

WET INK GAMES, LLC
PRESENTS

THE BEAR AND BRUNHILDE

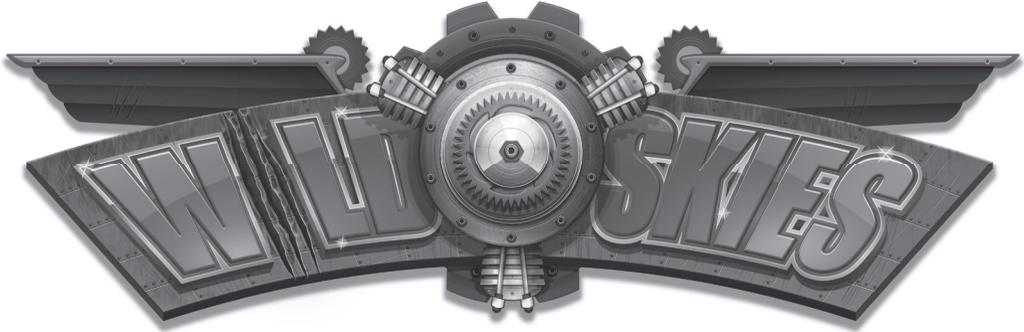
AN ADVENTURE FOR:



Wet Ink Games, LLC Presents:

The Bear and Brunhilde

An Adventure for



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Wild Skies: The Bear and Brunhilde WIG-102

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Summary

As the German Empire continues to extend its reach and influence around the globe, many citizens have entered into rewarding new careers as civil servants and government officials with aspirations of a future in politics or at least a mid to high level government appointment. Most of these entry-level roles require the fledgling agents to do the grunt work and mundane tasks to ensure the political machine operates flawlessly at all levels. Most relish the opportunity to prove their loyalty and reliability to move up the ladder as quickly as they can. For others, that is not always the case.

There are always those who tend to do the bare minimum required or who seem to get by on the achievements of their family name or the hard work of others. Bernard “Barry” Von Berenstein is one of these young and inexperienced government employees who received his appointment as a Diplomatic Courier with the help of his family name and the “recommendation” of his extremely wealthy mother. The characters’ crew accepted a job from his mother, Bertha Von Berenstein, to pose as regular passengers aboard the luxury airship *Brunhilde* and make sure nothing prevents her son from arriving safely in Budapest to make his scheduled hand-off.

Introduction

This adventure is geared towards a group of three to five players, though the characters or their organization must be willing to accept work from a German national. This does not mean they need to be loyal to Germany, only that they are willing to do the work. This works well with those groups with mercenary, pirate or criminal affiliations. For those working with a military unit or other restrictive group, the job can come their way as part of an espionage mission, or as a favor to someone else in the chain of command. The adventure can unfold in multiple different ways, with a die roll determining the specific path it will take. The Game Master can either roll before the adventure, during the adventure, or can simply choose the antagonist.

The events take place in late spring or early summer, and because of recent military actions, the skies in the region are relatively clear of pirate activities. Your client, Bertha Von Berenstein has purchased the tickets for your crew, allowing you to board the *Brunhilde* in Hamburg, travel overnight and depart in Budapest the following day, at which point, if the job has been completed you will receive payment from her proxy

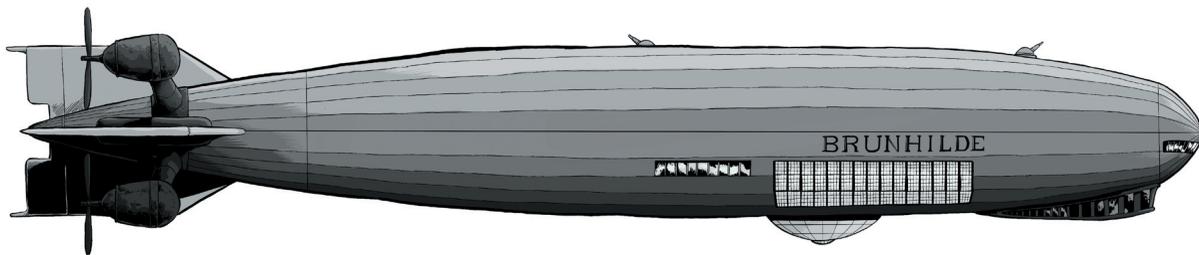
there. She has made it clear in no uncertain terms, that unless his safety is in jeopardy, Bernard is not to know who you really are or who sent you, and doing so will result in the crew not getting paid. It is important that he feels he was able to accomplish his task on his own so he can leverage his success towards a promotion. If asked about what he is carrying, she will state that she isn’t certain, only that Bernard told her it was a task for the Ministry of Science.

Bernard is carrying notes on an experimental scientific process which can increase the levitational abilities of vrilium. The value of this type of scientific research shouldn’t be taken for granted, as this could potentially have an impact on the military and economy of whichever nation it ends up with. Bernard, being a low level diplomat with very little scientific knowledge, doesn’t even know what he’s carrying. He only knows it’s important and could help his career. The notes are carried aboard in a locked briefcase, but are stowed in a locked safe. Like all First Class passengers, he has an assigned ship steward for his personal needs.

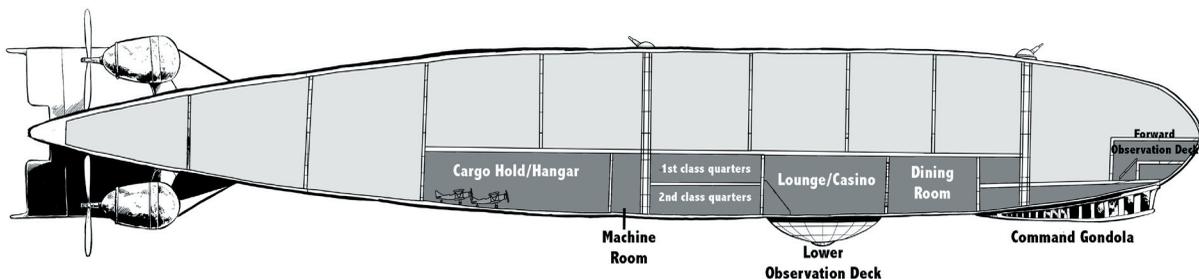
The Brunhilde

Unless the situation takes an unforeseen turn, the adventure takes place entirely on the *Brunhilde*, a top of the line luxury airship run by the state-owned *Luftreich Fluggesellschaft*, or the *Luftreich Airlines*. The journey from Hamburg to Budapest is one of its routine routes, and it is staffed by its regular crew compliment. This includes stewards, porters, kitchen and wait staff, bar and casino personnel, security staff, operational staff and bridge crew. All crew members are conversational in German, French and English to accommodate their guests. During the journey, the passengers are free to roam around the public areas of the ship. There are certain areas which are generally off limits to guests, but resourceful or persistent characters can attempt to gain access through a variety of means. While other places may be mentioned throughout the course of the adventure, the main locations of note are listed below:

Quarters: The berths for the airship crew are located in a separated interior section, including modest private quarters for the captain and the first officer. Each hallway has a closet stocked with stacks of parachutes for emergency purposes. The airship has two types of passenger accommodations: First-Class, private staterooms along the exterior of the craft on the Upper Deck (Deck 2), and Second-Class, interior quarters on the Lower Deck (Deck 1).



