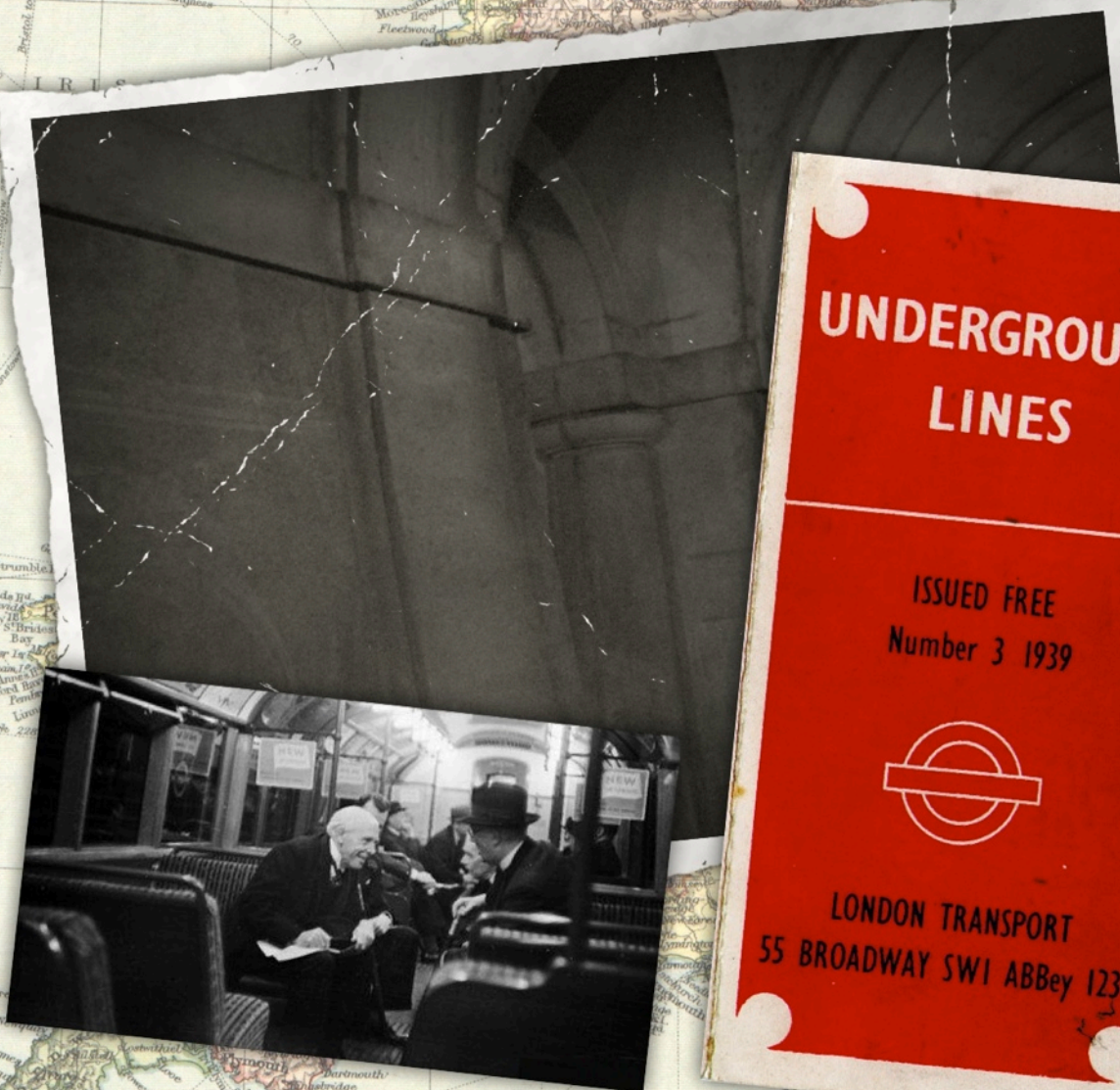


# Wicked Times

## London Calling

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





# Wicked Times

## London Calling

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

This is the third adventure in this 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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Newspapers:	© <a href="http://www.ukpressonline.co.uk">http://www.ukpressonline.co.uk</a>
Map:	London Geographical Institute
Mysteries in the underground	<a href="http://www.unexplained-mysteries.com">http://www.unexplained-mysteries.com</a>
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**If you like this adventure, please make a small donation!**

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***Writers note:** I did not only spend a lot of time making this adventure, I also did spend real money for the DAZ 3D models and tools, to give this adventure a professional look and feel, plus all the faces of NPCs to give the players a face to the names. You can also get the two maps in high resolution to use with a VTT or print the large. Just make a donation and write it as a comment.*



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## ADVENTURE PLOT

Ever since the first line was opened in 1863, one of the major headaches facing the engineers and the army of construction workers commissioned to expand and develop the network has been the presence of huge burial pits dating back to the summer of 1665 when London was ravaged by an outbreak of bubonic plague (also known as the Black Death).

In February 1938, during the construction of the underground extension on the Bakerloo Line from Baker Street to Finchley Road, remains were found. These findings were however clearly dating earlier than 1665, but the question was how much earlier? An archeological excavation was ordered to prevent possible important historical information from being forever destroyed.

As several other underground extension were in construction, decisions were made that all tunnels should be carefully excavated before they could build the moulds and pour the concrete.

Archeologists from several countries took part in the following excavations, as the work was very demanding and only a handful had what it took to work hundreds of feet under the surface, while construction work and tunnel drilling took place just around the corner.

There were two British teams, a French team and one Norwegian team, as the construction of the underground was on a tight schedule and delays were not accepted.

The findings at the Bakerloo Line that was examined by a British archeological team weren't particularly interesting, it was just another mass grave from the great plague 1348-1350, when it is estimated that up to 30000 people died.

The French team under the archeologist Professor Claude Philippe Loranger, that secretly worked for the Germans, made some remarkable findings when they were inspecting the new tunnel from Liverpool Street to Mile End.

What they found was an ancient village, deeply sunken into the soft soils under London by over three thousand years of buildings, layer on layer. It looked like a whole village had been covered in clay and mud, as like it had suffered a major mudslide, but inside the mud there were partly intact pieces of buildings.

The most interesting building was a temple like structure of twelve perfectly cut large blocks of stone standing in a perfect circle, like Stonehenge, but in a smaller scale. This finding was secretly dug out by the French team, and not shown to anyone. To handle any problems with nosy competition, the tunnel leading to this section was sealed off and marked as dangerous, cave in risk, a very effective method.

As this was clearly the most interesting part of the excavation, a small war between the different archeological faculties erupted, as everyone wanted to be the person to make the discovery of a lifetime. Parts of this village was excavated, and brought to the surface, but nothing of real interest was found. Old chopped blocks of stone, some remains of tools, marks of civilisation, but nothing that hadn't been found elsewhere. The site was quickly filled with concrete to avoid a collapse and the tunnel construction continued.

Meanwhile, Professor Loranger's excavation continued, secretly. The French team left except professor Loranger, and several construction workers were replaced by German Agents or members of the BUF, British Union of Fascists. Some workers were tricked into work for Loranger, either by bribes or blackmail. The tunnel work moved on and the tunnel walls were moulded, leaving just a service tunnel for air flow that conveniently passed the secret excavation site. The excavation site is now hidden behind a fake piece of concrete wall, made out of painted cloth in airflow service-tunnel. What Loranger discovered was that the



stone circle was some kind of ancient portal, and it required light, direct moonlight to work. A complex network of mirrors and lenses was build, to transport the light from the surface, the ventilation tower all the way down to the hidden temple.

