo Harbour, the first they notice is that the area is crowded with sailors, and several large French warships are in the port picking up men and supplies.

The ship, *Maîtresse de la mer*, is docked at the harbour, loading, and Captain Bourdois can be found in the nearby bar La Capitainerie, slightly sober. To find the Captain, a *Charm 15*, *Aura 20* or *Ship 15* talking to the deck hands or the Quartermaster on the ship. A *Speak French 10* is required to present the they need to see Captain Bourdois.

### Captain Bourdois

He is a tall, rough man with untidy black hair and green eyes. His clothes are in a real mess and it looks like recently had the pleasure of company of a woman with too much red lipstick, and he doesn't look too happy for your interruption. To speak with Captain Bourdois, a *Speak French 15* is needed as he is drunk and nor very well spoken.

Any questions regarding the white wine crates the characters are looking for has a difficulty of 20, using *Charm*, *Politics*, *Aura* or *Interrogation*. If the letter from The Skipper is presented to the Captain, the difficulty is lowered by 8, down to 12. Still, a *Speak French 10* is required, now when he try to speak a more understandable French without so many swear words.

This is the information they will learn from Captain Bourdois:

- *The crates were sold to me by a woman named Brigitte DuParc, she is a real pain in the ass, and leader of the local Communist revolutionary group, the C.R.A.P.*
- *The crates was delivered to me about three months ago, and I shipped them to The Skipper for some pocket money. I agree I am guilty of smuggling, I made some money on them, but hey, I am just a poor Captain of a ship. I just thought they were stolen from some Army storage facility, and I didn't wanna get in trouble with the C.R.A.P. as they are really bad news.*
- *You can find the C.R.A.P. in the small village **Saint-Pierre De Plesguen**, usually drinking wine or coffee at the Bistro, making grand plans for the future.*

## C.R.A.P. - Saint-Pierre De Plesguen

When the characters arrive to the village Saint-Pierre De Plesguen, they will see that the village is not much more than a road, Avenue Du Napoleon, and five buildings on each side. A Bistro, a post office, a restaurant, a bakery, a butcher shop, a store, a petrol station and three residential buildings.

C.R.A.P, or Comité Révolutionnaire Armée Prolétaire is a local section of the national communist movement SFIO, or Section Française de l'Internationale Ouvrière. Led by the ruthless daughter of a coal miner, Birgitte DuParc, they have distanced them self from the much less violent SFIO. C.R.A.P consist of four core members plus a few others. The core members are:



In the window of the small Bistro, a few posters for C.R.A.P is taped, on the inside, and four rather tough looking persons, one woman and three men are sitting around a table inside.

When the characters enter the Bistro, they all rise and walk towards the characters like in a bad western movie. A successful *Speak French 10* will add a bonus of +2 to all rolls, as Brigitte can speak a very broken English, but the French always favour those who care to speak their language. It will require a few successful *Charm 15, Politics 10, History 15* or *Scare 15* to reason with Brigitte DuParc and he boys, or, it will be a shootout at the Bistro, which will be terrible deadly for both the C.R.A.P. and the characters, but a rule is a rule. No one enter the Bistro while they have a meeting in the politburo, no one at all.

### Negotiating with C.R.A.P.

If the characters succeeded to fix a stand down, this is still a tense situation, and when the crates are brought up, Brigitte DuParc has demands. She says that to give the characters any information on the crates or the army storage facility at Pacé, she demands that the characters get inside the facility then, a given signal open the gates so that C.R.A.P. can attack and claim what rightfully belong to them, wine, ammo, weapons and other Army supplies, killing as many Army imperialists as possible in the action.

If the characters agrees to talk about that attack and helping C.R.A.P. she will say the following:

*- "Those crates was brought to us by a victim of the imperialistic French domestic politics, a poor unemployed man from a poor village east of Rennes, Veneffles. The name of this poor comrade is Pierre Dupont, and he found those crates in the small stream outside the village. He brought them to us and we gave him food and shelter."*

### GM Note

The are characters now in an interesting situation of who to betray, the French Army or the C.R.A.P. C.R.A.P. will demand that one of the characters stay behind as hostage, and they will post one guard to guard him, and if the C.R.A.P. attack fails or they are betrayed, the hostage will be killed. The hostage will be guarded by a fifth member of the C.R.A.P., that is currently not present. If Nurse Annie is an NPC, she cannot be volunteered for the hostage assignment.

Brigitte will describe the plan in these words, in a very broken English:

*- "Listen carefully because I will say this only once. We will attack the Army facility at 03:00, Saturday, August 26. You have to be inside by then and open the gates for us to the main warehouse building. We will get pass the fence and the dogs, don't you worry about that. If we find the door locked or the place crawling with armed guards, we will signal and the hostage will die. Compris? This mean you have about 24 hours to get to Pacé and get yourself inside. Now decide who you leave behind, then the rest will go."*

The distance between Saint-Pierre De Plesguen and Pacé is about 45 km or 28 miles, which is can be travelled in about one and a half hour on those roads with a motor driven vehicles or three and a half hour using bicycle. For each failed Orientation 15, the travel time is increased by one hour. If a successful travel has been performed, the difficulty to travel in the opposite direction is lowered by 5.

## THE ARMY STORAGE FACILITY AT PACÉ

Outside the village of Pacé, is a large area, sealed off by barbed wire and high metal fences. An anonymous sign on the road saying AF-12 is the only indication that there is something behind the fence and the dense wood on the inside. The area is several square miles large, and there is one way in, through a guarded gate.

To get access to the Army Facility, as a foreigner and civilian when the nation of France is at the brink of war can be quite an interesting problem, but using skills like *Politics 15*, *Aura 15*, *Acting 15*, *Charm 15*, *Attractiveness 15 (female characters only)* or *Psychology 20* is the way to get pass the guards and get access to the commander, the almost retired General Brisot. Usage of skills in combination with some good roleplaying is the key here.

### General Brisot

The general is just a few weeks from retirement, and is looking forward to it. He was stationed as commander for this facility to have an easy last year of his long career. The General speaks some English as he picked it up during the great war. The characters have two main options here:

(A) Stay with the original plan of C.R.A.P. and trick the General, which can be both difficult and dangerous to both the characters and the French-British relationship. If this is done before talking to the General, this is where this adventure ends, as the characters will not get any information, unless they capture the General and interrogate him.