Die Brunhilde



There are First Class staterooms on both the port and starboard sides, which each open into a wide hallway. One end of the hallway leads to the central stairwell of the ship, and the other leads to the grand double staircase which leads to the casino and lounge. Each stateroom is uniquely keyed for the protection and privacy of guests, though the porters, stewards and ship crew have master keys. The guests are occasionally attended to by porters and stewards, and each First Class Stateroom has its own assigned steward. Each stateroom has a large bed, sitting area, a closet, private bathroom with shower, and exterior window which can only be opened by the assigned steward. There is a concealed wall safe in each room. Located next to the cabin door is a call button that, when pressed, will alert the assigned steward they are needed. There is a second smaller button that will call security to the room, if pressed.

The Second Class cabins are located on the lower deck, and are accessed through doorways on either side of the grand staircase in the casino, or through the aft stairwell on the other end of the corridor. These cabins have berths for up to four passengers and a sink. Public restrooms are located toward the end of each hall. Each second class corridor has a steward assigned to it, while each first class cabin has their own. These cabins have the same call button by the door to call the assigned steward, and the security button.

Casino/Lounge: The main gathering area of the *Brunhilde* is the lounge and casino decorated in an

art nouveau style with rich woods, delicate metals and a blending of natural and artificial forms. Along the port side of the room is a long wooden bar, well stocked with German beer, a curated collection of French wines, and spirits from all around the world. Drinks are included with the price of a ticket, but the bartenders are not shy about cutting off those who partake too much or become belligerent. As long as passengers are respectful and drink responsibly, there won't be any problem.

There are multiple tables in this area to sit with fellow passengers and engage in conversation, as well as a dozen tables for gambling. There are two roulette tables, two craps tables, and the rest are reserved for baccarat, poker and other card games. The card tables surround the open, recessed lower observation lounge and the stairs which lead down to the seating area. There is also a piano on a small raised platform in the casino area from which entertainment is often provided during peak times.

Formal Dining Room: Connected to the lounge is the formal dining room which spans the width of the ship and has widows on both the port and starboard sides. This is where all passengers will gather for meal time. There is no assigned seating, with the exception of the Captain's table, which is assigned by invitation only. The food is top restaurant quality, and a variety of German fare is available from the menu. Each table is assigned a member of the wait staff who will recommend wine or beer pairings while also taking

Security Staff

Trained security of the Luftreich Company

Career: Soldier/Gunner

Animal Type: Any

Size: Any, but usually Large

Abilities of Note: Surprise Attack, Either Teeth or Claws, Head Butt

True North: Defense

Combat Information:

Strength: 6

Fleetness: 3

Guts: 4

Melee: Blunt Skill Specialty, 3 Skill Dice

Ranged: Pistol Skill Specialty, Machine Gun Skill Specialty 3 Skill Dice

Damage: 5 (+2 if using club).

Health: 18

Each member of the security staff is a large or intimidating Animal Type like a Rhinoceros, Lion, and Gorilla. They are all dressed in clean, neatly pressed uniforms of the airline and can be found walking around the ship monitoring the situation. There are also members of the security staff protecting the entrance to the bridge. They all carry a club 2 Damage), and have access to the defensive turrets, the machine guns in the engine pods, and the weapons in the brig. They are all well trained and well treated employees, but they all have an unusually strong loyalty to Captain Sauer.

care of any serving, and clearing the table. The kitchens are connected to this room through a short hallway on the starboard side that goes around behind the main stage. The port side has a corridor which leads to the backstage area, and two small dressing rooms for whatever on-ship entertainment is provided.

After mealtime, lights in this room are dimmed and evening entertainment is provided along with dessert, drinks or coffee. Normally, the evening entertainment lasts between two to three hours as passengers are free to come and go as they please. After the evening's entertainment, passengers are asked to relocate either to their cabins or to one of the lounges as the formal dining room is cleaned and prepared for the next meal.

Forward Observation Deck: Accessed from the corridors on either side of the formal dining room, the forward observation deck provides a sweeping 180 degree view of whatever is in front of the ship.

Many passengers like to come here as the *Brunhilde* approaches port or as a secluded romantic spot in the evening. Wait staff can take orders for the main bar, but food is not served here. There are four tables and two padded benches here.

Lower Observation Lounge: This is located in the center of the lounge, surrounded by the casino gaming tables. There is a large glass and steel lattice dome gondola where passengers can descend a delicate circular staircase to be in a sitting area, and are treated to a wonderful panoramic view. The plush benches here have side tables for the dinks of patrons taking in the view.

Machine Room: Located towards the midsection of the *Brunhilde*, the Machine Room pumps fuel from the secured, internal fuel tanks to four external engine pods. The electrical generator for all of the ships electronics and the charging mechanism for the vrillium frame of the airship is also located here. This room is constantly staffed by at least two mechanics, though there are ten mechanics on board at any given time.

The Machine Room has access to the service walkways of the ship which can access all areas of the ship, including the gasbags and external catwalks to the engine pods. Each engine pod has mounts for two machineguns to defend the ship against raiders or pirates. Machineguns are stored in locked cabinets in each of the engine pods.

Schwarlotz 71 Machinegun

These air-cooled weapons were designed for ease of use for airship defense. Their narrow, compact design and boxy ammunition drum allow for easy storage and wide range of motion once mounted.

Range: Mid

Damage: 3D6

Ammunition: 100 round drum. Fires in five round bursts.

Resounding Success Bonus: Spray

Dorsal Turrets: There are two anti-aircraft turrets on the top of the airship for protection from small pirate craft. They are accessed by way of the two main stairwells, which are marked off limits to passengers. They are operated by members of the security staff, when needed.

3.7 cm Anti-Aircraft Guns

Range: Mid

Damage: 3D6

Ammunition: 50 Bursts before reloading required.



Reloading takes one combat round. Two reloads available per gun.

Bonus: Armor Piercing (3)

Resounding Success Bonus: Spray

Brig: This is located behind the Machine Room, and is accessible by the main aft corridor which runs along the starboard side of the ship rear of the aft staircase. There is one small holding cell for when confining a passenger to quarters would not be enough. There is always at least one security guard in the brig. All security guards have a club with them. There are Bergmaus M1918 pistols under lock and key in the brig.

Cargo Hold: Past the Machine Room is the Cargo Hold. This is where all checked passenger luggage, post, and freight is taken. There is loading ramp which is lowered when docked to load prepared pallets and luggage. All cargo here is under lock and key accessible to the porters and crew in case passengers need something from their luggage. There are two BU-112 biplanes kept here which can be used in the case of emergency to defend the ship. To launch them, they are lowered through panels in the floor, released and later recovered by a skyhook system.