When the temple site was fully restored, only a handful agents of the Reich were allowed, even Professor Loranger was denied access, of course in return for a handsome pile of money. Most of the British workers that had betrayed their country moonlighting for Loranger died in accidents. The tunnel project was very accident prone during the spring of 1939, and in a month in June, twelve workers died in strange accidents. When Professor Loranger flew was to fly back to Paris in a chartered plane, he never made it to Paris. Only a few German agents know what become of Professor Loranger, but what really happened was that his plane exploded over the English Channel. The Germans could not risk having him alive with the knowledge he had, no matter how loyal to Germany he said he was.

The German group is now led my the professor in parapsychology at the Königsberg University, Professor Ruben von Veltheim. He is working to understand how this gate is functioning and how it could be used for a mass invasion of Fallens to the British Capitol, as the Hussarians won't travel nor by boat, neither by air. The site is carefully hidden deep below the surface of London, and with help of the BUF, many helping hands and errand boys are available to do needed tasks. Professor von Veltheim have successfully initiated the activation phase by channeling moonlight down to the circle through a clever network of optics. Now it just needs time, or more moonlight to speed up the process. The gate will be fully operational within a week or two, facts are very few on the subject.

All the information on how the gate works was found in the was library of the University of Königsberg. Both the instructions to open the gate, collected over several centuries, and the bowl of the eternal flame, which was smuggled to London from Berlin via diplomatic post. The Bowl is about 4 feet high and one foot in diameter, and crafted in pure gold.

Together with the bowl, the Professor brought with him an ancient painting showing the circle of 12 stone pillars, and the bowl of eternal flames in the centre. The painting has many texts in different ancient languages, all describing the ritual of controlling the port. The texts mostly refer to different parts of the ancient glyphs on the pillars, but also give some relevant information on how to open, operate, and for the characters, close the gate.



## ADVENTURE START

The adventure really starts at Wednesday, July 19. Depending on where in the country the characters are, they will be woke up at different and inconvenient times, like 1.30 am in the morning by a telephone call, with a gentleman saying:

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

*"I'm so sorry to wake you up Sir, but you need to dress properly and pack for a short three day trip. A car will pick you up in exactly 28 minutes. Tea will be served at a more convenient time."*

In the car, every character is handed a small envelope with briefing materials. (*handout*) The characters are all to be at a meeting in London, Wednesday, July 19, at 9.00 am, at 55 Broadway, the very modern London Transport office building built just ten years ago. The office is located right on top of the St James Park station. The meeting starts at nine, but breakfast is served at eight thirty. The transportation have been organised by the S.I.S M.I.5 branch, which explains the resources and the three piece suit drivers in derby hats and all the black expensive cars.

Outside the meeting room is a healthy and fatty traditional British breakfast with egg, bacon, tomatoes, toast, marmalade and tea.

When the meeting begins, the characters are showed into the conference room, and after a few minutes, the general manager of London Transport, Frank Pick, arrives. Mr Pick is a tall, slender man with grey hair, an sharp intelligent eyes. He is possible in his early sixties, or late fifties. He introduces himself and looks carefully at each of the characters before he speaks:



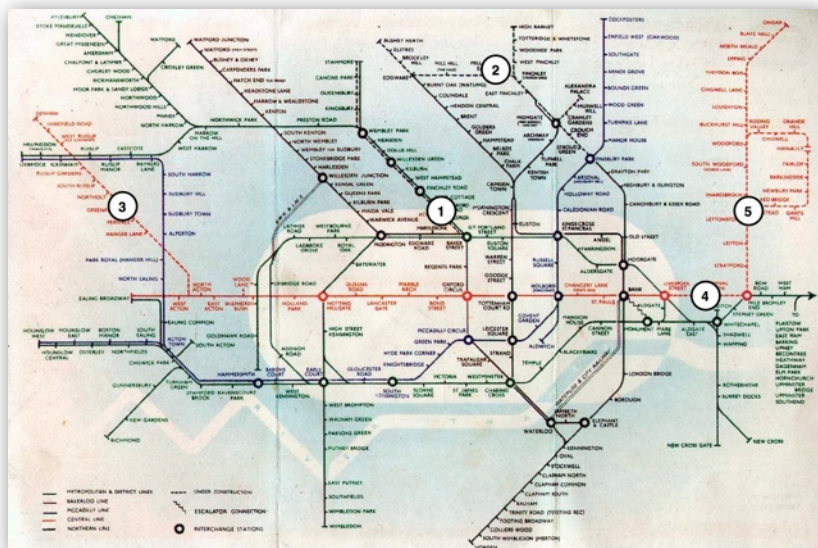
Frank Pick  
General Director of London Transport

*"You look quite, hmm, different, from what I expected. Sorry, welcome to the heart of London Transport. My name is Frank Pick, and I am general manager of London Transport. We have had a small problem as you probably ha read in the briefing papers, and you are not the first ones to look into it. The Yard have been looking into it, and so have the Secret Intelligence Service, the M.I.5 branch. The Underground stations are now a strategic resource when Churchill officially have declared them to be used as public shelters in case of war. That is the reason we have such grand plans. The government have invested serious money in this project to finish it in time."*

Mr Pick take a short break and pulls down a map of the London Underground.

### GM Note

Hand out the Underground Network map to the players, and then present the current constructions by following the numbers on the map and describe each of the current active constructions. This way it will feel much like a General Manager is giving a presentation.



## The current London Underground constructions

- (1) Bakerloo Line, Baker Street to Finchley Road. It should be finished at the end of August this year, at the latest. We found some remains here that was older than the normal plague pits, so we had to call in archeologists to check this one out. The remains were old, but not as old as the archeologists had hoped for, just from the great plague of 1348-1350.
- (2) Bakerloo Line Finchley Road to Stanmore. This section should open at the end of September at the latest. We had an archeology team here to check out some findings, but nothing of interest.
- (3) Central Line, Greenford to North Acton. This part is planned to be in party use before all stations are in place, in March 1940. Here, we have had several of the accidents, and the workers are talking about ghosts and spirits.
- (4) Central Line, Liverpool Street to Mile End. This part has been troublesome, as the archeologists did find some ancient remains of what they first thought was evidence of a long lost civilisation, but it proved to be mostly some cut stones and remains of tools, about 3000 years old. This halted the tunnel building for over 3 months but now they have taken up everything they wanted, so we have filled the space with concrete as it was very unstable grounds.
- (5) Central Line, Mile End to Woodford. Should be in full service by May 1940. We had archeological teams here but they found nothing interesting here either. Later on though, several accidents occurred in this tunnel section as well. The tunnels are not close to any known plague pits or anything.

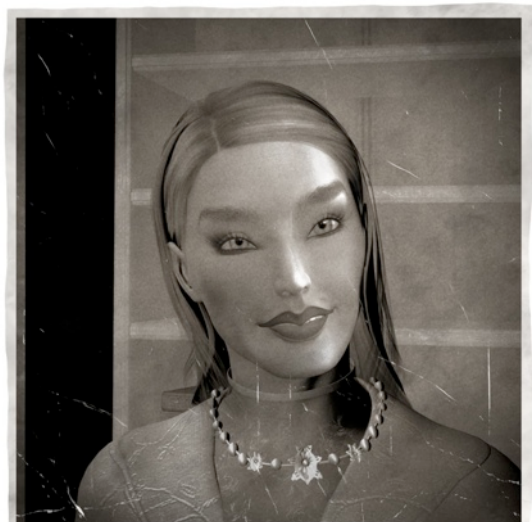
## The current investigation results

Frank Pick now move his attention away from the map and back to the characters.