(B) Tell the General about the C.R.A.P. plans, then get back to Saint-Pierre De Plesguen and free the hostage after the C.R.A.P. have left for their attack. This option will give the characters a -5 *difficulty modifier* to any persuasion attempts on the General.

The General, who dislikes Germans since he fought on the western front for four years during the great war, and during the war of 1870, can be a little hard to convince that there are poisonous wine in his storage. Two successful of any of *Politics 20*, *Aura 20*, *Charm 20*, *Attractiveness 25 (female characters only)* will bring the General to understand the situation. If they tell the General that three crates of wine ended up in London and that those were found by someone in a stream close to the village Veneffles, he will lift his phone and call for a Captain Landry. Captain Landry will after fifteen minutes bring with him private LePetite.

Private Jean LePetite will tell this story, *Speak French 10* to hear this:

*-"I was driving that long and winding road through the villages which I had done so many times before with wines from the vineyards. This particular load was picked up at the vineyard Saint Malveillant in Saint-Etienne-la-Varenne. When I passed through Veneffles, I saw this most beautiful young girl walking on the road. I just couldn't take my eyes off her, and when I finally did, I was too close to a sharp turn just before a small bridge so I hit the brakes, turned the wheel in panic, and the truck almost slid off the road. When I came here to unload, three crates were missing and I large tear in the canvas top was discovered. I spent three days in the bin for not properly securing the load according to standing army regulations. It is all in the report."*

## THE ATTACK BY C.R.A.P., SATURDAY, AUGUST 26

### Plan A selected

At exactly 03.00, three C.R.A.P.-members will cut a hole in the fence and sneak through. They will move quickly towards the main storage building, and knock on the main door. When the door opens, if it does, Brigitte will also move through the hole in the fence and towards the main building. When she is close to the building, a guard will yell at her from a distance, and she will pull out her two guns and start to fire. 400 armed soldiers against 4 lunatic rebels, GM has to make the call here, how bad will it end, for the characters.

### Plan B selected

Depending on what the characters decide, they might or might not be present when the attack comes. If they have warned the Army, a hidden team from the French Foreign Legion will be present, and patrols will be hidden as well, letting the C.R.A.P. member to believe that the road is clear, until they arrive at the locked door. Brigitte DuParc will be real guard, with a battery powered Soviet built radio transmitter in her bag, ready to hit the button that will send a signal back to the member guarding the hostage. She will do that when she realises that the mission has been compromised, but the French military will quickly neutralise the C.R.A.P. threat, and all four attackers will be killed.

If the characters tell the General about the hostage, a small tactical unit from the Foreign Legion will be dispatched to take care of that problem as well, saving the hostage, killing the fifth and last C.R.A.P. member, Monique Dupuis.

If the characters decide to go with the hostage rescue team, they shall, unless they really back down, be part of the actual rescue, only to see Monique Dupuis be shot in the head by a French elite soldier as she tries to pull the pin out of a hidden hand-grenade while she has surrendered.

## SAINT-ETIENNE-LA-VARENNE, SUNDAY, AUGUST 27

The vineyard Saint Malveillant is located to the Northwest of the village, and the main building is cut right out of the large mountains that rise to over 600 meters or almost 2000 feet. (*History 20 or Myths 20 to know the following*) The main building is originally a monastery built in the late 900 AD to defend against Viking raids.

To find the vineyard isn't easy, but when the characters are in Saint-Etienne-La-Varenne, they meet a young boy, about 5 years old, that look at them and says (*Speak French 10 to understand any of this*):

-*"Misters, are you interested in wine? I am. When I grow up I will be a wine merchant. I've learned a lot from Mr. Jacobs. How to make good money and make wine with a good profit."*

Suddenly a woman, arrives and saying to the little boy:

-*"Georg, I have told you not to embarrass strangers with your chatter, now shut up."*

She turns the characters:

-*"Excuse me, I am so sorry, my name is Simone, Simone DeBeuf, can I help you with anything?"*

If Georg is questioned about Mr. Jacobs, Georg will say:

-*"Mom, can I answer the question, as not answering the question is even less polite? Mr. Jacobs works for Mr. Demond who owns the vineyard Saint Malveillant, the one in the mountains. Did you know they say it is haunted? Mr. Jacobs have made wine making much cheaper introducing new methods, like ageing the wine in large tanks with oak timber inside instead of barrels. They can make wine much cheaper and more efficient that way. Mr. Jacobs speaks a little strange, but I think it is because he is from Alsace."*

### GM Note

This will give the characters the directions to the Saint Malveillant vineyard. For all of you not familiar with the French wine business, Georg DeBeuf is nicknamed The King of Beaujolais, and is famous for inventing Beaujolais Nouveau.

## THE VINEYARD

The storage and bottling facilities are located part from the actual vineyard, a ten minute walk closer to the village. The reason is because the large scale operations with huge steel tanks for ageing, and the automatic factory like bottling process.

The characters can either pay a nightly visit to the factory, or sweep the vineyard, the choice is theirs to make.

## SAINT MALVEILLANT VINEYARD

Here are the GM information and maps for the mountain side monastery now used as the vineyard Saint Malveillant.

A *Sixth Sense 15* will give some vague feelings of evil from the building.

### GM Note

Those feelings are just remains from Mr. Demond when he was here.

If the characters sweep this place, use the findings here, if they sweep the bottling plant, use those findings instead.

