

GOTHAM '39

The Mirror Eternal

About the Adventure

Gotham '39: The Mirror Eternal is a noir pulp adventure set in the gritty streets of Gotham City. It's a hardboiled mystery that throws the players deep into Gotham's criminal underbelly. Here, powerful mob families are tangled up in something dark—something they don't understand. The whispers say they are summoning a demon, but the truth is stranger. As the players dig deeper, the bodies pile up, the lies get thicker, and an obsessed new villain steps from the shadows.

This version of the adventure is for the *Batman: Gotham City Chronicles* RPG. *GURPS* and *Call of Cthulhu* versions are available on 1shotadventures.com.

Gotham '39 is suitable for three-to-five *Streets of Gotham City* characters. The end of the adventure includes five pregenerated pulp characters, each with their own motivations and dark secrets. For the best game experience, each player should pick a character mostly blindly – from a short description, or using the character tents located at the end of the adventure – so their secrets are unspoiled.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Suggested tests are in SMALL-CAPS. Sections marked with a person icon are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Background

In 1891, the famed magician Karl Vayne invented an impressive new magic trick – the “summoning” of a “Babylonian demon” named Ishk'harhul through a mirror. The demon would seemingly grant wishes to lucky audience members. This performance was all illusion and skilled trickery. The demon was entirely made-up, performed by a stage assistant in a gruesome mask, and appearing by trap doors and smoke pellets. Nevertheless, the illusion greatly impressed audiences throughout Gotham, and many other magicians attempted the famous trick themselves, with few others able to copy the trick due to its craftsmanship.

Shortly after Karl Vayne died in 1905, a cult sprang up around his works. They claimed that the demon Ishk'harhul was real and summoned through actual magic. The cult set about collecting old tomes to bring him forth. For all the obvious reasons, the Cult of Ishk'harhul did not succeed, and it eventually faded away.

In 1937, a Hungarian immigrant named Viktor Váradi read all about Karl Vayne, his history, the cult of Ishk'harhul, and became obsessed. He bought Karl Vayne's old stage mirror and had it restored at his workplace, Gotham Glass. In a quest to recreate the summoning, he corresponded with occult experts back in the old country. Amazingly, he received elements of a *real* ritual that might summon



a demon through glass, and he obsessively set about to accomplish it, hoping that his success would grant him wishes and wizardly powers, much as he thought Karl Vayne had.

The ritual Viktor Váradi discovered required him to procure centuries-old shards of church glass and then have men cut themselves with it while saying specific words. This poisoned their blood with a residual mercury in the shard, transforming it into a viscous, metallic liquid that flows unnaturally and pools with an eerie glint.

The ritual, however, would only be concluded when three blood-poisoned victims died. Their deaths, Viktor believed, would trigger Vayne's mirror to come to life, and act as a portal so that Ishk'harhul could walk through. He still did not realize that Ishk'harhul was fictitious and could never appear. But he did not realize that his ritual had a different power, and that the death of the men would bring doom through a different means – if finished, the ritual would summon a unearthly ark that had the power to turn men to glass and level the city.

In 1939, inspired by his stage magician hero, Viktor created a mysterious persona – the Ebony Veil. Hesitant to pull innocent citizens into his occult plot, Ebony Veil contacted members of the crime families of Gotham to gauge their interest in the occult and tempt them to participate. He promised them the ancient ritual could give them power and influence. He was ignored by most, but one particular crime boss, the superstitious Santo Cassamento, was a believer in spiritualism and the supernatural, and took the bait. He helped gather his mob friends for the ritual that Ebony Veil proposed.

On one rainy night, five men gathered in the burned-out Blankinship Motors warehouse. In front of a crude statue of Ishk'harhul, they sliced their hands with old church glass taken from the Gotham Cathedral... and nothing happened. The mob bosses left in frustration and annoyance, thinking they'd been conned.

The crime bosses did not know that the ritual had, in fact, succeeded. Their blood was poisoned, and their deaths would seal a different curse. Viktor excitedly went about planning their murders – something that isn't too hard when you're targeting high-profile criminals in Gotham...

