

Wicked Times

Winter is coming

This is a short adventure suitable for 3-4 players
for the role playing game Operation: Fallen Reich.



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

This is the seventh 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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Additional ideas:	The playtesters
Note:	This adventure is born from a small seed when I was GM:ing just a random adventure but it came out rather well so I decided to write it down.
Map:	London Geographical Institute
3D Models:	Digital Art Zone (DAZ www.daz3d.com) Renderosity (www.renderosity.com) http://newspapers.rawson.lib.mi.us/ http://www.clipperflyingboats.com/ http://www.historyorb.com/ http://www.wikipedia.org/ http://www.luftarchiv.de
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Play testers:	Jesper Alm Daniel Fristedt Simon Westerberg
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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

A German archeological expedition led by a Fallen, Professor Albert Grüber, is in Sweden looking for an old and powerful artefact, The Sword of the Rightful. According to an old legend or myth, a Swedish knight was banished and had to do 20 years of service to the holy chair with the Knight Templars in the holy land. He was given a sword, a very special sword, The Sword of the Rightful. He brought the sword with him when he returned to Sweden from the holy land 20 years later. Several years after his return, when he was mortally wounded in a battle with the Danes, he was buried together with his sword in a church he had build. The memories of his burial place faded, but the nuns of the abbey of Bridget of Sweden (Sancta Birgitta or Saint Birgitta) made a note of its location under the floor stones in the church of Bridget of Sweden, in the town of Vadstena.

Professor Albert Grüber, has used his powers taken control of the Governor of the region Östergötland, Karl Edvard Tiselius. The region is where this mythical item is believed to be hidden, and Professor Albert Grüber has a power of

attorney signed by Governor Karl Edvard Tiselius to execute his archeological investigations with help of by Swedish archeologists without any interference by locals, the church or the police.

The Germans have an aeroplane, a Focke Wulf-43 civil aircraft fuelled and ready at the recently built Swedish military airport at Karlsborg.



ADVENTURE START

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

This adventure starts on Wednesday, November 22, 1939. The characters are summoned to one of the many anonymous addresses held by the organisation in central London for a meeting with Colonel Chesterfield. The Colonel sips on a cup of hot tea and points at a large map of Europe hanging on a wall.

Gentlemen, some disturbing news has reached us from one of our agents in Sweden, Mr. Sven Andersson. A German archeological team has been working for some weeks in Sweden, in a region they call Oestergotland (Östergötland).

We suspect that they are searching for artefacts, but we have no clues to what on earth they will be searching for in that part of the world.

The situation is rather delicate, Germany has a naval blockade against us, and we have problems to find a way to get you directly into Sweden without jeopardising the delicate diplomatic works that is trying to keep Sweden neutral or make them take the move to the Allied.

The colonel takes another sip of the tea and a bite of a cinnamon biscuit, then continues.

We have though come up with a plan. You will embark on the ship SS Ella of Norwich leaving London later today, with destination Oslo, Norway. She will have destroyer escort by HMS Liverpool across the North Sea until she reaches Norwegian territorial waters, then the destroyer will escort another ship back to London. You will spend about 50 hours on the ship, so bring a deck of cards with you.

When you reach the beginning of the Oslo Fiord during night, a small fishing boat will be dropped into the sea from SS Ella and you will aim Northeast and go by compass until you see the lights from a lighthouse, there you will go ashore. This will be close to the town of Fredrikstad.

From there you will use common means of transportations to cross the border into Sweden and then travel to the town of Motala, where you will contact Mr. Sven Andersson via the Town Hotel, Stadshotellet.

You will only be allowed to carry one personal firearm, pistol or revolver, easily concealable. You will get passports and a cover as British traveling salesmen, representing Tinning's Tea company. If you need tea for show, you can buy it in a local grocery store.

Here you have two detailed maps over your areas of interest, the Fredrikstad and Motala, now dismissed. Wait, one more thing, remember that you are going to Scandinavia and winter is coming, don't forget to dress properly, we don't want you to catch a cold.



GM's map:

- (1) The boat landing outside Fredrikstad
- (2) Motala

A SHIP IN THE NIGHT

The SS Ella is an old steamer carrying goods to Norway. The characters are put into a spare crew cabin and there is only two bunks so sleeping has to be done in shifts.

After about 50 hours, just after midnight on November 25, the captain calls on the characters that it's time to unload. The night is pitch black, with thick clouds covering the sky, preventing even the faintest moon light to pass through.

