

Tobias Deißler

Currents of the Past



A spooky adventure for
%-based and other RPG systems

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Overview

"Currents of the Past" is a spooky adventure set in Latvia in 1901. August Peter von Uexküll, a German-Baltic aristocrat and inventor, invites the player characters to his country estate, where he will demonstrate wireless voice transmission using a radio wave device.

Once there, there are strange incidents, and it's up to the player characters to get to the bottom of things. To what extent these incidents can be traced back to supernatural, alien or mere mundane causes (or even all three) is at the discretion of the referee.

~ Rules ~

The stats in this adventure aren't given for a particular game system, but they should look similar enough to be usable for any experienced referee. Attributes (STrength, DeXterity, COntitution, WIsdom, CHarisma) are in the range from 3 to 18 (for humans). Skills are given as percentage chance to succeed. HP are hitpoints, WP are willpower points, which are like mental hitpoints. Conversion to other systems should be easy enough.

~ Player Characters ~

Suggestions on how to introduce the player characters in the adventure can be found later in this document, as well as eight ready-made characters and an example invitation.

~ Arrival ~

The Uexküll estate is located in the northwest of Latvia, about 30 kilometers northeast of the port of Windau (today: Ventspils), on a low hill between the villages of Angermünde and Pissen, above the river Irbe.

The easiest way to get there is via Windau, which is connected to Travemünde by regular passenger ships (journey time: about one and a half days), as well as via a railway line to Riga and Moscow. From Windau, however, the path is very difficult and leads along poorly maintained country roads through lonely, primeval forests and swamps; only occasionally there are small villages. Carriages pick up the characters from the station or harbour. With these, the route can be covered in about four hours.

~ Country and People ~

Today's Latvia was part of Tsarist Russia in 1901, but the German-Baltic upper class (known in the German Empire as the "Baltic Barons") still has many of its privileges. Latvia's rural population is largely poor, uneducated and superstitious, and is treated as second-class people. They speak Latvian; hardly anyone understands Russian, but in cities German is quite useful, and also one or the other servant of a German-Baltic in the countryside - who of course speak German - understands it and can speak a few words. In the adventure area there is a small minority of Caracian Tartars who emigrated here centuries ago from Crimea and cultivate their own language and religion (They don't play a role in the adventure, but it's an interesting historical tidbit).

Windau is a rather modern small town (20,000 inhabitants). The port was expanded a few years ago and connected to Moscow via a railway line (via Riga). Windau is Russia's most important Baltic port because it remains ice-free in most winters and is therefore a busy trading centre.

The hinterland around the city is covered by swampy forests that are largely untouched. Only the edges are used rather reluctantly for the production of firewood and timber.



The steam ship "Kurland" runs the line Travemünde-Windau regularly.

Historic Background

~ In Ancient Times ~

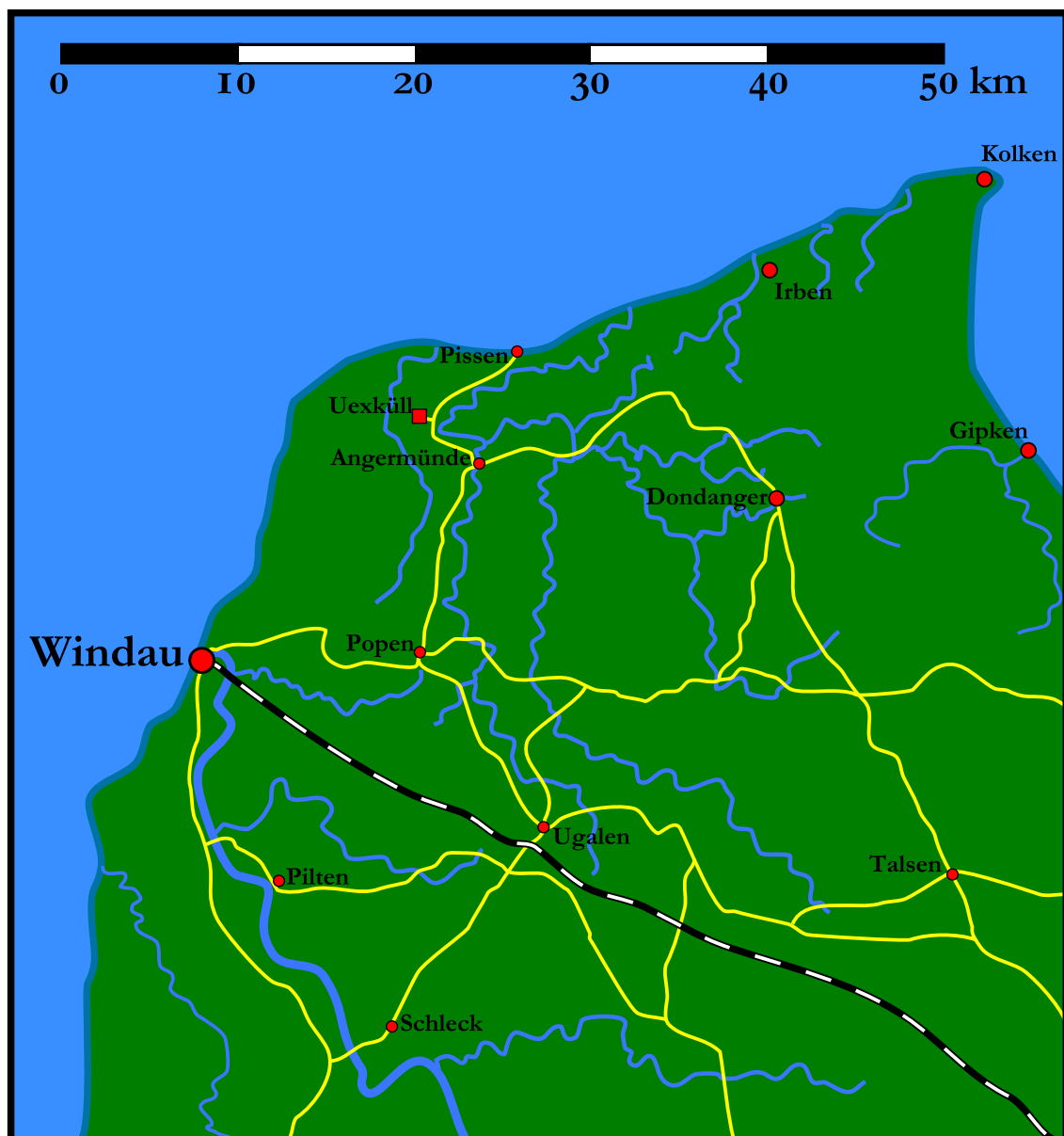
The hill on which the Uexküll estate stands was a sanctuary of the pagan shamans of the area, who performed their cruel rituals and human sacrifices there.

~ The Teutonic Order ~

From the middle of the 13th century the area came under the rule of the Teutonic Order, which razed the sanctuary of the shamans to the ground in the course of a punitive expedition. Many shamans and their followers were killed. A castle was later built on the site of the sanctuary, which burnt down in the 14th century under unclear circumstances. Only the main tower remained. The castle was not rebuilt and the area was left to its own devices.

~ The Uexküls ~

In the course of a land exchange in the 16th century, the area came into the possession of the von Uexküls who "ruled" the land from Windau, i.e. occasionally sent a tax collector there, but otherwise ignored it. This changed in 1878, when the eccentric Gottfried Otto von Uexküll began with the construction of the modern Uexküll estate. In 1880 the family moved here from Windau. Gottfried Otto von Uexküll was an occultist, and had set up a magic workshop in the basement of the old tower and tried to summon beings there. He died from a heart attack (?) in 1881, so that the young August Peter von Uexküll stopped his studies in Germany, returned to the Uexküll estate and took over the family businesses.



Timeline

Ancient Times	The site of today's Uexküll estate is a pagan shamanistic sanctuary where cruel rituals are performed.
1260	The Teutonic Order conquers the area, slaughters the shamans and builds a small fortress on the site of their sanctuary.
1391	The castle burns down under unclear circumstances; only the tower remains. The Teutonic Order leaves the area to itself.
1611	The area falls to Uexküll family, who don't care and only occasionally send tax collectors.
1878	Gottfried Otto von Uexküll starts building the Uexküll estate.
1880	The estate is finished, the Uexküll family moves there from Windau.
1881	Gottfried Otto von Uexküll dies from a heart attack. The young August Peter von Uexküll aborts his studies in Germany and takes over the family business.
1888	Construction of the laboratory hall.
1892	Construction of the first radio tower.
1898	The first radio tower is struck by lightning and burns down. The second radio tower is built.
1900	Deconstruction of the second radio tower. Construction of the third radio tower that still stands today.
1901	Arrival of the player characters.

Adventure Background

There are three antagonist groups in the adventure: Ghosts, aliens and the villagers. The referee can choose one of the three, or combine two or all three. Since the antagonists have nothing to do with each other for the time being, it can be challenging for the players to unravel such a plot cluster. As a simple version, which can be played through in one go, and which offers a straightforward solution, the ghosts are particularly suitable as an opponent.

~ Ghosts ~

August von Uexküll uses a crystal detector for his radio receiver. He has got the necessary pyrite from an old amulet that was still in his father's estate. He removed the pyrite and gave the remaining amulet to Sophia, his eldest daughter, who has loved wearing it ever since - much to the displeasure of "grandmother" Uexküll.

