

The Lynchburg Cluster

A Delta Green Campaign by Hendrik

Submitted to the [2024 Delta Green Mini Campaign Jam](#)

Published by arrangement with the Delta Green Partnership. The intellectual property known as Delta Green is a trademark and copyright owned by the Delta Green Partnership, who has licensed its use here. The contents of this document are © Hendrik, excepting those elements that are components of the Delta Green intellectual property.

Introduction

A series of strange events in Lynchburg, Virginia, draws Delta Green's attention: the gruesome death of a musician, the mutilation of an MMA fighter, a serial killer wearing a Viking costume. All these events are connected to a group of neo-pagan white supremacists that call themselves the **Wolves of Erik**.

But as the Agents investigate they find that someone else is pulling the strings and using the Wolves of Erik for their own purposes. A surviving member of the defeated and defunct **Karotechia** is building a new occult Nazi organization. This man, known as the **Bishop**, is accumulating power to build a Fourth Reich in the Dreamlands and to take revenge on Delta Green. The Agents have to stop him before it is too late.

About this Campaign

The Lynchburg Cluster is a mini-campaign in which the Agents have to confront the Wolves of Erik. It is also the first part of a longer campaign about the rise of the Bishop and his new Karotechia-like organization. During their investigation into the Wolves of Erik the Agents find clues that hint at this larger conspiracy, which will be detailed in the second part of the full campaign. However, it is possible to play *The Lynchburg Cluster* on its own by removing the Karotechia angle. The appendix contains advice on how to do this.

This mini-campaign is structured as follows:

- The [Campaign Background](#) chapter gives an overview of the events that have happened before the campaign starts, explains the connections to the Karotechia and gives advice on how to run this campaign.
- The [Lynchburg Sandbox](#) chapter details the different factions and NPCs that the Agents encounter, as well as places they could visit and events that could happen.
- Next, we have the three scenarios that make up the bulk of this campaign: [The Sound of Doom](#), [A Weekend of Violence](#) and [Talking Head](#).
- Finally, there is the [Appendix](#), which contains additional advice, a proposed timeline and handouts.

The premise of this campaign, white supremacists that want to establish an ethno-state in the Dreamlands, is based on a scenario by Fuzzy from the Night at the Opera Discord. Kudos to him for this great idea! Thanks also go out to Dragoleaf, who gave some advice on an earlier version of this document.

Campaign Background

What Happened So Far

The Bishop

Julius Albrecht was one of the twelve *Bischöfe* of the Karotechia and one of **Olaf Bitterich's** most promising students. Under Bitterich's tutelage Albrecht learned powerful hypergeometry and researched the unnatural. In particular, he was deeply fascinated with East Asian mysticism and spent a lot of time researching the **Plateau of Leng**.

In 2001 Delta Green, supported by Majestic-12 and GRU SV-8, staged a raid on *La Estancia*, the headquarters of the Karotechia in Brazil. To escape the onslaught Albrecht performed a ritual that he had never tried before: he opened a portal to Leng and fled through it. **Agent Percy** of Delta Green's P-Cell followed him into the icy wasteland on the other side of the gate.

But Albrecht was able to overcome his pursuer. He used hypergeometry to torture Percy and in the process learned much about Delta Green and their operations. He swore to take revenge for what they did to the Karotechia.

After being lost on the Plateau for several days, Albrecht summoned Nyarlathotep, in his guise as the *Führer*. The Crawling Chaos showed the Bishop how one could enter the Dreamlands through Leng. The malleability and hypergeometric potential of the Dreamlands gave Albrecht a new purpose: to build a new German Reich in the Dreamlands.

For a while Albrecht explored the Dreamlands, learning what he could about this strange place. After what felt like months he returned to the real world, but he soon had to realize that many years had passed since he left *La Estancia*. The complete destruction of the Karotechia meant that Albrecht had no one that could help him realize his plans of a Dreamlands Reich. He had to build a new organization from scratch, for which he would need disciples.

The German Connection

Like his mentor Bitterich before him, the Bishop only trusts German males to perform the most important tasks for him. So far he has deemed two individuals worthy of his attention, **Matthias Lasker** and **Sascha Bode**.

Matthias Lasker is an influential member of **Black Sun's Dawn**, an international neo-nazi terrorist group. Lasker's military training and his connections to the terrorist network make him the perfect tool to sniff out and attack Delta Green.

Sascha Bode is a lawyer and businessman from Hamburg, Germany. Bode owns several pharmaceutical plants in which his company, **Bode Heilmittel GmbH**, produces homeopathic "medicine". He is currently the only significant source of income for the burgeoning conspiracy.

Lasker and Bode have plans to grow the conspiracy and expand to the United States. They have set their sights on an obscure group of neo-pagan white supremacists, the Wolves of Erik. However, Lasker and Bode have different visions of what they should use the Wolves for.

Bode wants to use the Wolves as a source for new recruits. He wants the Wolves to grow in membership. Promising members are then inducted deeper into the conspiracy. To facilitate this he has started supplying the Wolves with a drug with unnatural properties, which should help with growing their membership.

Lasker on the other hand wants to use the Wolves as a weapon to strike against Delta Green. He plans to supply the Wolves with unnatural artifacts to turn them into a cult that Delta Green has to deal with.

Lasker's Plan

During the 90s, P-Cell was a Delta Green cell that was involved in many operations against the Karotechia, including the raid on La Estancia in 2001. P-Cell maintained a Green Box in which they stored artifacts that were retrieved in Delta Green's decade-long battle against the Nazi cult.

Lasker knows about this Green Box from the Bishop, who learned about it when he tortured Agent Percy. The Green Box is central to Lasker's plan. He manipulates the Wolves of Erik into robbing the Green Box, which leaves them with at least two unnatural artifacts in their possession:

- The compositions of Erich Zann, an obscure German composer that lived in 19th Century Paris. In the hands of a talented musician the sheet music could be used to summon the Great Old One **Tru'nembra**. The Karotechia found these documents during the occupation of Paris, but Delta Green was able to seize them as part of Operation SOUTHERN HOSPITALITY.
- The mummified but still living head of an ancient witch from the Plateau of Leng. This head was once in the possession of the Bishop, who was able to learn powerful hypergeometric rituals from it. P-Cell recovered it in an operation in 1999 and has kept it under lock in the Green Box ever since.

With their hands on these artifacts, the Wolves of Erik have become a nexus of unnatural incursions, which the Agents get to investigate in the scenarios [The Sound of Doom](#) and [Talking Head](#).

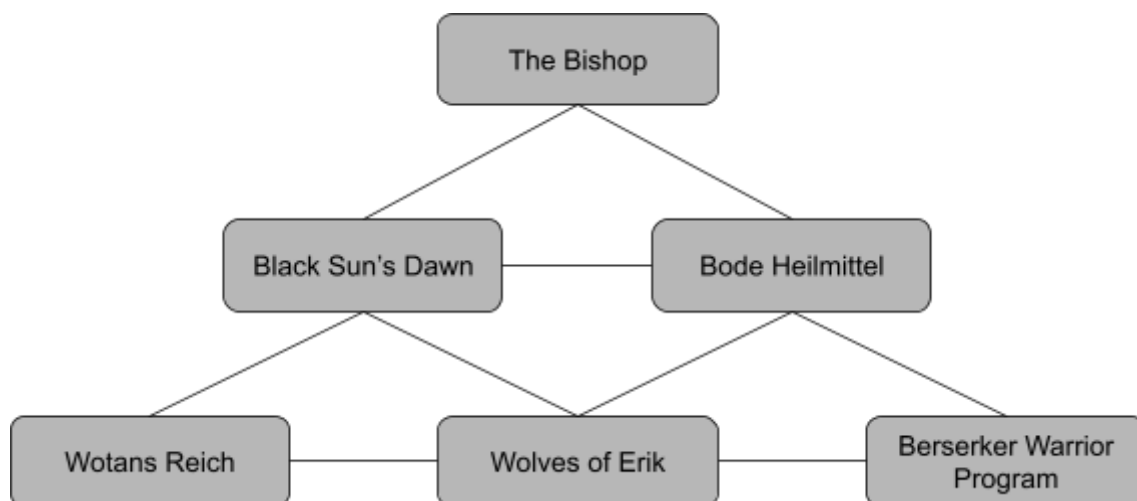
Bode's Plan

Bode wants to grow the membership numbers of the Wolves of Erik, before using them in operations against Delta Green and others. The Wolves have their own recruitment efforts, the **Berserker Warrior Program**. Bode suborns these efforts by providing the Wolves with a health supplement with unnatural properties. This supplement is produced with ingredients recovered from the Plateau of Leng and has the ability to manipulate the dreams of those who take it. The dreams are manipulated in such a way that customers of the Berserker Warrior Program should become fanatical and committed to inherent racist beliefs, the perfect new members for a group such as the Wolves of Erik.

However, not everyone reacts the same to these supplements. Unnatural manifestations are caused by a select few consumers of the supplement. The unintended consequences of Bode's plan are explored in [A Weekend of Violence](#).

The Conspiracy

During their investigation the Agents find connections between the different elements and factions that are at play in this campaign. This chapter gives an overview of the Bishop's nascent organization.



At the top of the conspiracy is the Bishop himself. However, the Bishop rarely gets his hand dirty, unless he can't help it. Instead, his orders are carried out by his disciples and the groups they are involved with:

Black Sun's Dawn is an international neo-nazi terrorist network. They are accelerationists in the vein of Atomwaffen Division or The Base. They believe that the only feasible way to establish a white ethno-state is by kickstarting a far-right revolution through acts of terrorism.

Black Sun's Dawn has a few dozen members, organized in small cells. Communication and organization happens mostly online. An important member of the terrorist group is **Matthias Lasker**, a former Bundeswehr soldier, mercenary, and disciple of the Bishop.

Bode Heilmittel is a German company that produces homeopathic "medicine". The company is owned by lawyer and businessman **Sascha Bode**, the other disciple of the Bishop.

At the lowest level of the conspiracy are groups that are in turn manipulated and used by Lasker and Bode, in order to facilitate their plans:

- The **Wolves of Erik**, a neo-pagan white supremacist group from Lynchburg, Virginia.
- The **Berserker Warrior Program**, a fitness and self-help program that is designed to win new recruits for the Wolves.
- **Wotans Reich**, a National Socialist Black Metal band that is also associated with the Wolves.

The Wolves of Erik are at the center of this mini-campaign. They and their associates are described in more detail in the chapter [The Lynchburg Sandbox](#). During their investigation into the Wolves the Agents find clues that lead them directly to Black Sun's Dawn and Bode Heilmittel and therefore one step closer to the Bishop.

Running the Campaign

This campaign is written with the assumption that the Agents are part of the Program. However, changing it to an Outlaw campaign requires almost no changes. Similarly, the time period in which the campaign takes place is intentionally left vague. The Appendix contains an example timeline, in which the campaign takes place in 2023. This can be changed as well with little effort. Any point in time after the fall of the Karotechia in 2001 could work.

The document structure and the timeline in the appendix suggest the following order of scenarios:

1. [The Sound of Doom](#)
2. [A Weekend of Violence](#)
3. [Talking Head](#)

For a traditional campaign the Handler should let several weeks of in-game time pass between these scenarios, which gives the Agents an opportunity to do home scenes.

The Handler could also adjust the timeline in such a way that the inciting incidents of all three scenarios happen at the same time. This makes it harder to run, but it would turn the campaign into a true sandbox, in which the Agents have much more freedom to choose what they want to investigate and where to go next.

The Agents themselves could come from a variety of agencies or backgrounds, but having someone with federal enforcement powers is encouraged. Confrontations with the Wolves of Erik or others are also very likely, so at least some of the Agents should be familiar with the application of violence. The following niche skills could prove useful in some scenarios:

- **Art (Music)** to study the sheet music in The Sound of Doom.
- **Pharmacy** or **Science (Chemistry)** to study the supplement in A Weekend of Violence.
- **Disguise** to pass as a Wolves of Erik member or outlaw biker in any of the scenarios.
- **Foreign Language (German)** to study Karotechia files and in later parts of the full campaign.

While these skills are useful, they are not strictly necessary to resolve the scenarios.

The Lynchburg Sandbox

The first part of this campaign pits the Agents against the Wolves of Eriks and their associates. The following chapter gives a general overview of the factions, people, places and events in Lynchburg, the home of the Wolves of Erik.

The Wolves of Erik

The Wolves of Erik are a group of neo-pagan white supremacists. Their main chapter was founded by **Jack “Jötunn” Hutchinson** and **Clint “Vargr” Baker** in Lynchburg, VA. Smaller chapters have since been established in other states. They have grown to around 150 members in total, half of which are part of the main chapter in Lynchburg.

Beliefs and Practices

The Wolves’ core belief is that modern society is weak and degenerate. The only way to escape it is to return to the traditions and beliefs of one’s ancestors, whose societies produced strong and capable men and women. Their view on modern society also explains their adaptation of elements from outlaw biker culture.

The Wolves of Erik have adopted a belief system that is based on the pre-Christian Norse religion. They practice rituals in worship of the old Norse gods such as Odin, Baldr, and others. Sometimes these rituals even involve animal sacrifices. Any expert with **History** or **Anthropology** would recognize that the beliefs of the Wolves of Erik are a caricature of the real Norse religion, more influenced by aesthetics and pop cultural views on Vikings than authentic practices.

Membership in the Wolves of Erik is limited to white individuals. They claim that this restriction is intended to “preserve their tribe and ancient culture,” arguing that other races could and should do the same. These phrases are just a disguise. They want to appear as harmless ethnopluralists, while they actually believe in the superiority of the white race.