*- "We have an office in this building set up for you, down on the third floor. You can use the staff elevator that will take you directly down to the St James Park station if you want, your keys will work. Keys, badges and a staff pass for all London Transport busses and undergrounds, valid until the end of this month are already in the office. Miss Sharp will guide you to your office. I have trust in you, I hope you can make use of the gathered materials from the other two investigations, and find what they have missed. Now, I have to spend the rest of the day in a meeting with the board of directors."*

Miss Sharp is young woman wearing a strict business dress. She leads you down two stairs from the management floor and into a long corridor, C3, and stops outside a brown door, room C3-067, opens the door with her key and then says:

*- "Here we are. I hope this will do. This was the only reasonable large office we could find with such short notice. If you need help or get lost, just call me. Just dial extension 008. We've moved all paperwork left by the other investigations here for you to go through, and maybe you will find something they missed."*



## THE OFFICE / SITUATION ROOM

In the office are four large bookshelves along the walls, filled with binders and boxes. They are all marked with either Scotland Yard or M.I.5. On the walls hangs several maps of London and the Underground system.

The main feature of the room is a large table, surrounded by several chairs that looks comfortable. On the chair sits several desk lights and two typewriters.

### GM Note on Info Searching

The information will require a full 30 man hours to browse through, before the characters can pick out the loose ends left by the previous investigators. Let them roll *Info searching* but this isn't crucial. Failures will just make the search take more time.

## QUESTIONS TO FRANK PICK OR SOMEONE ELSE

During the investigation the characters are bound to come up with many questions, and here are bits and pieces of information that GM can use to answer those questions.

### Archaeological teams

*The archeological excavations were all finished in late April, but some of the archeologists stayed a bit longer to examine the findings now safely stored at the London Museum.*

*French archeologists, 3 persons, led by Professor Claude Philippe Loranger of the University of Lyon. The other two are Dr. Renaud Legrand and Dr. Bernard Robins. They have all left the country in April.*

*Norwegian archeologists, 2 persons, led by Professor Sveind-Helge Larssen. The other one is Dr. Kjetil Vraaman. Sveind-Helge Larssen has disappeared, and his colleague Dr. Kjetil Vraaman has left the country.*

*First British archeology team, 3 persons, led by Professor Sir Thomas Cowley of Cambridge University. The other two are Dr. Howard Lawrence and Dr. Cecil Sterling.*

*Second British archeology team, 3 persons, led by Professor John Steward McGranger of Edinburgh University. The other two are Dr. Rowan Smith and Dr. William Trent.*

### Construction times

*The constructions started early 1937, and the first possible archaeological finding were made in February 1938. It was then, to keep the tight schedule, that external resources was call upon, as archaeologists that can spend months under the ground are rare to find.*

### The accidents and the nature of them

*Several accidents have happened during this construction, as in every large construction, but when the number of deaths per month exceeded ten, we started to get worried, as the normal figure has been steady around three per month.*

*The accidents started to increase in Mars this year; we had eight that month, and an investigation was started, then we had eleven in April, that was when we called in the Yard, only to experience eleven in May and twelve in June. In mid June, we desperately begged the M.I.5 for help. We got help, as you can see by the investigations made, but we did not get any results. So far in July, the number of accidents are six, which still is a way to high number.*

### The Low Ranger pubs

*If the characters tries to locate those pubs, one will be in a small village southwest of Bristol, one in central Glasgow and one outside Ipswich.*



## Professor Loranger

If they try to contact the University of Lyon, they will understand that Dr. Renaud Legrand and Dr. Bernard Robins returned in late April, and that they said that Professor Loranger should stay a little longer, but he hasn't returned yet.

## ST HELEN'S HOME AT ROMAN ROAD

St Helen's is a very attractive home for elderly people who have had a better life, and can afford the luxury of around the clock nurses, cooked meals and recreational living, all in the heart of London.

The building is a five story Victorian stone house, where 34 people live, and six people work. They have a large dining room where three meals a day is served, and several recreations, like chess, knitting, occasional cricket games, and of course a radio. The life is easy if you live at St Helen's.

### Explanation to the map

- (1) A perfect gravel path, perfectly kept.
- (2) The entrance of St Helen's.
- (3) The air ventilation unit.
- (4) The squeaky gate in the surrounding stone fence, that is about 6 feet high.
- (5) A large oak tree, where marks of recent climbing activities can be found with an *Observation 15*.



The recent underground constructions have tested the patience of the people living close to the constructions, as both the drilling and the workers cause constant disturbances in the daily life. For the people living at St Helen's there is no exception. But, there work seems to never end, as workers have been coming and going long after the digging of the air ventilation shaft was completed. Those workers have been working for the German agents, keeping the lenses clean and adjusting the optics, so that moonlight can be sent through as series of mirrors down to the circle of stone pillars. The characters might pay a visit here, and if they do, they will greeted and welcomed by a half dozen older women, all eager to hear gossip, information or chat just about anything. A *JoC 15* will reveal that they are just bored and curious. The women have been told by both police officers and workers to absolutely never touch the air unit, not even go near it, as it can kill the people in the underground.

If the characters goes to take a look at the ventilation tower (or that small construction with a pointy roof standing in the garden as the women says), an *Observation 15* will reveal that the tip of the galvanised metal roof is made of glass. It requires a *Mechanics 15* to disassemble the ventilation unit enough to discover things inside. If that fails, *Strength 15* will break it, damaging the sensitive optics inside, as they will fall down from the unit and down into the air tunnel far below. There is a plaque on the ventilation shat saying "*London Underground Ventilation Shaft 1786*"

If they Characters successfully opens the unit, and inspect the items inside, a *Physics 15* or *Photo* to identify the items as optics, Leica optics made in Germany.

If the optics is disturbed in any way, it will take about 30 minutes until a some of German Agents accompanied by a group of BUF bullies arrives in a London Transport truck, dressed as workers and policemen. If the characters are still at the location, they will try to arrest the characters using false charges and calling them Soviet agents. The agents will avoid gunshots if possible, but the BUF workers will use their slingshots. If the characters have left St Helen's, they group will question the women about who has been tampering with the air unit. There are two agents, dressed in police uniform. A *JoC* will reveal that they are not who they say the are, and they have a slight strange accent. The are as many BUF workers as there are characters, but they will keep their distance, and will fight mostly with slingshots and a shovel if they end up in hand to hand combat. As they agents look like policemen, the characters need a successful *Charm 15* or *Scare 15* to get the women to call the real police. If the police is called, they will show up after 9 minutes.

