

Manoeuvres on the Moor

Introduction

This modern-day adventure is designed as a one shot with pre-generated characters. The situation requires the characters to have a reason for being there. Because of the situation it would be difficult to set the adventure in another era, but adjustments could be made to the location.

Keeper's Information

The players are a Reserve Army squad who get lost on war game manoeuvres on the bleak landscape of Dartmoor, Devon. A dense fog descends and due to a dimensional gate being opened by cultists radio signal and compass readings are disrupted. This leaves the squad isolated and uncontactable.

In a nearby copse of trees the cultists have summoned a dimensional shambler but have been unable to bind it. It has run amok killing or injuring most of the cultists, those left behind at least temporarily insane. The creature has found its way to a nearby farmhouse and killed the occupants and is still active somewhere on the moors.

The players will have to either destroy the creature or send it back by using arcane information found on the dead cultists.

Player's Information

It's arrived at last, the weekend you've been waiting for, well most of you. This weekend you and your fellow Army Reservists travel to Dartmoor in Devon to undertake small squadron training. You have travelled down to Willsworthy camp ready for the event.

Once your civilian stuff is placed in your footlocker and you're dressed in your BDUs you make your way to the notice boards to check out who's in your squad, then to the war room to find out your mission.

There are about thirty reservists in the room along with officers and sergeants. Your task,

to be completed in 24 hours or less is to locate the enemy camp, steal their flag and return it to the base by Sunday 11am.

You are given your equipment, SA-80 Assault Rifles (blanks only), helmets, Kevlar vests, torches, packs, OS Maps of the region and other things you will need. Rough areas of the enemy bases have been marked on your maps. As this is an overnight trip you're also given some rations and rudimentary camping gear.

At 10:30am you and your newly met squad members board a 10-ton truck and take the bumpy ride out onto the moor. You arrive at your bleak starting location, jump down and receive final instructions of what to do if you're stuck, but contacting base for help would constitute a failure in the exercise. At 11am the Sergeant-Major blows his whistle, climbs into the truck and it trundles off, leaving you alone.

Looking around, all you see is yellowy, green undulating land with the odd farm building in the distance a copse of trees here and there and rocky tors sprouting up.

By late afternoon you have not found the enemy base and it's getting dark and cold. The mist that was gathering is rapidly turning into a fog. There is suddenly a high-pitched whine from your radios, a crackle, sparks and silence.

Keeper Information

The players will find their radios dead. Although they might not suspect it compass bearings will also fail due to a localised warp in the magnetic field. The cultists have summoned the Dimensional Shambler and it is currently laying waste to them in a copse of trees around 5 miles away.

The players will be able to see the lights of what appears to be a collection of buildings about 2 miles away just as the fog descends.

The Farmhouse

The farmhouse is very old, but functional. It is built of stone and has a slate roof. It is walled with a barn on the outside and the house and a L-shaped out building inside the walls.

The farm yard has a mud encrusted driveway. In it are the house and the out buildings. Some of the outbuilding's doors are opened. There is no car in the driveway. The driveway leads to a long, unsealed path that must lead to a road.

The House

1. Entrance Hall

The door hangs on one hinge. There are stairs to upstairs on the left. Ahead a door is open, through it you can see a dining table and upturned chairs. There is a door to your left, under the stairs, and right next to a line of full coat hooks where various examples of outdoor jackets hang.

2. Reception Room

There is a sofa, a couple of armchairs and an empty fireplace in this room. It is cold and undisturbed.

3. Kitchen

The room is warm, the heat coming from an Aga in the corner. There is a mix of smells as you enter, vegetables burnt dry from the pans on the stove and the copper smell of blood. The back door is wide open causing a draft. A bloody trail leads out of it. On the preparation table is a chopping board with a joint of meat on it, surrounded by chopped vegetables, but no knife. A *Spot Hidden* will reveal a missing knife from the knife rack.

There is a sink filled with cooling water and a selection of crockery on the drying rack.

4. Dining Room

Several of the chairs are upturned in here. Knives and forks are scattered about the

room. On the wall is a red, dripping stain (wine), at its base on the floor a broken green bottle.

5. Office

There is a large desk in the middle of this room, scattered on the top various letters and account statements related to the business of the farm. There is a telephone on the desk but silence when the receiver is picked up. Also on the desk is a laptop computer. (*Computer Use* to log in – No internet available). In the desk drawer is a box of 20 12 Gauge shotgun shells. There are a couple of bookshelves and a filing cabinet. The room looks undisturbed. *Spot Hidden* will reveal a creaky floorboard. If the rug is removed a trap door will reveal the gun safe. A *Locksmith* is required to open it as no keys can be found, and it is too strong to be pried or smashed.