Women are not permitted to join the Wolves of Erik, but the presence of girlfriends and wives at some events is tolerated. In the eyes of the Wolves, women are the weaker sex, their main purposes in life are to serve their men and bear children. The men are subjected to equally stringent gender roles. They are viewed as warriors who must exhibit strength and masculinity at all times. Male members are expected to keep their bodies in shape, by weightlifting and martial arts training.

Individuals who wish to join the Wolves must first spend time as a prospect. During this trial period, they must prove their worth in regular fights against other Wolves members or fellow prospects. Upon acceptance into the group, new members are given a Norse name during an initiation rite.

Full members are also called “patched”, because they are allowed to wear the Wolves insignia on their jacket. Another privilege for patched members is that they are allowed to enter **Eriksholm**, the Wolves’ semi-secret compound in the Lynchburg countryside.

Leadership

Jack “Jötunn” Hutchinson, age 37, is one of the founders of the Wolves of Erik and their charismatic public face. He runs the Wolves of Erik social media accounts and is responsible for recruiting new members. He is a dedicated weightlifter and martial artist with an imposing figure. He operates the **Wolf Den gym**, which is his main source of income. But he is also interested in other ways of turning his influence into money, e.g. via the **Berserker Warrior Program** or holding paid “masculinity seminars”.

Hutchinson lives with his girlfriend **Hannah Marshal**, who is the closest thing to a female Wolves member. Hutchinson’s loyalty to her is a weak spot the Agents could exploit, as is his alcoholism.

Clint “Vargr” Baker, age 35, is the other half of the Wolves leadership. Whereas Hutchinson is the face of the Wolves, Baker could be called their spiritual leader. Baker has always had a strong interest in the occult and mysticism, as well as history and philosophy in general. Baker is a fan of Italian fascist philosopher Julius Evola. Baker’s own interpretation of Evola’s work, combined with his interest in Norse mythology, gave rise to the ideology of the Wolves of Erik.

Baker’s belief in the supernatural and his willingness to interpret everything as a sign from the gods is a weakness that could be exploited by the Agents. However, this trait also makes him an easy victim for unnatural influences.

General Investigation

While some Wolves of Erik members are criminals, they are not a criminal organization per se. Nevertheless, they are not big fans of the police. They do not freely share information with Agents that are in law enforcement, unless coerced. An Agent could use **Disguise** or a **CHAx5** roll to pose as a fellow outlaw, which makes the Wolves much more likely to talk to them. They could even go undercover and become a prospective member of the Wolves.

While the Wolves despise modern society, they do know how to use social media to their advantage. Many social media accounts that were associated with the Wolves were banned after the Witness Alliance classified them as a hate group, but they still operate a private Facebook group and a Telegram channel. Infiltrating these groups with social engineering or hacking could yield much useful information, like names and addresses of members, locations of meeting spots, dates of events, etc.

Other Factions and People

Wotans Reich

Wotans Reich is a National Socialist Black Metal (NSBM) band/project from Germany. It originally consisted of three band members:

- **Markus “Stürmer” Bohn**, vocalist and guitar player.
- **Armin “Tyrann” Schöning**, the drummer.
- **Jens “Mordaxt” Schwerner**, bass player.

Schwerner left the band and went underground after killing a homosexual man. He has since joined the neo-nazi terrorist organization Black Sun's Dawn. The band now uses guest musicians for their recordings and live concerts.

The band has a typical lo-fi black metal sound, coupled with overtly racist and antisemitic lyrics. Even before Schwerner's departure the band has expressed views that align with those of Black Sun's Dawn and has even glorified their acts of terrorism in several of their songs.

Wotans Reich is not very well-known. They have an entry in the Encyclopedia Metallum, but it only lists the edgy stage names of the band members. The only photos available show the band members wearing balaclavas. Their music cannot be found on any mainstream music service like Spotify, but YouTube has album uploads with a few dozen views.

Due to the murder committed by Schwerner the band has recently come under more scrutiny. A German anti-fascist activist was able to uncover Bohn's and Schöning's real name and has published them on their blog. This blog could be found by an Agent with a successful roll of **Foreign Language (German)**.

The doxxing has prompted Bohn and Schöning to relocate to the USA. They moved to Lynchburg, where Schöning's sister, **Heike Newman**, lives. They quickly made new friends in the local white supremacist scene, in particular with the Wolves of Erik.

One of these new friends is **David Calvert**, a Wolves member and fellow musician. Calvert's joining of the band and his subsequent death kicks off the investigation in [The Sound of Doom](#).

Berserker Warrior Program

The Berserker Warrior Program (BWP) is a self-help grift from the mind of Jack Hutchinson. It serves two purposes: make Hutchinson a bunch of money and find suitable recruits for the Wolves of Erik.

The Berserker Warrior Program is targeted at disenfranchised young, white men and promises them to turn their life around. The main pillars of the program are physical fitness and so-called "masculinity seminars". Participants of the program can also spend their money on health supplements and merchandise.

The center of operations for the Berserker Warrior Program is the **Wolf Den**, a Lynchburg gym owned by Jack Hutchinson. Day-to-day business of both the gym and the Berserker Warrior Program is run by Wolves of Erik member **Adam "Thorir" Young**.

The Berserker Warrior Program recently made a deal with **NordShield Nutrition**, a subsidiary of the German company **Bode Heilmittel GmbH**. As part of this deal the BWP distributes a strength supplement with unnatural properties. The Agents have to investigate the unintended consequences of this deal in [A Weekend Of Violence](#).

Heathens MC

The Heathens Motorcycle Club is an outlaw motorcycle gang that originated in Maryland, but has since spread to the entire East Coast. Agents with **Criminology** know that the Heathens are involved in various criminal enterprises, including drug trafficking, armed robbery, etc.

The Heathens have a chapter in Lynchburg and there are a number of people who are both members of the Heathens and the Wolves of Erik. One of them is **Owen “Geirr” Chambers**.

Chambers was a small-time criminal before enlisting in the Army, where he served as a truck driver. He was dishonorably discharged after nearly killing a civilian in a bar fight. He returned to a life of crime and was in and out of prison. If Hutchinson and Baker are in need of a muscle they turn to Chambers.

The DEA is currently investigating the Heathens MC, trying to uncover their drug suppliers and shut down their operations. DEA agent **Bryan Franklin** has gone undercover as part of this investigation. He has befriended Chambers in an effort to infiltrate the Heathens MC, which is how he found out about the Wolves of Erik. He has a close eye on them, but has not tried to join them yet.

Lynchburg Police Department

Conducting an investigation into the events in Lynchburg makes contact with the local police department almost inevitable. The Lynchburg PD employs around 170 officers and is relatively well equipped. Most officers work in either the Field Operations Bureau or the Investigations Bureau, but the department also has a K-9 Unit, a Tactical Unit and a Crime Scene Unit.

So far, the Lynchburg PD has not had any problems with the Wolves of Erik. They are aware of their existence, but have no detailed information on their membership or their meeting spots. The same cannot be said of the Heathens MC, with whom the PD has regular run-ins. They know about the **Valhalla Bar** and the most bothersome local members of the biker gang.

Here are some sample NPCs that work for the LPD and could be encountered by the Agents:

- Police officers **Pamela Dyer** and **Ronald Carver** are patrol officers and often the first on the scene. This means that during this campaign they could be exposed to the unnatural. They could either become assets or vectors themselves.
- Detective **Peter Holland** is not a Wolves of Erik member, but a sympathizer. He has friends among the Wolves and might warn them if he learns that the Agents are investigating them.
- **Lucy Clemons** is the medical examiner that handles cases from Lynchburg. She does not actually work for the LPD, but for the Medical Examiner District Office in Roanoke.
- Chief of Police **John Noble** is an alumnus of the FBI National Academy. He is happy to assist colleagues from federal agencies, as long as they keep him in the loop.

Witness Alliance

The Witness Alliance is a non-government organization that tracks and reports on hate groups. They are detailed in *The Labyrinth* (pages 60-75). If the Agents do any online research on the Wolves of Erik they soon encounter the Witness Alliance website, since they have the most comprehensive information on this group. The Witness Alliance is always eager to assist law enforcement. If the Agents contact them they offer to send a specialist to hold a seminar on the Wolves of Erik.

The Agent's case officer can also put them into contact with the Witness Alliance. The Wolves of Erik are on the New Religious Movement Index. This index has proven useful in past anti-cult operations and is maintained by a Friendly, **Dr. Geoffery Hawthorne** (page 69 of *The Labyrinth*). Hawthorne is happy to talk to the Agents and can put them into contact with his colleagues at the Witness Alliance.

If the Agents agree to meet with a specialist they can meet with either **Gregorio Marichal-Borgos** (page 67 of *The Labyrinth*) or **Sheryl Krieger** (page 68 of *The Labyrinth*). The Handler can choose which NPC they want to introduce. In either case, the Agents can learn the following about the Wolves of Erik:

- The basics of their neo-pagan [beliefs and practices](#).
- Their involvement with the local extreme metal scene, from which they recruit new members.
- Their ties to the outlaw biker scene, especially the significant overlap with the Heathens MC.
- The fact that they have a compound somewhere outside of Lynchburg, which sometimes features in their social media posts.

If the Agents want to know more detailed information about the Wolves, they have to talk to WA volunteer **Telford Giverney** (page 69 of *The Labyrinth*).

Giverney is a Lynchburg local and has collected much of the information that the Witness Alliance has on the Wolves of Erik. He is distrustful of Agents that work in law enforcement, but he hates the Wolves even more than he hates cops. Giverney can be a useful ally. He can direct the Agents to popular Wolves meeting spots, notify them of events (initiation rites, concerts, etc.) and he could even provide backup by mobilizing some of his antifa friends.

Places

The following locations are common meeting spots of the Wolves of Erik. Each of these locations is tied to a specific scenario, but could also be featured and visited in any of the other scenarios.

Valhalla Bar

This dingy biker bar just outside of Lynchburg is the local meeting place of the Heathens MC. It is a rundown one-story building and has everything you would expect from an outlaw biker bar: pool tables, a dartboard, a dysfunctional pinball machine. There is also a small stage for musical events. The walls are adorned with biker memorabilia, pin-up posters and old photographs from biker gatherings. It smells of cigarette smoke and stale beer.

A handful of outlaw bikers are always present in the bar or on the parking lot. They are drinking beer, selling drugs or planning robberies. Naturally, law enforcement is not welcome here and the bikers resort to violence should the Agents try to force their way in. If the Agents want to get in, they could rely on **Disguise**, offer bribes, obtain a search warrant, or use some other kind of leverage.

Wolf Den Gym

The Wolf Den is a weightlifting gym owned by Jack Hutchinson. The gym takes up the left half of an old, sketchy looking warehouse on the edge of Lynchburg. The inside doesn't look much better. A large variety of barbells, dumbbells, and strength training machines is available, but equipment for cardio training is rare. A shoddily constructed MMA cage is in the center of the large room. One wall is decorated with a giant graffiti of a wolf's head, the symbol of the Wolves of Erik.

There is a small office room on one side of the building. This is where Adam Young handles the day to day business of the gym and of the Berserker Warrior Program.

Eriksholm

Jack Hutchinson owns a piece of land, approximately 5km outside of Lynchburg. The Wolves of Erik have erected a compound on this land and have made it their headquarters. The compound is in a wooded area directly by the James River. The next neighbor is the Lynchburg Wastewater Treatment plant, around 1 km to the south. A single dirt road through the forest leads to a clearing, on which the Wolves have erected three wooden structures:

- The *Mead Hall* is the largest building. It is built to resemble a Norse longhouse and is the main gathering place for events and rituals. There is only one entrance. The inside is one big room, with sturdy tables and benches.
- A small hut contains a shrine to the old Norse Gods. Clint Baker spends a lot of time here. He even has a cot there, so that he can spend the night in Eriksholm.
- A shed contains tools, such as hammers, axes, shovels and a chainsaw.

While the Mead Hall is the centerpiece of Eriksholm, the outside area is also used for gatherings, if the weather allows it:

- Next to the Mead Hall is a sitting area with benches around a fire pit.
- Close to the tree line of the clearing are the training grounds, with weightlifting equipment and a large sand pit in which ritual fights take place.

Access to Eriksholm is only permitted for patched members of the Wolves. However, they are allowed to bring a non-member visitor, if they vouch for them. Most members visit Eriksholm only on special occasions, e.g. when a ritual in Odin's honor is performed. Under normal circumstances 1D6 - 1 Wolves are present.

Events

The following events are not tied to a particular scenario. The Handler can throw them in as additional avenues of investigation, to complicate the Agents' lives or as part of a Stay on the Case home pursuit.

The Masculinity Seminar

Jack Hutchinson regularly hosts so-called masculinity seminars, as part of the Berserker Warrior Program. To attract new customers he holds some of these seminars for free from time to time. The Agents could find out about one of these seminars by monitoring the Wolves of Erik's social media presences or by visiting the BWP website.

The seminar takes place online. If an Agent signs up they get sent a Zoom link by Adam Young. About 20 people in total participate in the seminar, all of them young white males.

The seminar is basically a 30 minute monologue by Hutchinson, in which he talks about the decline of masculinity due to a degenerate, feminized society and the resulting unhappiness in men. His proposed solutions are the rejection of modern society, a return to the tradition of our ancestors, the cultivation of strength, and joining a community of like-minded men. The best way to accomplish all this is by giving him money to join the Berserker Warrior Program.

After he is done with his monologue Hutchinson answers two or three questions before dropping off. Then Adam Young takes over and explains that people can join the BWP by using the sign-up form on their website. He mentions a few additional perks, like access to the BWP forum, and one-on-one sessions with Hutchinson. He also says that anyone who signs up gets sent a welcome package, which includes workout plans, a shirt and a few health and strength supplements.

