

# THE FORTRESS BLOOD



## SYNOPSIS

A high-ranking officer from the Fortress is found in his quarters with his throat cut.

His murderer emptied his personal chest before fleeing.

Shortly after, we realize that a soldier is missing on the call, without news by 48h he will be considered a deserter.

We will discover that there have been several strange cases of disappearance or desertion. What if these cases were all related?

Players will be asked to conduct the investigation.

Prerequisite: Preferably a Judge or Hellvetic character within the players group.

## THE FORTRESS.

This station of the Fortress sees a lot of people passing through. Among merchants, cults or civilians fleeing one or the other regions hoping for a better life, the tunnels are constantly packed.

Among guards, patrols, training, missions departures, and various chores, life within the Fortress is pretty routine.

Only the visitors manage to create a little

animation in this monotonous life.

## THE MURDER.

Day 1: 06:17 am

In the corridors we hear a scream, then a ringing alarm sounded.

The superior officer Bouvier is found dead, slaughtered in his quarters. His body lies on his stomach lying in his blood.

Sealed in one of the walls, his personal safe is open and seems to have been emptied.

## BOUVIER'S QUARTERS.

The senior officer's quarters are relatively large and comfortable when compared to the quarters of the soldiers and non-commissioned officers.

A large living room of 6m x 4m, furnished with a comfortable sofa, a coffee table, a table and 4 chairs, a desk and some filing cabinets, a Spartan decoration (some military decorations, two or three photos and a certificate received at the academy when he was young). A small kitchen and an old transistor probably used to listen to the Fortress radio.

Two visible doors, one leading to a small bedroom (a comfortable bed and a wardrobe)

The other leads to a personal bathroom.



A washbasin, a mirror lit by a neon, a shower and a toilet.

Bouvier's body is lying on his stomach between the sofa and the desk, back to the front door.

Clues:

- He is dressed like someone who's about to go to bed or woke up in the middle of the night.
- There are no traces of fight, the furniture is in their places and almost no blood splash.
- The lock is not broken.
- The desk is messy, the drawers are open.
- The wall chest is open and empty, and the key, mounted as a necklace on a chain, is still in the lock.
- On the floor, a little agenda. It seems that a page has been torn off, in the adress book pages at the letter S.

## INVESTIGATION.

The hierarchy suspects that the murderer is a Hellvetic. Indeed, only they have access to these corridors in principle.  
So, everyone is suspicious.

They will therefore look for foreign investigators.

Ideally, one or more Judges, but in the end anyone who seems to have a little guts will do the trick.

They offer 1000 CD per investigator if they manage to find the culprit.

In order not to let other cults snoop around in the fortress, they will assign a soldier to monitor their actions.

This soldier can be one of the players or an NPC. He is above suspicion because he was on patrol yesterday afternoon, and part of the night.

## THE VICTIM.

The superior officer Bouvier is a man of about fifty, respected by his troops and feared by his enemies. His face with drawn features betray many years of service within the Fortress.

This man of a good meter ninety, athletic in spite of his age has only battle exploits wich honours him.

He fought against the wildest clans, and was often an outstanding diplomat when relations with other cults were strained.

But here he is, a tired man, worn by the harshness of the climate, by rationing and conflict.

The fortress has been his life forever.

He is at the end of a road leading nowhere. In a few years he will take a well deserved retirement and then what? He will grow a piece of land on the mountains edge? Getting started with handiwork? No, it's not the end of life he wants.

He saw them passing, Neolibyans, covered with colored fabrics, laughing loudly, drinking tea with merchants passing trough. That's what he wants! The sun and the easygoing lifesyle of an Afrikan who doesn't have to worry about money.

But the pay of a soldier doesn't allows that kind of life. Then one day he had a revelation, after an interested discussion with an apocalyptic named Seram.

He had been taken to his office for a validity check of his transport permits. His cargo, consisting of 3 young women and 1 man, was destined for his brothel. The apocalyptic smiled by repeating to Bouvier that his cargo was absolutely legal, and that he had proofs of those slaves purchased from the Neolibians.

Seeing a young and prettiest Hellvetic recruit entering the office , he had this sentence that Bouvier will never forget.

"What a shame I can't buy you some of your recruits, I have customers willing to pay a high price for healthy and fit specimens like this ..."

It didn't fall in deaf ears. Two years later, he was delivering a young Hellvetic to Seram for the first time. And this would last for 4 years, until someone decides to slit his throat.