A few days ago Katharina, his younger daughter, discovered her grandfather's secret magic workshop under the library while playing and also found his magic book there. She talked her sister into experimenting a little together. On the second floor of the old tower they drew a summoning circle and held a "ritual" in which the old amulet was also used. They got caught by Dashkova, the governess, which caused a lot of trouble. They've been grounded ever since.

In this ritual, they have indeed conjured the ghosts of shamans, who now make the property unsafe every night at midnight. They want to drive the invaders out of their sanctuary and take cruel revenge on the descendants of the Teutonic Knights, the von Uexküls. Initially the ghosts were still very weak, but because August von Uexküll built the crystal of the amulet into his radio receiver, they gain further energy with each execution of the radio experiment: Their attack increases by 10%, the damage by +1!

Appearance

The shamans appear in threes: A emaciated old man, bent forward on a long stick decorated with feathers and bones, with which he can strike powerfully; a strong, scarred man in his prime, holding a zither-like, 5-stringed musical instrument (a kantele or cöle) in his hands, with which he can both play ghostly tunes and strike powerfully; and a young man wearing an amulet with rune-decorated stones and crystals around his neck and armed with a flint knife. All are dressed in

skins and whitish and translucent, even if they can interact with the physical world - e.g. by grabbing or hitting enemies.

If a character falls below three hit points due to an attack by one of the spirits, he falls into a coma. His body temperature drops slowly but steadily until he finally dies. This can be delayed up to three nights by warming the body.

Behaviour

The ghostss haunt only the main house, where they roam the corridors and rooms. they can also walk through walls, but usually don't. They are not particularly attentive, and if they have not yet noticed a person, it is easy to hide from them.

Ending the Spook

The ghosts cannot cross lines of salt or enter or escape salt circles, but if they disappear for the night they can reappear elsewhere in the house the next night. They cannot be hurt by firearms, but a hit with an iron weapon (e.g. a poker or a sabre) can throw them out of this world for a few minutes.

To get rid of the ghosts, you have to salt and burn what they hold in this world - usually their mortal remains. The shamans were already burned at the stake by the Teutonic Knights at that time; what they hold in this world are three objects: The long stick of the old man (still in the magic workshop) and the instrument of the man (hangs in the tower room as a decorative element on the wall) as well as the amulet of the young man. The amulet was used by the daughters in their ritual, but it was confiscated and has been in the bedside table of wife Charlotte von Uexküll ever since. The crystal is built into the radio receiver. If these objects are burned (or the amulet and the crystal shattered), the ghosts belonging to them also go up in flames (or the young man splinters into a thousand individual parts) and are banished forever.

Stats

WP loss: 0/1D4

ST 14	CO 14	WI 10	HP 14
DX 12	IN 10	CH 10	WP 10

Skills:

Ghostly Strike 50% (1D6 Damage)

Searching 10%

Walk-through-Walls 80%

~ Aliens ~

August Peter von Uexküll has actually established contact with extraterrestrial, extra-dimensional beings through his radio experiments. Attracted by the radio signals, there is now a group of "greys" around the property doing what they are known for: Mutilate cattle, abduct and examine people, produce crop circles (or snow circles due to the season) and leave burns on meadows.

Appearance

The greys are small humanoids, about 1.50 m in height, with disproportionately large heads dominated by huge, black, insect-like eyes. Nose, mouth and ears are tiny by comparison. The greys have a grey skin colour (hence the name), no external sexual characteristics, and wear tight-fitting, grey overalls. Their dimensional spaceships appear to human observers as luminous, compressed spheres that move erratically and contrary to any laws of aerodynamics.

Behaviour

The greys are not malicious, just curious and without any empathy for humans or other earthly creatures. In the first nights they explore the surroundings only from their spaceship, in the following nights small groups of greys leave their ship via a shining tractor beam (and later collected again), and then tapern over the property or the surrounding area, whereby they divide and are alone or at best in pairs or in threes. They set up their examination equipment for all kinds of things and collect samples (including animals and humans). They do not destroy buildings, but from the second night they try to open doors and windows to get inside.

If they encounter a living creature, they shoot it with their stun ray gun. If they manage to stun someone or something, they call their dimensional spaceship, which arrives a few minutes later and transports the "sample" with its shining tractor beam into the interior, where it is examined. Towards the morning or the next night the victim is returned again without or only with blurred memories, but with well healed scars on the whole body and possibly some missing organs (stability loss: 2/1W6+1).

Their skin-tight overalls offer the greys armor protection of 4 points. But since they are not used to physical violence, they always have to make a KOx5 throw (=40%) when they take damage in order not to pass out.

Communication

Normal communication is not possible with the greys, since they do not communicate with sound waves, but via thought transmission via radio waves. Although they can detect with their devices that people make sounds, they do not attach any importance to this. However, contact can be made with von Uexküll's device if the greys are appropriately motivated - e.g. if one of them has been captured and taken to the laboratory hall.

Communication is not easy and is done by simple terms. If the player characters make it clear to them that their actions are undesirable and no hostages are held back, then they will leave - not without leaving a few more crop circles or patterns of melted snow and burns.

If they are not confronted, then they leave after some nights by themselves and take captured "guinea pigs" with them - perhaps they come back again sometime later...

Stats

WP loss: 1/1D4

ST 7 CO 8 WI 15 HP 8

DX 14 IN 20 CH 5 WP 15

Skills:

Athletics 40%

Stun ray 75% (Target must pass a KO x 1D6 check to not go KO)

Examine things 80%

Spot hidden 20%

Open doors 25%



Nightly luminous phenomenon

~ Villagers ~

Two weeks ago, the second laboratory assistant of August von Uexküll, the young Ricards Ozols from Angermünde, died in a power current accident. August von Uexküll had the body transported to Windau, where he reported the accident. The authorities there are not in the least interested in the death of a backwoods Latvian. They have accepted without reservation von Uexküll's testimony that it has been an accident and have shelved the case. Ozol's body did not remain in forensic medicine for long and has since been buried in an unmarked grave in the Windau cemetery.

All this was done without the participation of the villagers. The relatives were informed informally about the accident and that the authorities in Windau are taking care of the case. They don't know anything else. Accordingly, the villagers are upset. They suspect sinister machinations and feel unfairly treated. It bubbles in Angermünde, and the mood keeps rocking up.

Behaviour

Ricard's parents and women from the village keep coming to the estate and want to talk with von Uexküll and demand satisfaction. Staff have been instructed to drive them away and are not being squeamish.

Individual villagers, brothers, cousins and uncles of Ricards, occasionally roam armed around the Uexküll estate.

August von Uexküll sees no need for action: He did everything necessary and handed the case over to the authorities. He is still expecting the arrival of a commission of inquiry - which will never come; for the authorities in Windau the case is closed. He is also a little worried that the incident might cast a bad light on his invention,

so he does not mention it, and compensates when the characters direct the conversation to the villagers' behavior.

But this ignorance can take bitter revenge. If the villagers are ignored, their anger will find another outlet. One night some young villagers try to kidnap one of the Uexküll daughters in order to have some leverage in their hands against August and finally be heard. If this is prevented or the daughter freed, the situation escalates further: After a few days an armed mob (4W6+16 persons) with torches and pitchforks (and occasionally also with rifles) gathers to storm the Uexküll estate.

August von Uexküll sees no need for action of his own accord and is not very empathetic towards the villagers. He did his duty. However, he may be persuaded otherwise by the player characters.

The villagers are not difficult to calm down: A detailed explanation of how the death occurred, together with an expression of real regret from August von Uexküll, would largely defuse the situation. That the body is transferred from Windau to Angermünde and buried in the cemetery there would be the second thing. If a - symbolic or real - financial compensation is added, the villagers will in any case let the matter rest.

Stats

ST 12	CO 14	WI 12	HP 13
DX 12	IN 10	CH 8	WP 12

Skills:

Melee weapons (probably improvised) 50%

Ranged weapons 40%

Agriculture 60%

Plot Complication 1

To further complicate the plot, the referee can activate the following option: Ricard Ozol's death was not an accident. He wasn't a nice person, and he was harassing the other lab assistant, Valdis Janson. When he realized that he had romantic feelings for the kitchen maid Daiga Aklos, he teased him with it. That was the straw that broke the camel's back. Either it came to an open quarrel in the course of which Valdis Ricard stumbled, so that he fell on the power line. Or Valdis maliciously electrified a metal piece to kill Ricards.

Plot Complication 2

To further complicate the plot, the referee can activate the following option: Ricard Ozol's death was not an accident. In addition to his respectable radio experiments, August von Uexküll has also conducted even more esoteric studies. In an experiment to transmit thoughts, he connected Ricards to his machine, and due to a miscalculation, the poor man was accidentally grilled with high voltage current. The charred metal cap with the electrodes and power connections can be discovered while searching the laboratory hall.

Non-Player Characters

~ The Uexküll Family ~

Gottfried Otto Freiherr von Uexküll (*31.1.1811, †30.11.1881)

"Grandfather" Uexküll, the father of August Peter von Uexküll, was a high administrative official in Windau who was forced out of office in the course of increasing russification. Now without a real task, he turned to his old hobby horse, occultism, and decided to turn his back on city life with his family and not only exploit the old land around Angermünde with its dark history from afar, but to take possession of it locally.

