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Forest of Fear

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Sample file

ACHTUNG!

Cthulhu



THE FOREST
OF FEAR

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Introduction



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Introduction

Campaign Briefing and Goals

Welcome to the *Forest of Fear*, the first of the major late war arc campaigns for **Achtung! Cthulhu 2d20**, which takes place in the Ardennes Forest during the Battle of the Bulge in late 1944. During the course of this epic campaign, a group of veteran Allied agents are inserted into this ancient woodland to discover the truth behind Operation *Brute Stärke*, or Brute Strength, a secret offensive within Operation Watch on the Rhine.

Operation Brute Strength is the last great co-operative effort between Black Sun and *Nachtwölfe* before they descend into open warfare during the latter stages of the war. It is led by the Nazi scientist, Dr. Franz Amsel, codenamed Blackbird, who plans to unleash his legions of Shoggoth-panzers and Shoggoth shock troopers, or *Schocksoldaten*, adding a terrifying dimension to the main campaign, by punching a hole clean through the American southern sector.

During the course of their investigations, the agents will also uncover an ancient feud between the Ardennes' native Celtic deity, Arduinna, and the cult of the Crimson Brothers, who, led by the Cowled Sorcerer, plan to gather three ancient treasures

and unleash a bound godling known as the Slumbering Horror.

This campaign is divided up into eleven missions and offers a twin track approach, with each mission alternating between fighting the Nazi forces and aiding the goddess and her followers in the conflict with the Cowled Sorcerer and his cult.

The campaign starts off relatively sedately with some gentle opening investigative missions, but soon ramps up to encompass a jaunt through sorcerous ceremonies, ancient castles, a sacred grove, and a journey through an Elder Thing undercity, as the agents learn more about the forces operating in this ancient woodland.

This is meant to be a tough, challenging campaign for experienced agents who may even have to call on some of the heroes and renowned units of the Secret War to help them. It concludes with twin climaxes, as the agents join forces with the goddess and her followers to prevent the Slumbering Horror being unleashed in a ruined abbey. They will then face an ultimate showdown with the Blackbird at his mountainous aery, to form a suitably thrilling conclusion.

What is Achtung! Cthulhu?

Achtung! Cthulhu is a setting for Lovecraftian roleplaying during World War II, which allows players to discover the truth behind the malign influence of the Mythos on the Nazi war machine as conflict engulfs the globe during 1939-1945.

In this pulp-influenced world of brave Allied heroes and dauntless two-fisted adventure, players will take on the roles of Allied servicemen and women, secret agents, members of the Resistance, or even hapless civilians caught up in the wider conflict. All stand firm against the twisted might of the Nazi occult: the Cult of the Black Sun, who wield foul magic and summon captive horrors in their bid to unleash Yog-Sothoth; and *Nachtwölfe*, their nominal allies and rivals who place their trust in Atlantean technology, weird science, and strange wonder weapons to prevail.

Players will experience a world where dread secrets and powerful artefacts lie forgotten in ancient ruins, abandoned sites, and forgotten cities, and peer deep into dusty tomes and manuscripts seeking to understand eldritch knowledge that was never meant for the sight

of mortals. They'll arm themselves with experimental technology and deadly weapons and learn to wield powerful magical spells or harness potent psychic powers to fight against these uncanny threats.

They will also encounter exotic native races like the Deep Ones, undersea worshippers of the dreaming god Cthulhu, or the strange Mi-Go, fungoid-insectoid beings from the furthest corners of the solar system who have come to Earth for an unknown purpose. Towering over them all are the monsters, entities, and gods of the Mythos themselves, who seek to take advantage of the chaos of the Second World War to extend their dominion over the minds of men.

Will your heroes prevail against all odds, or will they, like so many others before, fall to the malign influence of the Mythos? That is your story to tell...