Adventure Summary

The adventure begins when the PCs – a ragtag group of semi-influential Gotham citizens with some knowledge of the occult – attend a show at the Blue Orchid, a seedy



nightclub. Within minutes, the PCs are handed letters during the show, letters that blackmail them to visit the warehouse where the Ebony Veil's ritual took place. The PCs do not realize that they are being blackmailed by Batman, who believes that their combined knowledge of the occult might be useful to helping him understand this mystery; he wants to watch experts investigate the ritual site.

Gangsters interrupt the scene at the club and the PCs witness the death of the mob boss Santo Cassamento, one of the crime bosses present at the ritual. His death is the first of three deaths needed to complete Ebony Veil's ritual.

The adventure then opens up into a sandbox investigation across Gotham. The PCs have many leads to follow across a dozen locations, and each of them will take them closer to the ritual's participants. They'll uncover clues, deal with dangerous underworld characters, and learn that the Ebony Veil wants to summon the demon Ishk'harhul into the world – something that is impossible given that the demon is fictitious!

As the PCs investigate the case, they'll attract the attention of the mob and their illicit activities. Their roleplaying and actions will no doubt lead to more violence, resulting in the second death of one of the ritual's participants.



The Five Ritual Participants

Under the guise of the Ebony Veil, Viktor Váradi summoned five men to the Blankinship Motors warehouse to perform the ritual that he believed would summon Ishk'harhul. He mostly tried to pick disdainful men that the city wouldn't miss when they were later murdered. They included:

Santo Cassamento – The always-smiling crime boss of the Cassamento crime family was an easy mark. He was already very superstitious, regularly attended seances, and even had a large collection of pagan idols in his home. Santo's death at the Blue Orchid nightclub kicks off the adventure.

Renzo Beretti – The power hungry *consiglieri* and attorney of the Beretti crime family. He has a reputation for being a family man and always keeping his word. He had recently befriended Cassamento and was curious to see if there was any truth to the occult ritual he proposed.

Paddy Banfield – The brutish new leader of the Green Street Boys gang, Paddy Malone was convinced by the Ebony Veil to attend the meeting. But he left halfway through the "ritual," bothered by a pounding headache – a serious medical issue – and thinking the whole ceremony was stupid.

Hermann Manstein – The sadistic head of a huge east coast smuggling ring – and Nazi sympathizer. He only agreed to show up at the ritual when he heard other big time crime bosses would be there. As the PCs interfere with his smuggling ring, he'll quickly come for revenge.

Augustus Van Dorn – The head of Van Dorn Industries, an international manufacturing conglomerate that is in dire financial straits. He is also the absentee owner of Gotham Glass, the company where Viktor Váradi works. It was easy to convince the desperate businessman that a ritual might reverse his fortunes.

His plan near completion, the Ebony Veil contacts the PCs and any surviving participants and summons them to the abandoned Gotham Cathedral where he hopes to kill the third and final victim and finish his ritual.

But while the Ebony Veil's ritual will not summon the false demon Ishk'harhul into the world, his occult dabblings do actually threaten Gotham. The third death summons a strange ark into Gotham, an ancient artifact with the power to turn men to glass and level the city. In the climactic finale, the PCs must stop the Ebony Veil and his goons, defuse the ark, and save Gotham.

The Question of the Bat

Gotham '39 is a gritty, noir adventure that stays grounded in crime and mystery, avoiding superheroics. The PCs aren't caped crusaders—they're skilled but ordinary investigators, fighting against corruption and crime with luck, wit, and determination. With the right moves, they can keep Gotham from sliding into chaos.

Throughout the adventure, the Batman is a shadowy, elusive figure. He's known to the public, but barely more than a rumor. He watches from the darkness, using the PCs' investi-

gation to gauge whether the Ebony Veil is a genuine threat to Gotham. They might catch a glimpse of him in the night, but direct interaction should be rare. Once Batman determines that Ishk'harhul is a myth, he steps back, leaving the PCs to face the hidden danger of the final ritual alone.

GM's Note: In other versions of this adventure, one player can play an early version of Batman. Here, Bruce Wayne disguises himself as "Mitchell Malone," an ordinary, hard-boiled detective who joins the PCs from the beginning, pretending to be blackmailed along with the rest of the investigators. The player playing "Mitchell" should absolutely keep his real identity as Bruce Wayne a total secret from the other players until perhaps the finale, when he can finally "suit up" to help foil the Ebony Veil's plan.