The method was always the same, a convoy passed through the fortress, he arranged for the victim to be alone and out of sight, sometimes he sent it outside for any mission. Afterwards, he falsified mission reports and made the victim go "Missing in Action" or "Deserter"

He then received from Seram pretty sums in LC

or Dinars that he later changed to real estate in Afrika.

## BUT THEN WHO ?

Félix Bauer, Private Bauer to be exact is a young man of just 20 years old. Always willing, smiling and very good recruit. His parents had entrusted him to the fortress at a young age thinking he'll avoid the rough farmer's life in the valley.

If you ask his squad comrades, they'll tell you he is a good little guy, although a little naive. Life hasn't yet hardened him enough, and he is not really armed for the outside violence.

He is, moreover, way too preoccupied with Private Sylvia Morritz, a charming young woman with whom he is having an affair that the officers dont suspect.

But last week, Morritz disappeared and she was declared Desertress.

Felix didn't believe a word!

## LAST WEEK...

D Day -7:  
Felix and his squad were ordered to patrol along Road 22, Clanists had been seen prowling nearby and the merchants reported them to the soldiers.

He hadn't seen Morritz for two days, she was securing the North tunnel during the ventilation system maintenance, she should be back during the night. Maybe they'll meet each other on his patrol return.

D Day - 6:  
Back from patrol, no traces of Morritz. Today, he was on duty at the mess, he sure would see her at noon for the meal. But noone came. He then asked Morritz's roommates if they had seen her. They replied in the negative. Not for two days at least.

D Day - 5 :

Something happened to Morritz. He had to inform the hierarchy.

He went to see his Sergeant in search for an answer. He told Felix she seemed to have deserted the Fortress.

Felix tried to convince his Sergeant that it was ridiculous, and that she was not a deserter, but the he just told him to see this with the senior officer Bouvier who was in charge of the case. .

D Day - 4:

After a night's guard on the eastern rampart, Felix came to Bouvier with the idea of convincing him that something happened with Morritz and that he knew for sure she had not deserted.

Bouvier was tense, the tone went up between the two, and the discussion cut short.

D Day - 3 :

Felix felt Bouvier's behavior was very strange. He had to take a look at Bouvier's files and find out where Morritz had gone. He thus stole a maintenance staff's electronic pass to break into Bouvier's apartments during his absence this afternoon.

He managed to get in and began searching for Morritz's file. He read that Bouvier had sent her and Private Thomas on watch at the main door.

Although Felix knew that Thomas had not been on duty that night, because they are roommates.

This did not smell good at all.

In the recent months desertions and disappearances cases folder, he took a handful of files and took them with him for a look.

The analysis of these pointed up several inconsistencies or inaccuracies when the places, the dates or the soldiers involved.

D Day - 2 :

A whole day out of the fortress. Patrolling the neighboring area, impossible for him to discover more, but this story was obsessing. Bouvier knew things, he had to go back to his

quarters and learn more about it.

D Day -1 :

Felix decided to return to search the files this morning, and as he was crossing the main hangar (the one that sees most of the merchants and people passing through the fortress) he saw Bouvier in a dark corner in great discussion with an apocalyptic.

He sneaked up trying to capture their conversation.

Bouvier - "... I dont care that Seram will be disappointed! You tell him I stop deliveries for an indefinite period. This moron has suspicions I'm sure! "

This is what he heard before the apocalyptic disappeared into the crowd and Bouvier hit the road.

To understand who Seram was and what these deliveries were about, he needed to sneak into Bouvier's quarter again.

What he did immediately.

The records had not revealed much except inconsistencies but his personal agenda might be more meaningful.

He ends up finding it in Bouvier's bedside table. He slipped it into his pant, and left the quarters being careful not beeing seen.

That night he couldn't sleep, crossing Bouvier's notes and the files in his possession.

## BOUVIER'S AGENDA

The superior officer Bouvier kept a daily agenda of everything he did in the fortress, every appointment, every important task, everything he should not forget, as well as a plethora of names, contacts, people likely to be useful to him one day or another.

All this, scrupulously indicated in his agenda.

Anyone wanting to take a look at it would not

find anything very suspicious, although Felix knew what he was looking for. Seram. Morritz. And links to these inconsistencies in the files.

And everything was there for who knew what to look for.

While he names everyone for his appointments, some dates only mention the letter S, a series of numbers corresponding to a later date, two other letters corresponding to initials and a series of 5 digits ( a payment?)