The boat is a small boat, much like a lifeboat, with a crude oil engine, the type used in most fishing boats. The characters climb into the small boat and it is lowered into the sea. The engine starts with no problems and the characters steer into the darkness to the Northeast.

After about one hour the light from a lighthouse can be seen in the far distance, and snow starts to fall from the cloudy sky, making this boat trip even colder.

When the characters come closer, a *Boat 20* is required not to smash the boat on the sharp underwater rocks just outside the small island where the lighthouse is. A failure and the boat is stranded and leaking.

To walk on the slippery snowy cliffs up to the lighthouse, an *Agility 10* is required, not to slip and wet the pants in the ice cold water.

On the small island is a lighthouse and a small light watcher's cabin. As it is around 2 a.m. in the morning, everyone is asleep, but it is freezing cold outside and snowing, and a cup of tea would really do good.

The light watcher, Mr. Bjørn Kjelland will open the door if the characters knock, but as he speaks no other language than Norwegian, he will call for his wife, Trine who speaks at least a little English.

A successful *Charm 10* will grant them a roof for the night in the guest room, and a successful *Acting 15* will make a believable story for why they came to the lighthouse in the night.

In the morning, a breakfast is served, with a strange brown sweet butter to the break, and no tea, only coffee.

Mr. Kjelland has to go with his boat to the main land, to Fredrikstad, to get supplies and he gladly offers the characters a lift.

FREDRIKSTAD

This small coastal town filled with gentle people speaking a foreign language is a relief. One thing is very difficult *Info Searching 20* to find a store where tea can be bought, and there is only Lipton's tea available. It requires an *Acting 15* or a *Charm 15* to persuade the shopkeeper to sell tea to a foreigner who cannot show a proper rationing coupons.

GOING TO SWEDEN

To travel to Motala in Sweden from Fredrikstad in Norway, there are three main alternatives, train, bus or a mixture of trains and busses. The trip will take a few days and be frosty and cold for the average Brit. The biggest issue is that tea is not served anywhere, only coffee that is not real coffee but coffee replacements as the rationing system makes it very hard to find real coffee.

After some days in trains and busses and night spent in warm and cosy inns, the characters arrive in Motala.

MOTALA

The town of Motala is a typical Swedish industrial town. The main employer is Motala Verkstad, which is a mechanical industry. The characters arrive here (if they go by bus and train) around noon.

The characters can easily find the newly built hotel, Motala Stadshotell, in the centre of the town at Drottninggatan (Queens Street). The hotel was finished in the beginning of this year.

The characters can leave a note for Sven Andersson, and he will show up in the afternoon, in time for dinner. Sven Andersson is a tall blond and with a typical Scandinavian look. He insists to he should buy the characters a real traditional Swedish dinner to make them feel welcome in Sweden.

The dinner is as you can imagine very traditional, and can be a bit of a challenge for the poor British agents.

Swedish dinner menu:

For starters Mr. Andersson orders a plate of pickled herrings, gravlax and boiled potatoes. A failed *Courage 10* will make the character rather suspicious to the food on the plate, but it will get worse, much worse.

For main course, Mr. Andersson orders body cakes* and blood pudding** with lingonberry jam. A *Courage 15* is required to dare touch the food. If the characters are too weak, Mr. Andersson will be rather upset about their lack of taste when it comes to traditional Swedish food.

For desert Swedish cheesecake* with cream and strawberry jam. A Swedish cheesecake is not what the Brit or an American would call a cheesecake at all, but rather a curd cake.

To finish this dinner, coffee and Punsch is served. Punsch is also known as Arrack Punch, which is a sweet liquor. The coffee is real coffee and not coffee surrogate. Tea on the other hand is not available at all and if the characters ask for it, the head waiter will just shake his head and say sorry.

* Body cakes are chopped pork, onion and spices in a ball of mashed potatoes. This can be compared to haggis, but with the meat inside, not layered in top. Often served with lingonberry jam and melted butter.

** Blood pudding or black pudding is served in slices of about 1/3 inch, fried in a pan and made of blood and potato flour. Served with lingonberry jam and sometimes with a few slices of fried bacon.