While this "hidden Batman" approach is a fun twist to the adventure, the Gotham City Chronicles RPG puts Batman so much more capable than street level characters (the "Year Zero" version is Level 13 with 16 levels of Ways!). So that option isn't included here, but may be in the future.



BRISTOL

Map of GOTHAM CITY

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THE KANE CARTOGRAPHY COMPANY
INCORPORATED
COMMERCIAL ART - DRAFTING - PHOTOGRAPHY
MAP MAKERS - MAP PUBLISHING

SOMMERSET

Amusement Mile

The Hill

MARINA

Newtown

Sheldon Park

6151 Flugelheim

Crime Alley 51 Tooth St.

Burnley

Green Glove Boxing

The Bowery

Blue Orchid

Arkham Island

Coventry

Whispering Lantern

Upper East Side

Mario e Dante's

Robinson Park

MILLER HARBOR

Gotham Glass

Fashion District

Clock King

Upper West Side

Haven of Peace

Diamond District

Blankinship Warehouse

City Library

City Hall District

Chinatown

Old Gotham

Cathedral

Financial District

Penny Plunderer

Tricorner

Blackgate Isle

GOTHAM HARBOR

GOTHAM RIVER

CAPE CARMINE

ROXBOROUGH

BOCK'S

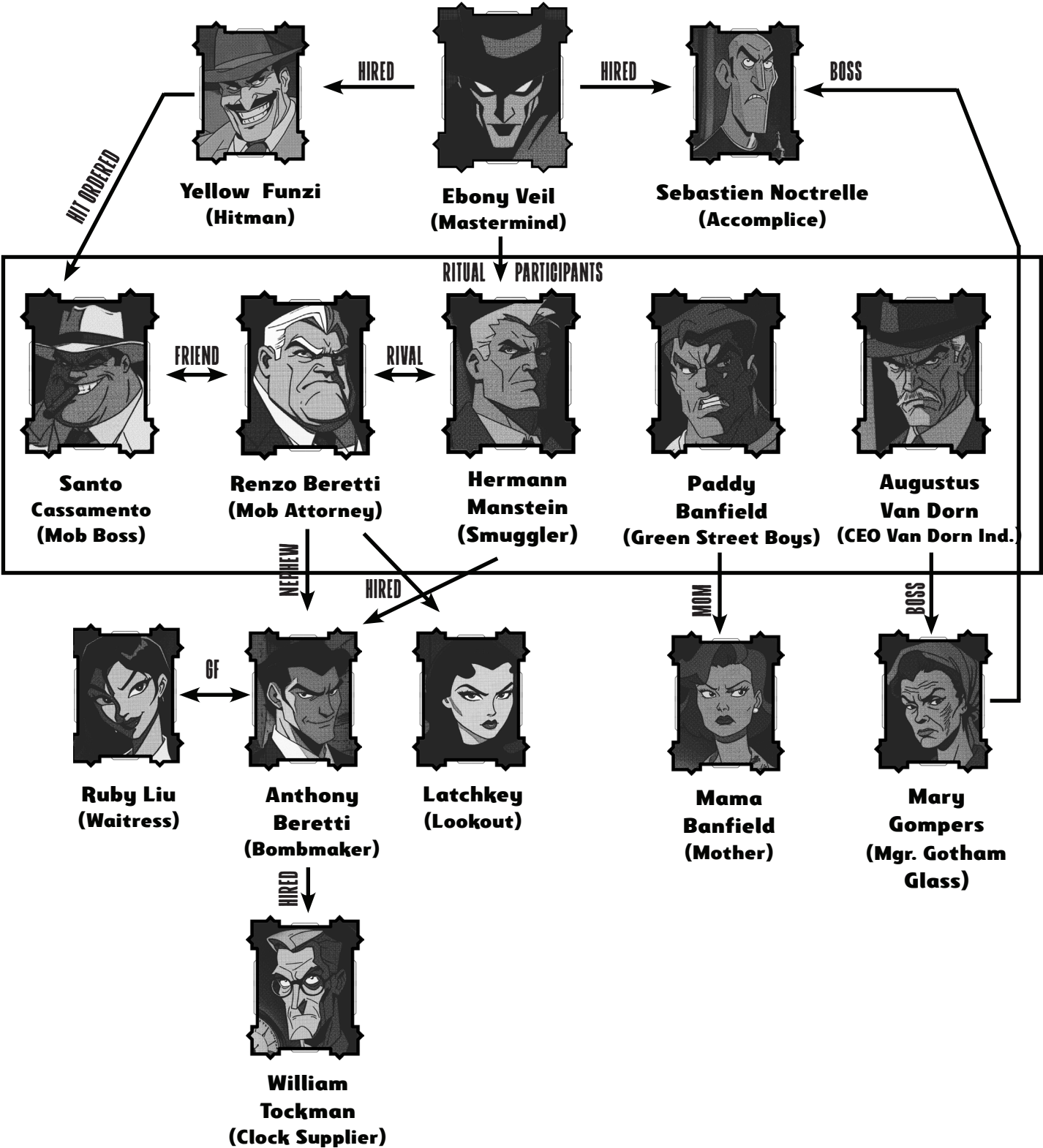
SCALE OF MILES

0 1 2 3

GOTHAM CITY MAP 4/37



Web of Key Connections



Part I

The Blue Orchid

In this first part of the adventure, the PCs arrive at a night club and find themselves blackmailed, then witness an infamous mob boss's murder. Soon they discover leads that indicate the city's mobsters have occult ties to a fictitious Babylonian god. They end this part with many leads to follow...

Blackmail and Guns

The Blue Orchid used to be a glamorous night club. In the '20s it was one of the city's busiest speakeasies, and drew visitors from all along the East Coast. Now, the Blue Orchid is a destination for faded stars and dimmed dreams, attracting everyone from low-level mobsters, down-on-their-luck businessmen, and washed-up entertainers.