Initiation Rite

The Wolves of Erik are celebrating an initiation rite for new prospects and new patched members. The Agents can learn about this from a variety of sources, e.g. by talking to a Wolves member undercover, from Witness Alliance volunteer Telford Giverney, etc.

The initiation rite takes place on a farm that is owned by a Wolves member. This is not a public event, only Wolves members and the potential prospects are invited. The Agents can try to gain access by posing as potential prospects, but they need a full Wolves member that vouches for them. Agents that do not take part in the rite can observe it from a wooded area next to the farmland.

Prospective members or those that want to start their trial period as prospects have to prove themselves in a fist fight against an established Wolves member. They do not have to win this fight, but they have to show fighting spirit (at least one successful **Unarmed Combat** roll in five turns).

The fights are overseen by Jack "Jötunn" Hutchinson. After the fights are done he has a short conversation with anyone who looked promising to him. Undercover Agents have to pass a **CHAx5** or **Persuade** roll to win his approval.

Those that are accepted as new prospects/members have to take part in an oath swearing ceremony, during which everyone has to recite a prayer to the Norse gods. Those that become full members are also given a Norse name.

After the ceremonies are done there is a feast inside the barn. Meat is roasted over an open fire and much alcohol is consumed, mostly beer and mead. Agents that are accepted as

prospects have an easy time interrogating drunk Wolves members, e.g. they might learn the location of Eriksholm.

The Journalist

Jack Hutchinson is always happy about publicity. Even negative publicity has done wonders for recruitment in the past. Through their case officer the Agents learn that a journalist is interested in the Wolves of Erik and has plans to talk to Jack Hutchinson.

The Handler can choose what kind of journalist this is:

- A reporter from Patriot Watch Media, a popular right-wing podcast. They are sympathetic to the Wolves and portray them in a positive light.
- A reporter from the Maverick News Network, a gonzo journalism multimedia company in the vein of Vice. They want to feature the Wolves as part of a series on modern-day paganism.

The presence of the journalist can make operations against the Wolves much more complicated. Should the reporter somehow learn that federal law enforcement is investigating the Wolves the story becomes very big and the Wolves suddenly get a lot of support from other right-wing anti-government groups.

However, if the Agents act fast they could also impersonate the reporter and get close to Hutchinson that way. Hutchinson is quite open with journalists, he shows them his gym, Eriksholm and lets them take part in events, such as the initiation rite.

The Sound of Doom

The Agents are called for a briefing in a conference room at the Richmond International Airport, VA. Their case officer informs them that last night police officers of the Lynchburg PD responded to a noise complaint. He then opens his laptop and shows them body cam footage recorded by one of the officers:

The wearer of the body cam can be seen knocking on an apartment door. Loud, distorted music can be heard coming from the other side, which seems to unnerve the police officer and his partner. No one opens the door, even after repeated knocking and shouting. The officers then break down the door. The music blaring from the laptop gets uncomfortably loud as soon as the police officers enter the apartment.

The police officers begin searching the apartment, visibly distressed. They scream at each other, but due to the noise their words cannot be heard. A gruesome sight can be seen when the officers enter the bedroom: sitting on the bed is a man, bleeding from seemingly every orifice, including eyes and ears. Judging by the amount of blood the man is sitting in he must be dead. Nevertheless, his bloody fingers continue to strum on an electrical guitar, producing the deafening sound. Then the video suddenly ends. Watching the video costs 0/1 **SAN** from the unnatural.

The case officer informs the Agents that the police officers managed to stop the incursion by removing the guitar from the animated corpse. They are now being treated by a Program-affiliated psychotherapist, who can hopefully convince them to not talk to anyone else about this.

The dead guitar player has already been identified as **David Calvert**. The Agents are sent to find out what exactly happened and stop it from occurring again, if necessary.

Scenario Background

Calvert has accidentally summoned a part of **Tru'nembra**, an entity made entirely out of sentient noise. It was this short contact with a Great Old One that killed Calvert and animated his corpse.

Calvert was a genius musician and a white supremacist. He spent the last two weeks before his death playing with the German National Socialist Black Metal (NSBM) band **Wotans Reich**, to become their new bass player. During this time the other band members, **Markus Bohn** and **Armin Schöning**, showed him some fascinating sheet music, which inspired their latest songs. When Calvert practiced these songs at home he established a connection to Tru'nembra. The connection was short, but had devastating consequences for Calvert.

The sheet music in Wotans Reich possession is that of **Erich Zann**, an obscure German violinist and composer, who lived in Paris sometime in the late 19th century. Zann's musical writings were considered lost by the few music aficionados that have heard of him. But in fact they were recovered by the Karotechia during the occupation of Paris in WW2. The Karotechia files which contained the compositions came into the possession of Delta Green's P-Cell in one of their many operations against the Nazi cult in the 90s. The

compositions were then stored in P-Cell's Green Box in Washington DC, together with other recovered artifacts.

They ended up in **Owen Chambers'** possession, when he and a few fellow Wolves of Erik members robbed the Green Box. He had no use for them, since he is neither a musician nor a German speaker. Instead, he gave them to his friend Armin Schöning.

Schöning and Bohn became unnaturally obsessed with Zann's musical creations and started incorporating them into their own songs. But to properly perform their songs they needed a bass player. They reached out to David Calvert, who they met at a concert. Calvert agreed to join them and was soon gripped by the same obsession with the music, which ultimately led to his death.

The constant rehearsals of Bohn and Schöning have already started to affect the people around them. They are about to play a concert two days after the investigation begins. Playing Zann's music in front of a large audience would almost certainly summon Tru'nembra. The Agents have to stop the band to prevent a catastrophe.

Tru'nembra

Tru'nembra is a Great Old One and usually resides in the Court of Azathoth. It is sometimes also called the Living Noise or the Angel of Music. Of the many servitors that keep the Daemon Sultan dormant with their music, Tru'nembra is the most prominent. By playing the right kind of music a talented musician is able to summon Tru'nembra to Earth. Erich Zann was one of these musicians and soon the members of Wotans Reich might be as well.

As a being made of living, sentient noise Tru'nembra cannot be seen. But its presence can definitely be felt. The deafening sounds and melodies that make up the Great Old One are at the same time horrifying and beautiful. Spending just a short amount of time in its presence can either kill or drive a person insane.

Investigating the Victim

The Autopsy

The Agents can gain access to the results of David Calvert's autopsy. Alternatively, they can perform the autopsy themselves if one of them has a medical background and fills out the necessary paperwork. In either case, the Agents learn the following:

- Calvert died of massive internal hemorrhaging, especially in the brain. His eardrums are ruptured as well.
- There is no sign of any external trauma, but the internal injuries resemble those of people hit by the shockwave of a large explosion.
- Calvert has a lot of tattoos, mostly Norse runes or Viking warriors. There is an especially prominent piece on his back, depicting a stylized wolf head. This is the emblem of the Wolves of Erik.

Local law enforcement is aware of the Wolves of Erik and can tell the Agents about the significance of the symbol. Another way to get this information is by doing a reverse image

search, which leads straight to the [Witness Alliance](#) website, where the Agents can learn general information about the Wolves.

Calvert's Apartment

Searching Calvert's apartment yields additional clues. It is immediately apparent that Calvert was passionate about music. He owned several guitars, bass guitars, and a few other musical instruments. He had a large record collection, mostly black metal but also a little bit of classical music. A childhood photo shows him playing the piano.

Calvert seemed to have questionable political beliefs. A confederate flag adorns one of the walls. A shelf has a collection of Nazi paraphernalia, including an Iron Cross with a swastika and a SS belt buckle. Posters and band merchandise can be found all over the apartment. Agents with a proper background (e.g. **Art (Music)**) or who google Calvert's favorite bands recognize several of them as NSBM bands.

A concert flyer lies on the kitchen table, advertising a Wotans Reich show. The show takes place in two days, at an undisclosed location in Lynchburg. The flyer makes it clear that "Not all are welcome".

The Agents can also find Calvert's "battle jacket" lying on a couch. A brand new Wotans Reich patch lies next to it. Among the many patches already on the jacket is also a prominent Wolves of Erik patch, showing the same wolf head symbol as Calvert's tattoo.

Except for the large bloodstain the bedroom seems unremarkable. There are no signs of a struggle or that anyone else has been with Calvert before he died. Calvert's phone can be found on the nightstand. Checking his social media account reveals the following:

- He followed the Wolves of Erik Facebook and Instagram accounts, recognizable by the wolf head profile picture. He was part of several group chats in which right-wing memes are shared.
- Two weeks before his death he was exchanging messages with a previously unknown number. The person on the other end calls themselves *Stürmer* and asks Calvert if he wants to play bass at an upcoming concert.
- Shortly after this conversation he stopped answering other texts or calls.
- With **Bureaucracy** or **Law** the Agents can find out that the number of this *Stürmer* individual is registered in the name of **Lexi Townsend**, a Lynchburg resident.
- Tracking the location of the *Stürmer* number requires an official requisition. This requires a **Bureaucracy** roll and counts as an Unusual Expense. It takes a full day until results are available, but can lead the Agents directly to Markus Bohn's location.

Friends and Family

Most of Calvert's friends are fellow Wolves of Erik and unlikely to talk to law enforcement. However, via Calvert's phone the Agents can find his parents, **Evelyn and Luke Calvert**, or his childhood friend **Andy Holder**, with whom he had sporadic contact. Whoever the Agents talk to, they have the following to share:

- Calvert was a gifted musician and could play multiple instruments from a very young age.

- He became fascinated with metal music as a teenager. Over time he drifted into the more extreme subgenres, including NSBM. At first out of teenage edginess, but over time he became a true believer in the white supremacist cause.
- No one has seen Calvert in the two weeks before his death. The last anyone has heard from him is that he is playing in a new band, Wotans Reich.

Finding the Band

The Agent's most important task should be locating the other members of Wotans Reich. They have several avenues of investigation they can pursue:

- General information on Wotans Reich and the Wolves of Erik can be found online or by talking to the [Witness Alliance](#), see the [faction description](#) for what they could learn.
- The Lynchburg PD or Telford Giverney from the Witness Alliance know some of the [local meeting spots](#) of the Wolves.
- Looking into the Lynchburg metal scene reveals that another concert is taking place on the second day of the investigation, where more information could be gathered.

In order to find the band, an Agent might approach a random member of the Wolves of Erik and interrogate them. The Agent must make a **Luck** roll at -20%. Only on a success does the target know where the Wotans Reich show takes place OR where the band members currently are. On a critical success they know both. Of course there is still the issue that the Wolves do not like to talk to police.

The Roadhouse Concert

An underground metal concert in a roadhouse just outside of Lynchburg is scheduled to take place on the second day of the investigation. It is a perfect opportunity to learn more about Wotans Reich and to meet some Wolves of Erik members.

The two bands that are playing that night are the grindcore band *Pig Excrement* and the death metal band *Nuclear Obliteration*. The crowd is mostly normal metalheads. Bohn and Schöning of Wotans Reich are not attending, but a few Wolves of Erik members are here. The following NPCs can be found at the bar or in a mosh pit and provide useful information to the Agents:

Dexter McFarland is the frontman of *Nuclear Obliteration*. He is more than willing to talk to the Agents, especially if they buy him a beer. McFarland and his band have played a gig with Wotans Reich before. He is unaware that they are a NSBM band and he doesn't really care either. McFarland was drunk when he met Bohn and Schöning, so he doesn't remember their names. But he took photos with them and put them on his Instagram. One of the photos shows Bohn making out with his girlfriend, who is conveniently tagged under her real name, **Lexi Townsend**.

Jack Hutchinson, one of the leaders of the Wolves, and his girlfriend **Hannah Marshall** are at the concert. They are on the lookout for new recruits. If Hutchinson identifies someone as a potential new member he points them out to Marshall. She approaches their target and hands them a flyer for the upcoming Wotans Reich show and tells them the location. With

Disguise or a successful **CHAx5** roll the Agents can pose as fellow white supremacists and score an invitation to the concert.

Billy Calahan is a member of the Wolves of Erik and part of Hutchinson's entourage. He can be easily identified as a Wolves member by the patch on his jacket. He is unwilling to talk to anyone that is obviously a cop. He might try to sell weed to anyone else. Calahan knows Armin Schöning personally and that he lives with his sister. He can tell the Agents about this, if they can get him to talk.

Melissa Young is a metalhead and Billy Calahan's ex. When Calahan and Young run into each other at the concert an argument ensues, which the Agents could witness. Young is willing to tell the Agents where the Wotans Reich show probably takes place, if they rough up Calahan for her first. If the Agents do so, she tells them about the Valhalla bar, stronghold of the Heathens MC.

Bohn's Home

Until recently Bohn lived with his girlfriend **Lexi Townsend**, in her house at the outskirts of Lynchburg. But the constant exposure to the music of Erich Zann had a negative effect on Townsend. The melodies are stuck in her head and continue to play day and night, driving her mad. Bohn vacated the house after Townsend became violent. She punctured her own ear drums with a pair of chopsticks before attacking her boyfriend. Bohn fled, but Townsend remained. She is deaf, but can still hear the music. She uses a meat cleaver to attack anyone that enters her house.

The house itself has seen better days. Townsend has inherited it from her dead parents, but with her salary as a hairdresser she can't afford the needed repairs. Searching through the clutter inside the house uncovers paperwork about a black Ford Transit registered in Townsend's name. The van cannot be found in the garage or anywhere near the house. Bohn took the car when he fled and it is now parked in front of the house of Schöning's sister. If the Agents issue an APB the van can be located within a few hours. Another flyer for the Wotans Reich concert hangs on the fridge, attached is a sticky note with the address of the biker bar.

