

WEIRD WAR I

TWILIGHT OF THE NEW DAWN



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WEIRD WARS!

Twilight of the New Dawn

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Twilight of the New Dawn

Twilight of the New Dawn is an adventure for *Weird War One* set in the final year of the Great War. It details the event that leads to the end of the global conflict, one way or another, and should serve as the culmination of the other plot point campaigns. The characters are part of an international team charged with stopping the New Dawn and saving the world. They can be soldiers or civilians from any of the warring powers, from either side of No Man's Land. Successfully completing this mission will bring about the end of the centuries-long machinations of the cabal and smash the organization once and for all. Of course, if your players are not successful, the war will end in a catastrophe of Biblical proportions and usher in an age of darkness and despair.

The Time is Right

The time is late May of 1918. The world has seen war on an unprecedented scale for almost four years. With the collapse of Tsarist Russia, a tide of Imperial German divisions flowed westward in late 1917, filling the trenches across No Man's Land from the exhausted Belgian, British, and French armies, as well as the newly arrived, inexperienced American divisions.

Beginning in March 1917, the Germans launched a series of attacks code-named *Kaiserschlacht* (Kaiser's battle). Officially, these battles were designed to break the Allies and end the war before the weight of America's manpower could be brought to bear. The real reason rested in the hands of the New Dawn. With the surge of death and bloodshed brought about by these titanic battles, the time is right for the ceremony dubbed "The Great Awakening."

The adventure starts on May 29th, 1918. The heroes can be from any of the Allied powers and should be Veteran Rank or above. All have experienced the weirdness of the war and are members of the Twilight Legion.

Wherever they were stationed, each hero receives sealed orders sending them to a chateau in the French countryside well away from the horrors of the front. Unless they are all in the same unit, the troops travel separately to the estate, but arrive within a few hours of each other. The mansion's civilian staff greets each hero and shows them to a fairly opulent guest room where they can clean off the grime of the battlefield. At 4 o'clock the soldiers are summoned to a drawing room for cigars and brandy. This is a good time for the characters to introduce themselves before the evening's festivities begin. Those who make a Notice roll (-4) notice the symbol of the half-set sun worked into the decorative carvings around the fireplace.

Wheels within Wheels

Read the following to your players once they have introduced themselves and are settled in.

The chateau's drawing room, with its antique furniture, paintings of old nobles, and ample supplies of port, sherry, and cigars, seems like another world from the trenches you occupied just a few hours ago. No one else has any clue as to the reason for your summoning, but after 15 minutes or so of small talk, the double doors at the end of the chamber open to admit several distinguished gentlemen of obvious military bearing, despite their civilian clothes.

"Good evening lads. Glad to see you all made it here safely. For those of you who I haven't met yet, my name is Arthur Conan Doyle, here representing MI-13. This gentleman is Monsieur Colonel Lebouc of the Bureau des Phénomènes Mystérieux Non Expliqués, while these two men represent the United States' efforts in fighting the strange happenings of the last few years."

At this point, one of the men comes forward and shakes hands, while his partner, a taciturn fellow in a black suit, stays back in the shadows.



Sir Arthur Conan Doyle

"Guys, pleased to meetcha. Name's Henry Walton, from Marshall College in Connecticut. That's back in the States for you Europeans. I'm an archaeologist who works for a group called the Inquiry. That stick in the mud back there is Agent Thompson, of the Alien Enemy Bureau."

"Yes, quite," interrupts Conan Doyle. "Lastly, may I introduce Herr Colonel Doctor Johann Reinmann, of the Kaiser's Abteilung zur Weiterentwicklung Spezieller Waffen und Truppen. I know that's a mouthful, but basically they hunt down the unknown in the Kaiser's territory. I'll let him take it from here."

An immaculately dressed man steps forward, his back ramrod straight, and gives a slight bow to the troops.