At the end of the agenda, Bouvier had a list of contacts, and a certain Seram, with an annotation "Black Lily" and a place: "Eggerberg"

In Felix's head, there was no doubt anymore, this bastard sold Morritz and the others.

## D DAY

With drawn features and a void gaze, Felix didn't talk to anyone while dressing up and preparing for his watch.

Throughout the day, he will act like an automaton. Not saying a word unless you ask him something.

Tonight he'll take care of Bouvier ...

Back in the Fortress, he showered, took the meal with his unit, and waited for his roommates to fall asleep to leave his quarters silently.

On the wall beside his bed, he mechanically engraved SERAM with a knife as to not forget who he will confront shortly.

At this time, the fortress activity is reduced and the corridors are quite empty.

He knocked on Bouvier's door, who took a good two minutes to arrive.

BOUVIER – Soldier ?! What are you doing here at such an hour?

FELIX – We have to talk ...

BOUVIER – Are you serious? I am not your nanny, I do not want to tell you a story. If you have to talk to me, come find me during the day!

FELIX – It's about Morritz.

BOUVIER – Morritz is a desertress, I have nothing to say about her!

FELIX – showing the agenda to Bouvier – And Seram?

Bouvier's face froze and he remained silent for a few seconds.

BOUVIER – Dont stay in this corridor and come in. I'm sure we can get along. Close the door !

This sentence was an confession for Felix. And now Bouvier was trying to negotiate ...?!

While Bouvier was moving in the room, turning his back to Felix, the young soldier took out his knife from behind his back and violently planted it in Bouvier's neck at the junction with his trapeziums.

He instantly fell to the ground and died within seconds from a massive bleeding.

Felix gazed coldly at Bouvier's body and finally headed for the office in search for the chest key .

He searched in haste without finding anything, then perceived that something was hanging on Bouvier's neck.

A small key hung on a chain around his neck. The key to his personal chest.

## BOUVIER'S BOOTY

Human trafficking between Seram and Bouvier was lucrative.

In the chest several tens of thousands of chronicler's drafts and Dinars and a property deed granted by the central bank of Tripoli

Felix stuffed everything into a bag, snatched the page about Seram, threw the agenda on the floor and left the room.

## FELIX'S ESCAPE



He went through his locker, pulled on his harness, took his weapon and headed for the front door.

The soldiers on duty at the door asked him where he was going at that hour.

FELIX - I'm being asked to go and replace Müller at Station 6, apparently he's got diarrhea, I'm going fast before his harness is unrecoverable.

The guards giggled and let him pass.

Actually he's going to Eggerberg, trying to negotiate with Seram Morritz's freedom and perhaps even the other victims of Bouvier.

Felix knows the mountain well, he is used to long walks and is acclimatized to the temperature.

In the best-case scenario, he's going to be two days ahead from the players since the moment their taking the investigation.

## THE VILLAGE OF EGGERBERG

Located about fifty kilometers from the Fortress, the village of Eggerberg has around fifty inhabitants, some farmers, craftsmen but especially the "Goat's pass Relay", where merchants and travelers on their way to the fortress can eat and spend the night.

The building is quite massive, it was probably a

farmhouse and a barn before Eshaton and it was surprisingly preserved for some unknown reason.

It has been repaired with the knowledge borrowed from Hellvetics and can offer a meal and a couch to thirty people at the same time.

The Relay is held by a young woman, "Clara", early thirties, pulpy, nice redhead but with a strong temperament.

Clara is Seram's younger sister, but in Eggerberg, no one knows (except maybe for Seram's henchmen)

A trickle of water descending from the mountains passes a hundred meters from the village and guaranteed residents clear water for their gardens and their daily use.

But the most notable building is surely the "Black Lily"

## THE BLACK LILY

The brothel of Seram the apocalyptic. He set up his house of pleasure in the wreck of a rusty surge tank abandoned decades ago.

The machine has already been stripped of most engine parts and embedded electronics. It is therefore an empty shell that Seram has decorated and furnished to make it a rather luxurious place and very popular among travelers.

Although it's run by apocalyptics, the Black Lily is a place frequented by a wide variety of customers, from scrappers to rich neolibyans. Seram ensures that his customers spend a pleasant time at « Black Lily » and also that none of them comes to disturb the atmosphere. Some clever clogs already had to be "taken away" with a lot of volleys of punches in the face.

The only thing he's trying to avoid is that Hellvetics coming looking for a good time won't fall on one of their former soldier comrades.

At the moment, there remain three recruits inherited from the Fortress: Morritz, another young woman and a man.