BU-112 “Ratte” Light Fighter

This small, light biplane was designed for airship defense, and has seen wide popularity among corporate customers and private airship owners. The small and inexpensive planes have also seen a rise in popularity among fledgling mercenary groups who are able to find used models on the open market.

Crew: Two. One pilot and one gunner.

Size Class: Normal.

Health: 30.

Armor Score: 3.

Combat Speed Class: 3.

Top Speed: 150 mph (240 km/h)

Cost: 14,000 UAC.

Availability, new: Good.

Availability, used: Great.

Typical Armament:

1) Schwarlotz 42 Machineguns: These air-cooled weapons are mounted on the fuselage and fire in synch with the propeller. They are fairly standard weapons, slightly modified from the Maxim 95.

Range: Far

Damage: 2D6

Ammunition: 60 bursts.

Skill Range: Standard, per skill used.

Resounding Success Bonus: +1D6 Damage.

2) Schwarlotz 71 Machinegun Turret (1):

Mounted behind the pilot is a gunner position with dual medium machine guns. These guns have a high rate of fire and are used to target tight groups of enemy fighters.

Range: Mid

Damage: 3D6

Ammunition: 40 bursts.

Skill Range: Standard, per skill used.

Resounding Success Bonus: Spray: Can immediately make one additional attack against a target within Near range of the initial target.

Scene 1:

Now Boarding

The Brunhilde is docked at the Hamburg National Aerodrome, the largest airfield in the region, which affords the characters a wide array of options for getting aboard. There are multiple mooring towers and docking berths for military and civilian airships since the aerodrome serves a large number of mercenary and merchant vessels daily. There are hangars for rent on the property which can be leased by any mercenary group with good legal standing with the German government. The group can either have their ship docked here, have a private hangar leased, or can simply show up at the airfield at the appropriate time.

However the characters get there, upon arrival, their tickets are taken, and any luggage they may have is checked to be stored in the cargo hold. Each person is allowed one piece of personal luggage to be delivered to their cabin. Any weapons being brought onboard must be packed in a cargo crate, with ammunition stored and checked separately in ammunition bins. Receipts for all items are provided to all characters, which they can provide upon arrival in Budapest in order to recover their checked luggage and freight. The complete manifest will be kept by the first officer.

In almost all cases, carrying weapons on board is expressly forbidden. The only exception is made for German military officers who may carry a ceremonial saber as part of their uniform. Military officers of other nations or mercenary groups will have to check their weapons like everyone else. Anyone may try to conceal relatively small weapons such as knives or pistols, but this would require a Sneak skill roll or a Hide Skill Specialty roll. The security staff will not do a thorough pat down or physical check, but they will ask gentlemen to remove their coats or jackets, and will check any handbags carried by a lady. Other carry-on baggage will also be searched. If any concealed weapons

are found, the security staff will confiscate the weapon, put it with the passenger's checked luggage, and will treat the character with suspicion during the rest of the trip. If a passenger does not want to part with their weapons, they will not be allowed to board the ship.

Once their luggage is taken, they can walk out to the tarmac where they notice Bernard already ascending the stairs to board as he disappears into the belly of the ship. The characters are directed to board the *Brunhilde* through the same lowered staircase. This stairwell is about two thirds of the way back and takes the passengers into a central stairwell of the ship. From here, there are signs guiding passengers to the second class and first class cabins, and other amenities toward the front of the ship. There is a passage which leads to the machine room and cargo hold, but it is marked as off limits to the passengers.

The group is introduced to their steward for their corridor, a small ferret named Henri. He is assigned to all of the second class cabins on this side of the ship. Henri points out the amenities of the cabin, where the communal restrooms are, and will answer any questions the characters have about the ship, the history of the airline, and Captain Hans Sauer. He also makes sure the characters are aware of the two buttons near the door of the cabin which can be used to contact security or the on duty steward. If someone is able to build a friendly rapport with Henri

Roll or Pick the Villain

The adventure has a number of possible villains, so the GM must either pick one from the list below or roll a d6 to determine who it will be. Keep this in mind as characters engage the other passenger in conversation and as they investigate the plot that unfolds. The GM can delay picking a villain until the characters attend dinner, so as not to drop false hints, or a villain can be selected early in the process if that helps weave the story. Regardless of how the villain is selected, the GM can choose to include more than one villain in order to tie in the individual side-plots included here, or to make the adventure an even larger fiasco.

- 1) Captain Hans Sauer
- 2) Sophie Lambert and Claude Dupont
- 3) Colonel Emil Schumacher
- 4) Ambrus Horvath
- 5) Christofano Buonorotti
- 6) Margaret Sheppard

he will also divulge any information he may have about other passengers. Doing so requires any Social or Leadership skill roll.

Scene 2:

Mingle with the Passengers

Once everyone is onboard and settled, the airship departs Hamburg and sets out on the way to Budapest. Before scurrying off, Henri, the steward tells the characters they have free reign of the public areas of the ship. The majority of the guests will be gathering in the main lounge and casino until the chime declaring dinner service. Dinner is served at 6:30 and passengers will be notified by a gentle chime which comes over a public address system in all public areas. Until then, feel free to explore.

Almost all of the other passengers will remain in common areas, with only a few staying in their quarters. Crew will move about the ship going about their business. Stewards, wait staff and security will be in most of the common areas, and are accessible to the characters. While there are dozens of other passengers on board, there are a few who truly stand out to the characters. They are listed below, including where they might be encountered, their general attitudes, personality, description and a few talking points in case they are engaged in conversation, and what their motivation is if they are selected as the villain for the adventure. Each will be willing to make polite conversation with the characters, so feel free to expand the dialog to heighten the role-playing elements.

Passengers:

Bernard "Barry" Von Berenstein (Bear, Normal): Bernard is little more than a kid on his first assignment for his first "real" job. He is always pleasant and friendly, and not what one might expect from a German diplomat. He is very casual and seems to be uncomfortable in his suit, which is even more noticeable by how often he fidgets with his necktie. He comes from old money but dresses and acts in a less conservative manner. He seems like he doesn't have much direction and is just going through the motions and trying to act as professional as he can. He will always make small talk with anyone and is pretty direct if ever asked about what he does. He will tell people he works for the German Ministry of Science though won't ever tell them what he does unless convinced through conversation and Social skill rolls. He has his own First Class cabin and can be found in

the lounge either flirting with almost every woman there (and doing a very poor job at it), or sitting at a casino table with Christofano.

Fritz Ziegler (Lizard, Normal): The Germans have assigned a military attaché Fritz to follow and keep Bernard safe. He is nicely dressed in a black suit and will generally keep to himself. If engaged in conversation or asked what brings him aboard the ship, he will mention that he is travelling on business and is in the “import/export” business. He is quiet and cold in appearance, but polite when engaged in conversation. He can normally be found seated at the end of the main bar reading his newspaper, occasionally peering around to observe his surroundings. He tends to follow Bernard if he moves to main public areas of the ship. If threatened, he will rely on the security staff to handle situations, and will maintain his cover as long as possible. He carries a Bergmaus 1918 pistol at all times, and will use it to protect Bernard if needed. He is suspicious, but is not a threat to Bernard and will never be the adventure’s villain.