"Gut abend, mein herren. We have detected unusual messages between government officials of various nations affiliated with both the Allied and Central Powers. When your MI-13 and BPMNE noted similar activity on this side of the lines, it appeared that something major was happening in the near future at a location in the Ardennes. My organization has noted unusual deliveries being diverted to this spot, called the Giant's Tomb in English, and when my BPMNE colleagues detained and interrogated a French governmental official making plans to travel

there through neutral Switzerland the final pieces of the puzzle were obtained."

"The mission is clear," says Conan Doyle, stepping forward. "This group, the New Dawn, seems to be behind much of this war, and they are planning something on a global scale within a few days, specifically June 8th. You all have been handpicked for your mental and physical abilities as well as your knowledge of the, ahem, unusual happenings during war. Under the codename Group Ulysses you will travel to this spot in the Ardennes and throw a spanner in their plans. While it might not end the war outright, if we can capture or otherwise incapacitate the leadership of this organization we might at the very least remove their malignant influence from the halls of power across Europe and the rest of the world."

With that, the troops are ushered into a lavish dinner, during which the various intelligence agency heads can fill in the volunteers on any questions they might have regarding the upcoming mission. The War Master can disclose as much or as little of the secret goings-on of the Weird Wars, but see the *Weird War 1 War Master's Handbook* for a brief synopsis of the current events regarding the upcoming Great Awakening.

Up, Up, and Away!

The next day the teams are taken to the stables behind the chateau where they are allowed to outfit themselves with the latest and greatest equipment available to any of the warring nations. Those wishing to bury themselves under a mountain of gear are warned that the objective is deep in the Ardennes, and some consideration must be given to cross-country travel.

Once the group is kitted out, Arthur Conan Doyle arrives to brief them.

"I know some of you are wondering how in the world you'll get to the deepest depths of the Ardennes, well behind German lines. Thanks to our friend Colonel Reinmann transportation will be provided tonight by the Imperial German Air Service. A zeppelin will rendezvous in a nearby field and whisk you away on your mission. Good luck and good hunting."

Around dusk the troops and their equipment are taken several miles away by truck and dropped off in a field covered in knee high wheat and surrounded by thick forest on three sides. As the sun goes down, a light mist springs up and covers the area, adding an unseasonal chill to the June air.

Dead Zeppelin

In the light of a waning half-moon obscured by the fog (giving an Illumination level of Dark), the heroes can

make out the drone of the promised zeppelin's engines approaching their position around 11:00 pm.

As the zeppelin approaches the ground, the legionnaires see that the tether lines have been dropped. Anyone making a Notice (-4) roll sees rips in the skin of the hull and the windows of the gondola are shattered. Unless someone sees this and sounds the alarm, the undead crew that drops down the lines attacks with surprise.

✱ **Graf Schmidt:** use Graf Schmidt from *Weird War One War Master's Handbook*. While the normal 18 crew man the zeppelin, 12 undead guards drop to the ground to attack, covered by their fellow walking dead manning the machine-guns in the gondola.

Once the heroes have driven off the Graf Zeppelin or fled into the surrounding woods, they can either return to the chateau or wait. Unfortunately, no airship shows up at the field during the night, and at dawn the soldiers can flag down a passing military truck to return to the chateau. If medical attention is required, there is a doctor at the chateau who can attend to their needs (Healing d10).

Behind the Curtain of Fire

After the aborted attempt to fly across enemy lines, Conan Doyle briefs the heroes again, with a shame-faced Colonel Reinmann by his side.

"Well, that could have gone better."

"Colonel Reinmann hasn't been able to get in touch with his people across the lines, so we'll have to do this the hard way. The Yanks have concluded an attack at a place called Cantigny, and we've impressed on General Pershing the need to straighten the lines a bit. Tomorrow you'll cross German lines in the confusion of a general attack. Our German friend here assures me the units in this sector are in disarray so their defense won't be up to snuff. Once across, you'll change into civilian clothes and travel to Sedan to link up with your German counterparts at a crossroads west of town. Unfortunately, if you're caught in civilian clothes you will most likely be tried as spies, so don't get caught, whot?"