Sabrina Maria von Uexküll (*1.5.1825)

"Grandmother" Uexküll is Gottfried Otto's widow. She is a strict woman, busy and hardworking, but with a hurtful sense of humour. Despite her old age, she still rides out every morning (even if the rides are not as long as they used to be) and gives instructions to the servants of the estate with a croaking voice. She doesn't like her daughter-in-law, but the two have arranged to avoid each other as best they can. However, she cannot refrain from tampering with the upbringing of her grandchildren, which always leads to conflicts.



Gottfried Otto von Uexküll,
Self-portrait, oil on canvas, located in the
library

In play: "Grandmother" Uexküll doesn't get involved, is polite but distant. If, however, she is given a point of attack, she cannot resist a caustic comment from the sideline. She will never publicly express her displeasure about anything, but if she doesn't like something, she takes her daughter-in-law aside and complains to her with a muffled but poignant voice, which the player characters can hear. She knows about the strange hobby of her deceased husband, and also about the existence of the secret magic workshop, but for now she has no reason to tell the player characters. She can't be disturbed by anything, not even ghosts or aliens, but she is hard of hearing and has a very good night's sleep, so she easily misses nightly actions.

August Peter Freiherr von Uexküll (*13.4.1855)

The current landlord is not a "crazy inventor", but a slightly manic engineer who burns with passion for his work and his experiments. He is a dignified gentleman, polite, correct, arrogant, but anxious to be a good host, even if social interaction is not his great strength. He is always properly dressed, even if he is working in his laboratory hall. Only at short notice, for particularly dirty or strenuous work, he takes off



August Peter von Uexküll

his jacket, rolls up his shirt sleeves and/or puts on an apron.

In play: August von Uexküll talks about his work. If there are old acquaintances among the player characters, he likes to reminisce, but only briefly (e.g. on the first evening). He's rational and doesn't believe in the supernatural. Aliens are a completely different subject. He is not fanatically convinced that he has made contact with aliens, but considers this very plausible. Under stress he can develop an astonishing degree of activity, and then tends to act first and thinks later.

Charlotte Dorothea von Uexküll, née von Medem (*27.6.1860)

August von Uexküll's wife comes from Prussian lower nobility. The marriage was more or less arranged. The two find each other sympathetic, but they were never madly in love.

Charlotte is a tall woman with curly black hair and pale skin. However, her self-confidence and eloquence suffered in the years of isolation at the Uexküll estate, and the subliminal conflicts with her mother-in-law add another drop of bitterness to the situation. She spends her days doing handicrafts and drinking liqueur.

In play: Charlotte is delighted that finally some variety and excitement comes into her life, and takes especially the female guests under her wings. She is eager for stories from the big, wide world, for gossip and tittle-tattle. She's not interested in politics, science and technology. She finds the occupation with occultism offensive, so that she only reluctantly talks about the latest misdeeds (the ritual) of her children. Confronted with the unusual, she easily faints or becomes hysterical.

Zinaida Dashkova (*27.4.1853)

Miss Dashkova works as a companion, governess and teacher for the Uexküll children. Technically, she is not part of the family, but has far more status than the other staff. She is a Russian from a good house, educated, reasonably intelligent, and hides a romantic, sensitive core under an impassioned, austere exterior. She's in her late 40s and slightly overweight. Her black hair already has a few grey strands, and she usually wears them up to a bun.

In play: She is distant and correct, but it only takes a few nice words and/or a few glasses of liqueur to bridge this distance. For this, however, the absence of the children is necessary; in their presence she does not drop her façade. Under pressure she can become furious; or she falls into a state of shock and does nothing at all.

**Sophia Alexandra von Uexküll
(*23.4.1884)**

The oldest Uexküll daughter is a "good child", at least she is seen as such by her surroundings, even though she is now almost a young lady, slender, with a narrow face and big eyes, her blond hair woven into braids.

She is quiet, reserved and sensitive, kind and obedient. However, she is also a bit dreamy and shy. She feels lonely on the property, and has no real attachment figure.

In play: She got into trouble because of the "ritual" and was grounded, so at the moment she is even more shy and reserved than usual. She won't become active and won't tell anything about herself, but she can open up to a person who takes her seriously and patiently listens to her. If pressure is exerted or she's threatened, she closes up further.

**Katharina Ottilie von Uexküll
(*1.8.1886)**

The younger Uexküll daughter is cut off her sister's face. You could think they are twins, even if Katharina is two years younger. Unlike her sister, she is cheeky, rebellious and active. She usually accompanies her grandmother on her morning rides (not at the moment, because she's grounded), and is also grandmother's favourite. Riding, hunting and romping in the forest are her thing, and she even is acquainted to some children from Angermünde and Pissen, and has also picked up a few words of Latvian.

In play: She suffers from being grounded and is defiant and stubborn, and just about overcomes herself to the simplest gestures of politeness towards her guests. If she is approached by one of the player characters, then she doesn't answer at all or with a sassy remark.

~ Servants ~

With the exception of administrator Peter Hartmann, all the staff are local and therefore speak mainly Latvian. But everyone understands German, and speaks it well enough to be able to make themselves understood - if only barely. The female servants sleep in the main house in the basement, the men in their own building on the estate (see map). But they all have their meals in the breakfast room.

Peter Hartmann (Administrator)

The administrator is an old man, lean, small, but standing upright and still fully capable mentally. He is German and came to the estate with "grandfather" Uexküll. He is in full control of business and the other servants - at least in the morning. In the afternoon he starts drinking and in the evening he is usually quite drowsy. He can be found either in the writing room, or on the property in the stable or barn. Occasionally he also rides out to inspect the fields and forests in the area.

Valdis Janson (Laboratory assistant)

Janson is from Windau and is an intelligent young man who also attended a secondary school there. He is blonde and wears glasses, and is devoted to August von Uexküll. He is also in love with the kitchen maid Daiga Aklos. He is shy and weak, and was harassed by Ricards Ozols, the other lab assistant. Janson is happy about the death of Ozols, and is ashamed because he is happy about it.

Betia Eglitis (Cook)

Betia is a huge woman, you could say she's fat. She controls the kitchen and also commands the other female servants. She is a perfect embodiment of the principle "hump up, step down". She shows a slimy submissiveness towards the Uexküls, she is cruel and intransigent towards the other servants. Daiga in particular suffers from this because she has to spend most of her time with her.

Daiga Aklos (Kitchen maid)

Daiga is a young, mouse grey woman. But under the inconspicuous surface there is a strong-willed, if necessary brutal fury. She comes from Angermünde and is dependent on the royal wage (by local standards) paid by the Uexküls to support her sick mother and siblings. Betia's humiliations and harassment bounce off her without effect, which continues to irritate Betia. Daiga discharges the rage that accumulates inside of her through her work, be it splitting firewood or twisting the neck of a boiling hen. She stays out of the conflict between August von Uexküll and the villagers, making her a "traitor" to the villagers.

She would probably return romantic feelings for Valdis Janson if only she knew about them.

Lavize Liepins (Chambermaid)

Lavize is a typical chambermaid, usually dressed in a white apron and bonnet, and the characters can occasionally see her with a feather duster or bucket. Not often, though. Lavize has a problem: She's lazy. She does the work she has to do, but torturingly slowly, and often she dawdles away and dreams away the time. She often "works" in remote corners of the house, where she is not disturbed. She also cleans the rooms of the players' characters, and it could take her a suspiciously long time to do so. But this is actually only due to her laziness and has no deeper reasons.

Keita Krumins (Chambermaid)

Keite, the second chambermaid, is hardworking and eager to work. She is also always under stress because she does many of Lavize's jobs, too, and is constantly overworked. Her sense of duty drives her, but secretly she also hopes for praise for the objectively good work she does. However, she will not receive that praise in this house and her work will be taken for granted. She reacts to her frustration with even more thorough work.

If one of the player characters even talks to her in a halfway friendly way, she is willing to give any assistance and information she can, and asks if the player might know about a job for a chambermaid. Her reaction to any supernatural events is a resignation - unfortunately for her, she is still stuck on the Uexküll estate until someone takes her to Windau with the carriage.