Captain Hans Sauer (Pig: Boar, Large): The captain is a serious, seemingly humorless individual who is expected to make time to mingle with the guests at mealtime. He can occasionally be seen moving about the ship talking with crew, passengers and generally going about the business of keeping the *Brunhilde* running. As a prisoner to duty, he will always do his part, but will always be reluctant to share too much and is easily suspicious. Most of the time, Sauer will be on the bridge, but the characters might see him in the lounge, or in the dining room at mealtime. Characters might be able to charm their way into an invitation to the Captain’s Table for the evening meal. He is a former military officer who barely hides his disgust for Colonel Emil Schumacher. Whether this is because of Schumacher’s past or what he has allowed himself to become is unclear.

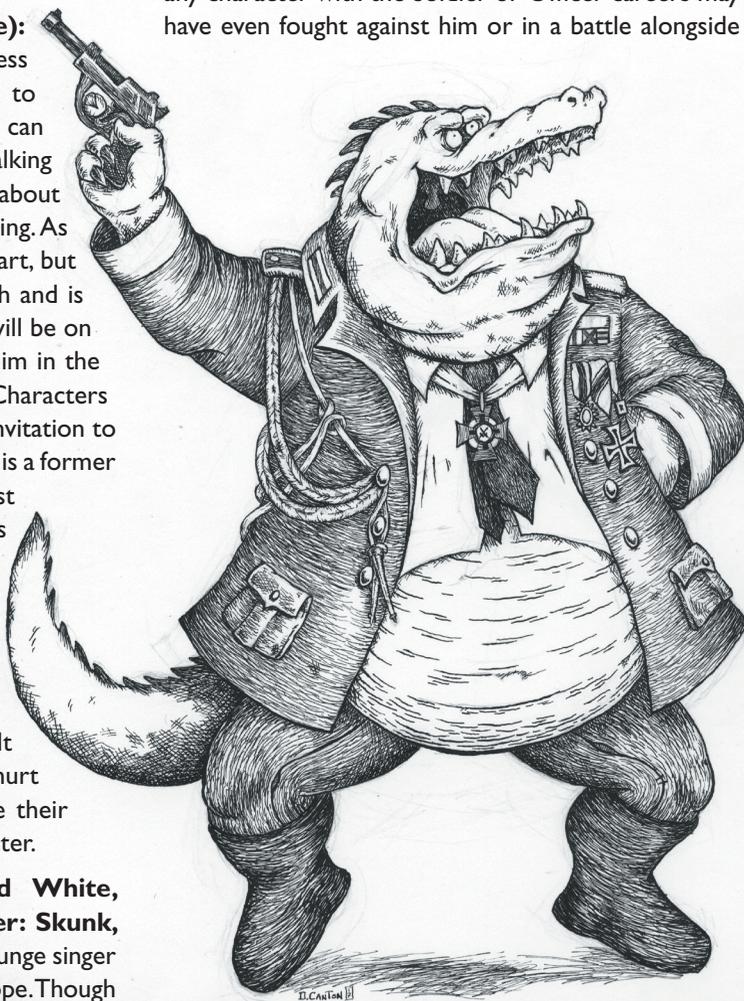
If it is determined the Captain is the villain, he intends to sell the secret to a Hungarian arms dealer and will steal the *Brunhilde* with the help of his loyal crew. It is not his intent for any passengers to get hurt and he will go to great lengths to ensure their safety as he is still a person of great character.

Sophie Lambert (Cat: Black and White, Normal) and Claude Dupont (Badger: Skunk, Normal): Sophie is a marginally famous lounge singer whose records can be found all across Europe. Though

her star doesn’t shine as bright as it once did, she is still exceptionally talented and a wonderfully engaging performer. Her accompanist, Claude, is a skilled classically trained pianist, able to accompany Sophie through her entire repertoire of classical and jazz pieces. It is evident that Claude and Sophie have some sort of romantic relationship beyond their professional one, but based on how Sophie interacts with the guests, Claude may be more invested in that relationship than she is. Claude will be seen playing piano in the lounge while Sophie mingles with guests.

If Sophie and Claude are the villains, they intend to sell the information to the highest bidder so they can retire to southern France and live off of their ill-gotten gains.

Colonel Emil Schumacher (Crocodile, Huge): Schumacher is a disgraced German war hero who is renowned for his achievements and military victories during the Great War. Any German with Military background has at least heard of him, and any character with the Soldier or Officer careers may have even fought against him or in a battle alongside



him. Through poor decisions and underestimation of his rabbit opponents, the Colonel was responsible for the loss of the entire Division under his command during a battle in the southern warrens where he and his officers were taken prisoner. The German Empire secured his release, and solely due to his former accomplishments relegated him to an office in Berlin rather than court-martial him for his poor leadership. He views this as a demotion and disgrace, which has driven him to a life of gluttony and alcoholism. He always wears his officer's uniform though it doesn't really fit his enormous frame. He will be found in the lounge at one of the side tables drinking large steins of good German lager and making loud conversation with anyone around. If people leave the conversation, he'll migrate from table to table regaling everyone with tales of his military exploits.

If it is determined he is the adventure's villain, he will use the information as leverage in an attempt to defect to Hungary in exchange for an airship and command of his own which he feels he rightly deserves. Any loyalty to the German Empire is gone.

Ambrus Horvath (Black Panther, Large):

Ambrus is a well-known anarchist writer famous for his ideals against established institutions and his reinforcement of self-rule. He has a number of books published and is a well-respected scholar throughout Europe. Recently, his writings have moved away from the more philosophical and politically theoretical texts that earned him his fame, and have taken a more actively militaristic tone. This has earned him the respect of a few militant separatist groups within the German Empire as well as the attention of the German intelligence agencies. Ambrus is a well-groomed black panther in a simple white shirt and crimson necktie. He can be found in the lounge at a small table in the corner enjoying his cigarettes and American bourbon while observing the goings on of the wealthy passengers and social elites. He is constantly writing in his small, leather-bound notebook.

If Ambrus is the adventure's villain, he is after the information to prevent the government from having it. He intends to give it to his revolutionary and pirate contacts so it can potentially give them an advantage against the larger continental militaries.

Christofano Buonarotti (Swan, Normal): This loud and flamboyantly dressed swan will be found in the lounge moving from casino table to casino table depending on how well he is doing at each table. He is seemingly disinterested in the goings on around him

but will always chat up and become fast friends with anyone who sits down and gambles with him. He is a terrible gambler and throws money around regardless of his wins or losses, which gives the characters the impression he has more money than sense. He is always flanked by two exquisitely dressed and stunningly gorgeous "Chickadees", members of his entourage and presumably his personal security. Christofano is a fun-loving guy who will gladly boast and brag about his various adventures he's had while gallivanting around the globe. Any attempt to discuss what he does for a living or where he gets his money will result in him trying to change the subject from something so boring. If pressed, he may disclose that he is an Italian industrialist who comes from a very long line of famous inventors and is able to trace his family lineage to Michelangelo.