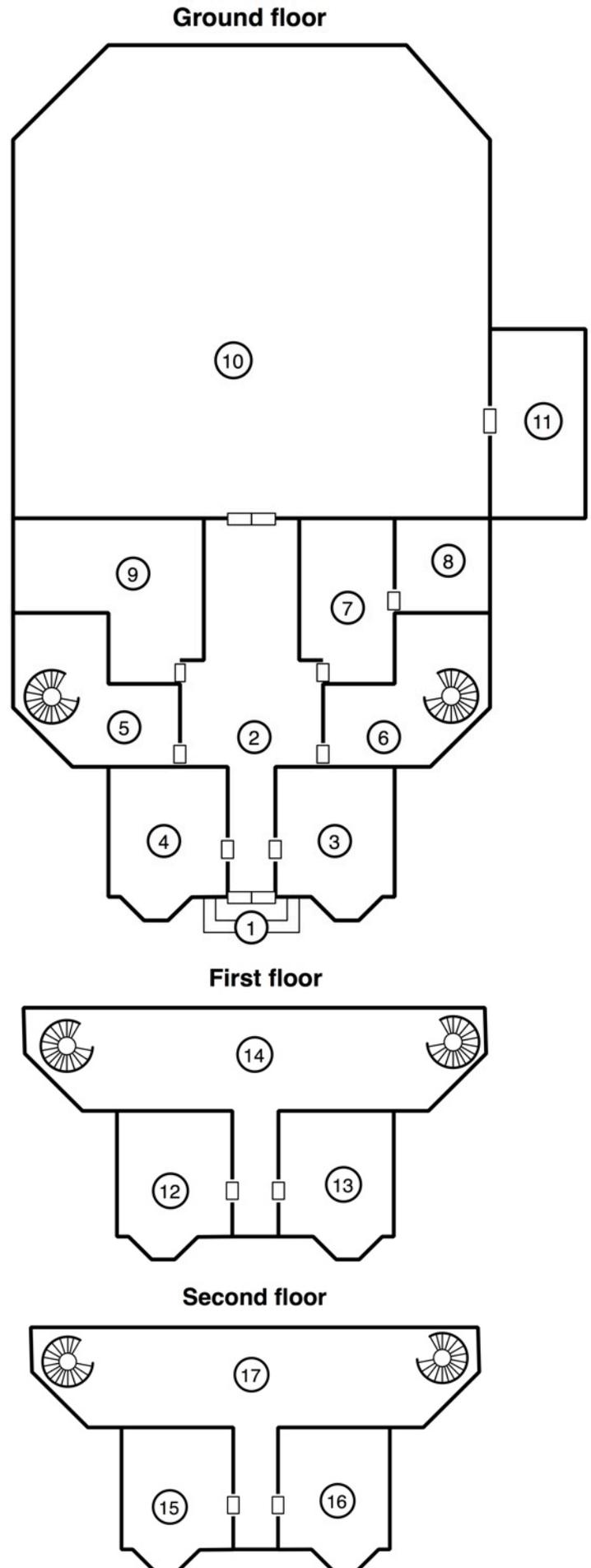
### Map Explanation - Short version

- (1) Entrance
- (2) Grand hallway
- (3) Reception room one
- (4) Reception room two
- (5) Hallway with staircase up.
- (6) Hallway with staircase up.
- (7) The Dining room
- (8) The Kitchen.
- (9) Mr. Demond's study.
- (10) The private old style wine cellar.
- (11) The lab.
- (12) Mr. Jacobs room.
- (13) Butler Monet's room.
- (14) Hallway,
- (15) Mr. Demond's bedroom.
- (16) Mr. Demond's guest room.
- (17) Hallways.

A longer explanation of places of more interest.

### 1. Entrance

If the door bell is rang, the Butler, Jean-Claude Monet, will come and open the door, explain them that his honour is currently not at home, but they could come in and wait as Mr. Jacobs will come and see them shortly. They will be escorted to room (3).



## 2. Grand hallway

A magnificent hallway with large tapestries covering the walls, and a soft dark burgundy coloured carpet on the floor.

## 3. Reception room one

The room is elegantly furnished with comfortable chairs and a soft light is coming in through the large coloured windows. If the characters accept to wait, Mr. Jacobs will show up after fifteen minutes. He will assume that the characters are British wine merchants travelling around France to buy wines for the domestic market. Mr. Jacobs is proud to take the characters on a tour if they stick to his vision of British wine merchants. He will always have his two large dogs with him, Dobermans, named Abraham and Moses.

## 9. Mr. Demond's study

The room is in perfect order. Binder's in perfect lines in the book shelves, a perfect desk.

*Search 15*: A slightly suggestive photograph of a young woman with a handwritten note, we got to meet again soon.

*Info Searching 15* or *Administration 15*: Wine has been sold to the French Army with a rather healthy profit, and the money seems to have been transferred to a bank in Switzerland.

## 10. The private old style wine cellar

Here are wines aged in oak barrels, and bottled by hand, all the equipment is here. *Observation 15*, or *Search 15*, It looks like this is the wine that has been offered to testes, as it is a test bench here, with wine testing silver mugs and spitting cups. *Sixth Sense 15* to feel that there is nothing of evil in here.

## 11. The Lab

It looks like there has been many experiments performed here, *Info Searching 15* or *Searching 15*, it is here that the power ageing using oak rods and oak chips were developed.

## 12. Mr Jacobs Room

In this room, except from the bed, is a large book shelf with detailed plans and research results from the experiments with ageing wine in tanks instead of barrels. Documents also describing that the test production with line one went as expected after a few adjustments, so now the whole factory is configured to be in use for the next bottling run.

## SAINT MALVEILLANT FACTORY

Surrounded by a low fence, La Cave, or the ageing and bottling factory is a modern facility just built a few years ago. Everything is ultra modern, and everything seems to be of German origin, pumps, tanks, conveyer-belts and bottling machines.

If the characters sweep this place, use the findings here, if they sweep the vineyard, use those findings instead.

### Map Explanation - Short version

- (1) Small door (*Lockpick 15*)
- (2) Large door & storage (*Lockpick 15*)
- (3) Mr. Jacobs office.
- (4) Mr. Demond's office.
- (5) Bottling lines.
- (6) Manipulated bottling station.
- (7) Empty bottles line.
- (8) Bottle storage.
- (9) Wine ageing steel tanks.

A longer explanation of places of more interest.

### 2. Large door & storage

The large door leading to a loading dock. The storage area inside is empty.