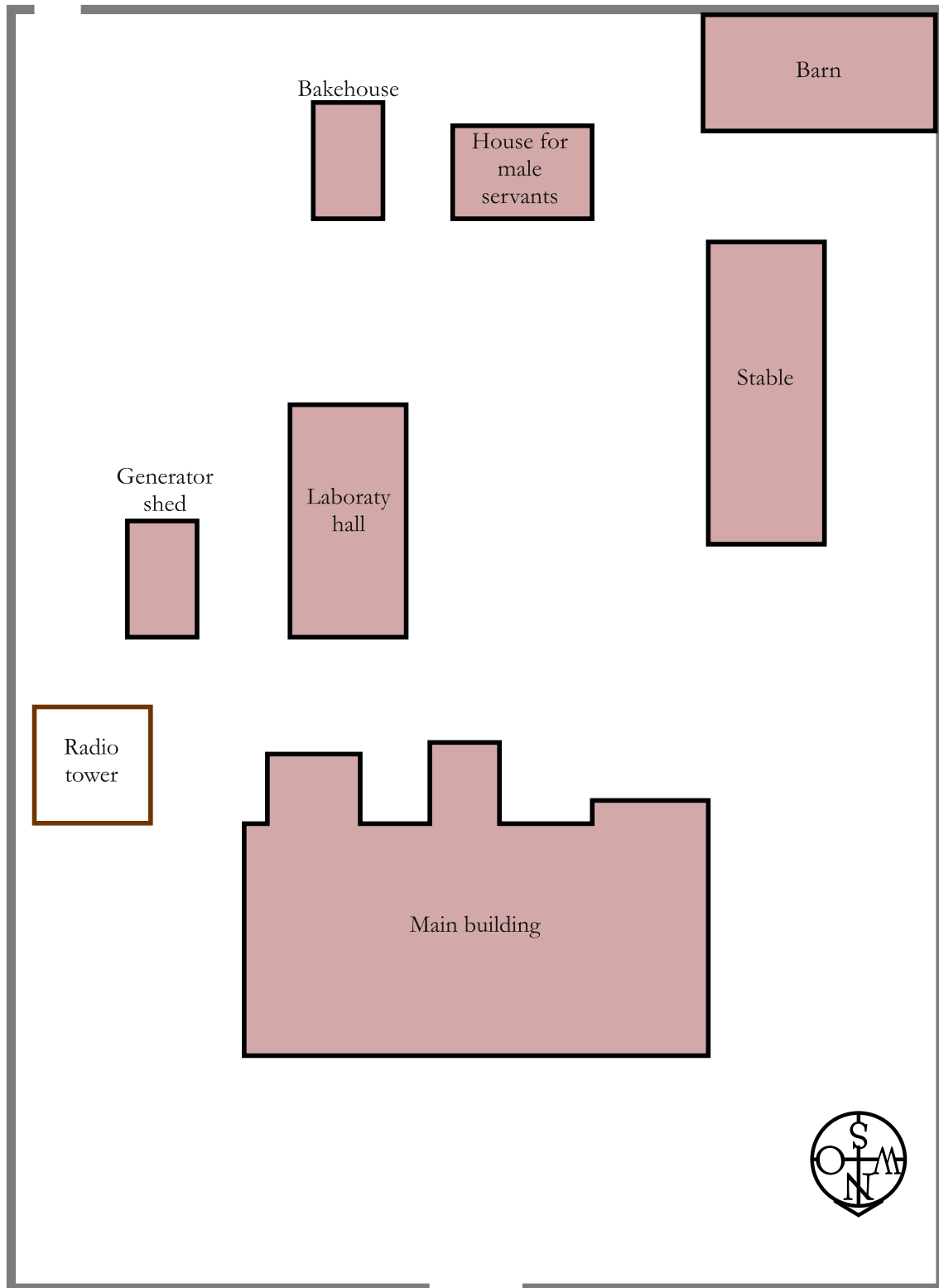
Andris Peterson (Gardener)

The gardener is a grumpy fellow, tormented by a number of minor ailments that make his life difficult. He is a deeply religious man who has resigned himself to the tribulation of his earthly existence and hopes for a better life in the afterlife. His fatalism borders on apathy, and even the most unusual events cannot elicit more than an mumbled "och jö" (roughly translates as: "This might be unusual, but it only concerns me because it makes my life even harder, but I accept it, because that's the way life is.") from him.

Juris und Maris Ozolins (Stablemen)

The two stablemen are twin brothers, but they don't look very similar. They are young, strong, in a good mood and enjoy the hard work in the fresh air. They are loyal to the Uexküls and take it up with the villagers when they show up. However, they are superstitious, and ghosts frighten them.

The Uexküll Estate



The Uexküll property is situated on a hilltop near the village of Angermünde, in the middle of fields and forests, surrounded by a shoulder-high stone wall.

The Villa

The main building is a villa, which is also shown on the cover. It will be described in detail in the next chapter. This chapter is dedicated to the other buildings.

Outbuildings

Barn, stable, bakery and the house where the male servants live are trivial and the way one imagines it. Apart from some horses and dogs, only chickens and rabbits are kept on the property.

Radio Tower

The most prominent building is a 30 metre high wooden radio tower. At the top, there's a small cabin and several metal antennas. A wooden ladder leads to up there. Thick cables connect it to the laboratory hall.

Generator Sheds

The shed is filled by a steam engine and a direct current generator. The steam engine runs for about one hour a day, depending on requirements. A water tank and a coal pile are also located there.

Laboratory Hall

The laboratory hall is a large wooden barrack with a vaulted corrugated iron roof. It is the realm of August von Uexküll. Workbenches are arranged along the walls, occupied by radio set prototypes in various stages of development. The hall is bathed in an unreal blue-green light emitted by electric mercury-vapour lamps. Von Uexküll calls them "Arons tubes", they are the latest in lighting technology, invented only nine years ago by Leo Arons and still nowhere in use except here. The lamps can be switched on and off via a large switch, but they get increasingly brighter in the following minutes and must be readjusted via a rotary knob so that they do not burn out.

The transmitter that August von Uexküll wants to demonstrate is a cabinet-sized, multi-stage arc transmitter (as it will also be used by Valdemar

Poulsen shortly thereafter), which stands in a separate, unheated area of the hall, with large ventilation openings to the outside and electric blowers. One reason why Uexküll is holding his demonstration in winter is that his equipment is overheating quickly; this is delayed by the low outside temperatures. The transmission frequency is about 150 kilohertz. The amplitude modulation of the carrier wave is done by a carbon microphone, which is connected directly to the antenna line and cooled by ice water. The whole construction is very loud during operation, the electric arcs hum and crackle, and the fans rustle, so that you have to raise your voice if you want to talk on the spot. For an intelligible speech transmission via radio, you have to speak very slowly, clearly and loudly into the speaking trumpet.

Receiver Hut

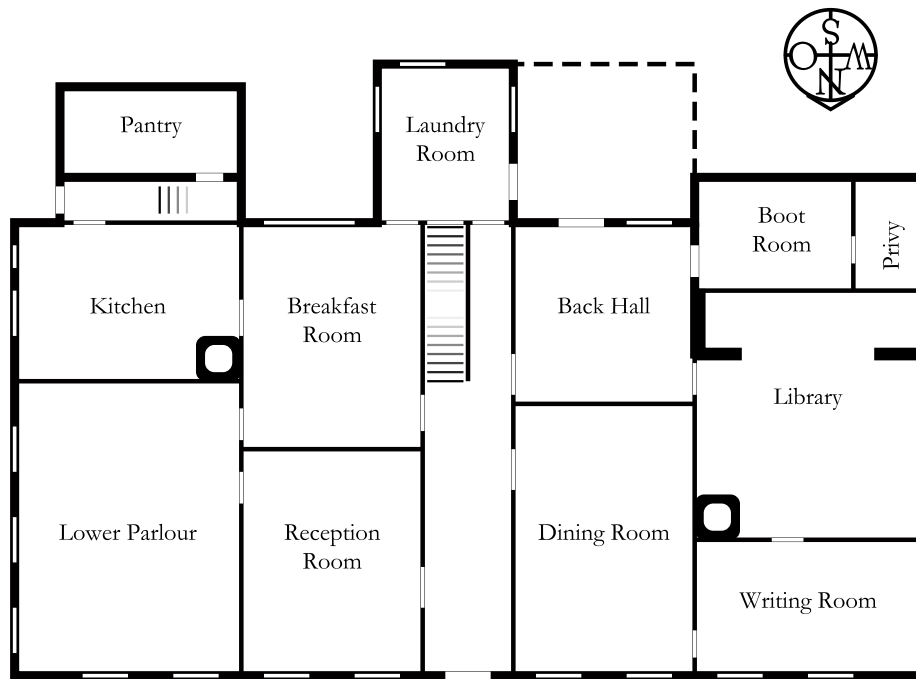
Not shown on the map, because it is on a hill about one kilometre away, is the receiver hut with another wooden radio tower about 20 metres high. The hut itself is also made of wood, and contains a stove, a workbench and some stools and chairs. The radio receiver, a primitive (to our modern understanding) crystal detector connected to the receiving antenna, is set up on a second table during demonstrations. The centerpiece is a pyrite in a metal frame. The pyrite comes from an amulet from the estate of Gottfried von Uexküll, which originally belonged to a pagan shaman. In order to convert the radio signal back into understandable speech, a pointed steel needle must be pressed onto the pyrite in such a way that a rectifying semiconductor transition is created. This is done via several small adjusting screws, which can be used to move the needle, and requires a certain amount of intuition and sure instinct. The signal generated when the needle is placed successfully causes a small magnet to vibrate, which is connected to a mechanical Higham amplifier, and this amplification ultimately leads to audible sound waves. The amplifier is driven by a spring mechanism, which must be wound with a key before operation. Apart from that, the receiver does not require any other energy source.

Historical Excursus

The transmitter and receiver system described here is based on technologies and findings that were tested or at least known in 1901 and would have been technically possible. In particular, the rectifying effect at some crystal-metal transitions (semiconductor diode) was discovered and described by Ferdinand Braun as early as 1874.