"Here is a picture of your contact," says Colonel Reinmann, handing the team lead a small photograph. "My son, Hauptmann Otto Reinmann, leads a contingent of the AbtWESpezWA/Tr tasked with helping you in stopping whatever the New Dawn has planned. Just be aware that you won't be able to openly carry weapons dressed as civilians behind the lines. My son, however, will have plenty of equipment for you at the rendezvous point."

Occupied Territory

The War Master and players should keep in mind that this is World War One, not the Nazi-occupied France of twenty years later. There is no organized French resistance, nor a Gestapo out hunting the Maquis through the countryside. By 1918 the Germans expected the locals to support their war effort, especially in the production of crops as well as maintenance of critical infrastructure, such as road and rail upkeep and the building of fortifications. While the Germans asked Frenchmen living in the occupied areas for voluntary compliance, when that didn't work they conscripted civilians into such labor.

The local populations in the occupied areas did perform acts of active and passive resistance, although not on the scale of the 1940s. Acts of major sabotage were rare, and usually carried out by Allied agents rather than locals in France. Active resistance usually resulted as a reaction to something done by the Germans and was typically unplanned. Captured saboteurs were subject to the death penalty, although at this stage of the war this was often commuted to life in prison. Most resistance consisted of intelligence gathering and underground newspapers or mail service.

In an attempt to reduce the threat of partisans, the Germans imposed curfews, issued ID cards, and restricted movement. Weapons were confiscated, as well as carrier pigeons and telephones.

The heroes may think that posing as German troops would be a more effective means of moving about the rear areas. Unfortunately, this method will bring even more scrutiny than posing as civilians. Provost marshals rove the rear areas, searching for deserters, and German troops not moving in a large, organized body will be stopped frequently and asked for orders authorizing their travel. These "catch squads" consist of 10 German troops armed with clubs and standard armaments (use German Infantryman from *Weird War One Player's Handbook*).

"He will mention Ulysses when he speaks to you. You should respond to his challenge with 'The stars were not right when Ulysses set forth on his journey.'"

The heroes are issued civilian clothes and identification cards appropriate for French farmers or workmen, given a map to the rendezvous point, a password, and instructed to change clothes once behind German lines. They are then trucked to the American sector at Cantigny, where troops busily work on strengthening newly-captured trenches. The squad has the evening to prepare themselves for the upcoming

assault. Lieutenant Colonel Theodore Roosevelt, Jr. is assigned as their liaison, and flashes a Half-set Sun medallion when he's alone with the team. He explains the upcoming assault, using a map of the battlefield drawn from an aerial reconnaissance photo.

"I've been told damn little about your mission, just to get you across the German lines. Whatever it is you're doing, it must be bulky for so much to be expended for your success. The previous group went over the top with us last week at the beginning of the battle but caught a Boche shell. Wiped out the whole group in one big splash. It wasn't a total loss, though. For a diversionary attack, we reduced a salient in the lines and captured all our objectives.

My battalion will kick off an attack at 0600 tomorrow morning. We have a specially prepared armored vehicle to take you to the German trenches, while my men clear the way. Once at the Boche lines, aerial recon shows a wooded ravine that leads back a couple of miles and away from the German lines. It's pretty thick stuff, so you should be able to make your way without running into any of the Kaiser's finest. If you need anything between now and the attack, just let me know."

Just before dawn Group Ulysses is loaded into a Schneider tank. The vehicle has been modified to carry personnel, with the machine guns and main gun removed, as well as all the ammunition. Despite these changes, and even with only the driver manning the vehicle, it is a cramped, claustrophobic ride, and any large pieces of gear (bigger than a rifle or web gear) must be secured to the outside of the tank.

Zero Hour

Shortly after the heroes board the tank, a massive artillery barrage lights the pre-dawn sky. Within 30 minutes the tank rumbles forward, staying alongside the American doughboys to either side as they move behind the rolling barrage.

The driver/commander of the tank (Driving d8 unless one of the player characters takes over) must make a series of Driving rolls to negotiate the treacherous terrain of No Man's Land. Four checks are required to get the team to their drop-off point. A failure means the tank has become mired down (a frequent occurrence for the poorly designed Schneider), causing the heroes to move the remaining distance on foot and exposing them to a number of sprints (see Heavy Fire in the *Weird War 1 Player's Guide* for details) equal to the remaining Driving checks to get to the drop off point, but using a d8 due to the rolling barrage and the weak German resistance.

