

## **Monday 8th April 1940**

Back at HQ in Arras.

Quite a big period of time between section going missing on 19Mar and visiting bullion dealer on 28Mar. Two weeks in which time they appear to have stopped a civi truck, kidnapped four people, learnt alchemy, and cast some dodgy lead bars.

Soldiers at road block had seen a light blue, unmarked, truck passing through every other day driven by a French man. Vehicle went from Lille to Tournet, sometimes laden, sometimes not. Not been seen for a little while. Driver in 50's of unkempt appearance in rough suit that seemed to be what he slept in.

Travel to Lille to visit police station where we find a small blue van matching the description of that seen by the soldiers in the Police car park. We take a note of the registration.

McKie speaks to the desk sergeant. Requests information about the blue van, finds that it belongs to Mr Cleremont. It was found in a hedge just outside the village of Aubers, which is west of Lille in a farmers hedge where it had been for a couple of weeks. We are given permission to examine the vehicle by the desk sergeant. Also request picture of Mr Cleremonte and a list of the vehicles in the area including colour and ownership. These are agreed to by the desk sgt.

Whilst examining the car find a number of finger prints around the doors and gear stick, one appearing to match Fredericks. Position of finger prints appears to suggest that he was opening the door. The floor of the vehicle is very muddy.

Take copies of the finger prints to compare with the police records. By 2300 have identified Messrs Pennard, Lambert and Martin, who all have Police records for petty crimes, most of the missing section, and two unidentified sets.

The hour being late we decide to sleep at the station.

## **Tuesday 9 April, 1940.**

Visit residences of the 3 men and find that they too have all been missing for roughly 3 weeks. No known plans to be away but the Pennard's girlfriend and Martin's wife appear to be evasive when spell cast on them. All have been working with Cleremont. When we mention that we have found Cleremont's van abandoned they appear concerned.

As a key for a garage is also on the key ring we search around Cleremont's property for garages, which we soon find. Whilst I and McKie return to the Police station for the keys Williams takes up an OP near the garages. Upon returning with the keys McKie puts on the 'cloak of invisibility' and tries the garage doors for one the key may fit. This he does but only unlocks it and leaves the door closed. He returns to the group where he takes off the cloak and we all then approach the garage in a nonchalant manner.

Once we open the door we find a large garage that could hold the vehicle and other materiel but it appears to have been cleared out. At the back is aloft that appears to have been lived in but now only mouldy food and empty wine bottles remain. The garage has been so comprehensively swept that we find nothing. However, below the loft we find a

large number of lead shavings.

Williams uses spell raft to look for hidden magical items but finds nothing.

McKie gets a set of prints off the bottle that matches prints off the fake gold bars.

Having spent a great deal of time investigating the garage decide to call it a day and return to from Lille to HQ.

Williams remains in the garage while we return to the Police station to sleep.

### **Wednesday 10 April, 1940.**

After a restful night we return to the garage to pick up Williams before travelling to Aubers where we make ourselves known to the local policeman. He reluctantly agrees to being fingerprinted. These match prints on the van.

The van had been parked in the lane for between two weeks and 10 days. He had not seen the van before. The lane heads towards the Fromelles, in which direction the van is pointing. Around the area are many remains from the First World War, including trenches and underground shelters.

Return to Arras where we pick up Cpl Walter Evans, a tracker, to assist with the search around the lane.

Cpl Evans discovers tracks that appear one or two weeks old coming and going to the trench areas of people in civi and Brit Mil footwear. Seem to be going down the same path so follow the tracks down it. We are warned by the local Police that there is a large amount of unexploded ordnance in the area. Follow track for 40/50 feet and notice an amount of stuff has been dumped that appears to be the missing road block. The tracks continue down the path.

Order of march: Evans, McKie, Smythe, Williams.

Policeman returns to the village where we agree to meet him in the evening and with instructions to call HQ if we don't return.

Continue down the track where Evans sets off a trap. Catches all except McKie by surprise and all are injured. Once recover senses group move into cover of hole while Williams treats the group's injuries.

See movement towards the road which appears to be the policeman. Williams returns to the Policeman who has been panicked by the explosion who then leaves after being mollified.

McKie decides to proceed with caution. The group spreads out and moves forward in the same order of march. As we carry on down the path following the tracks we come over a ridge where we see the entrance to an overgrown bunker.

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Wednesday 10 April, 1940

Having survived an IED the party carried along the path following the tracks left by the occupants of the blue van. The path took them up to the brow of a wooded hill where they discovered the entrance to a bunker with two two entrances, one on the left, one on the right. Both entrances had doorways but no doors remained. The tracks the party had been following led more heavily to the right hand side door. Cpl Evans detected a further track heading away from the bunker.