The actual place and date of the first radio transmission of speech, and who accomplished it, is controversial, since around the turn of the century many researchers worked in this field; one probable candidate is Reginald Fessenden in the Christmas week of 1900 - even if the speech was hardly understandable or not at all. The earliest documented intelligible speech transmission took place in 1904. The inventor August Peter von Uexküll, the subject of this adventure, is purely fictional.

Villa: Ground Level



The rooms on the ground floor are simple, almost spartanly furnished. All rooms were equipped with electric light in the 1890s, and most are connected to central heating.

The **entrance hall** is high and narrow, whitewashed and completely unadorned. The floor is covered with stone tiles. The staircase to the upper floor is separated from the hallway by a wall (i.e. you can walk it up, but not sideways over the railing into the hallway).

In the **reception room** there are some armchairs and a side table with dried flowers.

The **lower parlour** has sofas, armchairs, low tables with lace covers and paintings on the walls. In a low cupboard there are rows and rows of liquor and liqueur bottles.

In the **dining room** there is a long table with high-backed, upholstered wooden chairs and a long chest of drawers containing tablecloths, crockery and cutlery.

The **back hall** is empty, the only furnishing is a painted, cast-iron coat of arms of the Uexküll family, which hangs on the wall. On a golden background it shows a red lion holding two silver sickles in his hands.

The **breakfast room** is dominated by a simple corner bench. Here the von Uexküll family takes breakfast together with the servants. In the further course of the day it is occupied by the servants, who do most of the work here if possible.

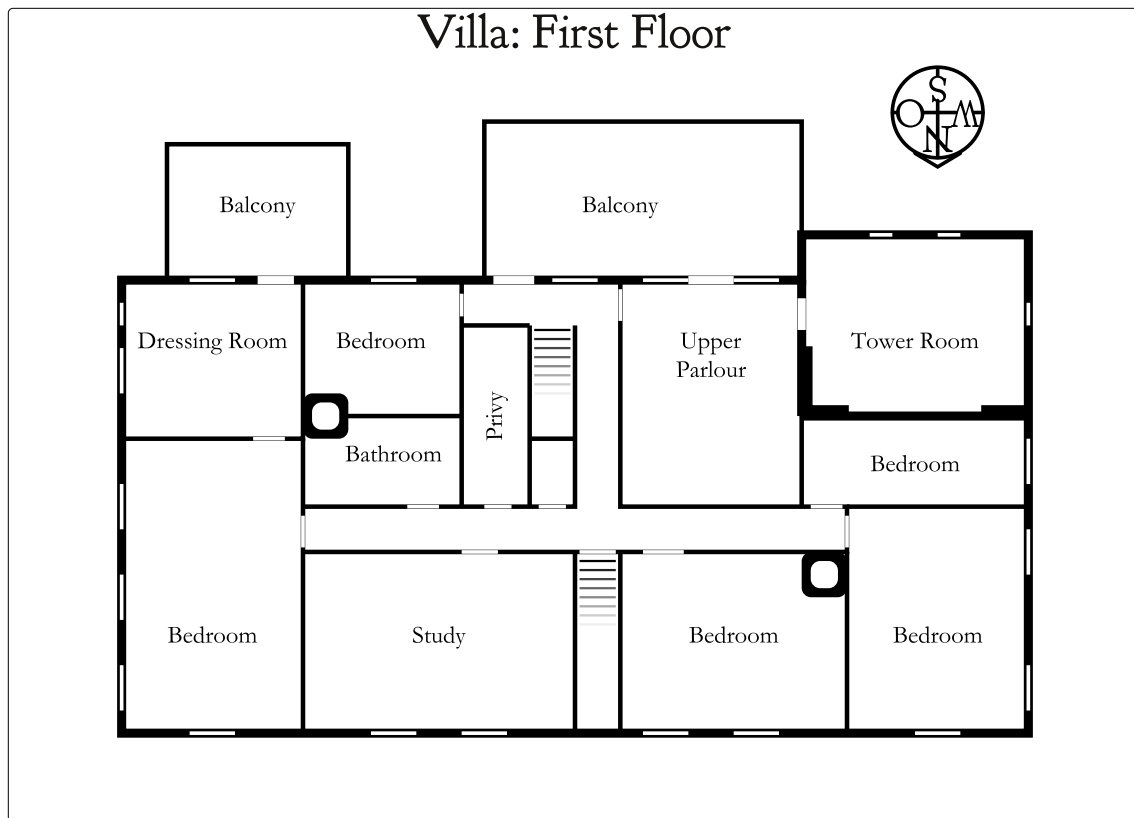
The **laundry room** is tiled and equipped with ovens and vats, washboards and canisters of lye and bleach. Behind a door, there's the staircase down to the cellar.

The **kitchen** is modernly furnished, with a large stove and many work surfaces.

The **pantry** is a few steps lower than the rest of the ground floor. The walls and ceiling are thicker, and there is a low hatch into the cellar at floor level, which is closed with a flap.

In the middle of the **library** there are two bookshelves accessible from both sides. The southern part of the library is located in the old tower, the former outer wall is broken through with a wide archway. The south wall is also occupied by a bookshelf, and small reading desks can be found in the niches on the right and left. Above the fireplace hang two crossed sabres, and on the free walls hang pictures, photographs showing the young August Peter von Uexküll, as well as a large oil painting showing a grim-looking Gottfried Otto von Uexküll, a self-portrait depicting him with pitch-black eyes. Several armchairs complete the furnishings. The books here are insignificant: reference works, the classics of Greek and Roman antiquity and German Romanticism, volumes of poetry, biographies, some novels, and so on.

The **writing room** has a desk, a lectern and some filing cabinets. From here the estate and the family fortune are administrated.



On the first floor are the private rooms of the Uexküll family. The **parents' bedroom** is on the east side, connected to a spacious dressing room with access to one of the southern balconies. In the night box of Charlotte von Uexküll there is the amulet which she confiscated from her daughters as well as the also confiscated magic book of "Grandfather" von Uexküll.

Next to it is the **study** of August von Uexküll. Correspondence with other inventors, including Nikola Tesla, Guglielmo Marconi and Ferdinand Braun, is stored in the drawers of the large desk. On the bookshelf there is a pile of specialist literature on physics, electrical engineering and mathematics. A wall is occupied by a large drawing board on which von Uexküll designs his apparatuses. In the corner stands a weapons cabinet with several rifles, shotguns and pistols (including a few antique duel pistols) as well as ammunition. It is locked, the key lies "hidden" on top of the cabinet.

The two northwestern **bedrooms** are occupied by the Uexküll daughters. They are similarly furnished with bed, wardrobe, desk, dressing table and bookshelf. In Sophia's room there are drawing utensils and self-drawn pictures (mostly animals and nature scenes). In the Katharina's wardrobe stands her small bore rifle.

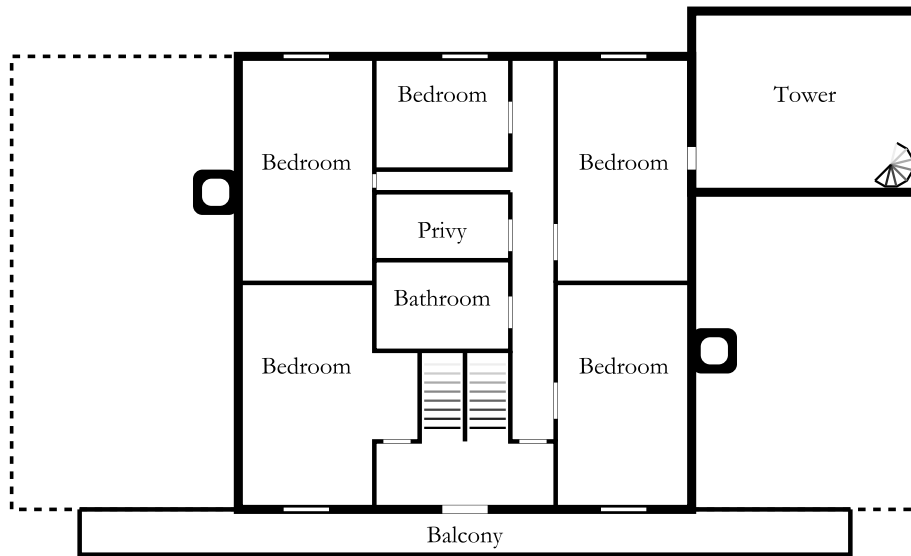
The governess Zinaida Dashkova lives in the **bedroom** at the western end of the corridor. She has decorated her room with kitschy pictures. She has a considerable collection of romantic novels, which she keeps locked up in her closet.

The **upper parlour** is a very bright room with large windows and a large glass door leading out to the balcony. Besides a sofa and some armchairs there are also two school desks and a blackboard - here the Uexküll children are taught. A bookshelf contains textbooks, educational and reference works.

The **tower room** is the realm of Charlotte von Uexküll. While most of the other rooms in the house are soberly spartan, this room is overflowing with furnishings. Two plush sofas and several plush armchairs are grouped around a low table, and flower vases stand on side tables with lace covers. A mechanical gramophone with a collection of classical pieces of music stands on a chest of drawers. In addition a piano invites to musical activity. Pictures with peasant scenes hang on the walls, in between historical equipment, including the Kantele of the ghost shaman.