Once at the drop off point just short of the German trenches, the characters move under Heavy Fire to the heavily wooded ravine behind the lines, through which

they can infiltrate into the rear area. Two sprints are required to cross this area, using a d6 due to the volume of crossfire from both the American and German troops.

As the team enters the mouth of the ravine and move below ground level, a strange silence envelopes them. The rocky ground slopes 40 feet down to a forest floor choked with brambles, fallen trees, and a thick carpet of rotting leaves and detritus. A faint game trail winds along the bottom.

When the soldiers get a hundred yards into the ravine, a Notice roll reveals a dirty child in French civilian clothes roughly eight years old hiding in some bushes along the side of the path. She can be coaxed out by gentle sorts, and says her name is Antoinette. She loves the solitude and quiet of the gorge but hates the Germans and offers to lead the team to the end of the ravine and on to her village.

If the troops take the girl up on her offer she merrily skips down the trail humming a nursery rhyme, but veers off in a mile or so, pointing out a fresh, clear spring. The warriors can take the chance to fill canteens or slake their thirst, but if they do, the rest of Antoinette's pack of waifs springs from the surrounding undergrowth and attacks.

The heroes are free to refuse Antoinette's offer. If they do, she shrugs and vanishes into the underbrush. About halfway down the gorge, as the squad negotiates its way across a fallen tree that blocks the trail, the waif pack surges out from the surrounding vegetation and attacks the heroes.

- **Waifs (3 per hero):** Use Waifs from the *Weird War One War Master's Handbook*.

On the Road Again

Once Group Ulysses leaves the gorge, they must travel approximately 130 miles to their meeting place outside Sedan. When they cross the lines it is June 2nd, and they have until June 8th to get there. The Germans restrict the use of trains to troop movement and only for Frenchmen with special passes, so train travel is out of the question. The trains are guarded against saboteurs, so travelers wanting to hop a ride must contend with German soldiers who suspect anyone sneaking onboard as a hostile agent.

Sedan can be reached by force marching cross-country or catching rides on farmer's carts. Troops can force march up to 20 miles per day, and can push themselves an additional two hours for 2 ½ miles per hour at the risk of Fatigue (see Movement in *Weird War One Player's Handbook* for details on travel). Farmer's wagons or other horse-drawn conveyances can provide the same distance without the risk of Fatigue if such rides can be found (Streetwise, Persuasion, or similar skills used in various towns along the way).

The War Master can insert encounters or short adventures of his own during the six days it takes to get from the Cantigny to their rendezvous with Hauptmann Reinmann, or the travel can be uneventful. Whatever happens, Group Ulysses should arrive at their rendezvous with the AbtWESpezWA/Tr contacts late on June 7th or early on June 8th.

The Inevitable Betrayal

When Group Ulysses arrives at their rendezvous point, they see the crossroads is occupied by a provost marshal team searching for deserters. A Notice roll spots Hauptmann Reinmann among the five German troops at the checkpoint. The country roads along this wooded area are otherwise deserted.

When the heroes approach, the Hauptmann walks forward and waves them down.

"You look familiar. Did we meet before the war? Running into travelers here makes me feel like Ulysses on his fantastic journeys," he says in French with a smile.

Having been given the proper password, the heroes can respond with the proper countersign,

"The stars were not right when Ulysses set forth on his journey."

"So glad you've made it," says Hauptmann Reinmann. "We have uniforms and equipment for you in the woodline. From here we'll head to the site, which is about 30 kilometers away in the Ardennes."

True to his word, among the trees alongside the road are a pile of German Army uniforms and field gear. Sacks of grenades, Gewehr 98 rifles, MP18s and even a Madsen machine gun are also stacked here. If anyone checks, the weapons are loaded.

When the soldiers change clothes, the mirrorgeists posing as Hauptmann Reinmann and his troops suddenly attack the team with their pants (literally) down.