German agent in police uniform			
Das Reich			
Reaction: 7	Defence: 16	Toughness: 8	All other melee: 3
Pain limit: 14	Aura: 5	Courage: 9	All Perceptive skills: 4
Pistol: 6	Rifle: 6	Club: 4	All Other physical skills: 5
False police uniforms and papers, night stick and a Enfield NO2 Mk 1			

### ENFIELD NO2 MK 1

Drum	Range	Rec	Dam
6	2	4	5

BUF London Transport workers			
For Germany or something			
Reaction: 2	Defence: 13	Toughness: 5	All other melee: 5
Pain limit: 12	Aura: -2	Courage: 2	All Perceptive skills: 2
Pistol: 1	Slingshot: 4	Club: 4	All Other physical skills: 4
Shovel (damage +2, difficulty -2 as club) and slingshot			

### SLINGSHOT (Aiming/Slingshot)

Stones	Range	Rec	Dam	Shots/round
6	1	0	2 (blunt)	1

### Aftermath

Information that can be gathered from the Agents and BUF workers with a successful *Interrogation 15*:

- The Frenchman, Mr Loranger made some kind of discovery under the ground, very secret.
- The Air vent is used by the Prussian for some experiments, and we also drop him food packages that way.

A successful *Info Search 15* or *Construction 15* in the London Transport Drawings Library for the air ventilation unit or St Helen's Home will reveal the air vent blueprint.

## THE PATRIOT PUB



This pub, located at Brewer Street have been the central point in the London Fascist Movement, BUF, much like the Beer houses in Munich was for the Nazis. The police is called here regularly during evenings, as brawls seems to follow where BUF goes, but so far the pub has not been closed down. The owner, Steven Cox is a member of the BUF London party committee, and is also a German agent, recruited some years ago. He bribes a few politicians and bureaucrats to keep his pub from being closed down, a favour or a favour.

The pub is located in the ground floor if the building in which Steven Cox and a handful of the core of BUF London lives, so at any time, there will be five BUF members here, and of course Mr Cox. Inside the pub, the walls and windows are all full of swastikas and posters with the texts like JEWS GO HOME. The place served British and German beer and have some German food on the menu, like Bratwurst.

If the characters come here, and they have been spotted already by the Germans or BUF, they will be let inside, then they will be attacked. If the characters are unknown to Germans, they will be treated as any other guest, but when they start to ask questions, the other guests and Mr. Cox will be alerted. They pub have been visited occasionally by agents from M.I.5, so the guests and Mr. Cox know when to stay low.

If a brawl starts with the characters as one part, the BUF members will be twice as many as the characters. If the characters stays low and keep cool, the BUF members will after a while attack another man, accusing him of being a Communist, Jew and Soviet Spy. They will attack the man, an artist from South Kensington named Rowan Bates, beat him unconscious and throw him out of the pub, unless stopped by the characters.



Steven Cox



Steven Cox			
Money money money			
Reaction: 5	Defence: 14	Toughness: 6	All other melee: 4
Pain limit: 13	Aura: 1	Courage: 5	All Perceptive skills: 4
Pistol: 3	Rifle: 1	Club: 5	All Other physical skills: 4
Armed with a Sawed-off shotgun.			

### SAWED-OFF SHOTGUN

Barrels	Range	Rec	Dam
2	2	8	10

BUF Brawlers			
Beer and Brawl			
Reaction: 2	Defence: 13	Toughness: 5	All other melee: 3
Pain limit: 12	Aura: -2	Courage: 2	All Perceptive skills: 2
Boxing: 5	Pistol: 1	Club: 4	All Other physical skills: 4
Fighting with boxing or a Club (beer bottle, stool or beer glass)			

### Aftermath

If the characters can stay unprovoked by this event, or sneak out to be back with the police, they will hear the following information using either *Charm 15* (stay calm) or *Interrogation 15* (with the police):

- *The Germans have big plans for London. We better chose side now, before it's to late. All they want is peace and the filthy Jews.*
- *We are the servants, the masters have sealed off the secret area, only for the masters and the Prussian. We bring him food and drink, and carry away his trash, with pride.*

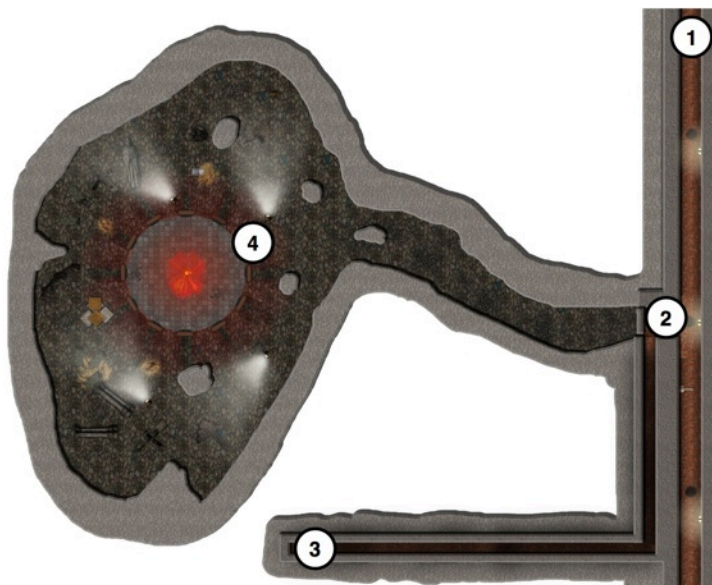
## THE SECRET DOOR TO THE UNDERWORLD

When the characters at last figure out where the action is, they will try to locate the secret cave, now under control by the German Professor, Ruben von Veltheim.

To get to the service corridor from where the ventilation tunnel connects, they have to enter the subway tunnel at Liverpool Street, through the working area and then through the tunnel system. Remember that the Police and the M.I.5 have given up on this case, so do not let the characters expect a massive backup of 1939 swat teams. They are on their own, and as everybody knows, they are just following dead leads.

### Explanation to the overview map

- (1) The tunnel that leads to the tracks.
- (2) The hidden doorway *Observation 20* or actively searching using *Search 15* to find it.
- (3) The ventilation shaft that leads to the ventilation unit at St Helen's Home. Remember that if the characters failed opening the unit and dropped the optics, it will lay here, broken into hundreds of shards of glass.
- (4) The inner chamber where the stone circle was found, will be described in details later.



### GM Notes

When the characters are trying to locate either the mysterious optic devices or try to find where the air vent shaft leads, or are actively trying to locate evidence of German activity, there are some clues and details available. Remember, do not show the map until they discover the false wall (secret door) and have entered.

Along the ventilation tunnel, from (3) to (2), characters searching, *Search 15*, might find small lenses (optics) mounted along the wall, and markings on the wall which if a successful *Construction* is rolled, indicate that the optics devices have been mounted with extreme precision.

When they do find the secret door, which is just made of painted cloth and plaster, they will also notice that there are cracks in the newly laid brick floor.

The rough dug out tunnel that leads to (4) is damp and has a foul smell to it, and the characters will see both a flicker of red light and electric lights up ahead.

The walls of the tunnels are dug through mud with occasional stones, and here and there bones or human skulls are clearly visible. A *Courage* is required to not just turn away in pale.

## THE STONE PILLAR CIRCLE

### Directions on the map

The map will now be detailed described with each item in its own section. This is because there are a lot of things going on here.

### 1. The Entrance

As the tunnel pass a huge piece of rock on two sides, Professor von Veltheim placed his two guards here, to prevent occasional vagrants from disturbing him. They seems to like the unused tunnels a lot here in London.