The **bedroom** on the south side belongs to "Grandmother" von Uexküll. At the window there is a table with handiwork materials lying on it. In a clothes chest there is a locked cassette with the family jewellery.

Villa: Second Floor



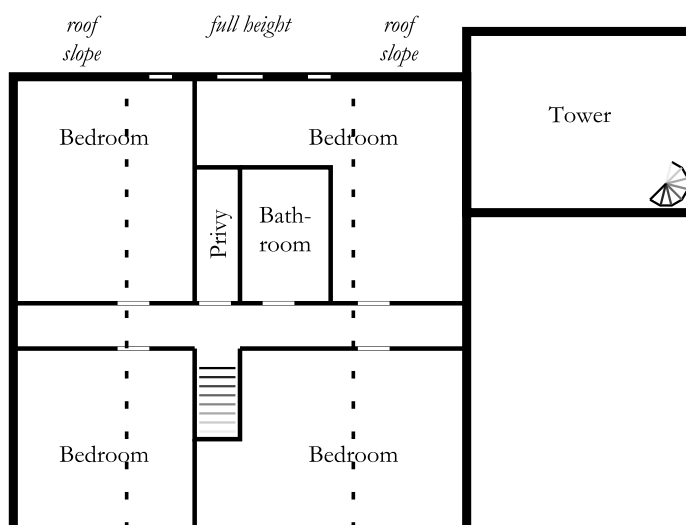
The rooms on the second floor are normally not used. The two eastern bedrooms are each furnished with a single bed, the other bedrooms with a double bed each. In addition, each room contains a wardrobe, a table with washing bowl and two chairs.

The tower can be accessed via a wallpaper door that is easily be overlooked.

The tower room itself is empty. The loopholes in the bare stone walls are closed with simple glass windows. A spiral staircase leads to the top of the platform.

On the uneven stone floor, the remains of an summoning circle drawn with chalk can be seen. This is where the Uexküll children performed their "ritual".

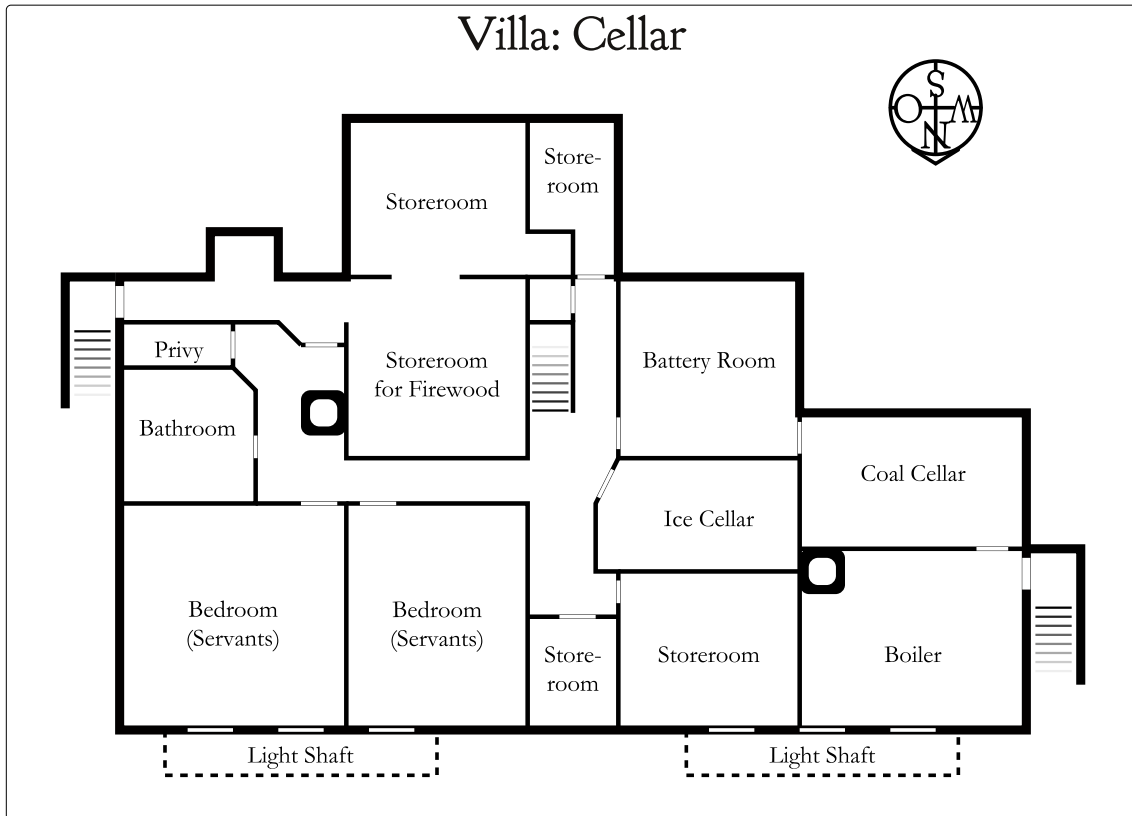
Villa: Third Floor



The third floor is also normally not used. The ceiling here is lower than on the second floor, but the furnishing of the rooms is the same as there.

There is a hatch to the attic. There is the large water tank that feeds the house's water network.

Villa: Cellar



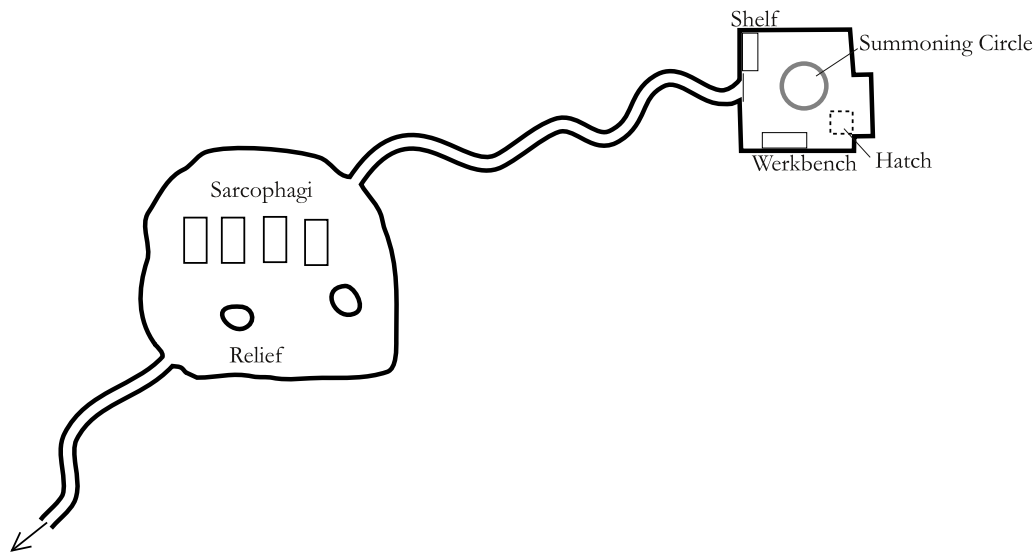
The cellar has a lower ceiling than the other floors, but is still about 2.5 metres high. It is accessible via two external staircases and a staircase to the laundry room, and also - if you want to get dirty - via a coal chute that ends in the coal cellar.

The female servants live in the cellar. Their bedrooms are tolerably supplied with daylight via narrow light shafts and furnished with love and care.

In the battery room there are not only stinking rows of large, chemical accumulators, but also the fuses and switches to control the electrical supply of the entire estate.

In the corridor from the eastern entrance there is a hatch to the pantry on the ground floor at head level.

Villa: Secret Passages



Access to the secret magic workshop under the old tower is via the library. The bookshelf in the tower part is decorated with several iron rings. One of these rings can be pulled out. It is connected by a chain to the closing mechanism of the trapdoor in the wooden floor. First you hear a loud click: The trapdoor unlocks. If you pull further (a little more force is needed for this) the trap door opens a little bit and can then be opened easily by hand. From the other side you can simply unlock the trapdoor with a lever and push it open.

Under the trap door a ladder leads into the deep. The magic workshop is lower than the rest of the cellar, walls, floor and ceiling are made of stone and probably cut out of the stone. The walls are covered with slightly musty tapestries. A large copper ring is embedded in the floor as a summoning circle. On one wall there is a workbench with large drawers. Inside there are candles, cords, knives, jars and tins with unidentifiable contents, small bones and branches, cloths and fabrics and a long, white robe. Next to it in the corner lean long staffs, sticks (partly decorated with carvings), and a sword in a leather sheath. One of the staffs is the shaman's staff. The only other piece of furniture is a dusty bookshelf with popular occult works. The traces of dust show that one of the books is missing - the magic book that the Uexküll daughters stole and which is now in Charlotte von Uexküll's nightstand.

Behind one of the wall curtains there is a crevice, which first leads steeply into the deep and then widens to a low passage. The passage is partly natural, but in places it was extended with tools and made passable.

The passage leads to a cave whose floor, walls and ceilings have also been worked on. The cave is divided in two by two huge stone columns. From the columns themselves the outlines of holy figures were carved. In one part of the cave there are four large sarcophagi in which the remains of knights of the Teutonic Order are buried. In the other part, a large relief adorns the smooth-hewn wall. It shows several scenes in chronological order, but they are not clearly separated from each other and merge into each other: The fight of the knights against the shamans; their victory; how the defeated shamans are burned at the stake; the construction of the castle; and finally the finished castle on the hill. Among the shamans, three can be identified as looking like the ghosts, if you have lots of imagination.