The others were sent to Borca in other establishments or died "of wear" let's say ...

It is common to keep recruits in a second state with burn reinforcement but concerning the Hellvetics, they are sought because they are healthy from any sporulation.

Seram therefore buys products for anesthesia under false motives from the Spital and uses them to drug recruits.

## WHAT IS GOING TO HAPPEN TO FELIX

After a day and a half walking in the mountain, Felix arrives in view of Eggerberg. He will stop at the goat's pass relay, get a room, a hot meal and head up for the Black Lily.

While the Barman proposed him a drink and a girl, Felix will ask to see Seram ... on behalf of Bouvier.

The reaction is immediate, he'll be invited to go upstairs in Seram's office.

Seram, intrigued, will let Felix empty his bag, tell what he discovered and the relationship that binds him to Morritz. Naively, he hopes his little story will awaken some kind of empathy in Seram.

He will offer to give him the money found in Bouvier's chest in exchange for Morritz and others if there are any.

Seram will let him expose his little dream plan by watching him amused.

At the end of his touching little speech, he will signal to his henchmen to get rid of the miserable, and to make him talk to know where he left the Bouvier's money.

## WHAT ABOUT OUR PLAYERS ?

In principle, they were paid to conduct the investigation and if they didn't work too badly, they have what it takes to link the murder to the disappearance of Felix, the "desertion" Morritz, the agenda, Seram, etc ...

If they can't find someone who can link Seram to Eggerberg and the « Black Lily », they could also use the pencil trick on the next page of the agenda in order to reveal what was written on the page ripped off by Felix.

Normally, they should follow the trail from Felix to Eggerberg.

To interrogate him, stop him, and hand him over to his hierarchy probably.

But before that, they have to take Felix off the claws of Seram and his men because at the moment he's spending a bad moment tied up to a chair, his face swollen with blows.

Facing Felix naivety, and perhaps his arguments, Morritz's situation, and the cynicism of Seram, maybe they'll take sides.

Perhaps free them all, and let them go, pockets full of Bouvier's dirty money?

But how will they handle Seram? Negotiation? Threat? Infiltration? ... or will they let guns talk?

### SOME HYPOTHESIS...

#### The frontal approach.

Openly confronting Seram is risky. The pimp isn't born yesterday, he has nerves of steel and a "poker face" of the most beautiful effect.

If the players remain polite and friendly, he is in favor of a negotiation in exchange for their silence.

If the players threaten him, he will play the worry and impressed guy, but at the first opportunity, he will order his men to shoot the players (probably not inside the Black Lily if he can avoid it).

#### The infiltration.

Pretending to be a customer is a good way to probe the place without being too suspicious. However, it will still be necessary to pay attention to the questions that the players will pose and that could put the chip in the ear of Seram and his men (especially after Felix's visit)

To infiltrate like a shadow without being seen is another possibility which, is also not easy. It has the advantage of being able to push the exploration to the room where Felix is held, and perhaps even exfiltrate him without anyone realizing it (at least for a moment).

### Raise your guns !

By far the worst idea. Engaging in "we shoot first, we discuss later" mode.

At the slightest shot, Seram and his men will close the watertight steel doors and lock themselves inside their fortress without any means for the players to enter easily.

Big tactical advantage for the apocalyptics, big risks for the players.

### NEGOCIATIONS

If the players are convincing and do not openly threaten him, Seram is ready to pay them for their silence (after all, Felix came to find him with a bunch of cash).

He offer 3000 CD to each of the players, but Felix must die and Morritz and the others will be sent to Borca in another establishment. Players will only have to invent a pretty story of a killer on the run, but nothing that binds him to the « Black Lily ».

#### If they accept...

Well done, they made easy money. But they are now linked to Seram and accomplices of this crime. And the apocalyptic will not hesitate to use this lever in the future to obtain services.

#### If they refuse...

Seram will be deeply sorry not to find common ground but will not break the negotiation, asking directly what the players want then.

#### If they are too greedy...

Seram will give the impression of thinking for a moment and then reluctantly accept the conditions the players gave. On the other hand, if the players lower their guard for a moment, he order his men to eliminate them.

If he have no opportunity to do so in the « Black Lily » (he try not to create a shootout inside if



customers are present), he will send his men in pursuit of the players to prevent them from returning to the Fortress or wherever they'll go.