### 3. Mr Jacobs Office

In this office is a large book shelf with detailed plans and research results from the experiments with ageing wine in tanks

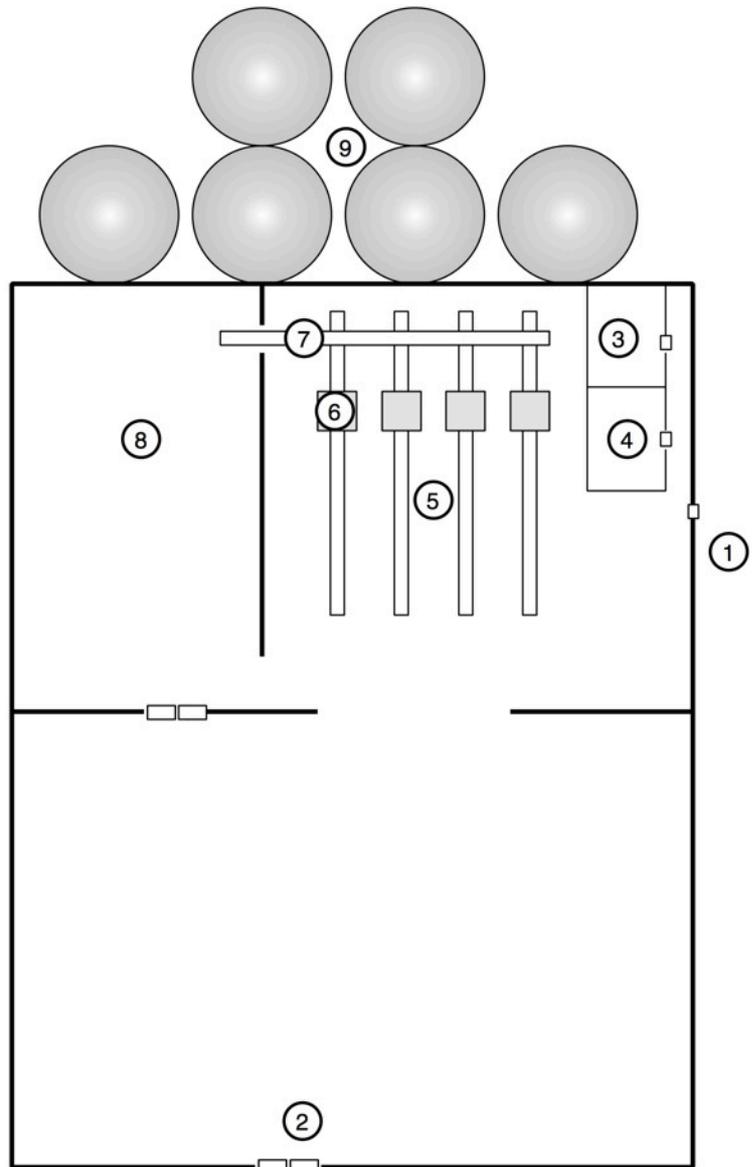
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### 4. Mr. Demond's office

The room is in perfect order. Binder's in perfect lines in the book shelves, a perfect desk.

*Search 15:* A series of slightly suggestive photographs of a young woman with a handwritten note, *we got to meet again soon.*

*Info Searching 15 or Administration 15:* Wine has been sold to the French Army with a rather healthy profit, and the money seems to have been transferred to a bank in Switzerland.



## 5. Bottling lines.

Looking at these lines (*Observation 10*) will reveal that only the one farthest away from the offices have been used, the other three lines are almost in mint condition. A *Sixth Sense 15* will reveal a strong black aura from the bottling station marked (6).

## 6. Manipulated bottling station

If the characters succeed in opening the filler station (*Mechanics 10*), they will find a small ceramic vial mounted on the inside, that has a extreme dark aura around it (*Sixth Sense 10*) to feel it. A *Myths 25* will reveal the following facts:

- "This looks like the rumoured vial of Pathanya, meaning Angel-death in ancient Aztec, which according to Myths contains a special poison that can only be created using very dark rituals. The vial itself and its content is created during the ritual. The myths never told what effect that poison has."

## NPC ROSTER FOR IN VINO VERITAS

Below are hopefully all NPCs needed in case of a fight. The adventure can be played through without a single bullet fired or a single blow dealt, but that depends very much on the characters/players.

Mr. Johnny O'Grady			
I hate Germans			
Reaction: 1	Defence: 14	Toughness: 4	All melee: 2
Pain limit: 12	Aura: 1	Courage: 3	AI Physical:2
Dodge: 4	Evaluate: 7	Club	

Miss Ella Harper			
I like expensive things			
Reaction: -5	Defence: 10	Toughness: 0	All melee: -5
Pain limit: 7	Aura: 7	Courage: 0	AI Physical:0
Club			

Mr. Fred Ryan (the Giant)			
Reaction: 4	Defence: 13	Toughness: 12	All melee: 4
Pain limit: 16	Aura: 10	Courage: 5	AI Physical:6
Dodge: 3	Strength: 16	Boxing: 8	Club +3 damage

The Skipper			
Reaction: 2	Defence: 14	Toughness: 6	All melee: 3
Pain limit: 13	Aura: 8	Courage: 5	AI Physical:4
Dodge:4	Pistol: 6	Webley, Club	

<b>Captain Bourdois</b>			
Reaction: 1	Defence: 12 (9)	Toughness: 3	All melee: 4
Pain limit: 11	Aura: 4	Courage: 3	Al Physical:2
Dodge:2 (-3 when drunk)	Pistol: 3	Club (drunken, -5 to attack when drunk)	

<b>Brigitte DuParc (C.R.A.P.)</b>			
Viva La Revolution!			
Reaction: 3	Defence: 14	Toughness: 5	All melee: 4
Pain limit: 12	Aura: 4	Courage: 8	Al Physical:4
Dodge: 4	Pistol: 8	2 x Tokarev TT-33	

<b>Luc Montard (C.R.A.P.)</b>			
Viva La Revolution!			
Reaction: 6	Defence: 11	Toughness: 6	All melee: 3
Pain limit: 13	Aura: 2	Courage: 6	Al Physical:2
Dodge: 1	Rifle: 7	Clubs: 6	Sawed-Off shotgun

<b>Jean-Paul Troix (C.R.A.P.)</b>			
Viva La Revolution!			
Reaction: 2	Defence: 12	Toughness: 2	All melee: 2
Pain limit: 11	Aura: 1	Courage: 3	Al Physical:2
Dodge: 2	Pistol: 3	Tokarev TT-33	

<b>Christoff Auberge (C.R.A.P.)</b>			
Viva La Revolution!			
Reaction: 3	Defence: 14	Toughness: 4	All melee: 2
Pain limit: 11	Aura: 1	Courage: 3	Al Physical: 4
Dodge: 4	Rifle: 4	Blades:5	Tokarev TT-33

<b>Monique Dupois (C.R.A.P.)</b>			
Viva La Revolution!			
Reaction: 1	Defence: 10	Toughness: -5	All melee: 1
Pain limit: 8	Aura: 0	Courage: 2	Al Physical:1
Dodge: 0	Pistol: 3	Tokarev TT-33	

## General Brisot

I will soon retire

Reaction: 1	Defence: 11	Toughness: 4	All melee: 5
Pain limit: 12	Aura: 9	Courage: 7	AI Physical: 0
Dodge: 1	Rifle: 5	Pistol: 5	MAB model D

## French Soldier - Foreign Legion

La France!