Inside the safe is a 12 Gauge Shot Gun – (4D6/2D6/1D6 - 10/20/50 yards p.403)

6. Reception Room

This is the general living area. A fire burns in the hearth and there are comfortable chairs and a sofa surrounding a flat screen TV. A Stephen King novel lies on a small table next to the chair and there are three used mugs spread about the room. There is a non-working phone on a table in the corner, next to is a note book (See Handouts). The room looks undisturbed.

Upstairs

Master bedroom

A regular bedroom, undisturbed. Clothes in the wardrobe, reveal it to be shared by a man and a woman.

Second Bedroom

Double bed, only male clothes in the wardrobe. Plymouth Argyle poster on the wall along with posters of heavy metal bands including God's Lost Children.

Small Bedroom

This is decorated in a way only a preteen girl would. Unicorns and pink. There is a single bed, chest of drawers with a TV/DVD on and a wardrobe. On a *Listen* roll the investigators hear a bump in the wardrobe, or they will find a little girl, about 8, inside if they open it.

The girl is scared and will need a *Charm, Fast Talk* or *Psychology* to talk to the investigators.

She will describe a large man thing coming across the fields she saw it from her bedroom window. She heard a crash as the door opened and hid in the wardrobe. She heard her mummy scream but the thing didn't come up here. She tried to use her mobile but it had no signal.

She said it came from the direction of the copse of trees. That's where Daddy and Mike have gone to see what the strange people were doing. She's glad the Army is here to help and would they please go to the trees to see where Daddy and Mike (her brother) have gone.

She only knows that Mummy and Daddy have seen strange people going to the trees at night and they've been lighting fires. The police told them to keep a record of what they see.

The Outbuildings

7 Barn

Along with various farm equipment there is tractor in here. The keys can be found in the house on a *Spot Hidden* or an *Electrical repair* can hotwire it. (*Operate Heavy Machinery* to get it moving and reasonably control it). There are several attachments for the tractor.

8/9/10 Stables

These out buildings are stables. They contain water troughs and hay bales. In 9 there is a brown horse and tacking.

11 Maintenance Shed

There are several work benches with an array of tools on the wall. In one section there is an old car in the middle of a restoration. *Spot hidden* reveals a missing wrench from the drawn-out patterns and alerts the investigators to the attack. If it is not noticed the cultists attacks one of the investigators unaware. With a scream a woman in a long, filthy once white robe lunges out swinging a large wrench. As she throws herself at you notice a large cut down her face opening up her cheek and one of her eyes hangs out of its socket (*San roll 0/1d3*).

Injured Cultist

STR: 55 CON: 75 SIZ: 75 DEX: 25 INT: 75

APP: 30 POW: 55 EDU:55 SAN: 35 HP: 8

DB: +1D4 Build: 0 Move:7 MP: 11

Brawl: 30% (15/6), Damage 1D3+1D4

Wrench: 45%(22/9), Damage 1D6+1D4

Dodge: 50%

Armour: None

12. Storage

A *Tracking* roll will reveal the trail of blood goes into here. The door hangs ajar to reveal as storage room full of odds and ends, if you looked hard enough for old household goods, you would find it in here. Looking around you see a smeared, bloody hand print on the faded yellow cupboard door of an old kitchen dresses. Looking down beside it you see the remains of a woman dressed in jumper, boots and jeans, she has been torn apart. *San roll 0/1d6*.

13 Chicken Coop

This part of the building is used for keeping chickens they are roosting at the moment and cluck when you enter. They appear to be undisturbed.

The Copse

To the South East a copse of trees is visible, on the OS map it looks circular. Flickering light can be seen from a distance, it looks like flames.

The distance to the Copse is about four miles, it is now dark but the fog has mostly cleared, just patches here and there. The flickering flames will guide the investigators to the site.

Just before the copse is a dry-stone wall. Sitting up against it is a corpse, a large claw wound opened up his torso. He is wearing a blood-stained white robe. (*San roll 0/1D3*)

As you near the trees you can see flames. A couple of points of light are relatively static, the flames look like they could be in a brazier or such like.

1. Clearing

A brazier burns here lighting the clearing. Lying on the floor is a body, white robes, long black hair. Turning it over reveals it to be a dead woman with vicious wounds to her torso. (*San roll 0/1*)

2. Altar

Several small torches burn around a large half log. On the log is the bloody remains of some animal which has been eviscerated. With its head down and hands on the altar, one holding a metal knife, is a figure in red robes. As you enter the clearing he looks up with wild staring eyes.

"From another dimension, it will kill you all!" he yells and lunges at you with the knife.