More clues can be found in the attached garage of the house, which Bohn has converted to a practice room and improvised recording studio. Besides a bunch of instruments and other musical equipment the Agents can find the following:

- A printout of the poem *Azathoth* by Edward Pickman Derby, which Bohn found online. A verse, underlined with black pen, describes an entity made of pure noise and music. The entity is called Tru'nembra and is part of the Daemon Sultan's court.
- A large stack of photocopied sheet music, containing the compositions of Erich Zann. They are heavily annotated in German by Bohn and Schöning. With **Art (Music)** at 20% or a successful **INTx5** roll the Agents can determine that the musicians were writing new songs based on Erich Zann's work. Bohn carries the original copies with him at all times.
- Bohn's computer: a Dropbox account is still logged in and reveals that Calvert recorded basslines and guitar riffs before his untimely death. These audio files enable Wotans Reich to play their concert even without their new bass player.

The Newman House

Heike Newman is Armin Schöning's sister. She lives together with her husband **Ryan Newman** and their eight-year old daughter **Mia** in a neat little house in the suburbs of Lynchburg. Her brother has lived in their attic ever since he and Bohn came to the United States.

Depending on when the Agents arrive, Bohn's van might park in the driveway. At night he sleeps in it, during the day he and Schöning practice playing their new songs in the attic of the house. The constant rehearsal has affected the family, just like it affected Bohn's girlfriend:

- Tortured by auditory hallucinations, Ryan Newman has committed suicide. He used his shotgun to blow his head off in the master bedroom. Seeing the dead body costs 0/1D4 **SAN** due to violence.
- Mia has started drawing her visions of Tru'nembra and the Court of Azathoth. When she ran out of paper she started drawing on the walls. When she ran out of pens and paint she started using her fathers blood. She is still drawing when the Agents arrive, humming a strange, disturbing melody. Seeing Mia's drawings costs 0/1 **SAN** from the unnatural.
- Heike Newman cannot stop dancing, even when no music is playing. She has lost control of her body, is exhausted and panicking. She doesn't understand what is happening to her and her family, but she knows that it must have something to do with the song her brother and his friend kept playing.

If Bohn and Schöning are still in the house, they try to avoid any confrontation with the Agents. Instead, they sneak out or run to Bohn's van and, if successful, drive to the Valhalla bar, where their concert takes place. There they have some protection by the present outlaw bikers and Wolves of Erik.

If Bohn and Schöning have already left the house, the Agents can try to get some information out of Mia or Heike Newman. Mia is not very helpful. She keeps telling the Agents that they have beautiful bones that are perfect to build instruments. She also mentions that her uncle is about to call a beautiful angel of music down from the heavens.

Heike Newman can offer more useful information, if the Agents can calm her down (using **Psychotherapy** or **Persuade**). She knows where the concert takes place, because she had to pick up her drunk brother after an earlier concert at the same bar.

The Wotans Reich Concert

The concert takes place in the [Valhalla bar](#), a stronghold of the Heathens MC. On the evening of the concert the bar is packed with people. The sound of distorted guitars, blast beats and wailing harsh vocals can already be heard from the parking lot, which is full with dozens of motorcycles. If the Agents manage to get past the doormen they have a hard time seeing the stage, due to the large crowd and constant fog from a fog machine.

The unnatural influences in the music have already started to affect the crowd and may affect the Agents as well. When the Agents first hear the music clearly, inside the bar, they

must make a 1/1D4 **SAN** check. On a failure they might also be subjected to a hypergeometric effect. See the [ritual rules](#) for details.

The song builds to a crescendo and at its climax Tru'nembra is summoned. The Agents have five combat rounds to stop the performance. The Agents have to push through the crowd, in initiative order. They encounter the following obstacles on their way to the band:

- An Agent gets stuck in a cluster of entranced concert goers that won't or can't move. The Agent has to succeed on a **DEXx5** or **STRx5** roll to advance.
- What started as a mosh-pit has turned into a brutal fight, enraged concert goers are at each other's throat, willing to kill each other. The surrounding crowd doesn't seem to care. Agents passing nearby have to succeed on a **Dodge** or **Unarmed Combat** roll or take 1D4 damage, as they are pulled into the altercation.
- Affected by the music a biker draws a large knife and starts wildly slashing at people in his vicinity. His victims ignore this as they are transfixed by the music. An Agent has to successfully **Dodge** to avoid **1D6** damage. On a fumble the biker pins the Agent and continues to attack in the next round.
- Close to the stage an Agent notices that the crowd around them is bleeding from eyes and ears, similar to David Calvert. Then they begin to feel their own insides liquefy. They have to make a **CONx5** roll. On a success they take only 1 point of damage and power through, on a failure they take 1D6 damage instead.

If the Agents do not stop the Wotans Reich in time, Tru'nembra is summoned onto Earth and wreaks havoc in the bar. Most people die or go insane due to the onslaught of unnatural sound and music. A chosen few, those with **Art (Music)** of 40% or higher, are spared. They either become loyal servants and form the first Tru'nembra cult on Earth or Tru'nembra takes them to the Court of Azathoth.

Other Approaches

Stopping the summoning by infiltrating the concert makes for a dramatic climax, but is also dangerous. Some Agents might have other clever ideas to stop the concert. Here are a few possibilities and what could happen:

Shutting down the bar

If the Agents track down the concert location quickly, they might have enough time to shut the place down. They can use **Law** or another appropriate skill to fabricate a plausible reason for the shutdown. Depending on how they go about this, this could still lead to a violent confrontation with a few bikers, but it might be more manageable than dealing with a whole crowd of concert goers. When Wotans Reich learns that the bar can no longer be used for a concert, they improvise and try to play at an alternative location. With the help of the Wolves of Erik they could find an abandoned warehouse or a barn in which they play, but in front of a much smaller crowd. Telford Giverny of the Witness Alliance could get wind of this and warn the Agents, if they have met him.

Raid

A group of Agents would need help for a full frontal assault on the concert, since there are too many violent outlaw bikers present. With **Bureaucracy** or **Persuade** they could recruit the local police or even Telford Giverny and some of his Antifa friends. This radical approach is a guarantee for a shootout, during which Bohn and Schöning try to escape the building via

a back entrance. If they can successfully flee in Bohn's van they try to find shelter with some of their friends in the Wolves of Erik. It is only a matter of time before they manage to organize another concert.

Burn it down

The Agents might also resort to arson or the use of demolitions to destroy the concert location. The night before the concert would be the best time to destroy the bar, as there is always someone present during the day. Even at night there might be some Heathens MC members still lingering in the parking lot, which have to be evaded with **Stealth**. Wotans Reich tries to find an alternative concert location if the bar is successfully destroyed (see **Shutting down the bar**).

Particularly ruthless Agents might set the building on fire while the concert is ongoing. If they are successful the flames and the ensuing panic is guaranteed to kill 1D10 people and triggers a corresponding **SAN** loss. Even though the victims are racists and/or criminals, for the purpose of the SAN loss they count as innocents since they did not pose a direct threat to the Agents. The Handler should make a check for Bohn and Schöning to see if they escape the fire, e.g. **DEXx5** or **CONx5**. If they are successful they flee in Bohn's van (see **Raid**).

Resolution and Consequences

To resolve the situation the Agents have to kill Bohn and Schöning. Both are obsessed with the music of Erich Zann and as long as they are alive they try to summon Tru'nembra. Even in captivity they build instruments out of whatever they can get their hands on, just to play the necessary notes that call the Great Old One to Earth.

If Bohn and Schöning are able to escape they go underground and join Black Sun's Dawn, the same terrorist group that their previous bass player is a member of. With the ritual to summon Tru'nembra the terrorists would be in possession of a powerful hypergeometric weapon of mass destruction and become even more dangerous.

SAN rewards:

- Neutralizing Wotans Reich before they summon Tru'nembra: +1D6 SAN
- Neutralizing Wotans Reich after a successful summoning: +1D4 SAN
- Destroying Erich Zann's sheet music: +1D4 SAN

Stats

NPCs

Markus Bohn

Wotans Reich frontman

STR 12 CON 12 DEX 10 INT 10 POW 12 CHA 14

HP 12 WP 10 SAN 10 BREAKING POINT 0

SKILLS: Alertness 40%, Art (Black Metal) 50%, Athletics 40%, Unarmed Combat 40%

ATTACKS: Unarmed 40%, 1D4-1 damage

DISORDERS: Obsession (The Angel of Music)

RITUALS: Call Forth Those From Outside (Tru'nembra)

Armin Schöning

Neo-nazi drummer

STR 14 CON 14 DEX 12 INT 10 POW 10 CHA 10

HP 14 WP 10 SAN 10 BREAKING POINT 0

SKILLS: Alertness 20%, Art (Black Metal) 50%, Athletics 50%, Unarmed Combat 50%

ATTACKS: Unarmed 50%, 1D4 damage

DISORDERS: Obsession (The Angel of Music)

RITUALS: Call Forth Those From Outside (Tru'nembra)

Average Wolves of Erik or Heathens MC member

Neo-pagan white supremacists/Outlaw biker thug

STR 14 CON 12 DEX 12 INT 10 POW 10 CHA 10

HP 13 WP 10 SAN 50 BREAKING POINT 40

SKILLS: Alertness 40%, Athletics 40%, Firearms 30%, Melee Weapons 40%, Unarmed Combat 50%

ATTACKS: Unarmed 50%, 1D4 damage

Knife 40%, 1D4+1 damage, 3 AP

Pool cue 40%, 1D6+1 damage

Baseball bat 40%, 1D8+1 damage

Pistol 30%, 1D10 damage

Lexi Townsend

Insane white trash girlfriend

STR 10 CON 12 DEX 14 INT 10 POW 8 CHA 10

HP 11 WP 8 SAN 10 BREAKING POINT 2

SKILLS: Alertness 10%, Melee Weapons 30%, Unarmed Combat 40%

ATTACKS: Unarmed 40%, 1D4-1 damage

Meat cleaver 30%, 1D8 damage

DISORDERS: Intermittent Explosive Disorder, Sleep Disorder

Tru'nembra

The living noise

AURA OF POWER: Any human in the vicinity of Tru'nembra is automatically at -20% on all rolls, due to the deafening and disorienting sounds and an overwhelming feeling of doom.

DISCORPORATION: As a being made of sound and music, Tru'nembra is not affected by most physical attacks. The soundwaves produced by a large explosion (Lethality 30% or higher) can temporarily overpower those of Tru'nembra and stop the incursion. However, within weeks the Great Old One is reconstituted at the court of Azathoth and could be summoned to Earth again.

FUNDAMENTAL CONTROL: Tru'nembra can change scale and shape at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Tru'nembra have no effect (but see **DISCORPORATION**).

SONIC BLAST: Tru'nembra can channel itself into a particular direction. Everything hit by this massive wall of sound suffers 20% Lethality damage.

SAN LOSS: 1D6/1D20

Tomes

The Compositions of Erich Zann

In German. Requires Art (Music). Study time: hours. Unnatural +1%, SAN loss 1D4.

This stack of sheet music contains the collected compositions of German composer and violinist Erich Zann. The margins contain notes in German, written by Markus Bohn and Armin Schöning. Those with an **Art (Music)** skill of 20% can see that Zann has explored a certain theme in a lot of his pieces. This exploration culminated in his magnum opus, which he called "Der Engel der Musik" or "The Angel of Music". This page is heavily annotated by Bohn and Schöning. Those that can read German realize that the metal musicians were trying to write their own black metal version of this song.

Zann's last composition seems to have been written rather hastily. Experts can tell that this piece of music is a kind of inversion of the theme that is found in *Der Engel der Musik*. Playing this song in the presence of Tru'nembra would banish it back to the Court of Azathoth. The piece has no name, but it contains a scribbled note by Zann himself:

"Keinen Engel, sondern einen Teufel rief ich. Möge Gott mir vergeben!"

Which translates to: "I did not call an angel, but a devil. May God forgive me!"

Rituals: Call Forth Those From Outside (Tru'nembra), The Closing of the Breach (Tru'nembra)

Rituals

Call Forth Those From Outside (Tru'nembra)

Complex ritual. Study time: weeks; 1D10 SAN; +1 Unnatural. Activation: minutes; 20 WP (drawn from audience), 1D10 SAN.

This ritual enables the operator to call Tru'nembra down to Earth. The Great Old One is summoned by playing music that contains certain melodies and rhythms. The operator can choose the instrument on which they play. One piece of music that is capable of summoning Tru'nembra is Erich Zann's *Der Engel der Musik*, but variations of this song might also work

if performed by a proficient musician. There might also be other songs that have the same power.

To perform the ritual the operator has to roll on their **Art (Music)** skill instead of their Ritual Activation rating. If the operator's **SAN** is at half their **POWx5** or below they get a +20% to this roll. If their **SAN** is at quarter their **POWx5** or below they get a +40%. The ritual's **WP** cost is paid by the operator's audience, i.e. it is evenly distributed over everyone in the listening range, including the operator themselves. The minimum **WP** cost for each listener is 1.

The music itself can cause strange hypergeometric effects that affect the listeners, while the ritual is performed. Everyone in earshot loses 1/1D4 **SAN**. Those that failed their **SAN** roll must also make a **POWx5** roll. If they fail this roll as well, they are subjected to one of the effects on the following random table:

1. The listener feels an overwhelming compulsion to dance. They lose control over their body and start to move in strange ways to the music. They can shake off this compulsion with a successful **POWx5** roll, they have one attempt per round.
2. The listener cannot stop hearing the music, even when it is no longer playing. This earworm tortures them until they die or are driven insane. They lose 0/1 **SAN** per month.
3. The listener cannot only hear the music, they can also see, feel and taste it. This synesthesia is incredibly distracting. All rolls are at -20% while the music is playing.
4. Bewitched by the music, the listener falls into a trance state that lasts for an hour, even after the music has stopped playing. Only a painful sensation that costs at least 1 HP can snap them out of it.
5. The listener becomes obsessed with the music and seeks ways to recreate it. Even without passing a breaking point they gain a new disorder: Obsession (The Angel of Music).
6. The listener is possessed by a murderous rage and tries to harm those around them or themselves. They use any means necessary to do this.