If Christofano had the information Barry carries, he would use it to earn the affection of one of his corporate rivals back in Italy. The love of his life, and the only woman who remains unobtainable, not yet being swayed by his wealth or influence, is an executive for another military contractor back home, and he would gift her the information to curry her favor.

Margaret Sheppard (Sheep, Small): Margaret is a scientist for the Hegemony tasked with developing or acquiring new weapons technologies and those which could be exploited for military purposes. She was also trained as a soldier in during the Great War and is occasionally sent on missions where she is able to steal or obtain secret information. Through her intelligence sources, she has been made aware of Bernard's mission and knows the importance of what he's carrying. The information on the new vrillium alloy would certainly earn her a promotion or acknowledgement among her peers if she were to give the information to her government. Margaret can be found sitting quietly at the bar in the lounge, at one of the tables or in the lower observation lounge. She will cozy up to Barry if given the opportunity.

Dinner is Served

At 6:30 sharp, a gentle chime rings over a public address system and the ship's stewards open the doors to the formal dining room. Characters are ushered into the room by the staff, but they can also retire to their room or stay in the lounge if they want. This can also be an opportunity to look around the ship without so many people around. The room continues the art nouveau style of the lounge, bringing in natural light from the windows on either side of the ship and supplementing it with large, glass chandeliers. The stage

is at the front of the room with red curtains closed. There are 24 round tables with eight place settings each, allowing everyone to find a seat. Everyone can sit where they like, with the exception of the captain's table at the front of the room which is reserved for those with invitations and whose places will be marked with nameplates.

Once everyone has found their seats, Captain Sauer stands up and addresses the room, making a formal introduction welcoming everyone on board. He tells everyone that he hopes they are having an enjoyable evening, and knows they will enjoy the meal prepared by one of the finest chefs in all of Europe. Once he is done speaking, quiet classical music is played over the PA system and the wait staff begins to take orders for their assigned tables and will begin to bring out the wonderfully plated courses throughout the meal. During this time, characters may interact with whoever is seated at their table, but should generally not change tables mid-meal. Barry will gladly talk with anyone at his table, which will always include Margaret Sheppard and Sophie Lambert. These two will both be trying to vie for his attention, Margaret being polite and professional, with a hint of flirtation and Sophie being more forward in her advances.

Unless the characters cause a disturbance of some kind, the meal is uneventful. The food is great and all of the other passengers are generally pleasant. Once the meal is wrapping up, one of the crew gets up on stage and announces that the tables will be cleared and dessert, coffee and other drinks will be served right before the evening's entertainment by Sophie Lambert and Claude Dupont. This gives the passengers an opportunity to go back to their quarters, go to the lounge, use the washrooms or do whatever they need to do in preparation for the evening. Guests have about 20 minutes before they will need to return, but can stay here if they would like.

If any of the characters have been talking with Barry, he excuses himself, saying that he needs to return to his stateroom, but promises to return to share conversation and enjoy the evening's entertainment over Hegemonic scotch and American cigars. If a character is forward enough to invite themselves back to his room or if proper Social skill rolls are made, he politely tells them that he must go alone, but will return shortly. He makes it clear that he is interested in continuing this line of discussion over a nightcap or three. If followed, he will return to his stateroom as expected. Barry is oblivious to being followed, but if

confronted, he will call security as soon as he gets in his room.

If he is followed by any of the characters, they will run into Fritz Ziegler who will provide a distraction by running into a character, loudly striking up conversation, or if he must, open his jacket to reveal his pistol, threatening the character to leave Bernard alone. This should be enough to dissuade the characters for the time being, especially since they are to remain incognito as per Bertha Von Berenstein's direction. **Note:** No matter how the characters proceed, they are unable to follow Barry completely, and he disappears. This is a key element of the adventure.

Scene 3: The Bear's Not There

After a sufficient amount of time passes as to give the characters some reason for concern, the GM should make it apparent that Barry has not returned like he said he was going to. The rest of the passengers are going about their business, either gathering in the dining room getting ready for the performance, playing in the casino, or gathering in one of the lounges. Members of the crew and other passengers of note can be found around the ship. Characters can investigate on their own but can also ask around to see if anyone else knows about his whereabouts.

As the investigation proceeds, characters talking to the other passengers of note will receive the following general information when asking about Barry. As before, these reactions should give the GM the general feel of their responses and should be used as a guide if the characters want to continue a conversation:

- If **Captain Sauer** is asked, he'll respond as though he doesn't know who the characters are looking for. If pressed, he'll pass the character off on the nearest steward, saying *"Who? I don't recall anyone like that. I can't keep track of everyone on the ship. I have a schedule to keep."* If Captain Sauer is the villain, he'll respond as follows: *"Herr Von Berenstein has been confined to quarters. His status is none of your concern."* If the characters cause a scene, they will be confronted by security and potentially thrown into the Brig.
- If **Sophie Lambert** is asked, she'll reply along the following lines: *"That's a shame. I was hoping to talk with him a bit more. He said he would buy a girl a drink. I know that he and that one (points to Margaret) were wrapped in conversation earlier."* She will then excuse herself to finish getting ready for the evening's entertainment. If Sophie and Claude are the villains, they will not

be around after the meal, and absence which is not particularly alarming since they should be preparing for their upcoming show. If their dressing rooms are searched, they will be empty.

- If **Claude Dupont** is asked, he will make his dislike of Barry known by answering along the following lines: “Well good. Maybe he’ll keep his grabby mitts off of the talent.” If pushed, he’ll state “I don’t know where Barry is and I don’t care, as long as he stays away from Sophie.” If Sophie and Claude are the villains, they will not be around after the meal, and absence which is not particularly alarming since they should be preparing for their upcoming show. If their dressing rooms are searched, they will be empty.

- If **Colonel Emil Schumacher** is asked, he’ll reply along the following lines: “He doesn’t seem like a hearty young man. Maybe this rich cuisine doesn’t sit with him very well. Someone with such a weak constitution doesn’t seem like they would make a very good drinking companion. I guess I’ll have to look elsewhere.” If Colonel Schumacher is the villain, he’ll retire to his quarters after the meal and won’t return until later.

- If **Ambrus Horvath** is asked he’ll respond with the following, or something equally pretentious: “Maybe he

realized that his dedication to the outmoded systems of the bourgeois would never amount to anything, and he threw himself into the void...Not that I wish the young man any harm personally.” If Ambrus is the villain, he’ll be seen in the retiring to his Second Class cabin. There is an access panel which he uses to access the maintenance walkways of the ship, and he might be

- If **Christofano Buonarotti** is asked he’ll answer almost dismissively as though the characters are bothering him: “Maybe he took one of these beautiful young women to his stateroom. I’m sure he’ll turn up at breakfast to regain his energy.” If Christofano is the villain, he will be in the Casino or Lower Observation Lounge.