Reaction: 6	Defence: 16	Toughness: 6	All melee: 4
Pain limit: 13	Aura: 2	Courage: 8	AI Physical: 5
Club: 6	Rifle: 6	MAS 36	

## Mr. Jacobs

Engineering is life

Reaction: -5	Defence: 10	Toughness: -5	All melee: 0
Pain limit: 8	Aura: 2	Courage: 2	AI Physical: 1
Dodge: 0	Boxing: 1	Club, his two dogs, Abraham and Moses	

## Butler Jean-Claude Monet

The wellbeing of Mr. Demond

Reaction: 4	Defence: 13	Toughness: 18	All melee: 4
Pain limit: 14	Aura: 6	Courage: 7	AI Physical: 4
Dodge: 3	Boxing: 7	Luger Po8	

## The Dogs

Whatever master says

Reaction: 7	Defence: 18	Toughness: 16	
Pain limit: 13	Aura: -5	Courage: 10	
Dodge: 8	Biting: 9	Bite 1d20+3	

## NEW WEAPONS

Description and game stats for the new weapons defined for this adventure. Don't take these stats as written in stone, these are my estimates, as test shooting weapons on live targets is prohibited where I live.

### TOKAREV T-33

Cal	Mag	Range	Rec	Dam	Enc
7.62x25mm	8	2	6	6	1

### MAB model D

Cal	Mag	Range	Rec	Dam	Enc
.32 ACP	9	3	4	5	1

### MAS 36

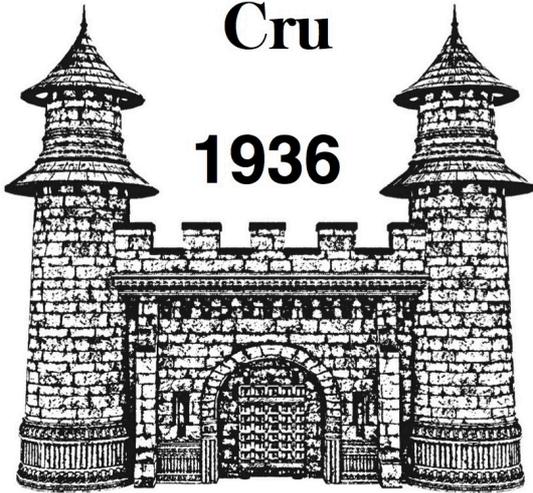
Cal	Mag	Range	Rec	Dam	Enc
7.5mm	5	9	9	10	5

**Wine label  
English**

Property of the  
French armed forces

**Beaujolais Village  
Cru**

**1936**



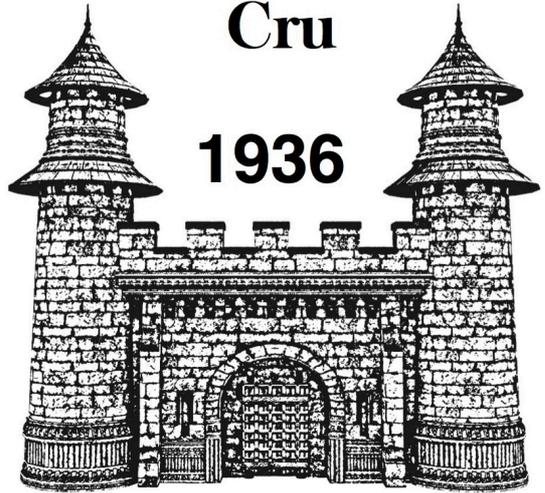
*Certification of the origin  
bottled at the producer*