Lt Smythe used his 'detect evil' ability outside the bunker but detect nothing in the vicinity. Capt McKie then decided to approach the bunker cautiously. Putting on the cloak of invisibility behind a tree he managed to move silently towards the right hand entrance. As he peers inside he sees two passages to the left of the entrance.

From the left hand entrance he sees a room that appears to have been occupied by eight British Military personnel but has been vacated in haste. Outside the door a boot can be seen in the undergrowth with drag marks leading away.

Capt McKie moved away from the entrance into the undergrowth near it and removes the cloak. He then beckoned the rest of the squad forward. Most managed to move forward stealthily but Lt Smythe was very noisy.

Williams, with his Dark Vision, noticed more British army equipment in a room beyond the first room. Moving around the corner of the second room he noticed something under a pile of blanket. The floor is covered in rubbish. In the corridor he detects a small pressure pad which he steps away from. Sneaking back to the entrance he reports his findings to Capt McKie who decides to follow the drag marks before exploring the bunker. The tracks led down the slope away from the bunker and are of 4 men in civi shoes who appear heavily laden and an indeterminate number of Brit mil boots coming and going, some seemingly from after those in civi shoes.

Whilst Cpl Evans follows the tracks Capt McKie casts alarm to cover both doors. After 80yds come to an overgrown stagnant pond that is almost circular in shape with a diameter of 70ft. The pond appears to be quite deep. The tracks appear to come down to the pond before milling around and disappearing off in several directions either side of the pond. Again the Brit Mil tracks overlay the civi tracks. Cannot tell whether the returning tracks are unladen.

Cpl Evans followed the tracks around the pond and is convinced that they are made by one person. They eventually drop down a slight rise beyond the pond which we follow. Suddenly a shot rings out and a bullet hits the tree above McKie. The party dove for cover, drawing our weapons as they did so, but not soon enough as Capt McKie takes a wound from a second shot

Lt Smythe locates a possible shooting position and points it out to the rest of the group but not before McKie takes another wound.

Smythe manages to hit the shooter but Evans misses. Williams remains behind but spots the shooter. McKie returns fire hitting the shooter three times.

With the shooter appearing to have slumped over Smythe moves forward towards the shooters position. Williams shoots in the direction of the shooter while Evans teams with

Smythe to move forward.

Evans and Smythe continue to move forward, Williams moves towards the rest of the team while McKie offers covering fire.

Smythe reaches the shooters position where he discovers a corpse. Moving the weapon away from the corpse and checking for boobytraps discover a Pvt soldier from 2NORFOLKS. His unkempt appearance shows he has been living rough for some time but he has a clean Lee Enfield rifle. Most of face and head are missing as a result of the wounds caused by Capt McKie. Searching the body the party find a set of dog tags and a wallet identifying the corpse as Pvt Freezer with £1 5s 9d, 3Fr 17c, however the Dog tags identify him as LCpl Freezer. The nick in the sole of his boots confirm he is the person we have followed around the pond. Remove dog tags and mark body.

Capt McKie decides to return to the bunker, whilst receiving healing from Williams, where they rest.

Evans and Smythe return to the village where they find the Gendarme in a cafe. He agrees to provide the party with supplies of food and equipment and send an interim report back to HQ. He also agrees to bring fresh supplies to the lay-by the next day. After an hour Evans and Smythe are able to return to the vicinity of the bunker with ropes, a ladder, torches and some food.

McKie and Williams take the opportunity whilst Evans is away to recast 'Mage Armour'. Once the group reformed McKie rechecked the rooms for traps. It appears that whatever is under the blankets is linked to the pressure plate. Taking some cover in the nearer room he attempts to disarm the trap.

Having failed to disarm the trap, but not setting it off, McKie decides to explore the bunker further. From the first room he follows the corridor down finding a smaller room with a further passage off it and firing slits. The corridor ends in the passage from the right hand door. Turning left he finds a new room with further bedding rolls inside, one of which is booby trapped. McKie receives a significant amount of damage from the blast while the rest are knocked off their feet. The room is completely demolished.

McKie is thrown through three adjoining rooms.

Williams moves in to recover McKie. He notices in the corner of one of the rooms a lead bar similar in shape to the fake bars discovered initially. He leaves it and treats McKie. McKie continues to search around the rooms. Near the bar he feels something is 'not quite right' so Williams casts detect magic, discovering that there is magic around the bar. Smythe and Evans remain outside the bunker keeping guard over the bunker.

Having checked the room Evans is tasked to pack up the equipment left behind in the first room.

Williams, having checked around the bar thoroughly, gets it in to a kit bag and drags it out of the bunker. It is larger than the previous bars. There do not appear to be any finger prints on it.

The bar is identified as being trapped with an alchemists fire which is set off when pressure is released from the base of the bar.