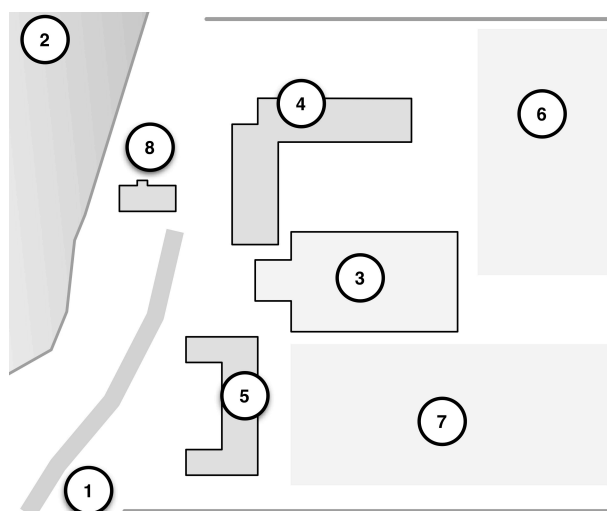
After this rather long dinner, Mr. Andersson says that tomorrow the characters will have to go south to the town of Vadstena, about 9 miles to the South, where the German archeological team is currently working in the old Abbey of Saint Bridget.

Transportation

As cars are rare, and rental cars doesn't exist, the characters can either buy a car, or charter a taxi, or go by bus, but busses won't go at times when the characters want. Remember that driving on snowy roads is difficult, *Driving 10* to avoid the ditches when driving.

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VADSTENA ABBEY



Map description:

These are the descriptions of the building's current usage, don't spill this information to the players yet.

- (1) The road to the area
- (2) Lake Vättern
- (3) The great abbey church
- (4) Mental institution
- (5) Mental institution
- (6) The old cemetery
- (7) The old garden
- (8) The doctor's house

History of the abbey

The abbey was founded in 1346 by Saint Bridget with the assistance of King Magnus IV of Sweden and his Queen Blanche of Namur, who made a will donating ten farms, including that of Vadstena in Dal Hundred, Östergötland, to the abbey founded by Bridget.

The daughter of Saint Bridget, Saint Catherine, on arriving there in 1374 with the relics of her mother, found only a few novices under a Religious Superior. They chose Catherine as their abbess. She died in 1381, and it was not until 1384 that the abbey was blessed by the Bishop of Linköping. The first recognised Abbess was Ingegerd Knutsdotter, granddaughter of Saint Bridget. The canonisation of Saint Bridget in 1391 and the translation of her remains to the Abbey Church in 1394 added greatly to the fame and riches of her community.

The German archeological expedition

The Germans have been searching high and low for The Sword of the Rightful, and have now started to lift some of the huge floor stones in the Church of Saint Bridget, which has caused some problems with local populations who dislikes getting their sacred cloister torn upside down by Germans. The police have at several occasions been forced to remove troublesome people disturbing the archeological research, all according to the Letter of attorney signed by the Governor.

When the characters arrives to the abbey, they see that whole yard in front of the great church (2) is busy with men dressed on winter clothes. There are several cars parked here.

The most of the activity seems to be inside the great church, where a small crane is used to lift the huge stone slabs used for flooring.

If the characters shows interest or tries to enter the site, they will be told to stay away, first in Swedish, then in English. If they insist, one of the archeologists will blow a whistle, and the police will arrive within five minutes and show the characters from the site.

As this is late November in Sweden, the sun sets at 3.15 p.m. which will end the activity at the site for the day. About 4 p.m. the site is empty.

The fools and the crazy

When the characters are in the area around the old abbey, perhaps sneaking on the Germans, they will meet an old woman that speaks German and English, a very rare combination at this time in Sweden. This women will happily answer any questions the characters have, but keep in mind, she is a permanent object at the mental institution. A *Judge of character* will not reveal that she's from the luny bin, but a successful *Psychology 15* will. This is a good opportunity for the GM to really put the poor characters on the wrong track, be creative, tell them about monsters, about explosions and earth shaking thunder, about men coming up from the graveyard, and about men breathing fire.

Late evening visit to the church

If the characters sneaks in to the great church and look at the stone slabs the Germans have lifted, an *Observation 15* so spot it, they will see that there is an inscription engraved under one of the slabs, and a rough map or drawing. The Germans have filled in the markings with colour to make them easier to follow. The text is in Latin, and a *Read Latin 10* is required to understand it.

An *Orientation 10* is also required to get that the star is Vadstena abbey and the cross is at Forsvik on the other side of Lake Vättern.