**Wine label  
French**

Propriété des  
forces armées Françaises

**Beaujolais Village  
Cru**

**1936**



*Appellation d'origine contrôlée  
mis en bouteille à la propriété*

**Sir Richards  
in hospital**



**Miss Sonya Richards  
in hospital**



**Nurse Annie - at Hospital**



**Howard S. Pickton**



**Nurse Annie - as NPC**

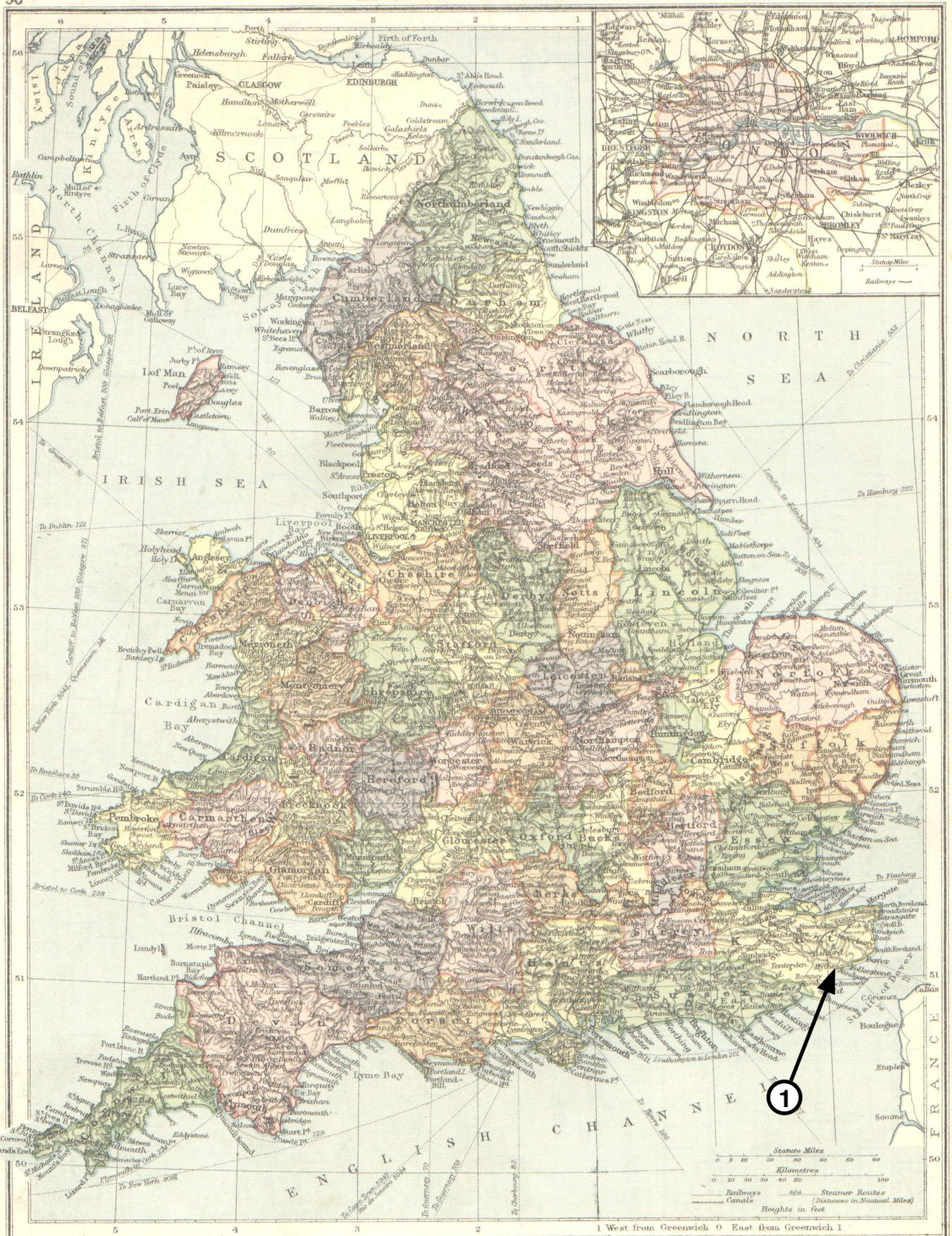


Nurse Annie			
For my knight in shining armour			
Reaction: 1	Defence: 8	Toughness: 2	All melee: 1
Pain limit: 11	Aura: 4	Courage: 7	All Perceptive skills: 3
Attractiveness: 12	Charm: 10	Pistol: 3	All Other physical skills: 3
First Aid: 12	Diagnosis: 8	Surgery: 7	Drugs: 8      Psychology: 6