Williams and McKie take the bar down to the pond, with Williams casting 'resist fire' on McKie. McKie identifies a shallower part of the pond to drag the bar in to. As the bar explodes McKie dives out of the way and there is a whoosh of steam from the pond. Eventually the pond stops fizzing. After a little while the bar is recovered by McKie. It is slightly lighter as it is hollow to contain a liquid.

Williams takes the opportunity to search the pond for bodies. Two are recovered and identified through their dog tags and uniform as Pvts Redbrook and Hutchins of 2NORFOLKS who were not part of the original missing party. One of the bodies is missing a boot and both have been killed by a gunshot wound.

Smythe keeps Evans occupied taking the recovered equipment to the car.



Sketch of the Bunker Complex



### **Wednesday 10 April 1940**

Arrive back at base in the evening with 3 bodies (one shot by Capt McKie and 2 by German 9mm).

Go to NORFOLK's Regimental Duty Officers to find out more about the deceased. Find they have been missing since 30Mar when they didn't return from an evening in town. Had been part of the missing section before internal postings.  
Request an autopsy.

Decide to get some sleep.

### **Thursday 11 April, 1940**

After a nights rest visit bodies in morgue to recover finger prints. Neither are the unidentified finger prints.

Request a list of known enemy operatives in the region to compare any of their finger prints with the unknown prints. This results with a long list of which 10% have attached finger prints occupying Lieutenant Smythe until late afternoon. Sadly these enquiries draw a blank.

A bomb disposal team is requested to enable a fuller search of the bunker.

Autopsies show that the two corpses died on 1Apr40 from multiple gunshot wounds and had been in the pond since. The rounds were German 9mm.

Return to the bunker with the bomb squad. After half an hour the Captain returns with 2 Lee Enfield rifles that had been wired to a frame set up to shoot anyone treading on the plate. The trap cleared we search the room and find nothing.

Climbing on top of the bunker we see that something has been thrown behind the bunker. It seems two sacks have been dumped over the back of the bunker, they appear not to be trapped. We pull them up to find a collection of broken pipe work and bottles. From Captain McKie's knowledge of alchemy we deduce it is something unusual. On closer inspection of the pipe work traces of lead are found.

On a further search of the briers, rusted barbed wire and stinging nettles we find nothing other than scratches and a few hits of damage.

A further search around the bunker reveals further set if tracks heading towards what had been the British lines. The tracks lead left and right through a boggy trench system. Sgt Arnold discovers a trip wire linked to some logs overhead.

Following the trenches we discover what would have been an officers dugout that has been occupied until recently. At the back of the dugout is a French army ammunition tin from around the era of the First World War that has been booby trapped with a coil of wire beneath it. The tin appears also to have been kept indoors rather than having been discovered in the trench systems. The engineering officer, Captain Hadley, agrees to disarm the trap. After half an hour he returns to us covered in sweat informing us that the tin had been sitting on a very large amount of explosive. As he returns to the pond we begin to investigate the tin. No magic is identified so Sgt Arnold opens it with a large stick

to find it contains a roll of material containing objects, a leather bound book, and some ammunition.

Opening the cloth we discover spurs and a cap badge from the 13th Hussars\*. The book is a diary that appears not to be trapped. Opening it carefully it is revealed as belonging to LCpl Freezer. We decide not to read it at that point.

Whilst we follow the new tracks the Sappers are detailed to blow a breach in the pond edge to release the water. Captain Hadley reckons that only 2/3 of the pond would be drained by making the breach. The breach is made and the water washes down the hill revealing more of the crater but we discover nothing immediately. Thanking the engineers we arrange with them to come back the next day and pump out the rest of the water. We return to camp where we read the diary. LCpl Freezer had been a member of 13th Hussars prewar before getting busted and transferring to the NORFOLK'S.

The diary is at first in eventful until 19Mar when, whilst manning a road block on the Tournet road, they stopped a small blue van. Inside were 4 Frenchmen, a bound a gagged Frenchman, and a number of gold bars. The section commander, Weston, convinces the section to desert and they make off with the van, throwing the Frenchmen in to the back of the van. They are later shot in a quarry and the bound man freed. They make for the bunker which is known to him due to his father having served in the area in WW1. The bound man is referred to as Frank and turns out to be an alchemist who is able turn lead in to gold. The section assist him in making further gold bars and some try to sell the resulting bars. All goes well until 1st April when it is raided by further Frenchmen. Freezer manages to escape.

### **Friday 12th April, 1940**

Using the information in the diary we feel that we may be able to identify the quarry, which is 3/4 hour drive away. We find the quarry and the 4 bodies of the shot Frenchmen. Searching the bodies they are confirmed as Clermont, Martin, Lambert and Peynard. We return to camp and report our findings to the RMP. They will provide CNO's for the widows.

We return to the site of the pond in the afternoon, which now has only about 15% of the water left in it. It should be empty tomorrow.

Message is sent to OP on Clermont's house to record comings and goings after French Police have informed widows.