Cat burglar visit to the Germans

If the characters decided to tail the German archeology team back to their hotel in Vadstena, Hotel Eden, they will see that the person who seems to be in charge, Professor Albert Grüber, always carries a briefcase.

If the characters decides to nick the briefcase, GM has to handle the situation, and remember that the Swedish police will not look light on foreigners interfering with the archeological research team.

If they do get the they will find a notes in German, translated from the Latin. A *Read German 10* to understand it.

WHAT HAPPENS NEXT?

Slow or lazy characters

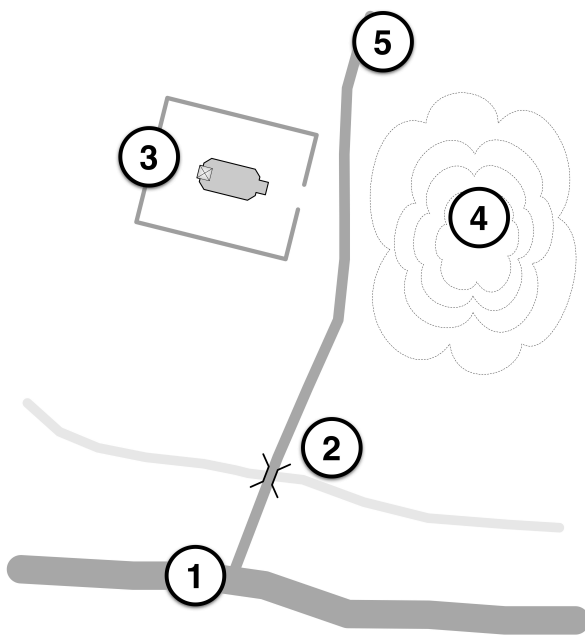
The Germans will go in two cars to Forsvik the following day and arrive around 11 a.m. If the characters are lazy and arrives after 12.30 p.m., the Germans will have found the sword hidden under the floor close to the altar in the church. Professor Albert Grüber, his driver and his guard will take one car to the small, newly built, military airfield at Karlsborg, where a German Focke Wulf FW-43 civilian aircraft is kept ready for a direct flight to Germany. The mission failed, flog them when they come back to Britain, if they dare.

Fast and witty heroes

The characters are smart enough to go to Forsvik church before the Germans get there, and have time to setup some kind of ambush or stakeout.

The Germans will arrive in two cars, three people in each car. Professor Grüber's car will be the first car of the two when driving. The cars are both black Volvo PV53-56, a robust car heavy influenced by American cars.

CHURCH OF FORSVIK



Map description:

- (1) The main road
- (2) The small bridge over the stream
- (3) The church
- (4) An evergreen fir forest
- (5) The road to some farms

The main road is decently ploughed, but the small road to the church is covered with two inches of snow, leaving very visible tracks.

In the church there is one large stone in the centre of the church, with old iron pull rings attached to it. Dust and dirt bare witness that this stone hasn't been moved for many hundred of years.

It will require a Strength 20 to lift it up just enough in one corner to put something under and slowly work it inch by inch to the side. It will take about 20 minutes to open it enough to reach down and grab The Sword of the Rightful.

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The Germans

When the Germans arrive, they will instantly notice of someone has arrived ahead of them, and they will be alert.

A successful Tactics 10 will tell the characters that the bridge is a perfect location for an ambush, if they want to stop the Germans before they reach the church.

If the characters go here directly after their discovery, they will meet the Germans on their way from the church as they was tipped off by someone who saw the characters in the church.

No Swedish archeologists will be invited to this part of the job, they have done their part by lifting heavy stones and searching many ruins for the masters from Germany, their presence is no longer required.

If, and when, a gun fight erupts, the police will arrive in about 30 minutes.

AFTERMATH

If the characters successfully recovers The Sword of the Rightful, they will have to arrange transportation home, which as they will know is best done in Gothenburg where there are both ships and a good British presence.

Other options is to travel to Oslo and travel back the same way they arrived, or maybe they just drop the item of at the embassy and they can send it home via diplomatic mail.

This part of the adventure is left in the hands of the capable GM which now can enjoy full artistic freedom.