When the characters are getting close to (1), a silent alarm will trigger a light inside the chamber. Professor von Veltheim will then say loudly, in German:

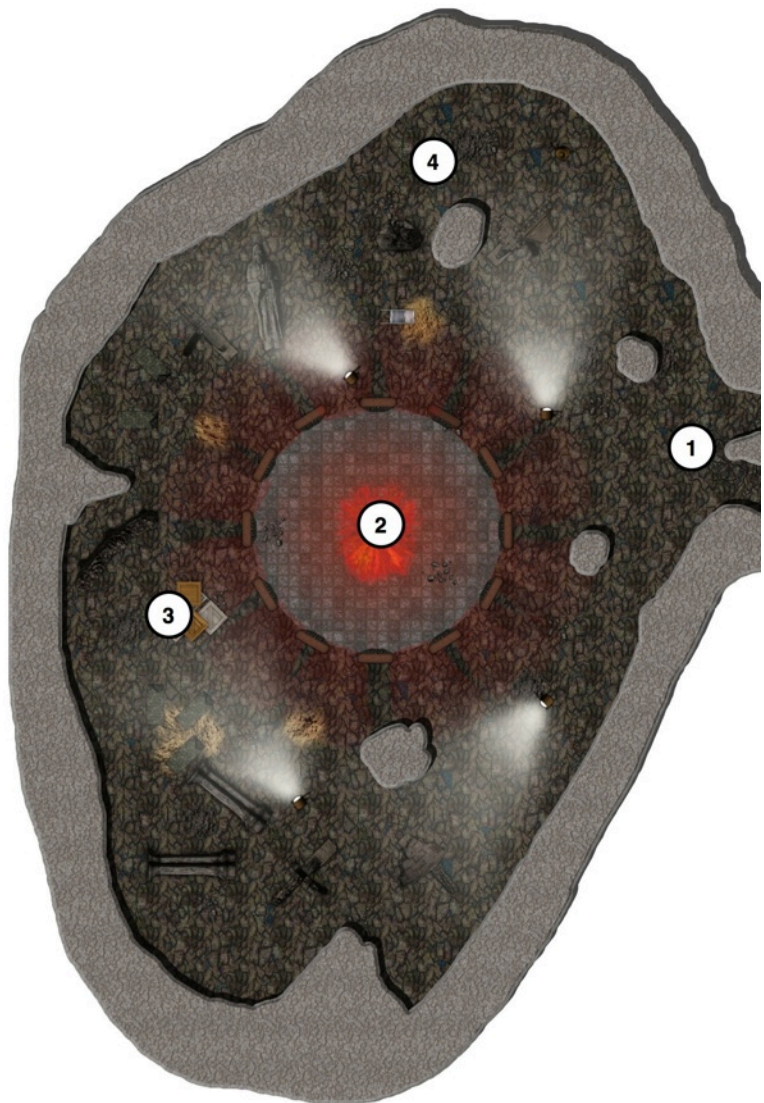
*-"Johann, bringen Sie Klaus und zeigen Sie den Einbrechern die Tür."*

A successful German is required to understand, translation is:

*-"Johann, bring Klaus and show the intruders the door."*

The agents will draw their silenced guns and will go on each side. If the characters prove to be dangerous, they will retreat into the chamber and use pillars and rubble for defence, trying to lure the characters inside the ring. If someone goes inside the ring, a flaming whip from the Bowl of eternal flame will attack them, see (2).

Professor von Veltheim will use his occult powers to try to defeat the characters. He will be at (4), the garbage dump, hiding behind the massive piece of rock there.



*Professor Ruben von Veltheim*



## 2. The stone pillar circle

The twelve pillars surrounding this circle are all covered with ancient glyphs. In the centre of the circle stands a 4 feet high, goblet in gold, with a sparking red fire in it. The fire seems to be almost alive, and it looks like arms, or tentacles of fire is reaching out, trying to touch the pillars. Anyone passing the pillars into the circle will be attacked by the fire.

The bowl, or large goblet, in the centre is the bowl of eternal flame, found in South America but mysteriously disappeared.

## 3. The camp and the crates

Here is the small camp in which Professor von Veltheim lives, and have been living for the past months. Food is brought here by the BUF members, and it is either carried through the tunnels or dropped in food packets through the air ventilation.

A *Searching 15* in the crates will reveal a rolled up painting, painted on canvas. An *Evaluate 15* will say that this is a very expensive painting, late fourteenth century. The painting shows a circle of 12 stones pillars, and a golden goblet in the centre. Also, it has texts in many different languages around it, as it looks like it has been painted by different artists.

To manage to either operate or close the gate, the following different languages will have to be handled. *Read German 20, Read Latin 20, Read Greek 20, Read Hieroglyphs 20 and Read Ancient Mayan 20.*

The most important ingredient to close the gate is sunlight, which can be a little difficult to fix, but drilling a hole right above the pillars, right beside St Helen's Home is one solution, as using the optics as it is will bring too little sunlight. Using larger optics and mirrors can also do the trick. This will require some successful skill rolls, for example *Mechanics 20, Construction 20 or Physics 20*. Help can also be called upon from O:FR for this, and miss Sharp or Frank Pick can also assist in finding the right minds.

As they gate wont open completely in the next 72 hours, at least, the characters might have the time to fetch some colleagues or scholars from the nearby universities to interpret the texts.

## 4. The trash corner

Nothing special except that Professor von Veltheim will use this place as a defence position when attacked.

# OPPONENTS IN THE SECRET CHAMBER

The bowl of eternal flame
<p>The bowl of eternal flame cannot be attacked ion any ways known to the characters. Any attempts by using explosives or any other powerful means will just result in reasonable painful experiences for the characters. You stop the bowl from opening the gate by exposing it to direct sunlight.</p> <p>It will however attack anyone coming inside the circle, friend or foe, but lashing out a tentacle of flames. Tentacle: 12 Damage: 5 + 1d20 damage, and any flammable materials will catch fire if the damage is greater than 15. A successful Reaction 15 will divide the damage by two.</p>

Agent Johann Weismüller			
Rank lead to wealth			
Reaction: 6	Defence: 16	Toughness: 6	All other melee: 4
Pain limit: 13	Aura: -2	Courage: 10	All Perceptive skills: 6
Pistol: 8	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Walter-p38			

Agent Klaus Erdlinger			
Whatever the bosses say			
Reaction: 7	Defence: 16	Toughness: 8	All other melee: 3
Pain limit: 14	Aura: -3	Courage: 8	All Perceptive skills: 2
Pistol: 5	Rifle: 3	Club: 6	All Other physical skills: 6
Armed with Walter-p38			

### WALTER P-38

Mag	Range	Rec	Dam
2	3	4	5

Professor Ruben von Veltheim			
For tze glory of tze faterland			
Reaction: 3	Defence: 13	Toughness: 10	All other melee: 2
Pain limit: 15	Aura: 12	Courage: 9	All Perceptive skills: 6
Pistol: 3	Rifle: 1	Club: 5	All Other physical skills: 3
Armed with Walter-p38, but will primarily use his extra ordinary powers.			
<b>Paranormal Gifts:</b> <b>Remote grip 9</b> <i>The ability to take a strangling grip around someones throat from a distance. The target needs to be visible, in visible range. Maximum range in yards is 3 x skill level.</i>  <b>Formula:</b> $1d20 + 9$ - range in yards. Needs to beat the Defence of the target for a successful grip. A gripped target has to roll a toughness 15 or become stunned one round. After this gift has been used, the user has to abstain from using it for one round due to fatigue.			

THE END

## Briefing Information

### UNDERGROUND HISTORY

Ever since the first line was opened in 1863, one of the major headaches facing the engineers and the army of construction workers commissioned to expand and develop the network has been the presence of huge burial pits dating back to the summer of 1665 when London was ravaged by an outbreak of bubonic plague (also known as the Black Death).