Another passage leads out of the cave. It winds further through the dark and is finally blocked by a locked, totally rusted iron grate, which can only be opened with a lot of force (the matching key is nowhere to be found). A short distance later the passage leads out into the open behind a thick bush at the foot of the hill.

Scenen

Of course, the sequence of scenes is not fixed; it depends not only on which of the antagonists the referee uses for the adventure, but also on the actions of the players and their characters. Everything mentioned here has at best a suggestive character and should serve as inspiration for the gamemaster.

~ Getting Started ~

The first step is the invitation to von Uexküll's demonstration. The invitation can be found on a later page and can be handed out to the players. The players should describe how they got the invitation and how they travel to Windau. Or the referee simply decides for them. Don't spend too much time on this topic.

~ Get to Know Each Other ~

Before the adventure "really" starts, the characters should get to know each other and the players should know which characters the other players are playing. If all characters arrive by ship, this can happen during the crossing. It turns out more or less randomly that they all have the same destination, and they can exchange ideas.

~ Carriage Ride ~

Peter Hartmann picks up the characters with a carriage in Windau. If there are a lot of characters, he will be accompanied by one of the stablemen in another carriage. At the latest now all characters are "in the game" and can interact.

On the way to the Uexküll estate the characters become aware of the very remote location, and maybe they already see some armed locals staring hostile at them on the last meters.

~ Arrival ~

August von Uexküll greets the characters and reports that his charcoal microphone burned out during the last preparation. The repair will take a day, giving the characters time for further action. At dinner they also get to know the rest of the family. The children are sent to bed before dessert - this may indicate that they may have done something wrong. After dinner, Charlotte von Uexküll will take care of the female characters and retreat with them to the upper parlour for liqueur. The men go to the library for schnapps and beer.

~ Nightly Activities ~

The characters are housed on the upper floors; the women on the second, the men on the third. During the night the activities start, only limited

at first, but they will increase in the following nights; this is true for the spirits, the extraterrestrials and the villagers.

Ghosts and aliens ignore each other (especially since one are mainly inside, and the others outside). The villagers think the aliens are another devilry of von Uexküll and react either aggressively or frightened.

~ Investigations ~

On the first day, and also later, when von Uexküll has repair work to do, the characters can conduct investigations. These scenes and the interaction with the NPCs can easily be played out. The characters have access to all rooms except the private rooms, and can also take horses to ride out.

The days are structured around the meals. Breakfast, lunch and dinner are all taken in the dining room because guests are present. The afternoon tea is served in the lower parlour, and for the ladies Charlotte von Uexküll can always offer a glass of liqueur in the upper parlour.

~ Radio Contact! ~

From the second day on, von Uexküll's radio experiments take place. His laboratory assistant Valdis Janson operates the transmitter in the laboratory hall. This consists mainly of flipping a series of switches and levers in the correct order, and adjusting the spark gap with several small adjusting wheels. Von Uexküll offers one of the female characters to be the first to speak into the microphone. He himself goes with the other characters and his crystal receiver to the receiver hut, where he sets up and adjusts the system. Radio contact actually happens, but breaks off again after a few seconds and is hardly comprehensible. Von Uexküll wants to improve the result, another demonstration is scheduled for the next day.

~ Escalation ~

In the following time the situation will escalate through the antagonists. Here it is up to the referee to play the NPCs and take the events to the extreme.

~ End ~

Depending on what the characters do, there is a happy ending or a tragedy. If the situation is defused, then in the end even a speech transmission of several minutes succeeds: Von Uexküll's invention works! The epilogue can be briefly summarized by the referee.

Astronomical Data

~ Mondrise and Moonset ~

Date	Mondrise	Mondset	Illumination	Mond Phase
Jan 12, 1901 Saturday	00:02	10:28	56.7%	Waning quarter moon
Jan 13, 1901 Sunday	01:12	10:46	47.1%	
Jan 14, 1901 Monday	02:22	11:07	37.4%	
Jan 15, 1901 Tuesday	03:30	11:34	28.2%	
Jan 16, 1901 Wednesday	04:36	12:09	19.5%	
Jan 17, 1901 Thursday	05:36	12:55	12.0%	
Jan 18, 1901 Friday	06:28	13:54	6.0%	
Jan 19, 1901 Saturday	07:10	15:04	1.9%	New moon
Jan 20, 1901 Sunday	07:42	16:23	0.2%	
Jan 21, 1901 Monday	08:09	17:47	1.1%	
Jan 22, 1901 Tuesday	08:30	19:13	4.8%	
Jan 23, 1901 Wednesday	08:49	20:39	11.2%	
Jan 24, 1901 Thursday	09:07	22:05	19.8%	
Jan 25, 1901 Friday	09:25	23:32	30.1%	
Jan 26, 1901 Saturday	09:45	-	41.5%	Waxing quarter moon
Jan 27, 1901 Sunday	10:10	00:57	53.2%	

~ Sonnenauf- und Untergangszeiten ~

Date	Start of Twilight	Sonnen-Aufgang	Sonnen-Untergang	Dämmerungs-Ende
Jan 12, 1901 Saturday	6:55	8:31	15:46	17:22
Jan 13, 1901 Sunday	6:54	8:30	15:48	17:24
Jan 14, 1901 Monday	6:54	8:29	15:50	17:25
Jan 15, 1901 Tuesday	6:53	8:28	15:52	17:27
Jan 16, 1901 Wednesday	6:52	8:27	15:54	17:28
Jan 17, 1901 Thursday	6:51	8:25	15:56	17:30
Jan 18, 1901 Friday	6:50	8:24	15:58	17:32
Jan 19, 1901 Saturday	6:49	8:23	16:00	17:33
Jan 20, 1901 Sunday	6:48	8:21	16:02	17:35
Jan 21, 1901 Monday	6:47	8:20	16:04	17:37
Jan 22, 1901 Tuesday	6:46	8:18	16:06	17:38
Jan 23, 1901 Wednesday	6:45	8:17	16:08	17:40
Jan 24, 1901 Thursday	6:43	8:15	16:10	17:42
Jan 25, 1901 Friday	6:42	8:13	16:12	17:44
Jan 26, 1901 Saturday	6:41	8:12	16:15	17:45
Jan 27, 1901 Sunday	6:39	8:10	16:17	17:47

For those who want to be precise: The twilight times refer to the *nautic* twilight.

Player Characters

Below are some ready-made characters that are provided with built-in reasons to accept von Uexküll's invitation. Self-made characters can be involved in the adventure for a variety of reasons, as von Uexküll has scattered his invitations to a demonstration of his discovery very widely:

- The classic: The character is an old fellow student of August Peter von Uexküll. Von Uexküll studied law, physics and philosophy in Königsberg and Heidelberg, but if necessary, a few semesters of another subject could have been spent at a different place of study.
- At all places of study von Uexküll was a member of a students' fraternity (Corps Baltia in Königsberg, Corps Suevia in Heidelberg), so that he also has contacts to younger and older

semesters and students of other faculties. A character can be a Corps brother of von Uexküll.

- Von Uexküll informed both the Prussian and the Russian Academy of Science about his discovery. The characters may have been commissioned by one of these institutes to verify his assertions.
- Mrs. von Uexküll wrote to an old acquaintance to visit her, attend the demonstration and discuss some personal problems.
- A character, who himself has a name in the field of electrical engineering, radio transmission or in scientific fringe areas, was therefore invited.

All characters should be able to communicate in German.

Sehr geehrter xxx!

Nachdem es mir hiermit eine Freude ist, Sie nach Jahren harter und von Rückschlägen gezeichneter Arbeit, in Folge derer mir endlich der Durchbruch gelungen ist, zu einer Reihe von Vorführungen meiner neuesten, voll funktionsfähigen Erfindung, eines Apparates zur drahtlosen Übertragung der menschlichen Sprache von einem Ort zu einem anderen, der mit Hilfe der Hertz'schen elektromagnetischen Wellen, deren Aussteuerung ich durch den Einsatz kompliziertester technischer Gerätschaften dergestalten beeinflusse, so daß sie im Takte der Schallwellen gleichschreiten, und die am Empfangsorte durch Zweipoldrähle zuerst in elektrische Ströme und dann durch besondere Kristalleigenschaften und mechanische Verstärkungsverfahren wieder in hörbare Sprache umgewandelt werden, und mit deren Hilfe ich sogar schon Kontakt zu außerirdischen Wesenheiten herstellen konnte, die beginnend mit der Woche des 14. Januars 1901 auf dem Landsitze derer von Uexküll in der russischen Ostseeprovinz Kurland, zu dem es mir eine Ehre wäre, Sie von Windau aus hinzubefördern, wenn Sie mir den Zeitpunkt Ihres dortigen Eintreffens und Ihr verwendetes Transportmittel mitzuteilen bequemen, stattfinden werden, einzuladen, erwarte ich Ihre baldige Antwort und verbleibe mit ehrerbietigsten Grüßen,

August Peter Freiherr von Uexküll

Rough translation:

Dear XXX!