NPC ROSTER

Standard Swedish Policemen			
The Germans have a letter of attorney			
Reaction: 2	Defence: 11	Toughness: 2	All melee: 2
Pain limit: 11	Aura: 1	Courage: 2	AI Physical: 2
Dodge: 1	Pistol: 3	Perception: 3	All Logical: 1
Cars: 2	Blades: 3	JoC: 3	Strength: 2
Walter PP Sabre, Strength / 5 + 3			

WALTER PP

Cal	Mag	Range	Rec	Dam	Enc
9mm short	7	2	3	3	1

Professor Albert Grüber			
For the glory of the Reich			
Reaction: 15	Defence: 20	Toughness: 20	All melee: 5
Pain limit: 25	Aura: 15	Courage: -	AI Physical: 5
Dodge: 10	Pistol: 10	Perception: 15	All Logical & Text based: 10
Rifle: 5	Blade: 5		Strength: 5
Luger P-08, 3 mags Command: 5+1d20 vs. targets Aura. The target will do what the Professor says, only a few words, like "drop the gun" or "close the door".			

German Archeologists / Agents			
For my Führer			
Reaction: 2	Defence: 13	Toughness: 3	All other melee: 3
Pain limit: 11	Aura: 1	Courage: 8	All Perceptive skills: 3
Pistol: 5	Rifle: 2	Club: 4	All Other physical skills: 2
Armed with Luger P-08, 3 mags			

LUGER P-08

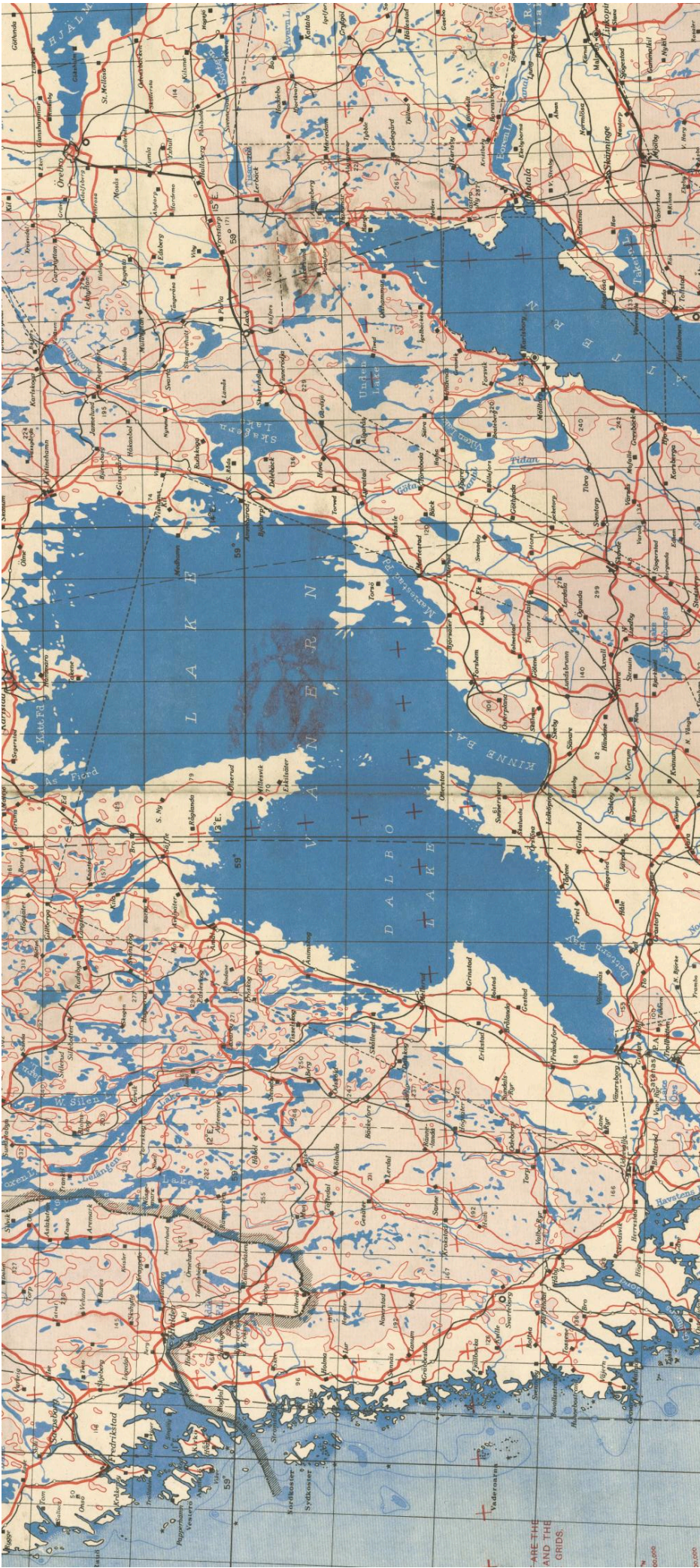
Mag	Range	Rec	Dam
8	3	4	5

Pleasant to shot: -1 on all shots.