Since no-one knew for certain how many of these plague pits were actually dug, nor where they were located with any degree of accuracy, it was inevitable that as the railway network continued to expand more and more of these 17th century plague pits would be disturbed often without any warning.

To the southern end of the London Road Depot (Bakerloo Line) there are two tunnels. One exits onto the running line between Lambeth North and Elephant & Castle stations. The other is a dead-end tunnel designed to stop runaway trains. Behind the wall, however, at the end of this particular dead-end tunnel is yet another one of London's many plague pits.

Liverpool Street Station, the London terminus of the former Great Eastern Railway, is actually built upon a plague pit as is Aldgate Station (on the Circle Line) and the Piccadilly Line between Knightsbridge and South Kensington is said to curve around "a pit so dense with human remains that it could not be tunnelled through".

Over the years, a number of passengers travelling north on the Bakerloo Line have reported seeing the ghostly reflection in the carriage window of someone sitting next to them even though the seat next to them is actually empty.



## BANK & MONUMENT COMPLEX

Bank and Monument are interlinked stations, spanning the length of King William Street in the City of London. Servicing two Underground lines. Officially, the stations are known as the Bank-Monument Complex, although the separate names remain in use on station entrances, platforms and the tube map. The two stations derived their names from the nearby Bank of England and the Monument to the Great Fire of London.

Phillip Whitehead was as a cashier at the Bank of England. Arrested for forging cheques he was subsequently tried at the Old Bailey, found guilty and hanged in 1811. The tragedy drove his sister Sarah quite mad and for the next 25 years, the rest of her life in fact, she came to the Bank every day dressed completely in black, in the forlorn hope of finding her brother. For that reason her ghostly apparition has acquired the nick-name the Black Nun. Some people believe that Sarah's daily presence in and around the Bank was the reason why the Bank of England acquired the nick-name of the Old Lady of Threadneedle Street, a nick-name it still enjoys to this day.

Sarah's ghost has been glimpsed on numerous occasions in the Bank's garden and on the platforms and passageways of Bank Station and there have also been reports of foul, unexplained smells and feelings of great sadness, anxiety and hopelessness in the station.

## BRITISH MUSEUM TUBE STATION

This abandoned tube station on the Circle Line (it closed on 25th September 1933) was said to be haunted by the spirit of a long dead Egyptian Princess whose mummified remains are in the nearby British Museum. A national newspaper offered a reward to anyone who would dare to a night in the station on his/her own but no-one took up the challenge.

## COVENT GARDEN TUBE STATION

Covent Garden tube station is on the corner of Long Acre and James Street and is one of the few underground stations in Central London that doesn't have any escalators. Platform access is by stairs (195 steps) and lift only. It is on the Piccadilly Line between Leicester Square and Holborn.

The station is said to be haunted by the ghost of an English actor by the name of William Terriss.

Born on 20th February, 1847 William Charles James Lewin took to the stage in 1867 under the stage-name of William Terriss. He quickly established himself as a very popular actor in Victorian London in a variety of swashbuckling and heroic roles. Because of his "action man" style he gained the nick-name of "Breezy Bill".

On 16th December 1897 as he was entering the Adelphi Theatre on the Strand to prepare for the evening's performance of a play called "Secret Service", he was stabbed to death by a deranged and disgruntled actor he had once befriended by the name of Richard Archer Prince. As he lay dying in the arms of his leading lady he is supposed to have whispered to her "I'll be back".

## ACCIDENTS

Over the years, construction of the London Underground have from time to time caused tragic accidents. The past three months, we have had over thirty accidents with mortal outcome.

<b>Scotland Yard Investigation Report Form</b>	
<b>Date:</b> 22/06/1939	<b>Reported by:</b> D.S. Winters
<p>Witnesses state that when four men were killed in an accident where rails loaded from a lorry to the rail wagon fell down on the men loading, Roy O'Neil's last words were "I've seen that woman at the Low Ranger". Three pubs named The Low Ranger were found in the country but were all dismissed after been under surveillance for two weeks.</p>	
<b>Status:</b> Closed	

<b>Scotland Yard Investigation Report Form</b>	
<b>Date:</b> 12/05/1939	<b>Reported by:</b> D.S. Scott
<p>We have had several reports from some older women living at the St Helen's Home for elderly people, at Roman Rd, close to Victoria Park Gardens. They claim that on several occasions workmen have come, disturbing their afternoon tea, moreover tromping on the petunias. "How can the lawn ever heal when they keep running there? This is a home for elderly people, and we have payed dearly to stay here."</p> <p>The last report were several weeks after the constructions were finished, so a patrol went and checked it, and found an air ventilation shaft for the new underground on their lawn, which explains the workers going there.</p>	
<b>Status:</b> Closed	

<b>M.I.5 Secret Report File:</b> 13/06/1939 agent 1107
<p>Professor Sveind-Helge Larssen that headed the Norwegian archeological team disappeared April 21, after he got a telephone call two in the morning from someone at the excavation site. No traces found, no body, and no evidence of a crime could be established.</p>
<b>Status:</b> Closed

<b>Scotland Yard Investigation Report Form</b>	
<b>Date:</b> 03/05/1939	<b>Reported by:</b> D.S. Williams
<p>An elderly woman, Rowena Ashton-Miller, age 72, reported that her sleep was disturbed by youngsters singing songs in German and marching up and down Brewer Street in the middle of the night. She called in several times. She also reported at two separate occasions that she had seen these young men grab and carry away someone, who she could not tell as her eyesight is weak and it was very dark outside. A quick checkup by two policemen did not find any other witnesses that could confirm her story.</p>	
<b>Status:</b> Closed	

<b>M.I.5 Secret Report File:</b> 23/06/1939 agent 0098
<p>We got a report that Sveind-Helge Larssen, the Norwegian professor in archeology, complained openly that some other archaeological team were covering up their findings. He accused them for planning to take all credits for their findings later on. No evidence of such activities have been found.</p>
<b>Status:</b> Closed

<b>Scotland Yard Investigation Report Form</b>	
<b>Date:</b> 16/05/1939	<b>Reported by:</b> D.I. Grant
<p>Two workers were killed in a pub brawl outside the pub The Patriot. The Patriot is a pub where BUF, British Union of Fascists regularly meet, located on Brewer Street. No person could actually be bound to the scene of crime. The deaths were both filed as death caused by brawling in public. Four BUF members were fined for not cooperating with the police and carrying illegal weapons to a total of 89 pounds and 46 pence.</p>	
<b>Status:</b> Closed	