- **Mirrorgeists (5):** Use Mirrorgeists from *Weird War One War Master's Handbook*. They are armed with Gewehr 98 rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2).

The Truth is Out There

If the troops search the area after defeating the mirrorgeists, a Tracking roll or Notice roll at -4 finds tracks heading into the woods on the opposite side of the road. One hundred yards beyond the treeline the team finds the bodies of four dead German soldiers, as well as Hauptmann Reinmann, bound and unconscious. He has one Wound.

Space/Time Fluxes

As the New Dawn works to open a gate to elsewhere, the very fabric of reality is being twisted and shaken like a wet dishrag. This warping energy pulses out from the nexus every 30 minutes at the height of the ceremony on June 8th, out to a distance of six miles.

Each hero in the area must make a Spirit roll. Those who fail must make a Vigor roll. Failure on the Vigor roll causes a level of Fatigue. Anyone Incapacitated devolves into primordial mass of flesh, which blindly strikes out at any living creatures nearby.

Those with Sanity of 0 actually fare better than others in dealing with this pulse of weird energy, adding +2 to their Spirit rolls to resist the reality-altering effects.

If revived, Reinmann tells the heroes his troops were ambushed by another German squad as they waited on Ulysses. He was forced to watch as his men were killed, and a man whose face changed to match his as he watched interrogated him regarding the Twilight Legion's presence here.

Reinmann urges the heroes to move quickly, as there is little time before the New Dawn completes whatever diabolical scheme they have in mind. The Giant's Tomb is roughly 30 kilometers (15 miles) away. They must move cross country, as troops loyal to the cultists have taken over Bouillon, the town nearest the site.

✠ **Hauptman Reinmann:** See page 9.

Event Horizon

Hauptmann Reinmann is familiar with the area, and can lead the troops along a rough, disused path through the woods that avoids the roads and hamlets in the area. He sets a blistering pace, and each member of the team must make a Vigor roll each hour of the five hour journey to avoid a level of Fatigue.

Getting There is Half the Fun

When the troops get within two hours' march of Le Tombeau du Géant, they begin to experience waves of destabilizing space/time flux energy pulsing out into the countryside from the site of the ceremony every 30 minutes. Each member of the team must roll to resist the bending of reality (see the Space / Time Fluxes sidebar).

This destabilizing energy affects every living thing within miles of the site. The War Master should draw a card from the Action Deck every 30 minutes of travel through the woods. On a Club, a primordial

mass that was once a deer oozes out of the woods and attacks the team.

- **Primordial Mass (1):** See page 9.

A Star is Born

Struggling through fluxes in reality, as dusk falls, the members of Group Ulysses finally reach a ridge overlooking a sharp loop in the Semois River. On the other side of the river is a strangely shaped wooded hill. A glow emanates through the very fabric of the mound. It pulses slowly, each pulse getting slightly brighter than the last.

A successful Notice roll spots a pontoon bridge on the west side of the river's loop. The team can either try to cross the bridge or swim the river.

The river is cold and slow moving this time of year. Troops attempting to swim with their gear must make a successful Swimming roll to cross the 50 meter wide river. A Smarts roll allows the successful construction of a poncho raft to ferry their gear across safely.

Soldiers approaching the bridge discover an encampment on their side of the river, hidden from aerial observation under the trees. Ten German army wagons are parked neatly, and a picket area for horses is nearby, though it now resembles an abattoir. Smashed and torn horses lie scattered about (the results of the space/time flux).

The pontoon bridge is unguarded despite the fact that there are two machine gun nests on the far side, each with a MG08. If the troops take the time to search the positions, they find blood and bits of flesh scattered about — just before they are attacked by the crews, fused together by the otherworldly energies into two masses of corrupted flesh.

- **Gloms (2):** Use Gloms from *Weird War One War Master's Handbook* without the Undead Special Ability. Each is made out of four combined soldiers, giving them Strength d12 and Size +3. The creatures are armed with the P08 pistols the gun crews carried (Range: 12/24/48, Damage 2d6-1, RoF 1, Semi-Auto).

