

VENOM, VENGEANCE AND VICTORY!

ACHTUNG!

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*Resist the
rise of a new
Ophidian Empire*

The Serpent & The Sands

*Epic 10-part
campaign plus full
guide to North Africa!*

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THE SERPENT
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Introduction



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Introduction

Welcome to North Africa

You cannot leave Africa, it is said, because it is always with you and in this guide, we aim to arm you with all the information, tools and material you'll need to create your own adventures in the region. North Africa was one of the key battlegrounds during the second world war and in *Achtung! Cthulhu's* Secret War, it offers a fascinating theatre in which to base your campaigns. Mankind originated in Africa and with cultures and civilisations which date back millennia, there's a wealth of intriguing, exciting and terrifying material to draw on which can be adapted and shaped to meet a gamemaster's needs.

This guide contains both player and GM-facing material, with players advised to focus mainly on Chapter 3: North Africa Needs You, plus the conventional sections of Tools of the Trade and Creatures and Vehicles. The rest of the chapters contain a mix of material, but it's mainly for the GM, so read them at your peril, if you want to avoid spoilers!

For gamemasters this Guide aims to provide a wealth of material and inspiration to create your own Mythos-influenced North African adventures. There's details on all the main locations and organisations, new weapons and equipment, plus spells and tomes and creatures and vehicles to add spice to your own creations. We're also giving you a complete background, profiles and breakdowns of a major new player in the Secret War, the Serpent People or Ophidians. You'll find most of the major material on them in the Rise of the Serpent, Tools of the Trade and Spells and Tomes chapters. But don't forget, you can also draw on forces, personnel, and heroes and villains from the main campaign to add further colour and flavour to your sessions.

A Guide to North Africa

This chapter outlines some of the major conventional locations and places that your agents can expect to encounter in North Africa, from bustling cities like Cairo and Alexandria, to significant strategic oases like Siwa. There's detail on some of the major ruins and sites like Khoms and Sabratha where ancient secrets lurk, as well as detail on mysterious Mythos locations too, like the Forgotten City or the bizarre Irem City of Pillars. It's rounded off by a list of adventure seeds, to provide inspiration for location-based escapades.

The Secret War in North Africa

This chapter details what the four main human Secret War factions are up to, with rundowns on Section M, Majestic, *Nachtwölfe* and Black Sun with information on their organisation, bases, and goals in North Africa. The centre piece is a magnificent map of *Nachtwölfe's* Adlerhorst or Eagle's Nest main base in Tunisia with a full double page spread detailing its layout, operations and secrets. There's also details of occult groups like the Order of the Alnim and the Children of Typhon, plus a section on the new Italian Occult society, the Eye of Ur. We conclude with an examination of the Mythos factions including Deep ones, Mi-Go and Sheehad.

North Africa Needs You!

This player-focused chapter gives you a host of new options for developing agents or giving your existing ones a North African flavour. There's six brand new archetypes including Adventurer, Diplomat, Gambler, Guide, Smuggler and Spy. You can choose new backgrounds like Desert Rat, LRDG Officer, French Foreign Legionary, or even Popksi's Private Army Privateer. New characteristics like Blood of Yig, Called to Mastery, or Rugged give your agents new areas to explore and there's an array of brand new talents including Eidetic Memory, Head on a Swivel and Arcane Power.

Heroes and Villains of North Africa

Some of the most famous units of the second world war operated in North Africa and this chapter has profiles for Allied heroes like the brave men of the LRDG and the Australian Infantry who defended Tobruk. Axis forces include the formidable *Afrika Korps* and the Italian "Folgore" Paratroop Brigade. But Secret War forces are also much in evidence too, including Black Sun's formidable *Krokodilmeister*, or *Nachtwölfe's* recently deployed *Skorpion* sniper. Eye of Ur forces include the Cadre, Praetorian, and Magister, as well as the leader of order *Gran Magister* Gaius Balsamo. The nefarious personnel of the Serpent's Tooth snake worshipping cult are scrutinised in more detail, as well as the brave Order of the Alnim, who oppose them.