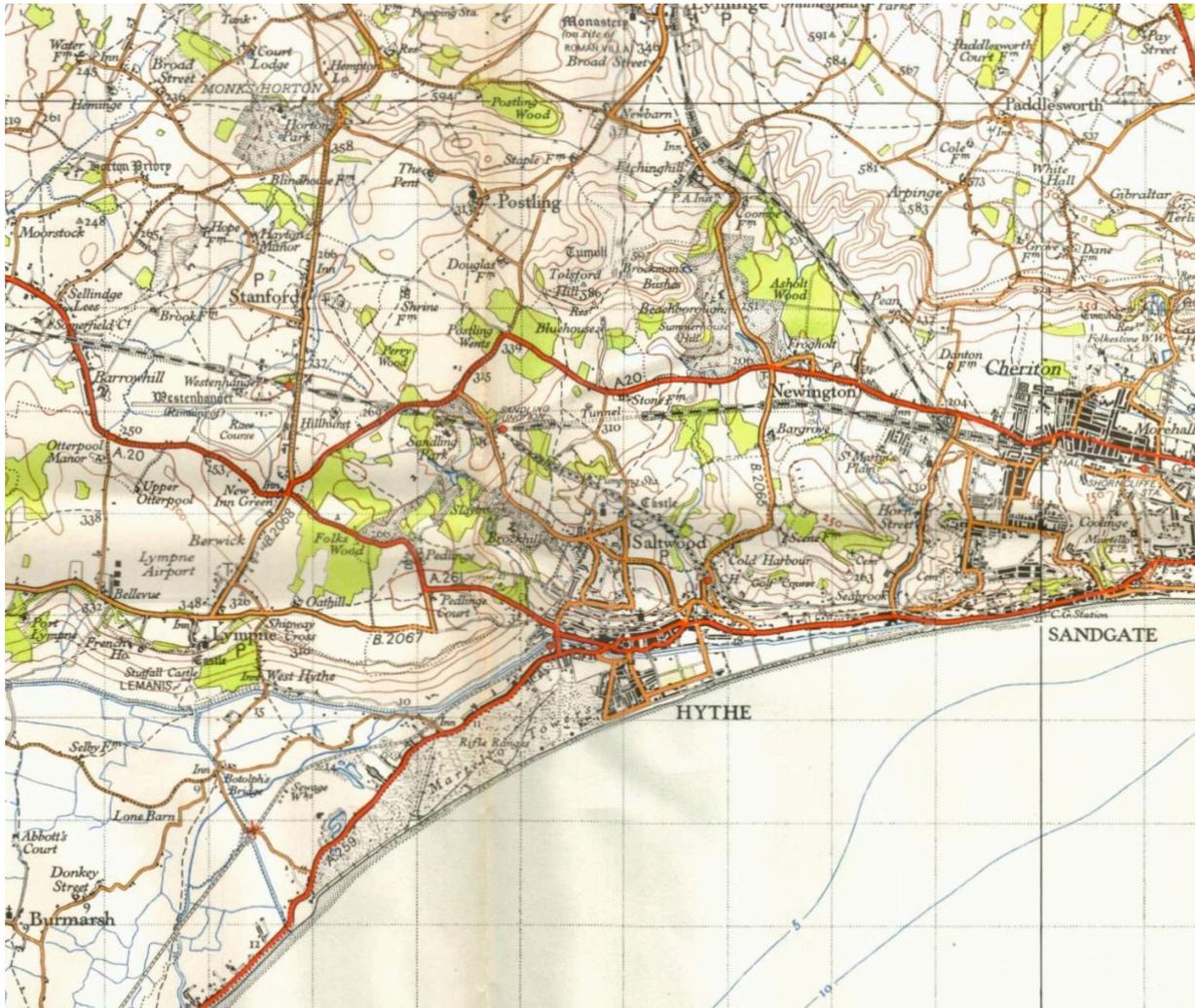
# Map for GM

56

## ENGLAND & WALES



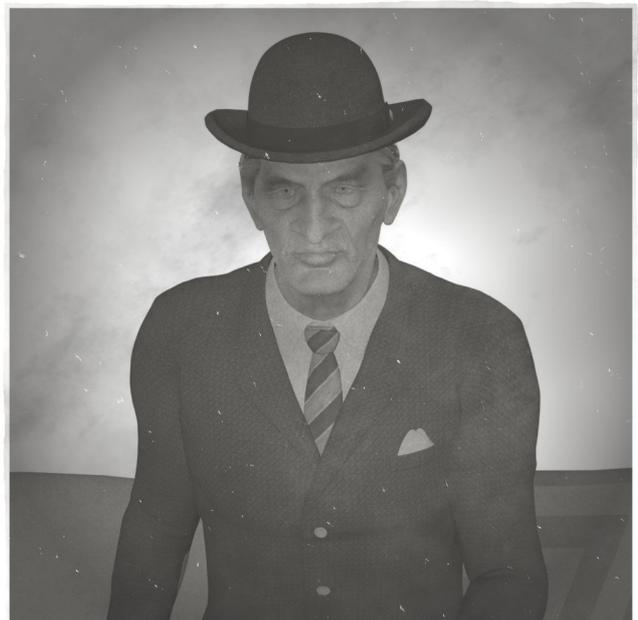
## Hythe for players



**Paddy O'Brian**  
**The Leprechaun**



**Godfrey Harper**



# Hythe - details



## Support the Hythe lifeboat



**Just 2p**

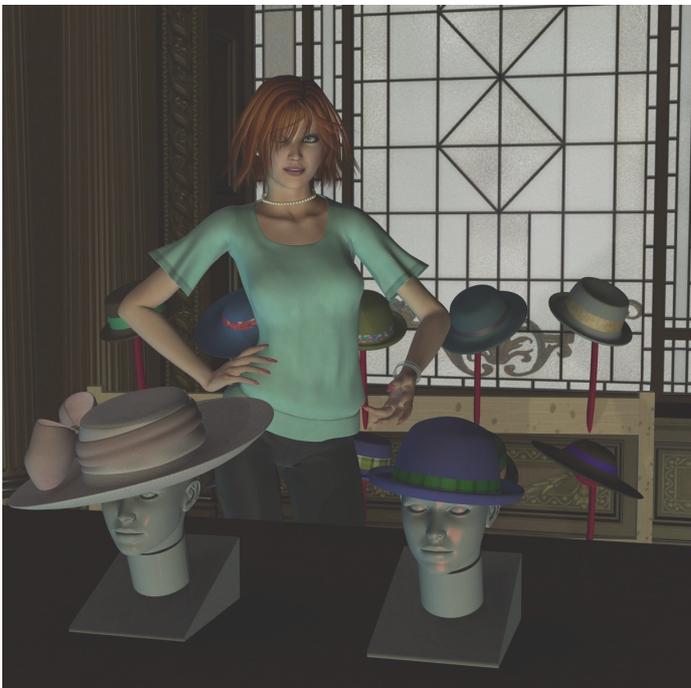
The volunteer lifeboat saves several lives every year, and if you value yours, support it by buying a support pin.

## The warehouse crew



**Isobel Lynn**

**Captain Bourdois**



## The Skipper



## General Brisot



## Daily Mirror

DAILY MIRROR, Thursday, August 24, 1939

# Daily Mirror

No. 11,143

ONE PENNY

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

Geraldine House, Fetter-lane, E.C.4.

HOLBORN 4321.

**3 a.m. EDITION**

# Nazis, Soviet Sign

**THE** German-Soviet non-aggression pact was signed in Moscow this morning by Molotov, Soviet Premier, and Von Ribbentrop, Hitler's Foreign Minister, in the presence of Stalin.

According to a Reuter message from Berlin, the text of the agreement, issued by the official German News Agency, reads:

"Guided by the desire to strengthen the cause of peace between Germany and the Soviet Republics, and based on the fundamental stipulations of the neutrality agreement concluded in April, 1926, the German Government and Soviet have come to the following agreement:—

Article 1: The two contracting Powers undertake to refrain from any act of force, any aggressive act and any attacks against each other or in conjunction with any other Powers.

### "Third Power" Clause

Article 2: If one of the contracting Powers should become the object of warlike action on the part of a third Power, the other contracting Power will in no way support the third Power.

Article 3: The Governments of the two contracting Powers will in future remain in consultation with one another in order to inform themselves about questions which touch their common interests.

Article 4: Neither of the two contracting Powers will join any other group of Powers which directly or indirectly is directed against one of the two.

Article 5: In case differences or conflict should arise between the two contracting Powers on questions of any kind, the two partners will solve these disputes or conflicts exclusively by friendly exchange of views or, if necessary, by arbitration commissions.

### For Ten Years

Article 6: The Agreement is concluded for the duration of ten years with the stipulation that unless one of the contracting partners gives notice to terminate it one year before its expiration it will automatically be prolonged by five years.