A Path of Slaughter

A fairly clear trail leads around the hill and disappears into a cave in the side of the hill. A sickly crimson glow shines forth from the opening, and the heavy, coppery stink of blood fills the air. Guarding this entrance is a pair of slaughter machines. These black-painted constructs stand silently in the shadows of the trees on either side, giving them a Stealth d8 against the team's Notice rolls to avoid their ambush.

Just before they enter the cave, soldiers who make a Notice roll see a strange sight in the sky — a bright

point of light, brighter than any star they have ever seen, seemingly directly over Le Tombeau du Géant!

- **Slaughter Machines (2):** Use Slaughter Machines from *Weird War One War Master's Handbook*. They are armed with 7.92mm machine guns (Range: 24/48/96, Damage 2d8, RoF 3, AP 1) and flamethrowers (Range Cone Template, Damage 2d8).

Temple of Doom

The hole in the side of the Giant's Tomb opens into a tunnel of roughly dressed stone heading deep into the earth. Strange symbols carved into the stone glow with a weird, reddish light, and anyone who takes the time to study them must make a Spirit roll or lose 1 Sanity (2 on a critical failure).

When the heroes reach the halfway point, another space/time flux sweeps through the complex, forcing them to make a test to resist the warping energy.

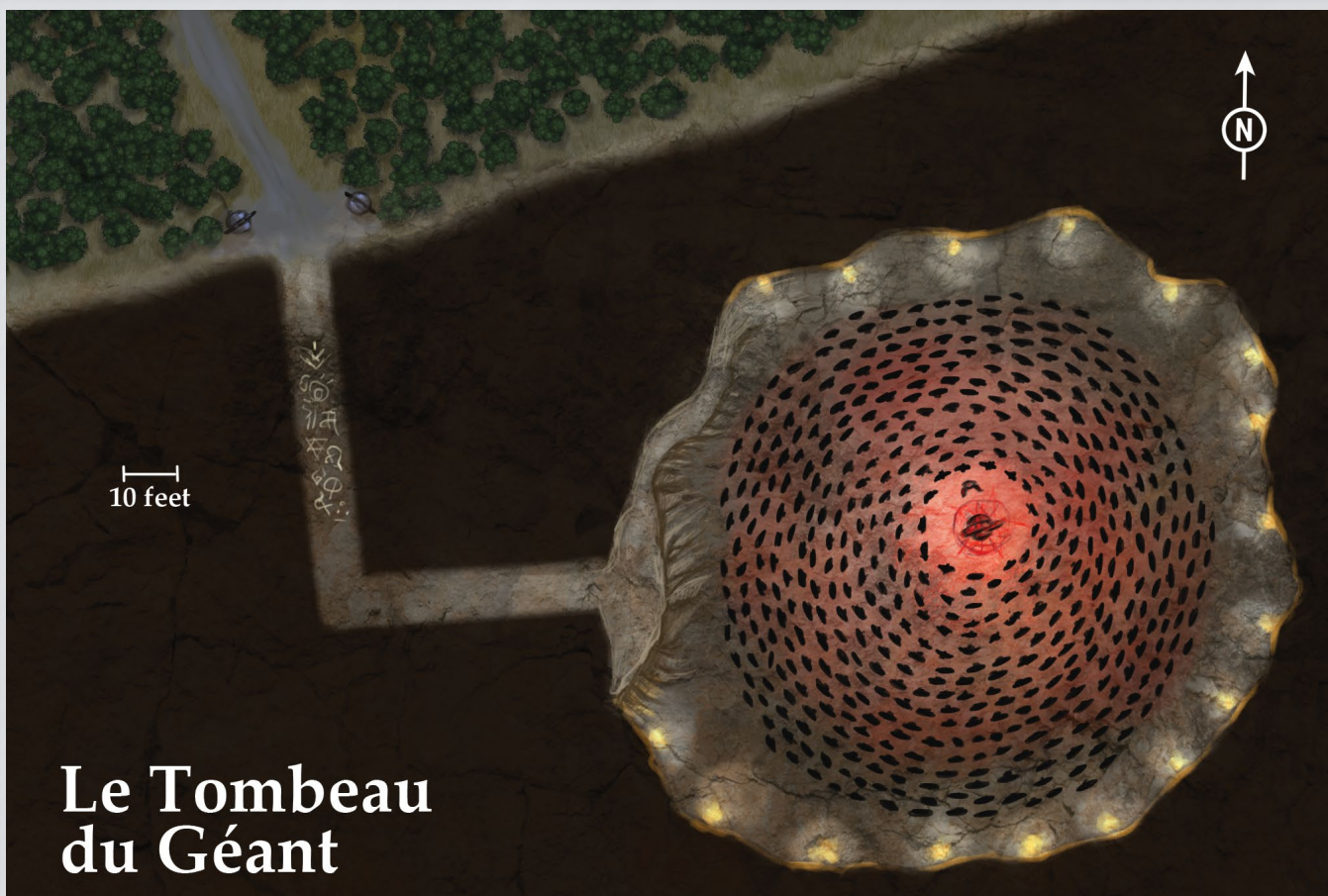
Eventually the hallway opens up onto a balcony overlooking a large cavern ringed by flickering torches. The true dimensions of the space are impossible for the heroes to discern due to the dim lighting and a feeling of otherworldly wrongness that distorts the senses. The very air itself is thick and soupy and is scented with the blood of millions killed on the battlefields of the Great War.