The Closing of the Breach (Tru'nembra)

Complex ritual. Study time: days; 1D4 SAN. Activation: minutes; 10 WP, 1D6 SAN

The operator of this ritual can banish Tru'nembra back to the court of Azathoth. To do this they have to play a piece of music that is an inversion of the piece that was used to call Tru'nembra in the first place.

While the operator is performing the ritual they are safe from Tru'nembra itself. However, followers of the Great Old One or people in its thrall can still act against them.

To perform the ritual the operator has to roll on their **Art (Music)** skill instead of their Ritual Activation rating. If the operator's **SAN** is at half their **POWx5** or below they get a +20% to this roll. If their **SAN** is at quarter their **POWx5** or below they get a +40%.

A Weekend of Violence

On a Saturday night, within just a few hours, three different attacks take place in Lynchburg:

- Someone dressed like a Viking warrior used an axe to kill a man in the bathroom of a bar before vanishing without a trace.
- At an amateur MMA bout one of the fighters rips off the arm from his opponent's torso.
- An attempted break-in at a farmhouse results in a deadly firefight that kills seven people.

The Agents are sent to investigate whether these attacks are connected and whether they have anything to do with the previous operation in Lynchburg that was wrapped up just a few weeks ago.

Scenario Background

The attacks are connected to individuals that have consumed questionable health supplements. These individuals received the supplements as part of a welcome package for new participants of the **Berserker Warrior Program (BWP)**, a fitness and self-help program established by **Jack Hutchinson**, one of the founders of the Wolves of Erik.

Hutchinson is always searching for ways to grow the Wolves' membership. The BWP is his latest and most promising venture to attract new recruits, while also making some money. Due to the success he is planning to scale up the BWP efforts, which also includes the new welcome package that new members receive. He does not know that one of the supplements in the package contains an unnatural ingredient.

Hutchinson acquired the supplement via **NordShield Nutrition**, who approached him and offered him a good deal. They would provide financial support for the BWP if Hutchinson helped them get their name out there by including the supplement in his welcome package.

NordShield is actually not interested in marketing their products. It is a shell company of **Bode Heilmittel**, a company owned and run by the Bishop's disciple **Sascha Bode**. Bode's plan is to turn the Wolves of Erik into pawns for their conspiracy. The unnatural supplement manipulates the dreams of those who consume it and strengthens their inherent biases. The goal was to turn every BWP customer into a new recruit for the Wolves. However, Bode did not know about the effects that the supplement would have on a certain group of people, the **Dreamers**.

Dreamers are people with a strong connection to the Dreamlands. Instead of the drug altering their dreams, their dreams alter reality instead. The Lynchburg attacks were caused by Dreamers who have taken the drug regularly over the past few weeks:

- **Rafael Sullivan's** dreams of being a successful MMA fighter led to unnatural muscle growth and hard to control strength, resulting in the mutilation of his opponent.
- The paranoid nightmares of **Leon Harper** manifested as an actual break-in attempt at his home, resulting in a deadly shoot-out.

- The revenge fantasies of the incel **Oscar Myers** manifested a Viking warrior that killed his bully.

The Agents have to stop the unnatural incursions caused by the Dreamers. They have to find the connection to the Berserker Warrior Program and stop the distribution of the health supplement, before it can get into the hands of more people.

Dreamers

A few people have a stronger connection to the Dreamlands than the rest of humanity. These people are called Dreamers and for them it is much easier to enter the Dreamlands when asleep. They do so subconsciously, while other people have to perform special rituals or take certain drugs. Once in the Dreamlands, the Dreamers also have a limited ability to control and shape their surroundings.

No one knows why some people are Dreamers and others are not. While some individuals are born as Dreamers, others become so later in life, maybe triggered by certain events. Even an Agent could be a Dreamer. Here are some criteria that the Handler can use to decide if an Agent has the potential to be a Dreamer:

- They have an iron will, i.e. their **POW** is 14 or higher.
- They are *Cracked*, i.e. they have passed a Breaking Point at some point.
- They had contact with entities that are associated with the Dreamlands, e.g. Ghouls.

Investigating the MMA Fight

The MMA bout took place in the Lynchburg City Armory. The fight between Rafael Sullivan and his opponent **Nathan Tran** was just one of several that were scheduled for that night. A decent sized crowd was there to eyewitness how Sullivan ripped Tran's arm from his torso. Most of the witnesses are still in shock.

Thanks to the ringside physician Tran is still alive, though his arm could not be saved. He is currently in a coma in the Lynchburg General Hospital. The Agents can meet **Mollie Lawson**, Tran's girlfriend, there. She filmed the whole fight with her phone and can show it to the Agents.

Phone Footage

Mollie Lawson was not the only one to film the fight, but her video has the best angle on the events. Watching it, the Agents can see that Sullivan is much more muscular than Tran. He looks more like a bodybuilder than a fighter and like he should be several weight classes above Tran. It can also be seen that before the fight started, Sullivan was wearing a Berserker Warrior Program shirt that seemed several sizes too small.

When the fight starts, Tran tries to keep his distance from Sullivan, obviously intimidated. However, Sullivan successfully goes in for a takedown and the fight continues on the ground. Sullivan dominates and applies an armbar. When Tran doesn't immediately tap out, Sullivan pulls on Tran's arm. With apparent ease he rips Tran's arm from his torso, accompanied by a sickening tearing sound and screams from the crowd. Seeing the footage costs 0/1D4 **SAN** from violence.

Talking to the Promoter

The fight was organized by **Lucas Kennedy**, entrepreneur and owner of the Lynchburg MMA Academy. He is mostly worried about his business and reputation. He claims that Sullivan must have somehow cheated at the weigh-in the day before the fight, because he should have been in the same weight class as Tran. He speculates about a much more muscular twin, who took Sullivan's place during the fight.

Kennedy does not want any trouble with the law and is more than happy to put all the blame on Sullivan and his trainer, **Curtis Wallace**. If asked, he shows the Agents the paperwork that had to be filled out to enter the fight. In the document Wallace has specified the fighter's affiliation as the Berserker Warrior Program.

Rafael Sullivan and Curtis Wallace

After Tran's dismemberment the police were called. They have taken Sullivan into custody and charged him with aggravated assault. He is now spending his time in a jail cell at the Lynchburg police department.

Sullivan is a hulk of a man. He is so muscular and strong that he looks almost unreal. However, his mental state is not the best. The events at the fight have left him in shock. He hasn't slept yet and is hungry, because the jail food is insufficient to keep his massive body fed.

Sullivan has no idea what happened. He attributes his sudden muscle growth to his hard training, or at least that is what he tries to tell himself. He unquestioningly took whatever supplements his trainer, Curtis Wallace, gave him. Sullivan doesn't know anything about the Berserker Warrior Program, the Wolf Den gym or the Wolves of Erik. He only wore the BWP shirt because Wallace asked him to.

Curtis Wallace is friends with Adam Young. Young is a Wolves member and administers both the Wolf Den gym and the BWP. Wallace agreed to do a bit of promotion for the Berserker Warrior Program, in return he received free samples of the Berserker Strength Supplement, which he gave to Sullivan. Wallace is worried that he has done something illegal and only talks to the Agents if a lawyer is present.

Optional: Prison Break

Sullivan's sanity has suffered a lot from the events. The Handler can make a **SAN** roll for him at an appropriate point in time, e.g. when the Agents are asking him difficult questions he cannot answer. Should the **SAN** roll fail, Sullivan flies into a rage and attacks everyone around him and tries to escape the jail. Due to his unnatural strength this can be very dangerous to the Agents and any police officers that are around. It is possible to talk Sullivan down, using **Psychotherapy**.

Investigating the Shootout

The deadly firefight took place on a farm belonging to **Leon Harper**, outside the city. The neighbors, hearing the sounds of heavy gunfire, alerted the police. When the police officers arrived the firefight was already over. They found the bodies of six attackers in and around

the main building of the farm. Harper was still alive, but bleeding out from multiple gunshot wounds. He died in the back of an ambulance on the way to the hospital.

The Attackers

The attackers were all black or of hispanic descent. They were all dressed like stereotypical gangsters and heavily armed. Agents with **Criminology** notice that the gang colors and tattoos are all over the place. Some of them are presumably from rivaling gangs, others from gangs that do not even operate in this part of the United States. The weapons that were used by these criminals are not registered anywhere.

All efforts to identify the attackers are futile. Fingerprints or DNA samples do not match any database. No one in the criminal underground has ever seen any of these individuals before. This is because the attackers were not real people. They are a product of Leon Harper's paranoid and racist fantasies, which has manifested in the real world. Realizing this costs 1/1D4 **SAN** from the unnatural.

The Farm

Except for the main house the farm seems to be no longer in use. Everything is dilapidated and in need of repair. It is unclear why anyone would choose this house as a break-in target. Blood, bullet holes, and other signs of the firefight are still clearly visible.

The inside of Harper's home looks like a prepper's dream. In his basement he has stored food, water and gasoline that would last for several months. He has a large collection of firearms, some of which he acquired illegally. There is at least one gun in each room, in an easy to access location.

Harper seems to have spent a lot of time online, as a look at the browser history on his laptop reveals. He watched YouTube videos propagating the *Great Replacement* conspiracy theory and read right-wing articles about the supposed white genocide. He spent the last few hours before the firefight researching murders of white farmers in South Africa.

Using **Search** the Agents can find a gym bag in the trunk of Harper's car. Inside they find the following:

- A Glock 19 and two spare magazines.
- Sweaty gym clothes, including a Berserker Warrior Program shirt.
- A half-empty box of pills, labeled Berserker Strength Supplement.

Talking to the neighbors reveals that Harper always had a paranoid streak. He often came over to warn them of suspicious individuals in the area, i.e. whenever he spotted a non-white person. Harper also told his neighbors that he recently joined a gym in the city, for strength and self-defense training, and he encouraged them to do the same.

Optional: The Missing Shooter

Intense study of the crime scene, using **Forensics**, **Search** or **Survival**, reveals a set of footprints that are unaccounted for. These footprints, which lead into the nearby forest, seem to belong to a seventh attacker.

Following the tracks leads the Agents to the hideout of this missing shooter. The man is heavily armed and dangerous, due to his panicked and confused state of mind. However, Agents with **Persuade** can convince him to lay down his arms.

Talking to this nameless man reveals that he has no memories from before the shootout, since he did not exist until Leon Harper dreamed him into existence. Any Agent that realizes this loses 1/1D4 **SAN**.

Investigating the Viking Attack

The attack took place in the restroom of a rooftop bar in downtown Lynchburg. The victim of this attack was **Gavin Beasley**, who was using an urinal at the time. Two eyewitnesses, **Louis Duncan** and **Joshua Lane**, reported that a large man dressed like a viking warrior, stepped out of a toilet stall and attacked Beasley with a large axe, killing him instantly. Duncan and Lane fled, screaming for help. When others entered the restroom they found Beasley's body, but the killer had vanished. There are no windows or other doors through which the murderer could have fled the scene. The police are baffled.

Oscar Myers

Myers is an incel with racist tendencies. He recently got into *looksmaxxing*, because he falsely believes that it is his looks and not his personality that drives women away. He originally only joined the Berserker Warrior Program to build some muscle, but soon became enamored with the Viking aesthetic of the Wolves of Erik.

He started researching Norse history and mythology and at night he dreams that he is a mighty Viking warrior on a battlefield. Due to his consumption of the Berserker Strength Supplement these dreams have an effect in the real world. Whenever Myers sleeps an avatar of revenge manifests and attacks Myers' "enemies". Gavin Beasley became a victim because he bullied Myers at school, but there are others with whom Myers has a score to settle.

Further Attacks

Over the next few nights the viking killer strikes again, targeting those that have wronged Myers somehow. The Handler can choose the next victim and the details of the attack from the following list, in whichever order they like:

- **Paige Howell** is Myers' crush, but she has rejected him multiple times. She survives a possible attack because she runs to her car and drives off.
- **Marlon Drummond** is Howell's new boyfriend. The Viking attacks him in his sleep. His roommate hears the screams and gets a glimpse of the Viking before he disappears into thin air.

- **Courtney Myers** is Oscar's mother. They often fight because Oscar neglects his chores. She is killed while taking out the trash, which is witnessed by the nosy neighbor across the street.

The Community College

Oscar Myers, Gavin Beasly, Paige Howell and Marlon Drummond are all full-time students at the Central Virginia Community College. Should the Agents visit the school they can learn the following by talking to other students or teachers:

- Beasly was a bully and Oscar Myers was his favorite victim. He called him a weakling and made fun of his poor hygiene.
- Howell is a sweet girl. Oscar Myers had a crush on her, but she rejected him multiple times. She recently got together with Marlon Drummond.
- Drummond was Howell's boyfriend. He told Myers to stay away from Howell, but he wasn't an asshole about it. Other than that the two hardly interacted.

If asked about Myers the students share this:

- He is a creep and has made advances towards several female students. Recently, he seemed fixated on Howell.
- He does not have any friends, apparently he gives off "school shooter vibes".
- Non-white students report subtle racist remarks they heard from him.
- He hasn't come to classes the last few days, no one knows why.