### IF SERAM DIES...

If Felix is still alive, he will ask players to let him go with Morritz (she has nothing against it, even if she's still in a daze following the taking of pharmaceutical products, she is probably aware of what Felix did to save her)

He intends to leave for Purgare avoiding the fortress and its tunnels, then he will try to reach Afrika and rebuild his life in the property Bouvier had bought there.

Bouvier's jackpot represents nearly 25,000 CD, Felix is ready to leave 2000 CD to each player for saving them, but absolutely need to keep the rest for his long journey, and to bribe the people who will have to help him.

If the players refuse and want to hand him over to the Fortress...

Felix will try to convince them that Bouvier deserved to die, and that he and Morritz are in love and that he only wants to disappear and finish his life by her side.

He will eventually propose to serve as a mercenary for a fixed period of time after which the players should give him his freedom.

If nothing helps, he will resign himself and will not say a word until he returns to the Fortress. At no time will he show a sign of remorse.

### ANYWAY ...!

Someone has probably been forgotten here, it's Clara, Seram's sister and owner of the « Goat's pass relay ».

From the moment she saw the players interested in the « Black Lily », she observed them from afar.

If she discovers that something has happened to her brother, she will warn the flock and give all the informations she has about the players.

She saw Felix aswell, but knows nothing about what he came for at the « Black Lily »

### IF SERAM AND FELIX DIE...

Either the players bring the money back to the Fortress.

And give all this money to the Hellvetic hierarchy (Bravo, you're Loyal Good)

A high-ranking officer will double their reward and keep the rest of the LCs assuring them of the Fortress gratitude.

Either the players decide to keep the money.

They better have well-stitched pockets and well closed mouths because there's a lot of corpses in their wake and people looking for them with a fierce desire of revenge.

Whatever they decide to do with this money, make them feel the price for their actions.

### CONSEQUENCES FOR THE REGION.

In any case, the Hellvetic hierarchy can't afford to divulge what Bouvier had put in place.

It wouldn't be good for the troops nor for the Fortress image with the other cults.

They will not offer to buy the loyalty or the silence of the players, but will remind them just how much the Fortress is a welcoming place for people passing through and that it is really very hard to cross the Alps for those who do not. have access to these tunnels anymore.

Regarding the apocalypics, Seram being a very influential figure in the region, his flock will not let his murder go unpunished (if the players killed him obviously).

In the case where he is alive, he becomes a Blackmail master that players will love to hate.

## THE NPC.

### Superior Officer Bouvier

Felix's victim and the executioner of many Hellvetics.

Description in the section « The Victim »  
(page 2)



### Private Félix Bauer

Bouvier's murderer, in the hands of Seram the Apocalyptic.

Description in the section « But then, who ? »  
(page 3)



## Private Sylvia Morritz

One of Bouvier's victim, in the hands of Seram. Forced prostitute.

Morritz is 22 years old, beautiful young athletic woman with blonde, almost white, hairs.

States of exemplary service, nothing suggests that she might want to desert.

Of a rather pleasant nature, she is appreciated by her companions in arms who doesn't understand the reasons for its disappearance.

For almost a week now, she is kept drugged and forced to prostitution in Seram's brothel who bought her from Bouvier.

Seram is very careful not to spoil his new acquisition and has given strict instructions to avoid wounding her during her kidnapping.



## Seram the Apocalyptic

Pimp and owner of the brothel « The Black Lily ».

43yo, nice with his friends and customers, but without mercy for his enemies.

He will prefer a solution without unnecessary violence to a problem but has no remorse using it if he sees no alternative.

Seram is part of the Flock of the Thousand Feathers.

A flock made up of a hundred souls and who are rather active in the service sector (Bar, Brothels, Shops, ...) but have especially a wide contact network.

Seram is a very social person, and a good talker. Smiling and a with a despairing franchise. He never makes promises that he cannot hold, nor threats he can't apply.

His flock mainly occupies the south Borca and part of Hellvetica.



## Clara

Tenancier of the « Goat's pass relay ».  
31 years old, luscious redhead. Tattooed on most of her arms.

She is outspoken like her brother but doesn't endorse his activities.

She is not even one of the apocalyptic, but when her brother moved to Hellvetica, she followed him.

By taking over the Relay, she brought Eggerberg back to life and she is appreciated by everyone.

Even if she does not agree with Seram's activities, he remains his brother and will seek revenge if anything happens to him (the reverse is true as well)

Of course she doesn't know anything about the agreement between Seram and Bouvier but she would not say anything if she was asked the question anyway.

For her own safety and her brother's too, she never told anyone of their family link.