Filling the cavern are hundreds of robed figures arrayed around a strange object which pulses with a reddish light, like the final, frantic beats of a dying soldier's heart. Anyone who looks up must make a Fear test -2 when he sees the top of the cavern seems to be open to the night sky where a swirling opening leads to elsewhere. Mind-blasting shapes and shadows gather on the edges, and it seems as if the very fabric of reality bulges outwards.

As Group Ulysses takes in the sight of the gathered cultists, a voice booms over the chanting that fills the cave. The figure pushes back his cowl, revealing a bearded face with eyes that seem to pierce the soul even on the ledge where Group Ulysses stands. Those making a Smarts roll at -4 recognize the face of Rasputin.

"My friends, our great endeavor ends this night! The Awakening is here! Your efforts across this benighted globe will result in a better tomorrow for those of us who truly deserve to rule it. The time is now. Let the final sacrifice begin."

With that, the robed figure near the object at the center of the cavern strikes it with a hammer, and a rumble like thunder echoes across the chamber. Before the echoes die away, the robed cultists fall upon each other, stabbing and cutting one another in a frenzy of death. Blood begins to fall from the ceiling in



Le Tombeau du Géant

sheets. Thunder rivaling the worst artillery barrage the team has ever been subjected to booms across the cave, drowning out the screams and cries of the New Dawn members.

"Quickly, comrades," Hauptmann Reinmann shouts. "We must destroy that object before it is too late."

Rain of Blood

Reaching the artifact is a Dramatic Task. It takes the heroes five actions to make it to the center of the cavern, where they must face off with Rasputin and destroy the object anchoring the gate to elsewhere.

Each soldier must make an Agility roll at -2 due to the rain of blood, thunder, and the jostling cultists. Troops who draw a Club are struck in the melee for d6+d4 damage. Heroes who accumulate five successes burst through the struggling mass of cultists, entering a strangely calm area containing Rasputin and the glowing red object, which seems to change shape and size with each flicker of the light. As they fight their way through the crowd, the troops might recognize Members of Parliament, Congressmen, Assemblymen, or Senators from their home country clubbing and stabbing their fellow men.

Once the first team member makes it into the circle, the gate opens in four rounds. The artifact has a

Toughness of 10, and is susceptible to blunt and cutting damage. Anyone attempting to pick up and smash the object must make a Strength roll at -4 as well as taking 2d6 electrical damage, but the device is destroyed if hurled to the ground.

✘ **Rasputin:** Use Rasputin from *Weird War One War Master's Handbook*. He is armed with a dagger (Str+d4).