Myers' Home

Oscar Myers still lives with his mother, Courtney. She has a strained relation to her son, and if the Agents flash a badge she lets them enter Oscar's room, even without a search warrant.

Myers' room is a mess and hasn't been cleaned in months. Among the detritus the Agents can find the following:

- A brand new set of dumbbells lies next to the bed.
- There is a pop-history book about Vikings on the nightstand.
- A large cardboard box labeled with "Berserker Warrior Program", in a font that imitates Norse runes.

The Berserker Warrior Program box contains a large tub of protein powder, pre-workout booster and also a box of the Berserker Strength Supplement. Several pills are already missing from the blister pack.

A brochure about the Berserker Warrior Program can also be found in the box. The layout and graphic design of the brochure is amateurish and resembles an underground metal zine. Inside are workout plans, suggested diets and timetables for supplement use, broken up by short philosophical essays and general life advice:

- The suggested diets are very unbalanced and heavy on meat.
- The workouts are focussed on strength training and martial arts.

- Anyone with high **Athletics** or **Medicine** can tell that the workout plans are mostly based on bro science.
- The life advice and essays are tinged with references to Norse mythology, racist dog whistles and manosphere rhetoric. Tips include:
 - Stop masturbating and start cultivating strength.
 - Keep to your own tribe and be proud of your ancestors.
 - Find a woman that upholds traditional beliefs, avoid screeching feminists.
- The brochure ends with a list of dates on which Jack “Jötunn” Hutchinson hosts free introductory masculinity seminars.

If the Agents look at the contents of Myers’ computer they find that he underwent a fairly typical process of radicalization and nowadays spends most of his time on incel message boards. The website of the Berserker Warrior Program can be found in his recent browsing history. His email inbox contains mail from the Wolf Den gym with an attached membership contract.

Optional: Becoming the Target

Any Agent who talks to Myers can become the next target of the Viking killer. Myers is easy to upset and does not respond well to confrontation, either verbal or physical. An Agent that did not coddle Myers might see themselves confronted by the Viking warrior the next time Myers goes to sleep and dreams.

Agents that are unlucky enough to be asleep when this happens get an **Alertness** roll. If they fail the Viking gets a surprise attack against them. On a success they are awakened by a noise and have a brief moment to prepare before the attack.

Killing the Viking does not solve the problem. The Viking appears every night until Myers is somehow neutralized or has found a new victim to fixate on.

The Berserker Strength Supplement

These pills come in a small black cardboard box. The box is decorated with a logo resembling a stylized Viking round shield and labeled Berserker Strength Supplement. Aside from the product name and a company name, **NordShield Nutrition**, the box has no writing on it. A Supplement Facts listing is missing, as is a list of ingredients. Agents with **Law**, **Medicine** or **Pharmacy** know that this violates FDA regulations. Inside the box are blister packages containing the pills. The words *Pulsatilla Globuli* are written on the backside.

People familiar with alternative medicine (**Occult**, **Medicine** or **Pharmacy**) know that *globuli* pills are a popular way to administer homeopathic “medicine”. They are usually indistinguishable from pure sugar due to the high dilution factor that is common to homeopathic products. *Pulsatilla vulgaris* is the scientific name for the pasqueflower, which according to homeopaths can help against sleep disorders.

A chemical analysis of the pills (**Science (Chemistry)** or **Pharmacy**) reveals that the pills are indeed mostly sugar. However, there are also trace amounts of an unknown and unidentifiable molecule. The chemical structure of this compound resembles that of

scopolamine and other delirants, only more complex. The dosage is so low that consumption should have no effect.

The unknown molecule is extracted from an unnatural flower that only grows on the Plateau of Leng. The strange molecule accumulates in the human body if enough pills are consumed over a short amount of time. Once a threshold is reached it starts to affect the dreams of the consumer. Their dreams become much more vivid and start to influence the consumer subconsciously, strengthening already existing biases.

However, if the consumer is a Dreamer the effect is different. The Dreamer's dreams are unchanged. Instead elements of the dream manifest in the real world, in a limited fashion. Depending on what the dream is about this can have horrible consequences.

The BWP Website

Agents that search for the Berserker Warrior Program online can easily find an associated website. The website has only one page with a bit of text and a few black and white images. The information about what the BWP actually is is kind of vague, but it is clear that it is about fitness and self-improvement and mostly aimed at young men.

The Wolves of Erik are never mentioned and neither is the Wolf Den gym. There is also no business address listed. However, all the images on the page are of men working out in a gym or posing in group shots. Close examination of these images makes it possible to geolocate where these pictures were taken and lead directly to the Wolf Den gym.

Signing up for the Berserker Warrior Program costs \$200, but each new member is promised a free welcome package, containing a workout program, protein powder, supplements, etc. After sign-up a paying member also gets access to a private forum. Agents with **Computer Science** can circumvent the paywall with a bit of work.

The forum contains a lot of posts about workout routines and diets, like one would expect. The Wolves of Erik are also a recurring topic of discussion and it becomes clear that the BWP is a recruitment ploy by the Wolves. They are put in a very positive light by the older forum members and the mods regularly pin posts about events organized by the Wolves. Looking at some of these events reveals that a lot of them are taking place in the Wolf Den gym.

The Wolf Den

Researching the Berserker Warrior Program should lead the Agents to the [Wolf Den Gym](#). This is where Jack Hutchinson and his trusted friend **Adam "Thorir" Young** handle all things that are related to the BWP. Most of the time this is done by Young. If the Agents hope to meet Hutchinson, they have to make a **Luck** roll at -20%. On a success he is at the gym when the Agents arrive, either working out or talking to Young about the business.

If the Agents present as law enforcement, Young asks them to leave, unless they have a warrant. Posing as potential customers is a better option, but non-white Agents or those that give off the wrong vibe are made to feel unwelcome. Female Agents suffer cat-calls, stares, and are followed around. Male Agents are asked to step into the cage and fight with one of

the stronger members of the gym. **Disguise** or a successful **CHAx5** roll are required to fit in and avoid this nasty behavior.

There is a small separated office on one side of the building, where Young spends most of his time. The Agents can't enter unless they have a very good reason and pass a **Persuade** roll. They could also break in at night, but they have to deal with a security system (e.g. with **SIGINT**). Inside the office there is a desk with a computer, a filing cabinet and a bunch of boxes. Investigating the filing cabinet and the boxes reveals the following:

- A folder contains print-outs of a contract with NordShield Nutrition LLC. Hutchinson received several boxes with the Berserker Strength Supplement for free, in return he had to make it part of the BWP welcome package.
- The same folder contains a delivery manifest over the supplement boxes mentioned in the contract.
- The boxes themselves can also be found in the office, one of them opened and half empty.

The computer is password-protected, but due to the unpatched OS an Agent with **Computer Science** has no problems bypassing this obstacle. With a successful **Search** roll the password can also be found on a sticky note on the underside of a drawer. Looking through the contents of the computer the following can be found:

- Hutchinson exchanged several emails with a representative from NordShield Nutrition. It is clear that they approached him with the offer and he was happy to accept.
- A Word document contains plans for the expansion of the Berserker Warrior Program and the associated marketing campaign. According to the calendar Hutchinson is joining the semi-popular far-right podcast Patriot Watch as a guest, to advertise the BWP.
- An Excel sheet lists all BWP customers with full name and address.

Jack Hutchinson

Hutchinson has no idea about the unnatural effect that the Berserker Strength Supplement has on his customers, and neither does Adam Young. Like many of his fellow Wolves members, Hutchinson does not like cops. He talks to the Agents anyway, if confronted, but is generally uncooperative. He has no plans to stop the BWP or the distribution of the supplement, unless he is forced to.

Before the Agents can talk to Hutchinson they have to find him first. Hutchinson lives in the house of his girlfriend, **Hannah Marshall**. This is where he spends the night, except when he is out drinking with his Wolves buddies. During the day he can be found at the Wolf Den gym or [Eriksholm](#).

NordShield Nutrition and Bode Heilmittel

It is hard to find any information on NordShield Nutrition LLC. They do not have an official website or any presence on the web at all. The only thing that can be found is that the company was incorporated last year, by the Delaware law firm **Westbridge & Associates**.

NordShield is a shell company of Bode Heilmittel. The company's only purpose is to get the Berserker Strength Supplement into the hands of the BWP in a way that seems legitimate. NordShield does not have a physical office or employees. Westbridge & Associates were hired by Bode Heilmittel to do the paperwork. The delivery of the supplements is outsourced to a dropshipping company, **Pinnacle Logistics**.

To find the connection between NordShield and Bode Heilmittel the Agents have to deal with Westbridge & Associates. The law firm will preserve the anonymity of their client in all cases. The only exception would be a court order, which the agents must fabricate or obtain otherwise (**Law**). Of course, the Agents could also break into the Westbridge offices (**Stealth**), compromise their computer network (**Computer Science**) or try to get the information in other less than legal ways.

If an Agent tries to look deeper into Bode Heilmittel before the scenario is resolved, the case officer discourages them from doing so. They are told to concentrate on the mission at hand, a German company with no offices in the US is not an immediate concern for Delta Green. However, the case officer promises a follow-up after the operation is done.

An Agent that looks into Bode Heilmittel as part of a Stay on the Case home pursuit can learn some basic information before they are called to their next operation:

- Bode Heilmittel GmbH produces homeopathic medicine, *globuli* pills are one of their bestsellers.
- The seat of the company is in Hamburg, but they have recently opened a new plant in Saxony.
- The company is owned by Sascha Bode, a former lawyer.

Resolution and Consequences

The surviving Dreamers, Rafael Sullivan and Oscar Myers, can be dealt with by cutting them off from their Berserker Strength Supplement supply. Within 1D4 days the effects of the supplement diminish, Sullivan's body returns to normal and the Viking incursions stop. Of course, killing Sullivan and Myers is also an option, but this has the usual risk of SAN loss.

The Agents also have to stop the distribution of the Berserker Strength Supplement before it gets into the hands of more Dreamers. To accomplish this they have to destroy the supplements that are still in the possession of Jack Hutchinson and Adam Young. They also have to shut down NordShield Nutrition, so that they cannot get resupplies.

Hutchinson's marketing campaign means that there soon is a whole batch of new BWP customers, who each receive a welcome package containing the supplement. Since there are bound to be some Dreamers among these customers the Agents are soon confronted with additional unnatural incursions if they do not stop Hutchinson in time. This costs 1/1D6 **SAN** from helplessness.

SAN rewards:

- Neutralizing the Dreamer threat: +1D4 SAN
- Destroying the supplements: +1D4 SAN

Stat Blocks

NPCs

Rafael Sullivan

The strongest MMA fighter

STR 25 CON 15 DEX 14 INT 8 POW 10 CHA 10

HP 20 WP 10 SAN 38 BREAKING POINT 28

SKILLS: Athletics 60%, Unarmed Combat 70%

ATTACKS: Unarmed 70%, 2D6

BERSERKER STRENGTH: Due to the effects of the Berserker Strength Supplement on his dreams, Sullivan is much stronger than humanly possible.

DISORDERS: Intermittent Explosive Disorder

The Viking

Oscar Myers' avatar of vengeance

STR 14 CON 14 DEX 12 INT 10 POW 10 CHA 10

HP 14 WP 10 SAN - BREAKING POINT -

ARMOR: 3 (chainmail and helmet)

SKILLS: Athletics 50%, Melee Weapons 60%, Unarmed Combat 50%

ATTACKS: Unarmed 50%, 1D4

Battle Axe 60%, 1D10

Knife 60%, 1D4, AP 3

The Missing Shooter

Nameless nightmare of a racist

STR 12 CON 12 DEX 10 INT 10 POW 10 CHA 10

HP 12 WP 10 SAN - BREAKING POINT -

SKILLS: Firearms 40%, Unarmed 40%, Stealth 30%

ATTACKS: Unarmed 40%, 1D4 - 1

Glock 17 (medium pistol) 40%, 1D10

MAC-10 (submachine gun) 40%, 10% Lethality

Jack "Jötunn" Hutchinson

The face of the Wolves of Erik

STR 16 CON 14 DEX 12 INT 12 POW 12 CHA 14

HP 15 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Alertness 40%, Athletics 50%, Drive 40%, Firearms 40%, Occult 40%, Persuade 50%, Unarmed Combat 60%

ATTACKS: Unarmed 60%, 1D4

Colt M1911 (medium pistol) 40%, 1D10

Wolf Den Gym Member

White supremacist weightlifter

STR 15 CON 14 DEX 12 INT 10 POW 10 CHA 10

HP 15 WP 10 SAN 50 BREAKING POINT 40

SKILLS: Alertness 40%, Athletics 40%, Firearms 30%, Melee Weapons 40%, Unarmed Combat 50%

ATTACKS: Unarmed 50%, 1D4 damage

Artifacts

Berserker Strength Supplement/Pulsatilla Globuli

These pills contain chemical compounds that were extracted from plants that only grow on the Plateau of Leng. The unnatural origin of these compounds has strange effects on those that consume them. Their dreams become very vivid and lifelike. But not only does the quality of their dreams change, also the contents are transformed.

The drug pulls from the consumer's subconscious and makes their pre-existing biases and prejudices a central theme of the dreams. E.g., someone with a fear of spiders would dream about being caught in the web of a giant spider, a racist would dream about being confronted by racist caricatures that wish to do them harm, etc.

If an Agent consumes these pills the Handler should ask about any prejudice the Agent might have or take inspiration from the Agent's Motivations. The next time the Agent sleeps they have a vivid dream about the subject of their prejudice. The dream feels so real that it costs 0/1 **SAN**.

If the Agent is a Dreamer and they consume the supplement regularly over a longer period of time (at least two weeks), their dreams manifest in the real world. The Handler decides what exactly happens, but they can take the input of the player into account.