<b>M.I.5 Secret Report File: 28/06/1939 agent 1278</b>
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During the funeral of the late Steve Connolly, an agent reported that there were some whispers about a moonlight job that Mr. Connolly and some other of the now dead workers had been part of. An investigation took place but no evidence of such a moonlight operation could be established.
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<b>Status: Closed</b>
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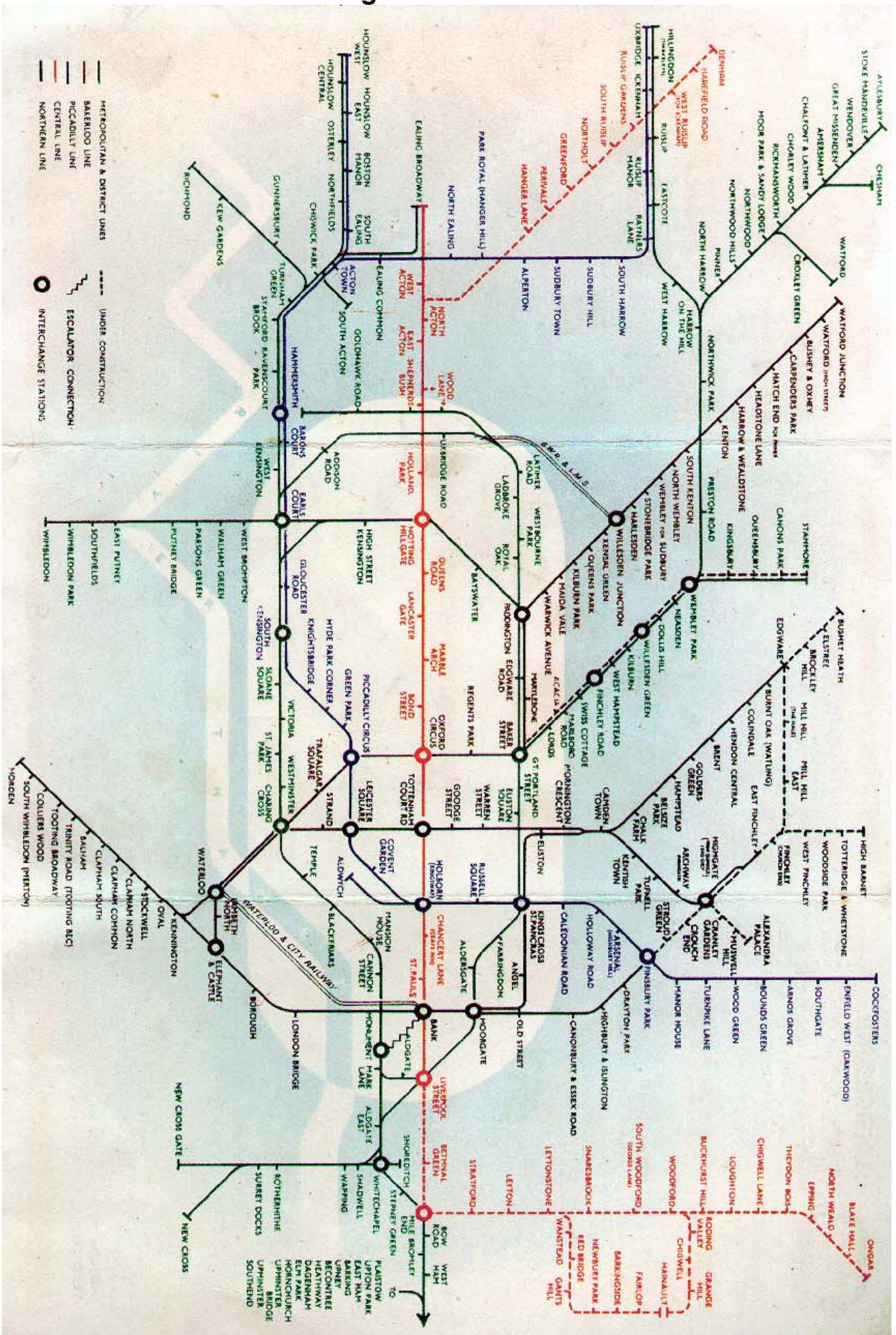
<b>Scotland Yard Investigation Report Form</b>
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<b>Date: 29/05/1939</b>	<b>Reported by: D.S. Evans</b>
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The widow of the Late Sean O'Patricks stated to the officer that Mr. O'Patricks left the home late in the evening on the day before he was found dead, and that he never came home that night. He was found at lunchtime, crushed under a pile of rocks, and his time card was marked when the shift started at 7 in the morning. He was probably cheating on his wife, and asked a workmate to punch his card that morning. No one confessed to have punched Mr. O'Patricks card.
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<b>Status: Closed</b>
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# Underground Network





## London Transport Information Leaflet



### UNDERGROUND TRAINS NOW RUN TO EAST FINCHLEY L·N·E·R

Highgate Station L·N·E·R will open for Underground Services Summer, 1940.

### FUTURE EXTENSIONS

1939

AUTUMN. BAKERLOO LINE. Baker Street to Finchley Road: through trains between Elephant & Castle and Stanmore.

1940

SPRING. NORTHERN LINE. East Finchley to High Barnet: through trains between High Barnet and Morden.

SPRING. CENTRAL LINE. North Acton to Greenford: through trains between Greenford and Liverpool Street.

SPRING. CENTRAL LINE. Liverpool Street to Loughton and Hainault (via Woodford): through trains between Greenford, Loughton and Hainault.

SUMMER. CENTRAL LINE. Greenford to Ruislip: through trains between Ruislip and Loughton.

AUTUMN. NORTHERN LINE. Drayton Park to Alexandra Palace: through trains between Alexandra Palace and High Barnet and Moorgate.

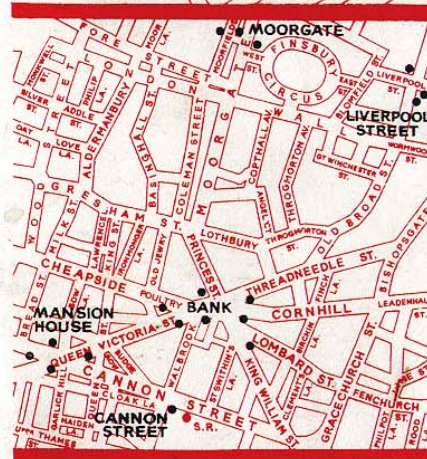
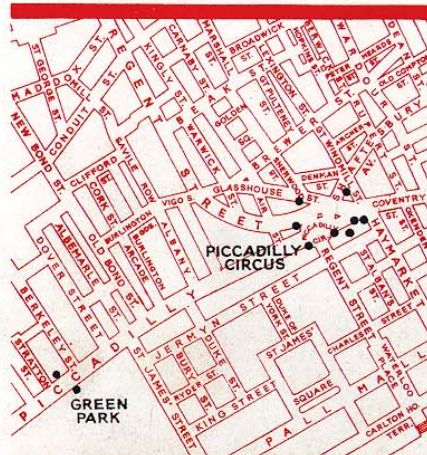
1941

SPRING. CENTRAL LINE. Loughton to Ongar: and Leytonstone to Woodford via Newbury Park: through trains, Loughton, Hainault and Ruislip (via Woodford), Hainault and Ruislip (via Newbury Park).

SPRING. NORTHERN LINE. Finchley (Church End) to Bushey Heath: through trains between Bushey Heath and Morden.

SPRING. METROPOLITAN LINE. Harrow to Rickmansworth, widening: Rickmansworth to Amersham and Chesham electrification.