This is the End

If Team Ulysses fails to destroy the artifact in the allotted time, the gate above them yawns open, releasing a flood of energy that transforms the world into a planet of endless bloodshed ruled over by Rasputin and his fellows, who wield powers beyond the knowledge of mere mortals. Of course, Team Ulysses doesn't live to see this sad new world.

If the artifact is destroyed, a shockwave of incredible power blasts out from the device. The heroes wake to darkness. Dim embers of light show where the torches still sit in their sconces along the wall. The troops can make their way across the sea of bodies, all that is left of the membership of the New Dawn, and eventually emerge into the sunlight of a new day. If the team takes the time to search through the corpses, they do not find Rasputin no matter what fate befell him previously.

For now though, the cult is defeated, its machinations ended, and the War to End All Wars grinds to an end within a few months. Unfortunately, the heroes' sacrifices and efforts will never be known outside the annals of the Twilight Legion. Perhaps in just a few short decades they will find themselves in a war even weirder than the one they are currently in...

Creatures and Characters

Primordial Mass

The space/time flux generated by the gate under Le Tombeau du Géant causes a variety of otherworldly effects. The most horrific is a tendency of lifeforms caught in its area of effect to spontaneously devolve into a mass of flesh, with multiple eyes, flailing tentacles, and bits of chitinous exoskeleton across its bulk. Whatever they were before their transformation, these creatures are now raging, mindless masses that seek to kill and devour anything they sense.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Notice d8, Shooting d4

Pace: 6; **Parry:** 6; **Toughness:** 11 (2)

Special Abilities:

- **Acid:** Primordial masses produce a powerful digestive acid which they store in a gastric vacuole. In combat they can move these vacuoles to the

surface and expel the acid as an attack. The mass uses Shooting (5/10/20) and if it hits it does 2d8 damage the first round, then 2d6 the second round in contact with its victim. The acid neutralizes on the third round of exposure to air and does not do any continuing damage.

- **Armor +2:** Pieces of chitinous exoskeleton and toughened hide.
- **Flailing tentacles:** These creatures' whip-like tentacles are covered in boney barbs and do Str+d8 damage with Reach 3. The primordial mass can attack up to three opponents simultaneously with no penalty. On a raise, the victim is Grappled. Once Grappled, the mass automatically does Str+d4 damage by crushing its prey. Grappled victims may only attempt a Strength roll each round to escape.
- **Fear (-2):** Primordial masses cause Fear checks at -2.
- **Fearless:** Primordial masses are immune to Fear and Intimidation.
- **Size +2:** A primordial mass is the size of a bull.

✠ Hauptmann Otto Reinmann

Hauptmann Otto Reinmann comes from a long line of military men dating back to service as an auxiliary in the last days of the Roman Empire. Knowledge of the Twilight Legion has been passed from generation to generation. Serving in the Imperial German Army since the start of the war, Otto earned his membership in the Legion following encounters with unexplainable creatures on the Eastern Front. His success in dealing with these creatures led to a transfer to the *Abteilung zur Weiterentwicklung Spezieller Waffen und Truppen*. His current mission is to meet an international team and lead them to Le Tombeau du Géant, where the New Dawn is using some sort of artifact to open a gate to somewhere else. His briefing didn't specify what exactly would happen next, but hinted that it would be cataclysmic.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Investigation d10, Knowledge (Battle) d8, Knowledge (Occult) d8, Notice d8, Shooting d6, Taunt d8,

Cha: 0; **Pace:** 5; **Parry:** 5; **Tough:** 7; **Sanity:** 6

Hindrances: Code of Honor, Loyal, Vow (Support the Twilight Legion)

Edges: Arcane Exposure, Brave, Combat Reflexes, Rank (Officer)

Gear: MP18 (Range 12/24/48, Damage 2d6, RoF 3, Auto), 4× hand grenades (Range 5/10/20, Damage 3d6, MBT), and a Luger P08 (Range 12/24/48, Damage 2d6-1, RoF 1, Semi-auto), Medallion of the Half Set Sun (+2 to Fear tests versus supernatural creatures (but not scenes of gore or carnage) and +2 Toughness against attacks by supernatural creatures or arcane powers (this stacks with other Edges granting a similar bonus).