After years of hard work and multiple setbacks, I finally succeeded in developing a device that transmits human speech from one place to another without wires. My device uses Hertzian electromagnetic waves, the modulation of which is manipulated in a way that it changes in accordance to sound waves. The electromagnetic waves are received by a dipole wire antenna and are converted to electric currents. Those currents are converted back to audible speech using a newly developed crystal device and mechanical amplification processes. I even managed to make contact to extraterrestrial entities using this device. I hereby invite you to witness a demonstration of my device that will take place on the 14th of January 1901 on the von Uexküll estate in the Russian Baltic Province of Kurland. I would be honored to pick you up in Windau, if you inform me of the date of your arrival there. I eagerly await your answer and remain with kind regards,

August Peter Freiherr von Uexküll

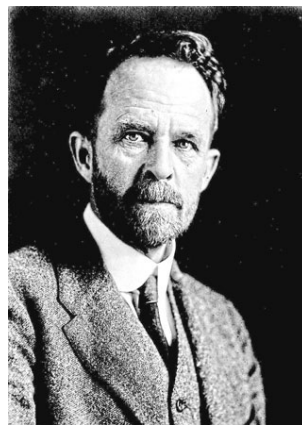
Heinrich Ingel

Old Friend from University

You met August Peter von Uexküll during your studies in Königsberg. You were both a bit eccentric and got along well right away. When during one of your "experiments" ("student pranks" is a word used by others in this context, or "gross mischief") the lab went up in flames, you were expelled from the university with scorn and shame. Von Uexküll was saved by his money and his status: He was only advised to change his place of study, which he did.

Since then, you have kept your head above water with small contract work, the construction of electrical equipment, and the maintenance of machines. Uexküll's invitation came as a surprise to you, but you are pleased that your old friend is still thinking of you, and a few days with regular and plentiful meals will do you good.

You are not married, but you have an illegitimate daughter who you would like to take care of more.



ST	10
DX	14
CO	9
IN	17
WI	12
CH	10
TP	12
WP	12

Mother tongue: German

Alertness 60%

Bureaucracy 40%

Craft (electrical engineering) 80%

Craft (mechanics) 60%

Foreign language (English) 20%

Foreign language (Greek) 20%

Foreign language (Latin) 40%

History 20%

Mathematics 40%

Persuade 40%

Pharmacy 20%

Search 40%

Stealth 50%

Survival 40%

Swimming 40%

Johannes Borgerding

Corps Brother

You know August Peter von Uexküll from his time in Heidelberg - you are both members of the students' fraternity Corps Suevia. You are quite a bit younger than von Uexküll, and only met him in his last year in Heidelberg. You yourself have never managed to get out of Heidelberg. Your last business ventures (colonial holdings, dubious import transactions, futures trading) have all failed, and you urgently need a new investor. What could be more natural than to leave your wife behind in Heidelberg and accept the general invitation to Uexküll's demonstration, that ended up at the house of Corps Suevia. Perhaps you can persuade your wealthy Corps brother to invest?



ST	11
DX	12
CO	13
IN	13
WI	12
CH	11
TP	12
WP	12

Mother tongue: German

Accounting 60%

Alertness 60%

Art (singing) 40%

Bureaucracy 60%.

Firearms 40%

Foreign language (French) 40%

Foreign language (Greek) 20%

Foreign language (Latin) 40%

Jurisprudence 60%

Mathematics 20%

Melee weapons 50%

Persuade 70%

Psychology 60%

Stealth 30%

Adelheit von Glehn

Best Friend of Charlotte von Uexküll

You are an old friend of Charlotte Dorothea von Uexküll, the wife of August Peter von Uexküll. You have known each other since childhood, and have spent some summers together on one or the other country estate. You were both married young, and haven't seen each other for almost 20 years, but have corresponded extensively all the time.

Your own husband died a few years ago, and without children you are not important to the Glehn family succession. With a respectable inheritance, however, you are financially independent. You lead a luxurious life in sophisticated Baden-Baden. You only travel to the primitive, backwoods Baltic States because your old girlfriend's invitation has a very worried undertone.



ST	10
DX	12
CO	10
IN	12
WI	14
CH	14
TP	10
WP	14

Mother tongue: German
Alertness 40%
Athletics 50%
Disguise 30%
Firearms 50%
Foreign language (English) 20%
Foreign language (French) 60%
Foreign language (Russian) 60%
History 70%
Persuade 50%
Psychology 50%
Riding 60%
Search 40%
Stealth 30%
Swimming 70%

Elene Khilkov

Lady's Companion of Adelheit von Glehn

You come from an impoverished Russian noble family. One of the few befitting ways to make a living is as a lady's companion. You accompany and entertain Adelheit of Glehn, keep her company, and in return receive board, lodging, and pocket money. Your goal is to find a husband who is in keeping with your rank. Of course, that was easier in the fashionable Baden-Baden - where you resided until now - than in the backwoods Baltic. But hopefully your stay there won't last long.

Since your childhood you have been fascinated by occultism and mysticism, and you have even met the great Grigori Rasputin in person.



ST	10
DX	12
CO	10
IN	10
WI	15
CH	16
TP	10
WP	15

Mother tongue: Russian
Alertness 40%
Archaeology 40%
Art (photography) 40%
Athletics 50%
Disguise 30%
Foreign language (French) 60%
Foreign language (German) 60%
Occultism 70%
Persuade 50%
Psychology 50%
Religion 30%
Riding 40%
Search 40%
Stealth 30%
Swimming 50%

Captain Kurt Irmer

German Imperial Naval Office

You come from a family of academics in Lower Saxony, but even as a child you heard the call of the sea. Out of patriotic enthusiasm, you joined the Imperial Navy and in the meantime have reached the rank of Captain. At the moment, however, you are deployed on land, in the branch of the German Imperial Naval Office at the Imperial shipyard in Wilhelmshaven.

Your department at the office is responsible for evaluating new technical achievements: Torpedoes, airships, submarines, wireless telegraphy, steam turbines, ... As a lover of science fiction novels, like those by Jules Verne or Kurt Laßwitz, you are fully in your element here. The radio transmission technology announced by Uexküll falls entirely within your remit, and so your superiors have given you a marching order to the Baltic Provinces to attend the demonstration.



ST	11
DX	12
CO	11
IN	13
WI	12
CH	13
TP	11
WP	12

Mother tongue: German
Alertness 50%.
Art of survival 40%
Artillery 40%
Athletics 50%
Explosives 40%
Firearms 60%
First aid 30%
Foreign language (English) 40%
Foreign language (Latin) 20%
Melee weapons 60%
Military sciences 40%
Natural sciences (physics) 60%
Navigation 40%
Pilot (ship) 40%
Stealth 40%
Swimming 60%
Unarmed combat 60%

Dr. Christian Jüttner

Academic Privy Councillor

You are an Academic Privy Councillor of the Prussian Academy of Sciences and live in Berlin. You are married and have five children; the eldest ones now have their own families, and even the youngest are out of the woods. This gives you more time to take care of science, and so without a guilty conscience you have taken on the task of travelling to the Baltic Provinces in the name of the Prussian Academy of Sciences, inspecting von Uexküll's invention and checking whether it can stand up to scientific quality criteria.



ST	10
DX	11
CO	11
IN	15
WI	14
CH	12
TP	11
WP	14

Mother tongue: German
Accounting 30%
Alertness 60%
Bureaucracy 50%.
First aid 30%
Foreign language (Greek) 60%
Foreign language (Latin) 60%
Mathematics 80%
Natural science (chemistry) 40%
Natural sciences (physics) 80%
Navigation 50%
Persuade 40%
Pharmacy 40%
Psychology 30%
Search 70%

Ruth Tumarkin

American Inventor

You are an American inventor. Together with your husband you work on the commercial use of radio. You've been corresponding with August Peter von Uexküll for a while now. So far, his rather unorthodox approaches didn't seem very promising, but if his invention really works, then you're keen to acquire the patents.



ST	11
DX	12
CO	11
IN	16
WI	12
CH	10
TP	11
WP	12

Mother tongue: English
Accounting 40%
Alertness 60%
Athletics 40%
Craft (electrical engineering) 80%
Craft (mechanics) 40%
Foreign language (German) 60%
Mathematics 60%
Military science 40%
Natural sciences (physics) 80%
Persuade 60%
Search 40%
Stealth 50%

Margaret Windscheid

Science Writer

You are a Karlsruhe woman from a respectable home, but you are the black sheep of the family. Instead of looking for a suitable husband after graduating from the Higher Girls' School, you started to listen to lectures as a guest student at the Technical University (you can't matriculate properly there as a woman) and to occupy yourself with modern science. You have used your knowledge to write some popular science books, and you also write journal articles - mostly under a pseudonym. You are also an active member of the "Allgemeine Deutschen Frauenverein" (German Women's Association) and are committed to equal rights for women.



ST	10
DX	12
CO	11
IN	13
WI	14
CH	13
TP	11
WP	14

Mother tongue: German
Alertness 60%
Art (journalism) 80%
Bureaucracy 50%.
Foreign language (English) 40%
Foreign language (French) 50%.
History 50%
Jurisprudence 40%
Natural sciences (physics) 40%
Persuade 50%
Psychology 70%
Search 60%
Stealth 70%