- If **Margaret Sheppard** is asked, she will reply in shock and disappointment but in a manner in which the characters aren’t sure if she is sincere. A Social Skill Roll will determine that she is, unless she is the villain: “Oh Dear! I hope nothing sinister has come of him. We were to continue our conversation over a few cocktails.”

- If **Fritz Ziegler** is asked, he’ll respond as follows: “You can’t find him? You know what that sounds like? That sounds like it’s not my problem. No, I haven’t seen him.” If pressed, he’ll say “What’s it to you? In my line of work



you're likely to get hurt if you go sticking your nose into other people's business." If one or more of the characters were confronted by Fritz while following Barry at the end of Scene 2, he'll be walking around the *Brunhilde* as though he is looking for someone. His terse attitude is noticeably different than his previous polite demeanor.

The characters can continue their investigation with relative impunity unless they give the crew some reason get security involved. Though the characters have noticed that Barry is missing, the rest of the passengers on *The Brunhilde* are still going about their business and having a good time. No one else has noticed, nor do they really seem to care. If asked, the crew will say he probably returned to his cabin and may not want to be disturbed. The Steward assigned to Barry's stateroom may be willing to help the characters with their investigation, but would require some convincing, either monetarily or otherwise. Each location on the ship is listed below with who and what the characters may find there, and if there are any special instructions for particular villain selections.

• **The Formal Dining Room (and the Galley):**

The tables have already been cleared, and the wait/kitchen staff are quickly trying to get ready for any additional needs during the evening performance and passenger requests in the lounge. The Galley staff is busy, and as long as the characters stay out of the way of those coming and going, they will be left alone. The head chef will cause a commotion and yell at the characters to leave her kitchen if they linger too long or start causing her staff to neglect their duties. If investigating the food and the preparation spaces, any successful Cook Skill Roll will show that the food was perfectly fine, and that food poisoning isn't the case.

• If **Sophie and Claude** are chosen as the villains, there will be a small, gold lipstick tube with traces of poison in one of the rubbish bins in the galley. Characters can find it using any Search skill roll, but if one has Notice, the GM should have them roll and point it out. Any character who had interacted with Sophie earlier will recognize this as hers with a Social skill roll. A Success on a Poison Skill Specialty roll will show this contained a potent, water-soluble poison which could be deadly if not treated quickly.

• **The Forward Observation Lounge:** This area has a few passengers taking in the view and enjoying their evening. Barry is nowhere to be found, and no one of note is here. If **Captain Hans Sauer** is the villain, there will be a security guard posted in this room who hadn't been there previously.

• **The Lower Observation Lounge:** Barry is not here, though there are a number of other guests mingling in this area. Christofano and the Chickadees are here having some drinks, flirting and talking with the other passengers in the area. After a while, he'll move up to the casino to play some more games. If **Christifano** is the villain, he will be here, but the Chickadees will be elsewhere.

• **The First Class Staterooms:** The characters can go up to the First Class Staterooms, but will need to be mindful of the stewards in the hallways and the potential for running into any of the guests. The other passengers will object to having their rooms searched by the characters and any unsuccessful attempt will land one or more of the characters in trouble with security or thrown into the brig, so caution should be exercised. If the characters attempt to get into the rooms through another means (bribery, espionage or sneaking) here is what they will find.

• **Bernard Von Berenstein's Stateroom:** Barry's quarters are locked. A Successful Social or Persuasion Specialty Roll on one of the porters or the Stewards will get the characters in the room. Picking the lock is also an option and will require a Success. The room is in disarray, but it is uncertain if this is from a struggle, search, or if Barry is just a slob. Regardless, he isn't in the room. A successful Search roll will show that there is a personal safe in the room that is open and empty, but also that the briefcase Bernard had been seen with is not in this room. A Successful Notice roll will show a hidden access maintenance panel in the ceiling which appears to be loose. This panel leads to the service walkways which run throughout the ship, including to all other main areas and First Class Staterooms.

• If **Captain Sauer** is the villain, Barry's room will be guarded by two of the large security personnel. Any attempt by the characters to enter the room will be blocked by these two. If the characters persist, there will be a brawl. After two rounds, additional security will show up to support the others, and presumably, the characters will end up in the brig. Any attempt to trick, seduce or otherwise convince them to leave their post is done so at a -1 Skill Dice penalty. They cannot be bribed. If the characters are able to find another way into his room, Barry is found inside. He has been told by Captain Sauer he must be confined to quarters for his own protection from a reported plot of the Hegemony to get the information he is transporting. He may raise the alarm unless the characters can think quickly or persuade him not to.

- **Sophie Lambert's Stateroom:** The stateroom for **Sophie and Claude** is tidy, but more lived in since this is their home away from home during their creative residency on the ship. A successful roll on any Search skill will reveal a smattering of jewelry and personal items that are obviously not theirs. It appears these thieves have been stealing from passengers for a while now. This information would be quite damaging to the couple if this was reported to the Captain. If Sophie and Claude are the villains, the room will be in disarray, none of the jewelry and personal items or any of their own personal belongings will be in the room, with the exception of a large steamer trunk. A successful Pinch Skill Specialty roll will reveal Barry, unconscious and unresponsive. He is under the effect of Sophie's deadly poison and will need immediate medical treatment or he will be dead by morning.

- **Colonel Schumacher's Stateroom:** When trying to enter **Colonel Schumacher's** Stateroom, the group might see **Fritz Ziegler** either near the door or going around the corner, depending on Notice Skill Specialty roll. The Colonel has a number of official looking documents strewn about the table in his stateroom, the importance of which cannot be identified. An Assess Skill Specialty roll while looking at the papers will reveal enough documentation and correspondence to see that Colonel Schumacher is defecting to Hungary to live out the rest of his years on his own terms rather than behind a desk in Berlin.
- If **Colonel Schumacher** is not the villain, the GM should know that Fritz Ziegler was in the room gathering information on the defection which can be worked into the story. If **Schumacher** is the villain, in addition to the mess of papers strewn about his desk, there will be obvious signs of a struggle here. A successful Search skill roll will reveal a piece of ripped fabric and a clump of brown fur that both look like they came from Bernard.

- **Christofano Buonarotti's Stateroom:** If the characters try to enter the suite of **Christofano Buonarotti** and he is the villain, they will discover the two Chickadees relaxing in his room awaiting his return. Depending on how the characters get in, they may make a fuss and call security. Barry will be blindfolded, tied and bound to this bed wearing only his undershorts, otherwise perfectly content and safe. The Chickadees say they are just waiting for Christofano to come back and the characters need to get out of the room. If they refuse, the Chickadees will instigate melee combat. As his personal security,

they can definitely handle themselves in a fight. If things start going south, they will call security and say they were assaulted. In the mix-up, they will flee to either the lounge to escape with Christofano or to the cargo hold to escape via plane. If the characters leave the room as asked, a Notice Skill Specialty roll can be made to show Barry's briefcase is nowhere to be found.