Talking Head

The Program's Office of Intelligence is keeping a close look at events in Lynchburg after the events of the previous operations. They don't have to wait for long. The Agents are activated after **Owen Chambers**, a member of the Wolves of Erik was shot on the open street. The perpetrator, **Bryan Franklin**, was arrested at the crime scene. During the interrogation he kept telling the police officers about an invisible voice that whispers to him.

Scenario Background

Five months ago **Clint "Vargr" Baker**, the spiritual leader of the Wolves of Erik, went on a trip to Iceland, to explore the origins of his pagan beliefs. On this trip he met a German who introduced himself as **Lars Werich**. The two bonded over their common interest in paganism and spent a few days together. Ever since, Baker has had a recurring dream. In this dream three women, the *norms* of Norse mythology, reveal to Baker that an artifact of his ancestors is hidden in a storage unit in Washington DC. He has to retrieve it to save his tribe.

After being plagued by this dream for over a month, Baker gives in. He hires **Owen Chambers** to break into the storage unit and recover what is in there. Chamber recruits **Bryan Franklin** to help him with that task. What Baker, Chambers and Franklin do not know is that the storage unit served as a Green Box for Delta Green's P-Cell.

Lars Werich's real name is **Matthias Lasker**. He is a member of the neo-nazi terrorist group **Black Sun's Dawn** and a disciple of the Bishop. He implanted the dream prophecy when he met Baker in Iceland. He has pointed Baker at the Green Box for two reasons:

1. He wants to retrieve the artifacts that P-Cell took from La Estancia during the 2001 raid, so that they can serve the Bishop once again.
2. He hopes to trigger a reaction by Delta Green, so that he can identify their operatives.

When Chambers and Franklin broke into the storage unit they did not know what they were looking for, so they took anything that looked interesting. This included a stack of files, a few weapons and a padlocked wooden box with a strange symbol burned into the top.

Franklin, who is actually an undercover DEA agent investigating the Heathens MC, followed Baker after he and Chambers delivered their loot to him. He witnessed how Baker was approached by a strange man and how the two of them opened the wooden box. What they took out of the box pushed Franklin over the edge: a mummified head that was still alive and talking in an unknown language.

The man that Baker met that night was Lasker. He revealed his true identity to Baker and told him that the talking head was a gift. He should take it and learn from it. Then he vanished into the night. Baker took this advice to heart and isolated himself with the mummy head.

Since that night Franklin has terrible visions of the skull whispering to him. For months he tried to suppress them with alcohol and harder drugs. When this did not work he made the decision to take revenge on the person who pulled him into all this: Owen Chambers.

While Franklin was tracking down Chambers, Clint Baker emerged from his isolation. He still has the talking mummified head and is about to turn the Wolves of Erik into a cult with access to hypergeometric rituals. The Agents have to stop him and deal with the Wolves once and for all.

The Mummified Head

The mummy head is that of **Xiang Shih**, an ancient witch and member of the deathless sorcerers that call themselves the **Kuen-Yuin**. Centuries ago Xiang Shih left her home, the otherworldly city of Yian-Ho, for unknown reasons. To reach Earth, Xiang Shih had to cross the Plateau of Leng, a strange place that connects different locations across dimensions. But Leng is a dangerous place and not even a member of the Kuen-Yuin is safe. Xiang Shih encountered something that she was no match for. A few days later her mummified remains were found and retrieved by Buddhist monks in the Tibetan highlands.

In 1938 the SS sent an expedition to Tibet, which happened to visit the monastery where Xiang Shih's remains were kept. A member of the expedition stole the mummy's head and brought it to Germany. The artifact was confiscated by the newly founded Karotechia, who had immediately realized its hypergeometric potential. However, they did not get far with their research. The outbreak of WW2 meant that the Nazi cult had to shift their focus on projects that were immediately useful to the war effort.

When the war ended the head was among the artifacts that surviving Karotechia members were able to smuggle out of Germany, before Delta Green or GRU SV-8 were able to get their hands on them. The head ended up in La Estancia, the Karotechia's last stronghold.

It was Julius Albrecht, the Bishop, who first realized the truth. Despite the mummification and the decapitation, Xiang Shih was not really dead. Albrecht was able to awaken her with a simple ritual. It was Xiang Shih that taught Albrecht how to open a gate to the Plateau of Leng, a fact that saved his life when Delta Green attacked La Estancia in 2001.

Delta Green's P-Cell retrieved the talking skull after the raid. They tried to destroy it, but each of their countless attempts was unsuccessful. Storing the head in a container inscribed with the Elder Sign was the only thing that seemed to incapacitate Xiang Shih. The container was then stored in P-Cell's Green Box, until it was stolen by Chambers and Franklin many years later.

Xiang Shih has lost nothing of her intelligence, malevolence or cruelty over the centuries. However, her power is currently limited. She can talk, but only in ancient Middle Chinese and Old Tibetan. To communicate with Clint Baker she has to rely on sending him images and sounds in dreams. To gain access to more powerful hypergeometric rituals she requires a body, onto which her head can be attached. Thankfully the Wolves of Erik are easily manipulated into acquiring one for her.

The Völva Cult

Baker believes that Xiang Shih is a *völva*, an old Norse seeress, that used her magic to defeat death. Xiang Shih does nothing to disabuse him of that notion and is happy to play the part.

In a recent ceremony Baker has shown the head to his inner circle of more spiritually inclined Wolves members, including Jack Hutchinson. The sight of a talking skull and the subsequent dream visions have roused a new religious fervor among these members. They have started to worship the head as their holy woman and are ready to do anything for her and her apprentice, Clint Baker.

So far, twelve members of the Wolves belong to this new *vö/va* cult, including Baker and Hutchinson. They have started arming themselves to protect the seeress. Around five members are in Eriksholm at all times, protecting and worshiping her. The rest is usually out and about, acquiring weapons and supplies for the nascent cult. All members of this inner circle are present for the rituals that aim to provide a new body to the *vö/va*.

The Victim

If the Agents look into the murder victim, Owen Chambers, they learn that he was no stranger to the police. He had prior convictions for assault and armed robbery and was dishonorably discharged from the Army. He was a known member of the Heathens MC and the Wolves of Erik.

Searching Chambers' apartment yields clues that point towards the Green Box robbery in Washington DC:

- A pair of license plates that were used during the robbery.
- Photos that show the U-Store in Washington DC. The photos focus on the security features, but there are enough details to determine the exact location.
- A stack of files, old Karotechia research notes, which Chambers took from the Green Box. Going through them requires **Foreign Language (German)** and takes many days or weeks.
- Several firearms manufactured in the 90s, as well as a SS dagger in perfect condition.

The Agents might also want to look at Chambers' phone, which is currently in the possession of the Lynchburg PD. Looking through the message history reveals that Chambers was hired to do a "job" by Clint Baker. Afterwards, Chambers messaged Franklin and asked for his assistance. The nature of the job is never specified, but anyone with **Criminology** can tell that it was likely not legal in nature.

The Killer

Bryan Franklin was arrested on the scene of the murder, with his pistol still in his hand. Due to his obvious mental stability it was quickly decided to put him in a psychiatric facility outside of Lynchburg. This is where the Agents can find him.

Franklin is in a terrible state. His undercover work already put a strain on his mental health. Seeing the talking head of Xiang Shih on that fateful night broke him. Since then he was plagued by voices, which he tried to suppress with drug abuse. He blamed Chambers for what had happened to him, which is why he killed him.

Franklin tells everyone that a whispering skull forced him to kill Chambers. If the Agents act like they believe him he shares more with them. If they dismiss his story he gets violent and tries to attack them. **Psychotherapy** is also a valid way to get Franklin to talk. He has the following to say:

- Chambers and him were hired by “a wolf named Baker” to rob a storage unit in Washington DC.
- They stole a box with a strange symbol, but they did not look inside. Chambers also took some other things, mainly weapons and a bunch of files.
- Franklin followed “the wolf” after they delivered the bag. He saw him meet another man. Then they took out an old skull from the box, which started talking in a foreign language.

Franklin confirms if an Agent asks if “the wolf” is a member of the Wolves of Erik. He can also tell the Agents the exact address and number of the storage unit they robbed.

The Green Box

The Green Box was located in a U-Store in Washington DC. After the robbery the police confiscated all items that were still inside. Luckily for Delta Green no unnatural artifact remained, only a few firearms and old Karotechia files, which are now locked away in an evidence locker. The police were not yet able to locate the owner of the storage unit, a certain “Oliver Green”. Due to the nature of the contents the police believe that the storage unit was a weapons cache of a right-wing militia.

If the Agents visit the U-Store they meet **Frederick Potts**, ostensibly the facility manager. Potts is actually a member of the terror group **Black Sun’s Dawn** and he has only joined the U-Store staff to keep an eye out for anyone showing interest in the robbed storage unit. He asks the Agents for badges. Any Agent that shows a real badge is now a person of interest for Black Sun’s Dawn, who are trying their hardest to identify Delta Green Agents.

Another Black Sun’s Dawn member, **Zachary Webb**, watches the U-Store at night. He stays in his car and uses surveillance equipment to keep tabs on everyone who enters at night. He follows Agents that break in at night. It requires an **Alertness** roll against his **Drive** or **Stealth** to notice him. Both skills are at 50% for Webb, but at night he receives a +20% bonus.

The storage unit itself is unremarkable and mostly empty. Agents that take a closer look can spot something that the police have missed. Behind a wooden shelf a manila folder can be found. Inside is a stack of satellite photos depicting *La Estancia*, the Karotechia compound in Brazil. These images were taken a few days before the 2001 raid and distributed to all Delta Green cells that took part in the operation, including P-Cell. The folder itself is stamped with a green triangle.

If the Agents succeed on a **Search** roll or if they have a high **SIGINT** they might also find that the Green Box is bugged. Potts and Webb installed the listening devices after the police were done with their investigation. They can hear anything that the Agents are saying while they are in the storage unit.

Black Sun's Dawn is not taking any active measures against the Agents at this stage. They are only interested in collecting information on the Agents and Delta Green. They try to stay hidden and avoid confrontations, if possible.

Body Snatchers

While the Agents are conducting their investigation the Wolves of Erik are not idle. They are determined to provide a new body for their *vö/va*. Two days before Chambers was killed, a trio of Wolves members dug up a grave in the Lynchburg Presbyterian cemetery and stole the coffin. If an Agent is inquiring about unusual events in Lynchburg they might learn about this from the local police. The perpetrators have not been identified, but a white van was seen near the crime scene.

The Wolves' attempt at fusing Xiang Shih's head with the rotten body proved to be unsuccessful. Communication with Xiang Shih is difficult, but Clint Baker was able to learn from her that they have to acquire a fresher corpse. Their next target is the morgue of the Lynchburg General Hospital.

The Wolves execute their new plan on the night of the first day of investigation. They create a diversion by triggering the fire alarm of the hospital. Then they force their way into the morgue and steal the body of a young woman that died of a drug overdose. The hospital's security cameras have footage of at least one Wolves member known to the Agents, e.g. Jack Hutchinson or Adam Young. A white van was used as a getaway vehicle.

The Wolves do not know that the accumulated toxins from years of drug abuse make the stolen corpse unsuitable to be Xiang Shih's new body. Once again the ritual to fuse the head to a new body fails. However, if the Handler wants to accelerate the scenario's timeline they can let the ritual succeed instead.

For their third attempt the Wolves take no chances. They plan to kidnap a young, healthy woman alive. To maximize their chances of success they want to kill her shortly before they conduct their ritual. Their victim is **Jessica Harrell**. They snatch her in broad daylight at a playground where she takes her kids. Eye witnesses describe a group of men in biker outfits, some of them with a wolf patch on the back of their leather jackets. The police find the white van that was used in the kidnapping abandoned next to a road east of Lynchburg.

Eriksholm

Finding Eriksholm

The Agents might have learnt of Eriksholm and its location in a previous operation. But if they have not, there are several clues that could lead them there:

- Each patched member of the Wolves and some of the prospects know the location, the Agents just have to get them to talk. Alternatively they could surveil known members until someone goes to Eriksholm, but that might take much longer.
- The piece of land that Eriksholm is on belongs to Jack Hutchinson. Doing some digging with **Bureaucracy** or **Accounting** can unearth the records of the land sale, which also specifies the exact location.

- The social media presences of several Wolves members have pictures that were taken at Eriksholm. An Agent can geolocate Eriksholm by studying these images. Depending on their approach the appropriate skills could be **Search**, **Computer Science** or **Navigate**.
- The location of the van that was used in the kidnapping gives an additional clue. It was left on a road near the Lynchburg Wastewater Treatment plant, very close to Eriksholm. Searching the forest in this area takes time, but sooner or later leads to the compound. Using a drone or a helicopter can speed up the process.

A detailed description of Eriksholm can be found in the chapter [The Lynchburg Sandbox](#).

The Situation

The Wolves are keeping the head of Xiang Shih in the main building of their compound, the Mead Hall. During the day two members are inside the longhouse and praying to the head of their *völva*, which is placed on a shrine. At least three others are outside, patrolling the perimeter and taking care that no uninitiated Wolves members or strangers enter Eriksholm.

Jessica Harrell, the kidnapping victim, is kept inside the Mead Hall. She is gagged and handcuffed to a thick wooden beam. Clint Baker is also in the Mead Hall, while Jack Hutchinson organizes and helps with the security outside.

At night, when the rituals take place, all twelve members of the inner circle are present. Five are outside taking watch, while the rest is inside the Mead Hall to conduct the ritual. All have at least a handgun, some have rifles and shotguns.