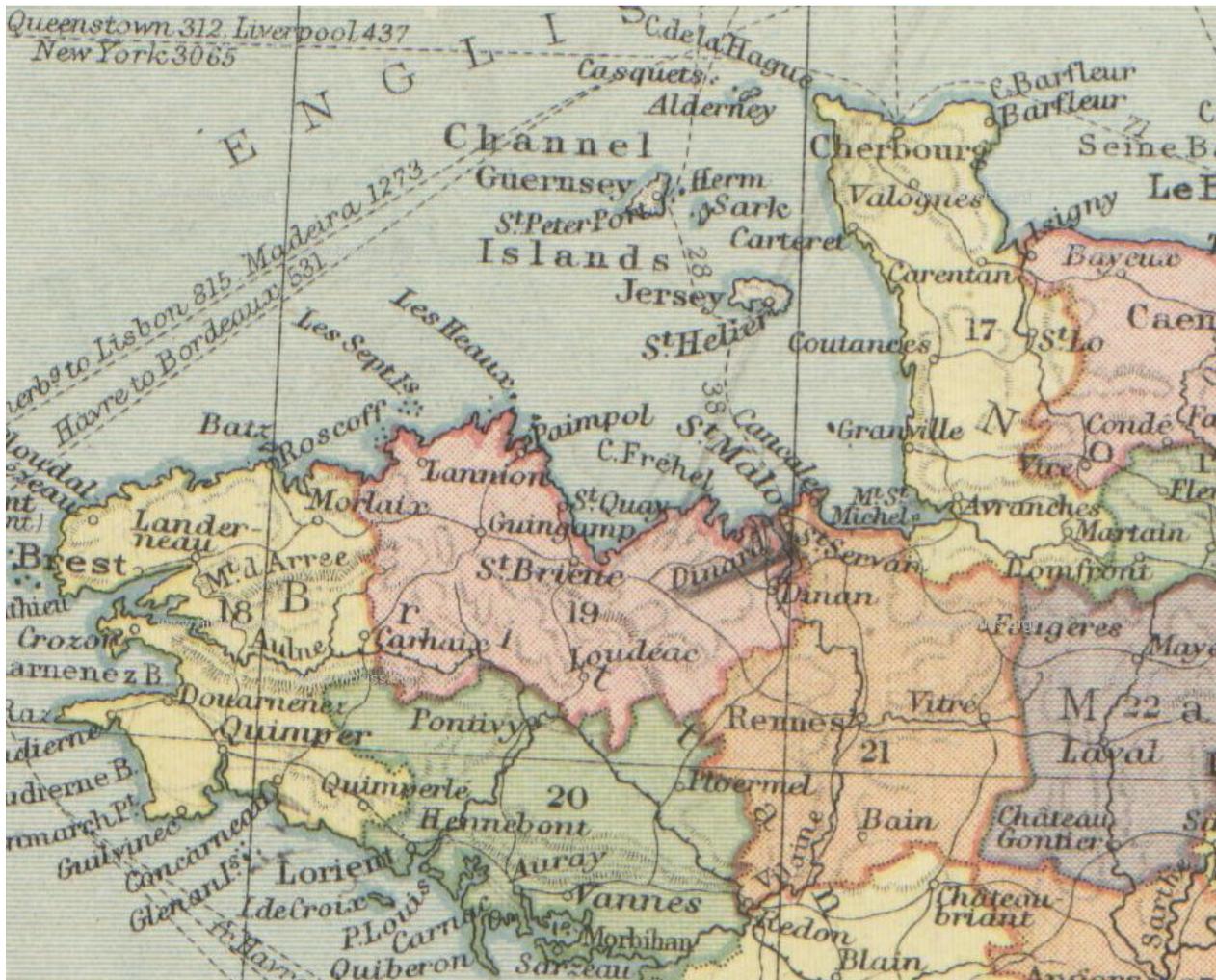
Article 7: The present agreement shall be ratified in the shortest possible time. The ratification documents are to be exchanged in Berlin. The treaty comes into force immediately after it has been signed.

Colonel F. H. N. Davidson, second military officer of the British Mission in Moscow, and Group Captain A. C. Collier, second air officer, are returning to London by air to-day to report.

Commandant Plehoz, a member of the French Military Mission, is leaving Moscow by air for Paris to-day, the Moscow correspondent of the Havas Agency telegraphs.

Messages: Reuter, Associated Press, British United Press.

## Saint Malo - Player map



### German Merchant Ships

#### Ordered Home

IT WAS OFFICIALLY ANNOUNCED IN BERLIN THIS MORNING THAT THE GERMAN GOVERNMENT HAS ORDERED GERMAN MERCHANT SHIPS TO REMAIN IN OR RETURN TO GERMAN PORTS.

The German liner Hansa, as reported on page 14, did not yesterday make her call at Southampton.

Hitler also called to the Chancellery last night the French, Italian and Japanese ambassadors.

He told them, says British United Press, that his patience was "almost exhausted" by Poland's actions, and gave the impression that he intended to take immediate action. At the same time he vaguely referred to the possibility of an international conference.

The Ambassadors gained the impression that Hitler was pessimistic about the future. He referred to "the cup filled full," and said it was essential to take the necessary measures.

But, hour by hour, Hitler's conference with his military advisers went on. He left his desk at 12.40 a.m. yesterday, and

**Continued on Back Page**

## Newspaper clips - Sunday, August 28

### Plans for Mothers Ready

Arrangements to evacuate children and mothers from London are ready to be put into operation at an instant by London County Council.

"We are absolutely ready, and as soon as we receive the word the evacuation would proceed like 'clockwork,'" an official said yesterday.

Hospitals have been ordered by the Minister of Health to take preliminary steps regarding plans for handling casualties.

New admissions of patients must be restricted to acute cases only.

Children in hospitals in evacuation areas must be sent home if they would be fit enough to take their places in the evacuation scheme.

Extra beds already provided, must be set up. The Ministry emphasises that no general movement of patients or hospital staffs has been ordered. Only some individuals in the emergency staffs have been called to duty.

**C.R.A.P.  
Comité Révolutionnaire Armée Prolétaire**



**Georg & Simone LeBeuf**



**The Butler  
Jean-Paul Monet**



**The Vineyard Saint Malveillant**



**Mr Jacobs and his dogs  
Abraham & Moses**



**PARIS  
MATCH**

Une rencontre avec  
la belle et  
mystérieuse Lili



Mon cher Henri,  
Tu me manques tellement,  
votre douceur et tes baisers.  
S'il vous plaît tellement  
pressé de revenir à moi.  
Je suis de retour dans ma  
petit maison en Sarrable.  
S'il vous plaît venez me  
rendre visite dès que  
possible.  
*Lili*

**PARIS  
MATCH**

A meeting with the  
beautiful and  
mysterious Lili



My dear Henri,  
I miss you so much, your gentle  
touch and your kisses. Please  
hurry back to me.  
I'm back in my little house in  
Sarrable.  
Please come and visit me as soon  
as possible.  
*Lili*

The letter and paper found in  
Mr. Demond's room or office.