If he is not the villain, the Chickadees will still be here, but have another person tied to the bed. If the characters haven't seen him in a while, this will be Henri, their steward who is very embarrassed and apologetic, but still tied to the bed. If the characters have seen Henri recently or have been using him to get more information, it will be some other passenger. Of course, in either case, they do not want others barging in on their private rendezvous.

- **Margaret Sheppard's Stateroom:** **Margaret Sheppard's** room is impeccable. With the exception that her luggage is on a luggage stand at the foot of the bed, it doesn't look like anyone was even been in here. If a Resounding Success is made on any Search skill while searching her luggage, a hidden compartment will reveal a Starling Suppressed Machine Gun in one of her bags. If she is the villain, there will be an open bottle of Hegemonic Scotch on the table by the window, and Barry will be unconscious lying on the floor. She is not here, and she has taken her Starling Suppressed Machine Gun with her.

- **Fritz Ziegler's Stateroom:** When investigating **Fritz Ziegler's** room, it is wholly evident that this person is a professional. With successful Assess Skill Specialty roll, characters will get a sense that everything in his room is laid out in a very deliberate manner, and they may be hesitant to mess with his belongings. If a Resounding Success is made while searching his room, the character will find a Bergmaus 1918 pistol.

- **Second Class Cabins:** If the characters investigate the Second Class cabins, they can find **Ambrus Horvath's** cabin. He has an entire cabin to himself, but prefers not to travel in the luxury the First Class cabins afford. His room only has his duffle bag, and a satchel with a number of notebooks various pieces of political literature. If he is the villain, a Search skill roll will alert the characters to an access panel which he uses to access the maintenance walkways of the ship. If they are in the access ways already, Ambrus may be prowling around the skeleton of the ship, preparing his plan.

• **The Machine Room:** The two mechanics in this room haven't seen or heard anything. They don't even know the man they characters are looking for since they've been working this entire time. They'll also run the characters off and out of the restricted area, but can be bribed or swayed via Social Skill rolls, good conversation or the booze that flows freely in the lounge which they aren't entitled to. If **Ambrus Horvath** is the villain, the characters will find Bernard in this room, strapped to an explosive device near the ship's fuel system. The mechanics are in league with Ambrus, and have been recruited to his new militant movement.

• **The Cargo Hold:** Characters will need special access to get into the cargo hold. Porters and security have keys. Characters could also sneak into the cargo hold using concealed maintenance ways which can be found either in the Machine Room or via the concealed panel revealed in Barry's room. If **Margaret Sheppard** is the villain, she will be in here after the characters have looked in a few places. She won't be here right away, so the characters may also see her in passing, looking a little sheepish or nervous. When she is here, she will be getting into a plane, and should be positioned to pull the release lever right as characters are making an advance towards her. Unless the characters get into a plane and follow or engage her, she'll probably get away.

Scene 4: The Showdown

Depending on the selected villain, the final encounter can vary greatly. Based on the investigation the characters undertake in Scene 3, the villains will all be in specific locations and will take specific actions as they attempt to escape the *Brunhilde* with the captured documents.

Captain Hans Sauer: Since Bernard has been confined to his quarters, the captain is confident that he can complete the trip to Budapest unimpeded. If the characters confront him, it will have to be on the bridge of the ship. Getting access to the bridge will require the characters to either sneak into the restricted area or to convince one of the security team to grant them access somehow. The captain will be on the bridge with two crew members (use the same stats as the security team). The Game Master is encouraged to add extra security staff if the characters seem like they may easily overpower the captain and his bridge crew.

If confronted, the Captain will trigger an alert which will cause all members of the security team across the ship to draw their weapons and order all passengers to their cabins. They will say it is for their own safety as there are hostiles onboard the ship. The security teams are loyal to the captain and will fight if they find resistance, and unless otherwise convinced or motivated, the passengers will do specifically as instructed.

The characters may also choose not to confront the captain, and may find a way to get Barry and his information to safety. This may be a safer or smarter option depending on if the characters would feel comfortable piloting this airship on their own, and whether they think they would be able to talk their way out of trouble with the authorities once they land in Budapest. If the characters take this path, the Game Master should have Fritz Ziegler find the party and tell them who he really is, and that he will help them in their scheme to rescue Barry.

Captain Hans Sauer **Captain of the *Brunhilde***

Career: Officer/Soldier

Animal Type: Pig (Boar)

Size: Large

Abilities of Note: Tusks, Natural Armor (1)

True North: Endurance

Combat Information:

Strength: 5

Fleetness: 4

Guts: 3

Melee: Brawl Skill Specialty, 3 Skill Dice

Ranged: Pistol Skill Specialty, 3 Skill Dice

Damage: 5, or by weapon. He has a Bergmaus 1918 on his belt and the same kind of club as the security team (2 Damage).

Health: 20

Sophie Lambert and Claude DuPont: If the characters look for Sophie or Claude, they will be on their way to the Cargo Hold to escape via plane. Most likely, the duo will be found in the cargo bay getting ready to board one of the planes. Claude will have Barry's briefcase. If the characters are slow to react, after two rounds, they will start the plane and flee the *Brunhilde* and will escape unless the characters pursue in the second plane.

Sophie Lambert

Famous Singer

Career: Artist/Businessman

Animal Type: Cat

Size: Normal

Abilities of Note: Claws, Charismatic, Looker

True North: Wealth

Combat Information:

Strength: 3

Fleetness: 6

Guts: 4

Melee: Blade Skill Specialty, 3 Skill Dice

Ranged: None

Damage: 3, or by weapon. Sophie has Claws (Damage: 3; Blade) and will use them with deadly efficiency.

Health: 12

Claude Dupont

Pianist

Career: Artist/Sneakthief

Animal Type: Cat

Size: Normal

Abilities of Note: Natural Armor (1)

True North: Wealth

Combat Information:

Strength: 4

Fleetness: 6

Guts: 5

Melee: 2 Skill Dice

Ranged: Pistol Skill Specialty, 3 Skill Dice

Damage: 4, or by weapon. He has a Nagant M22 Heavy Pistol.

Health: 16

Christofano Buonorotti: If Christofano is the villain, and confronted while he is in the lounge, he will try to convince the characters to keep it under wraps. If they keep it quiet, he says he can guarantee them a handsome sum upon arrival in Budapest. If the characters take him up on his offer, Christofano will later be killed by Fritz Ziegler who has since killed the Chickadees and freed Barry to prevent the information from falling into the hands of anyone else.

If the characters do not take him up on his offer, he will attempt to escape through one of the observation windows after shooting it with a Chauchat 1923 Machine Pistol he has had concealed in his jacket. He will jump through the glass after shooting it with his weapon, hopefully landing below on the wings of one of the planes from the cargo hold being piloted by one of the Chickadees. If there is lingering combat,

the Chickadees will use the weapons on the planes and fire upon the glass observation lounge and those inside. Characters can engage in combat any way they see fit, including manning weapons positions on the ship if they happen to know where they are and how to get there.