Unreliable: All saved Oh Dear rolls takes one round to unjam.

THE END

Briefing map



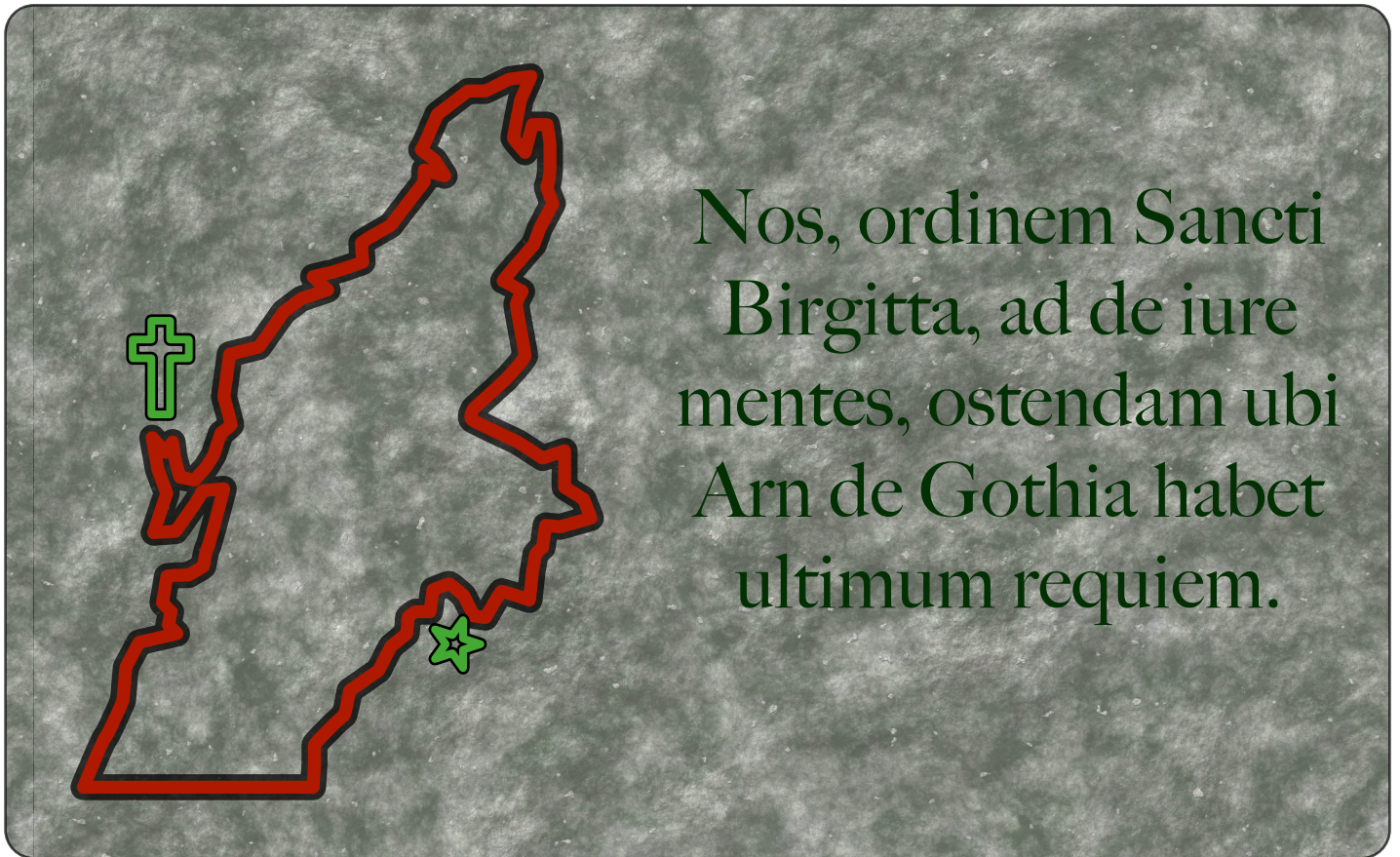
Fredrikstad closeup



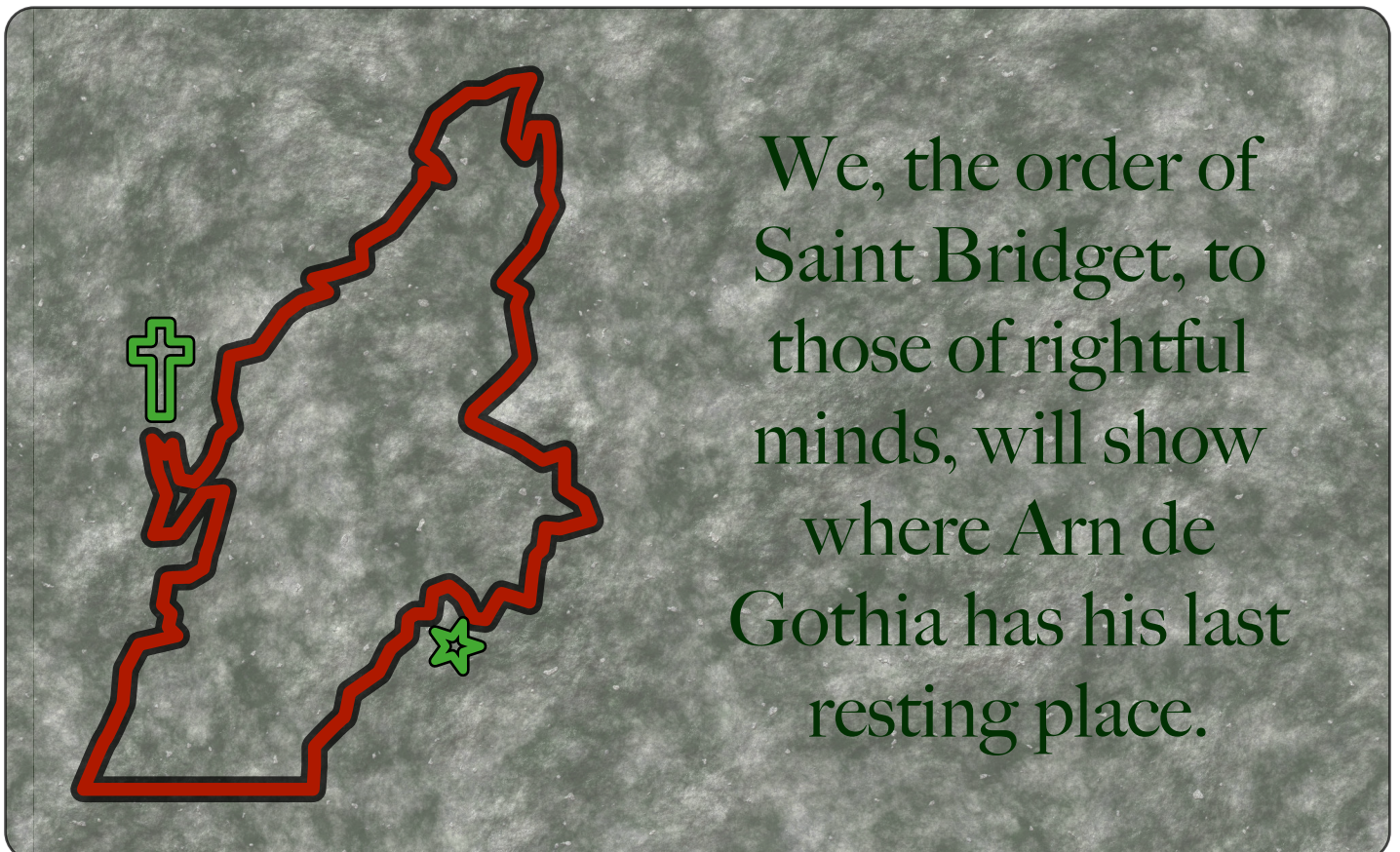
Motala closeup



Stone slab - Latin



Stone slab - English translation



The last resting place of
the Templar Arn de
Gothia is in the small
church of forsvik.

Note in German

Die letzte Ruhestätte der
Templer Arn de Gothia
ist in der kleinen Kirche
von forsvik.

Translated note



Sven Andersson



Professor Albert Grüber