### **Saturday 13th April.**

We are woken from our bunks by the RMP informing us that all 4 wives and girlfriends had been murdered in their beds, with their throats slit. Unfortunately our OP had seen nothing at Clermont's.

Capt McKie negotiates with the French police for Sgt Arnold to investigate possible entry points to the house. On one of the rear windows he discovers signs of recent disturbance. He climbs out on to the roof and discovers the route the assailant had used for entry. He then points this out to the French Police. This avenue of investigation closed we decide to leave the French Police to their job.



Monday 15 April, 1940.

We contact Reynard to request that we meet at the Police Station. As the CO is with us we arrange to take two armoured cars and a soft skin car.

Armoured Car 1 - CO, Webb, Kelly  
Armoured Car 2 - McKie, Evans, Rogers.  
Soft top - Williams, Smythe, Arnold.

Heading out of camp we then head to the police station. When we arrive at the police station we enter and meet with Reynard. Before we do so the CO and Williams take advantage of the facilities to cast 'zone of truth' and 'detect thoughts' respectively. Reynard is pleased to see us. We discuss our interest in the murders and question him further. Williams finds that Reynard is thinking about Lt Leon, he is also perplexed as he feels he is enchanted. On questioning him about Leon, Williams detects that Reynard is panicking. On further discussion he agrees for us to look at the crime scenes immediately and says that he will phone ahead. Smythe attempts to intimidate Reynard to join us in investigating the crime scenes but he refuses. When we ask him about Leon he says that Leon is at 'church' and will then go to a bar afterwards where he will not talk about work. We leave and make to move away, but we double back in the soft top to wait out on Reynard. The armoured cars head back to camp. After 5 mins he leaves and gets in to a Renault. We follow but it seems he had detected us so we pull back. He eventually arrives at a rough looking church in the industrial area of town. Reynard goes in to the church.

We caste Mage armour on ourselves.

Outside the church a man sits on the steps. He appears to be armed.

McKie and Arnold stand watch while Smythe and Williams leave to find a phone to request assistance from the armoured cars. We find a bakery with a phone and ask for the armoured cars to be rerouted to our position.

5 minutes after Smythe and Williams leave to find a phone Reynard leaves the church with another man who appears in his 40s. McKie scribbles a note explaining what he has seen and what he is doing and follows Reynard's car. The car eventually starts heading south from Lille. Eventually it reaches the road for Paris and continues in to the suburbs of Paris. Eventually it comes to a halt outside a run down house. Arnold hides while McKie calls for backup.

Smythe and Williams return to find the car gone but find the note. They decide to wait for the armoured car to arrive. The armoured cars eventually arrive in front of bathe church. One is detailed to go round the back of the church while the other remains out front. Williams, Smythe, CO, Rogers and Webb enter the church through the front door. Nothing untoward is visible in the church.

Williams casts invisibility on himself, spooking Kelly as he disappears in front of him. Williams looks to see if anyone is watching but sees no one. As he opens the door there is an explosion and Williams is flung back across the street. Smythe sees the tower is cracking and orders the party away from the building and back to the armoured car. The party manage to climb in to or on to the armoured car just as the tower begins to fall. Bricks fall in to the drivers hatch causing Kelly to crash in to a fishmonger.

Hq receive the call from McKie and task Evans, Kelly, Williams and Smythe to support McKie. Williams manages to heal many of the party then Smythe uses heal minor wounds to heal his own wounds. Before arriving in Paris Williams casts Mage armour on the group.

When the group arrives in Paris they meet up with McKie.

Williams puts on the invisibility cloak and recces the building. He detects two people inside.

Evans, Smythe and Kelly move around the back of the building whilst McKie lock picks the front door. He then bursts in to find a darkened room. Williams casts glimmer dust, causing McKie to lose his night vision as he illuminates the room. Williams is then shot 3 times and downed. Arnold moves in to the building taking care not to be silhouetted by the doorway.

Around the back Evans kicks in the door and Smythe looks in to see an upturned table. As he does so he is shot at twice, being wounded by the first shot.

McKie twists and, still blinded, shoots in the direction of the shots.

Around the back Kelly shoots at the table hitting it three times. This is supported by Evans who shoots at a figure he sees and hits it. Smythe misses.

Arnold is shot at being hit in the chest. He returns fire at the shooter.

Suddenly a voice calls out in English that they surrender. We recognise it as Reynard. Arnold calls him outside. In the rear the figure takes a leap to try and escape but is pinned down by Evans and Smythe who restrain him.

We search both of the gentlemen and find that the new person is Dr Duveye.

Upon return to camp the prisoners are handed over to the CO who handles the political fall out of our actions. DuVey is spirited away by MI20. Reynard returns to duty. In the ruins of the church the bodies of the 7 soldiers are found with their throats slashed.