Christofano Buonorotti

Industrialist

Career: Businessman/Scholar

Animal Type: Waterfowl (Swan)

Size: Normal

Abilities of Note: Pack

True North: Exploration

Combat Information:

Strength: 3

Fleetness: 4

Guts: 2

Melee: None

Ranged: Pistol Skill Specialty, 3 Skill Dice

Damage: 3, or by weapon. He has a Chauchat 1923 Machine Pistol.

Health: 16

Initiative Bonus: +5

Fleetness: 6

Combat Skills: Melee and Brawl: 3 Skill Dice, Ranged: 3 Skill Dice

Damage: 4, or by weapon.

Chickadees (Betty and Paige)

Bodyguards

Career: Pirate/Soldier

Animal Type: Songbird (Chickadee)

Size: Normal

Abilities of Note: Plumage, Burst of Speed

True North: Defense

Combat Information:

Strength: 4

Fleetness: 6

Guts: 5

Melee: Blade Skill Specialty, 3 Skill Dice

Ranged: Pistol Skill Specialty, 3 Skill Dice

Damage: 4, or by weapon. They each have an H1919 Pig Sticker Trench Knife

Health: 12

Colonel Emil Schumacher: If the Colonel is confronted, he will be in the lower observation lounge. He will attempt to escape by using an emergency parachute and jumping through the glass, which will easily shatter under his heft. He has swallowed Barry whole. If they beat him in combat, the characters can

attempt to get the Colonel to vomit him up with a successful Medical Skill Roll. Barry will be unconscious, but alive. Fritz Ziegler will join the characters in combat after two rounds, and if they haven't realized it yet, he will tell them not to shoot him so as not to harm Barry. If the characters either do not heed the warning, or defeat him within two rounds, Bernard will be dead or close to it and will need immediate medical assistance.

Colonel Emil Schumacher

Disgraced War Hero

Career: Officer/Soldier

Animal Type: Crocodile

Size: Huge

Abilities of Note: Crushing Jaws, Scutes Natural Armor (3), Surprise Attack

True North: Revenge

Combat Information:

Strength: 7

Fleetness: 4

Guts: 3

Melee: Brawl Skill Specialty, 3 Skill Dice

Ranged: Pistol Skill Specialty, 3 Skill Dice

Damage: 7, or by weapon. He has a Bergmaus 1918 presumably taken from a member of the security staff. He is also very likely to attack with his strong teeth and jaws.

Health: 28

Margaret Sheppard: Margaret will be in the cargo hold boarding one of the planes when the characters arrive. She is armed with her Starling Submachine Gun and will spray wildly to deter anyone from getting too close. She will do whatever she can to deploy her plane before the characters close too much distance, including deploying the plane before the engine is started. If things go south for her, she will give up before her life is threatened.

Margaret Sheppard

Hegemony Espionage Agent

Career: Scientist/Soldier

Animal Type: Sheep

Size: Small

Abilities of Note: Endurance, Head butt

True North: Survival

Combat Information:

Strength: 2

Fleetness: 5

Guts: 6

Melee: 2 Skill Dice

Ranged: Pistol Skill Specialty, 3 Skill Dice

Damage: 2, or by weapon. She has a Starling Submachine Gun and is not afraid to use it.

Initiative Bonus: +6

Health: 8

Ambrus Horvath: Ambrus is in league with the mechanics on the ship and will show up for any fight with the staff in the Machine Room. Fritz Ziegler will show up after the first round or two. Even if the characters win the fight, they will have to try to disable or remove the bomb. Disabling will require two consecutive successes on either a Jury Rig skill roll, or two consecutive Resounding Successes on a Mechanics skill roll. In both cases, there is a one Skill Die penalty. Removing the device will require carrying it to the cargo hold and throwing it out of the airship.

Ambrus Horvath

Provocative Revolutionary Author

Career: Revolutionary/Scholar

Animal Type: Panther

Size: Large

Abilities of Note: Claws, Crushing Jaws

True North: Change

Combat Information:

Strength: 4

Fleetness: 6

Guts: 4

Melee: Blade Skill Specialty, 3 Skill Dice

Ranged: None

Damage: 4, or by weapon. Ambrus has Claws (Damage: 4; Blade) and doesn't mind a little blood on his hands for his cause.

Health: 16

Mechanics

Each of the mechanics is a strong and able bodied individual. Any animal type will do, but most are Normal or Large sized. Use the basic stats below for any encounters with them, but feel free to modify the stat block as you see fit.

Career: Mechanic/Handyman

Animal Type: Any

Size: Normal or Large

Abilities of Note: None

True North: Change

Combat Information:

Strength: 4

Fleetness: 6

Guts: 2

Melee: Blunt Skill Specialty, 3 Skill Dice

Ranged: None

Damage: 4, or by weapon. They will use large tools as hand weapons (2 to 4 damage, depending on size).

Health: 16

Conclusion:

The adventure wraps up once the threat to Barry's safety has been taken care of. The Game Master can decide to extend the adventure through to morning, or even include multiple threats if a longer adventure is wanted. Regardless of who the villain is, upon arrival in Budapest, the characters will be met by a small, canary lawyer representing Bertha Von Berenstein. The lawyer will stoically take a brief statement from a representative of the party about the events of the previous evening, and will sign over payment if the contract requirements have been met.

Did Bernard die?

If Barry died in the course of the adventure, the lawyer will calmly complete taking the statement from the character and will then proceed to Interview Fritz Ziegler and Captain Sauer (or other crew members if Captain Sauer is dead or incapacitated) for details of the situation. The characters will not be paid, unless a Success is made on an Intimidate or Persuade Skill Specialty roll. In that instance, he will pay 25% of the agreed upon rate for "hazard pay and incidentals."

Did Barry live?

If Barry lived and the characters were able to keep their identities and mission concealed, the lawyer will pay them in full, thank them for their services, set them up with accommodations for the night, and send them on their way. If Barry lived but the characters made it known they were there either at his mother's request or to tail him, the lawyer will momentarily leave the group to speak with Fritz Ziegler who was seemingly in the know about the Von Berenstein plan and get his report on the situation. If it is determined the situation required the characters to reveal their identities or mission, the lawyer will pay as per the contract. This will be 5,000 UAC for the party if they are mercenaries or hired help. If they are on military assignment, they will receive a firm handshake for a job well done.

If it is determined, the characters revealed their role frivolously, the characters will not be paid, unless a Success is made on an Intimidate or Persuade Skill Specialty roll. In that instance, he will pay 25% of the agreed upon rate for "hazard pay and incidentals." If the characters manage to speak to Barry and make a Resounding Success on any Social skill roll, he will give them his personal gratitude for his safety and will convince the lawyer to pay them in full.