While searching the compound the Agents can find the following:

- Close to the treeline there is a freshly dug grave. This is where the Wolves buried the body that they took from the cemetery after their first failed ritual. Digging up the corpse reveals that the torso and head have been separated.
- The body that was stolen from the hospital is not yet buried. It is still in the longhouse, under a tarp. Like the first corpse, the head is detached from the body. Seeing this costs 0/1 **SAN** from violence.
- Inside the small shrine building is the wooden box with the Elder Sign, in which Xiang Shih's head was originally kept. Putting the head back inside the box incapacitates it.
- The shrine also contains a notebook in which Clint Baker has written down details about the visions that Xiang Shih sent him, instructions for rituals, etc. These notes also hint at the involvement of Matthias Lasker.

The Ritual

The Wolves begin the ritual at nightfall. It takes an hour and involves a repetitive chant in a prehistoric language that Xiang Shih taught to Clint Baker and the other followers of her burgeoning cult. At the climax of the ritual Baker stabs a knife into the heart of their hostage. Then he cuts off her head and replaces it with Xiang Shih's. The mummy head fuses with the new body immediately and over the next few minutes Xiang Shih regains her full power.

Confrontation

To retrieve the head, the Agents have to get inside the Mead Hall or get the Wolves to take the head out of there. Sneaking into the Mead Hall is difficult, but not impossible for an Agent with **Stealth**. A diversion is necessary to lure out the Wolves that are inside. However, Xiang Shih makes as much noise as she can, if someone she doesn't know tries to take her.

The Agents could involve the tactical unit of the LPD or of one of their agencies. This would be very easy, due to the hostage situation. However, this has the drawback that the police officers would almost certainly be exposed to the unnatural.

Should the Wolves become aware that they are about to be raided before the ritual is done, then Baker tries to flee into the woods with the head, while the other members of the *võ/va* cult try to gun down the Agents. Tracking Baker in the forest requires **Survival** and/or **Navigate**.

If the Agents take too long and attack only after the ritual is successful they do not only have to deal with the armed Wolves, but also with Xiang Shih. She uses hypergeometric rituals to support her followers from afar, but tries to avoid a direct confrontation with the Agents. The Agents have to either decapitate her or reduce her new body to pulp.

Resolution and Consequences

The most important objective for the Agents is to recover the head of Xiang Shih. She is a powerful sorceress with much knowledge about the unnatural and she is going to use the Wolves of Erik for her own purposes, whatever those might be. If the Agents manage to retrieve her she tries to bargain with them: she shares her knowledge of the unnatural, in exchange the Agents do not put her back in the box.

Another important objective is to deal with Clint Baker, who has learnt hypergeometric rituals from Xiang Shih. If the Agents manage to neutralize both Baker and Jack Hutchinson, the Wolves of Erik are leaderless and soon cease to exist. However, if the Agents do not act fast enough the *võ/va* cult grows by 1D4 new members per day.

SAN rewards:

- Eliminating Clint Baker: +1 SAN
- Dissolving the Wolves of Erik: +1 SAN
- Incapacitating Xiang Shih: +1D6 SAN

Stat Blocks

NPCs

Clint “Vargr” Baker

Spiritual leader of the Wolves of Erik

STR 14 **CON** 12 **DEX** 12 **INT** 14 **POW** 15 **CHA** 10

HP 13 **WP** 15 **SAN** 45 **BREAKING POINT** 40

SKILLS: Alertness 40%, Athletics 50%, Firearms 40%, Occult 60%, Unarmed Combat 50%, Unnatural 7%

ATTACKS: Unarmed 50%, 1D4

Glock 17 (medium pistol) 40%, 1D10

RITUALS: Fascination, Infallible Suggestion, Speaking Dream

DISORDERS: Megalomania

Wolves of Erik

White supremacist and vö/va cultist

STR 14 **CON** 12 **DEX** 12 **INT** 10 **POW** 10 **CHA** 10

HP 13 **WP** 10 **SAN** 50 **BREAKING POINT** 40

SKILLS: Alertness 40%, Athletics 40%, Firearms 40%, Melee Weapons 40%, Unarmed Combat 50%

ATTACKS: Unarmed 50%, 1D4 damage

Pistol 40%, 1D10

Shotgun 40%, 2D8

Rifle 40%, 1D12

The Head of Xiang Shih

Talking monstrosity

STR - **CON** - **DEX** 1 **INT** 16 **POW** 17 **CHA** 3

HP - **WP** 17 **SAN** 0 **BREAKING POINT** -

SKILLS: Foreign Language (English) 3%, Unnatural 50%

ATTACKS: Bite 20%, 1D4 - 1

RITUALS: Clairvoyance, Fascination, Infallible Suggestion, Speaking Dream

DEATHLESS: Xiang Shih may have been human once, but countless rituals and alchemical experiments have turned her into something else. Her head cannot be destroyed with physical force, but hypergeometry might incapacitate her.

IMMOBILE: Without a proper body Xiang Shih cannot channel the necessary energies to perform rituals, with a few exceptions. She also cannot move or attack, unless someone gets their fingers too close to her mouth.

SAN LOSS: 0/1D6

Xiang Shih

Deathless sorceress

STR 22 CON 28 DEX 20 INT 16 POW 17 CHA 3

HP 25* WP 17 SAN 0 BREAKING POINT -

SKILLS: Alertness 50%, Athletics 99%, Foreign Language (English) 3%, Unnatural 50%

ATTACKS: Unarmed 60%, 1D8

RITUALS: Clairvoyance, Fascination, Infallible Suggestion, Speaking Dream, Open Gate (Leng), Withering, others at Handler's discretion.

DEATHLESS: Xiang Shih may have been human once, but countless rituals and alchemical experiments have turned her into something else. Her head cannot be destroyed with physical force, but hypergeometry might incapacitate her. The listed HP value is for her body only, should it hit 0 Xiang Shih is reduced to being a talking head once again.

TOTAL CONTROL: Xiang Shih has total control over her new body. She can push it to its limits, enabling her to perform inhuman feats of strength and endurance. Successful Lethality attacks do not destroy her, but inflict HP damage equal to the Lethality rating.

WEAK SPOT: Xiang Shih's head can be separated from her new body with a called shot to the neck. The attack is at -40% and must be performed with a bladed weapon (axe, sword) or a high-caliber firearm.

SAN LOSS: 0/1D6

Bryan Franklin

STR 12 CON 12 DEX 10 INT 10 POW 7 CHA 10

HP 12 WP 7 SAN 18 BREAKING POINT 11

SKILLS: HUMINT 60%, Unarmed Combat 60%

ATTACKS: Unarmed 60%, 1D4 - 1

DISORDERS: Sleep Disorder, Schizophrenia

Tomes

The Karotechia Files

In German. Study time: weeks. Occult +5%, Unnatural +3%, SAN loss 1D6.

This stack of unsorted files and documents were recovered by Delta Green in various operations against the Karotechia. Some of these go back to the original incarnation of the Karotechia during WW2, others are from the Karotechia as it existed in the 1990s, under the leadership of Olaf Bitterich, Gunter Frank and Reinhard Galt. The Handler can use these documents to feed any bits of information about the Karotechia to the Agents. Here are some options:

- The mass sacrifices to Deep Ones on the French Coast in 1942.
- The unsuccessful summoning of Azathoth at Naudabaum castle in 1945.
- The use of "resuscitated casualties" against Soviet troops.
- The existence of a compound called La Estancia in Brazil after WW2.
- The identity of Karotechia Bishop Julius Albrecht and his research into a place called Leng.

Rituals: None

Clint Baker's Notes

In English. Study time: days. Occult +3%, Unnatural +4%, SAN loss 1D6.

This cheap spiral bound notepad contains descriptions and sketches of visions that have been sent to Clint Baker by Xiang Shih. The notes are hard to decipher because they are very disorganized and filtered through Baker's lens of Norse mysticism. Those that spend an appropriate amount of time with the notes can learn that Xiang Shih has taught Baker rituals to reunite her with a body.

The notes also describe Clint's encounters with a man named Matthias Lasker in Iceland and in the US.

Rituals: Fascination, Infallible Suggestion, Speaking Dream

Artifacts

The Wooden Box

This box measures 25cm in all dimensions and is made out of pine wood. A hasp and a clasp have been installed, enabling the box to be closed with a padlock. An Elder Sign has been burned onto the top. Unnatural entities suffer the effects described in the Handler's Guide (pg. 178).

Appendix

Timeline

October, 2022	After being doxxed online Markus Bohn and Armin Schöning of NSBM band Wotans Reich move to the United States. They relocate to Lynchburg, VA, where Schöning's sister lives. They make contact with the local right wing scene, in particular the Wolves of Erik.
February 13th, 2023	Clint Baker, spiritual leader of the Wolves of Erik, meets Mattias Lasker in Iceland. Afterwards he keeps receiving dreams of an artifact hidden in a storage unit in Washington DC.
February 21st, 2023	Jack Hutchinson is approached by NordShield Nutrition. They offer to pay him money if he adds their strength supplement to the Berserker Warrior Program welcome package. Hutchinson accepts.
March 17th, 2023	Ordered by Clint Baker, Owen Chambers and Bryan Franklin rob the storage unit. Among the stolen artifacts from this Green Box is a collection of compositions by Erich Zann, as well as the mummified head of Kuen-Yuin witch Xiang Shih.
March 18th, 2023	Clint Baker begins communing with Xiang Shih, which he believes to be a Norse <i>völva</i> , a seeress. He isolates himself with the skull and is taught hypergeometric rituals.
April 9th, 2023	Owen Chambers gives Erich Zann's sheet music to Armin Schöning at a concert. David Calvert meets Wotans Reich for the first time at the same concert.
April 15th, 2023	Schöning and Bohn become obsessed with the music of Erich Zann and start incorporating it into their own songs.
April 18th, 2023	Markus Bohn reaches out to David Calvert, who agrees to join the band as bass player for their upcoming show. Calvert becomes just as obsessed with the music as Bohn and Schöning.
April 25th, 2023	The first shipment of the Berserker Strength Supplement arrives at the Wolf Den gym. Multiple welcome packages containing the supplement are gifted to BWP customers over the following days.
April 27th, 2023	Bohn's girlfriend goes insane due to constant exposure to the music. She attacks Bohn, who flees the house. He starts sleeping in his van in front of the Newman house. He and Schöning begin practicing their songs in the attic of the house.

May 3rd, 2023	David Calvert dies after partially summoning Tru'nembra. After a noise complaint police officers find his corpse, still playing the guitar.
May 4th, 2023	Delta Green becomes aware of the situation and activates the Agents.
May 5th, 2023	The Agents arrive in Lynchburg and begin the investigation.
May 7th, 2023	A Wotans Reich concert takes place in the Valhalla Bar during which Tru'nembra is summoned.
June 3rd, 2023	Rafael Sullivan dismembers his opponent in an MMA fight. A man dressed like a Viking kills Gavin Beasley in a bar. Leon Harper dies in a shootout at his farm.
June 4th, 2023	The Viking killer claims another victim. The attacks continue over the following nights.
June 8th, 2023	Jack Hutchinson appears on the Patriot Watch podcast, advertising the BWP to thousands of listeners.
July 6th, 2023	Clint Baker emerges from his isolation. He gathers trusted members of the Wolves and shows them the talking head of Xiang Shih. This inner circle starts worshipping her as their <i>völva</i> .
July 11th, 2023	A group of Wolves dig up and steal a body from a local cemetery. They unsuccessfully try to fuse Xiang Shih's head to the body.
July 12th, 2023	Bryan Franklin shoots Owen Chambers in downtown Lynchburg. He is arrested and put into a psychiatric facility.
July 13th, 2023	The Agents start their investigation. During the night a group of <i>völva</i> cultists rob a corpse from the morgue of the Lynchburg General Hospital. Once again they try to fuse the head of Xiang Shih to the body, but the ritual fails a second time.
July 14th, 2023	The cultists kidnap a woman in broad daylight and bring her to Eriksholm. In a nightly ceremony they kill the woman, cut off her head and attach the Xiang Shih's instead. This time they are successful. Xiang Shih takes control of the Wolves.

Modifying the Campaign

Running this campaign as a standalone mini-campaign without any connection to the Karotechia requires a bit of work, but is doable. The most important thing is to change the root cause of the unnatural incursions. Removing the Karotechia means that it is no longer the machinations of the Bishop's disciples that are at the center of the events in Lynchburg. Instead, the Wolves of Erik themselves could have stumbled upon the unnatural.

Here are some suggested modifications that would turn the Wolves of Erik into the sole source for the incursions:

- As part of his interest in Norse mysticism Clint Baker is collecting artifacts. He acquires or steals a mummified head, which may have belonged to a real vö/va or could still be that of Kuin-Yuen witch Xiang Shih.
- The head starts talking to Baker, after he revives it with a ritual which he learned from an ancient Norse text. Alternatively, the head could always have been alive, but waiting for the right opportunity.
- The head teaches Baker rituals and alchemical recipes. Among the rituals is a chant that summons Tru'nembra.
- Wotans Reich is still a NSBM band, but with a strong folk metal slant. They learn the chant from Baker and incorporate it into their songs, leading to the events in [The Sound of Doom](#).
- The Wolves of Erik start producing their own strength supplements, using the alchemical recipes taught by the vö/va. These supplements cause the events in [A Weekend of Violence](#).
- The ritual to reunite the vö/va with a body can only be done at a certain time of the year (e.g. summer or winter solstice), which is why the events of [Talking Head](#) take place so late after Baker acquired and revived the skull.

To make this work the Handler has to work out some details (e.g. why and how would Wotans Reich learn the chant) and the timeline would have to be adapted.

Handouts

Handouts can be found in the following Google Drive folder:

📁 The Lynchburg Cluster - Handouts