**LONDON TRANSPORT**



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### UNDERGROUND LINES

ISSUED FREE  
Number 3 1939



LONDON TRANSPORT  
55 BROADWAY SW1 ABBey 1234

Miss Sharp

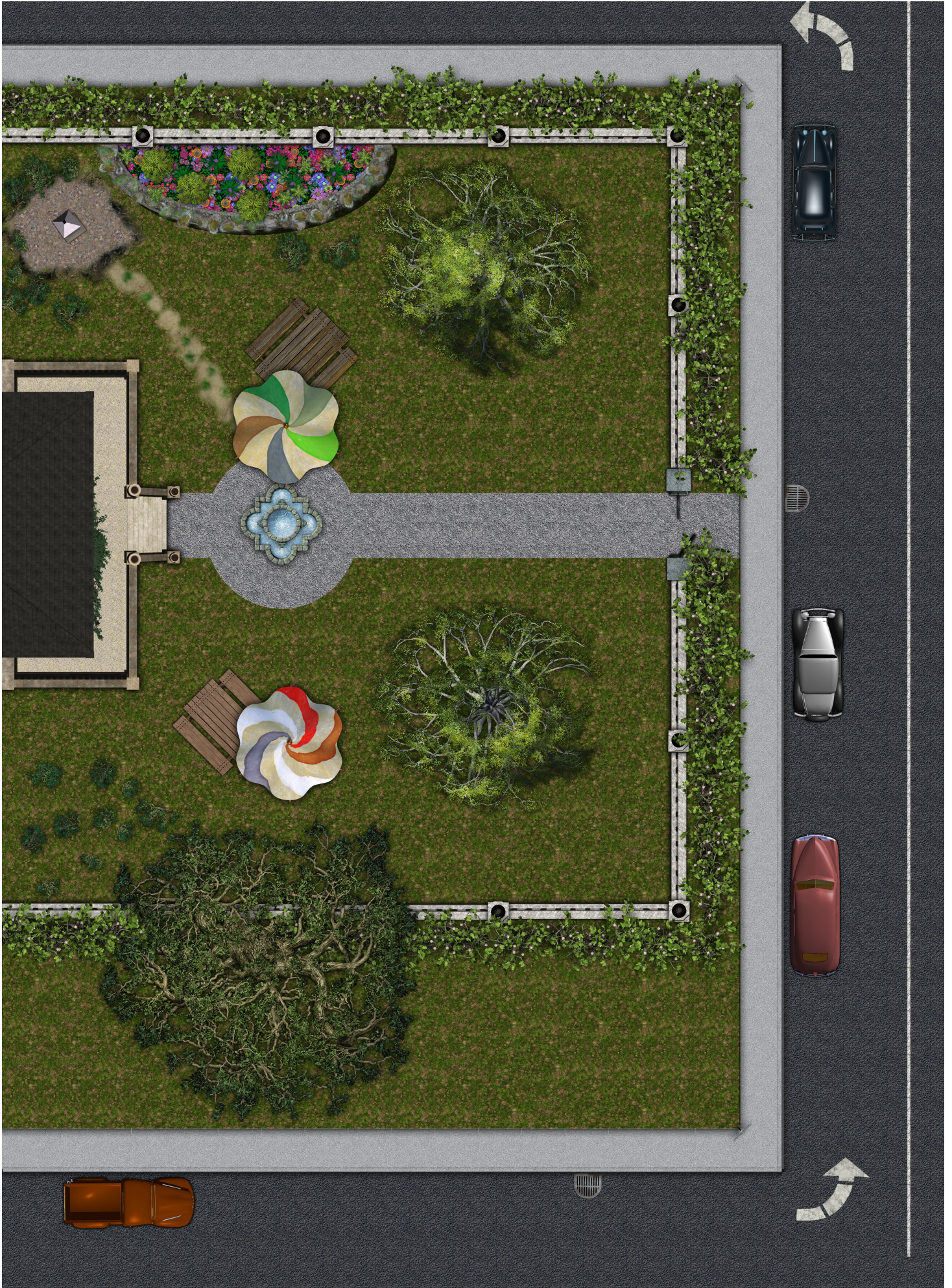


Steven Cox



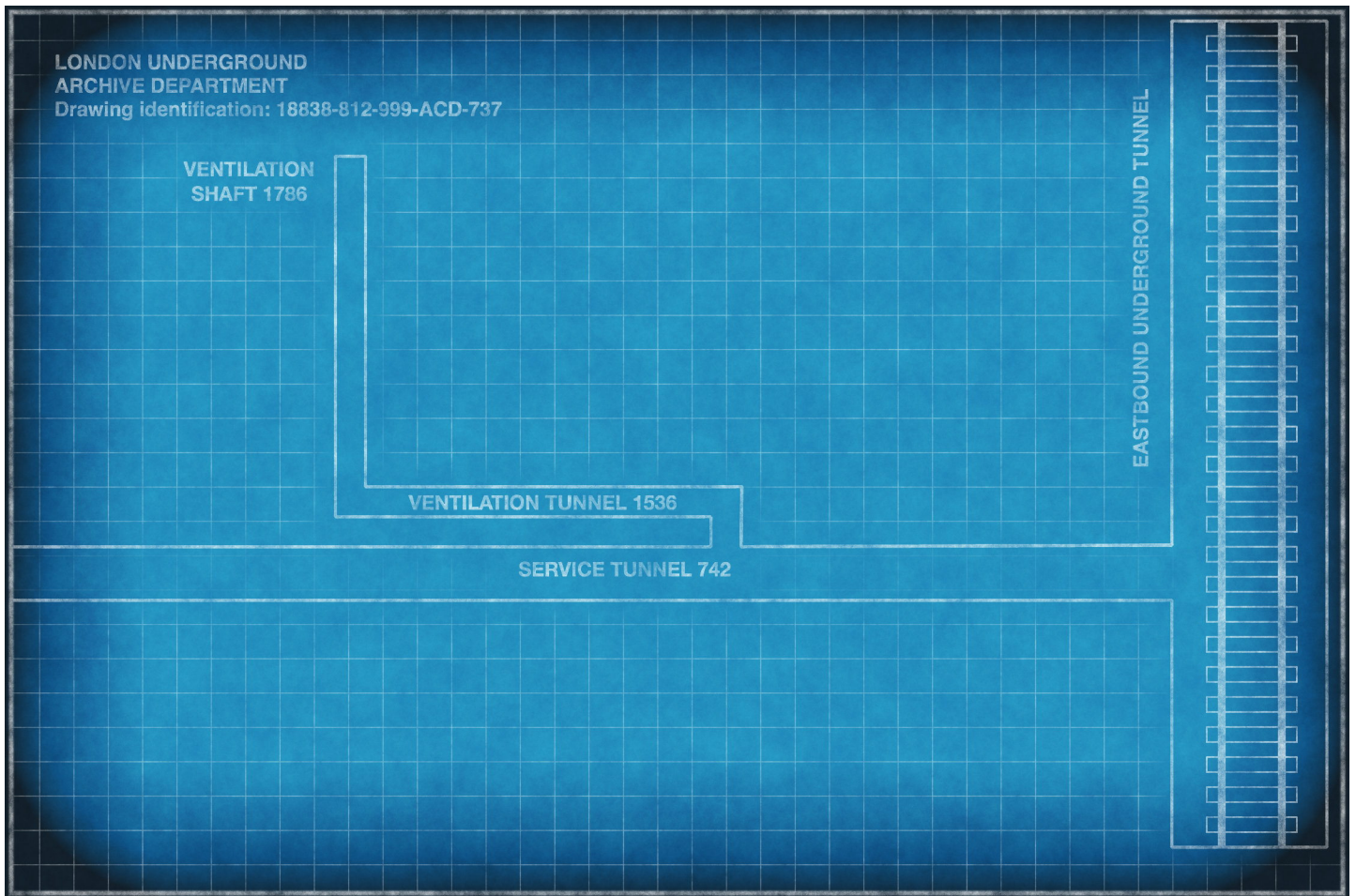


# St Helen's Home





# Tunnel System Blueprints



**Professor Veltheim**