Cult Leader

STR: 55 CON: 45 SIZ: 65 DEX: 55 INT: 70

APP: 35 POW: 80 EDU: 75 SAN: 10 HP: 11

DB: none Build: 0 Move: 7 MP: 5

Brawl: 40% (20/8), Damage 1D3

Copper Dagger: 30%(15/6), Damage 1D4+2

Dodge: 40%

Armour: None

In his robes he has a small book in a hard to understand crabbed form of handwriting. (*Calligraphy* will help here). In the book amongst aimless ramblings about creatures from other dimensions there are 3 spells. Summon Dimensional Shambler Draw Dimension Beast), Bind Dimensional Shambler (Enslave Dimension Beast) and Banish Dimensional Shambler (Send Dimension Beast). The investigators will not have time to learn the spells but on a successful *English* roll will be able to get the gist of Banish Dimensional Shambler, see end)

3. Small Clearing

There are two young cultists here in an injured state, they will require *First Aid*. They are in no mood to challenge the investigators and look shocked to see the "Army" arrive.

If helped they will tell the tale of how they got together after following Gordon Milling on social media. It seemed harmless at the time but they soon were in too deep. They are currently attending a retreat on the moors and Milling told them they were going to summon the creature from beyond. Tonight, they joined in some sort of ceremony and as the chanting got louder and Milling was slicing up the goat there was a flash of blue light and a hulking, insect like creature with large claws appeared. Some of the group ran off in shock, they were probably the lucky ones. The hideous creature started hacking some of the group down. Milling was screaming at the creature but it just ploughed on. A couple of the group ran off shouting something about a farmhouse, the creature seeing the movement followed them.

They haven't seen the creature since but not so long ago they heard a gunshot from the south west.

4. Behind the bushes.

As you enter the clearing you can see bushes to the south east rocking back and too and hear the sound of a struggle. There is a gunshot, then a bent shotgun flies out of the shrubs and narrowly misses your heads.

There's a blood curdling scream, a moment of silence then the bushes part to expose an insane cross of an insect and ape with sinewy arms ending with filthy, curved talons. It looks at you with black shiny eyes and moves towards you. (*San rolls – See description of Dimensional Shambler*)

Behind the bushes you find the remains of two males, dressed in farm work clothes.

5. Land Rover

Parked here with headlights still on is a green Land Rover. The vehicle will start easily and has various tools in the back.

6. As the party approach this site, before they see they can hear a repetitive bell dinging. A white transit van is parked with the doors open. There is a large smear of blood down the side at the bottom a man clad in a once white robe lies dying.

"It all went wrong...." He says before expiring.

The keys are in the van. In the back are a few bags containing normal everyday clothes.

Winning

The investigators can either attempt to combat the Shambler or use the spell. Note casting time as the Shambler will recognise what they are doing and launch an attack, it can attack once for each 10 seconds used on the spell. If the Shambler is sent back or defeated the investigators will gain 1D10 San. Once the Shambler is gone communication systems will work again.

Dimensional Shambler

STR: 115

CON: 105

SIZ: 95

DEX: 60

INT: 20

POW: 80

Damage Bonus:
+2D6

Build: 3

Magic Points: 16

Move: 8

Spells: Mindblast, Shrivelling, Wrack,

Attacks/Round: 2

Attack with both foreclaws or grab an opponent and take them to another dimension.

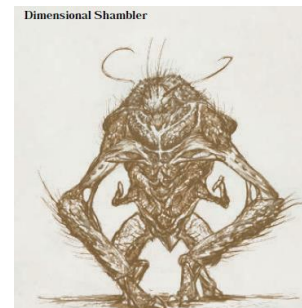
Fighting: 45% Dmg 1D8 + 2D6

Grab: Held for 1 round then taken away

Dodge: 30%

Armour: 3-point Hide

Sanity Loss: 0/1D10



New Spell

Banish Dimensional Shambler

Cost: 1 magic point/10% Chance of Success

Casting Time: 10 Seconds/magic point

To send a Dimensional Shambler back to another dimension the caster must chant at the creature. He or somebody else must also plunge a pure metal blade into the creature. Once the caster starts chanting the Shambler becomes aware of the caster and will try and stop the spell.

Saturday

7pm Three cars arrive at copse, stay there for 2 hours+.

Sunday

Lights in copse, looks like fire. Call Police but they are unhelpful. Dan travels over there but they are gone before he gets there. No sign of any free burning fire.

Wednesday afternoon

Notice a van near the copse. Tell Dan when he comes home, Mike and Dan go over but find nothing.

Friday

Lights again at copse. Call police tell them we have trespassers, maybe travellers but they say we must take care of it.

Saturday

Came back from shopping at 2pm saw the same van at copse when I passed. Dan and Mike say they're going over to talk to them.