Despite the club's decline, Dolores Sinclair, the Orchid's long-time manager, still has enough sway to bring in fresh talent. Tonight, Georgia Raye stands beneath the smoky stage lights, her velvety voice filling the room—warm and rich, a stark contrast to the cold Gotham rain outside.

Each of you received an invitation to the club for 9 PM, and now you find yourselves seated together at the same table. As Dolores glides past, she gives a knowing smirk.

DOLORES SINCLAIR

Welcome to the club, fellas—can't believe you scored this table. Some rich guy had it locked down 'til the last minute, but hey, his loss is your lucky night!

As the PCs order drinks and glance around the room, they notice a handful of famous folks in the crowd:

- SANTO CASSAMENTO, the thick-faced, smiling mob boss and head of the Cassamento crime family. There's an attractive young blonde, CASSIDY, on his lap who isn't his usual girl. His left hand is bandaged, covering a deep slice on his palm. An INTELLIGENCE (Difficulty 10) test will recall his reputation for greed, big spending, jovial attitude, and superstitious beliefs.
- SONJA FLYNN, a beautiful young starlet known for her recent role in the new horror movie, *The Son of Dracula*. An INTELLIGENCE (Difficulty 10) test recalls that she is in Gotham to shoot a new film, *Dr. Cyclops*.
- "PUGGY" CHLAPOWSKI, the assistant editor of the Gotham Times. An INTELLIGENCE (Difficulty 10) test

YELLOW FUNZI

PL 2, HP 18, IL 9.

Str +0, Dex +1, Per +0
Con +2, Int -1, Wil +0.

DEF 11, DD Bonus +0, Init 10.

MA +0, DD 1D4.

RA +1, DD 2D8 (tommy gun, range 180').

Quirks: Yellow Funzi loves wearing yellow – it's his beloved grandma's favorite color. He's highly motivated by making a name for himself in the Gotham underworld. He's got a big mouth, a strange sense of humor, and an itchy trigger finger.

Gear: He carries a tommy gun which he'll shoot until he's out of ammo (four turns of shooting). He also has a glass shard with a number scratched on it.

Mobster Hitmen (1 per PC): PL 1, HP 6, IL 3. Str +0, Dex +0, Per +0, Con +0, Int -1, Wil -1. DEF 10, DD Bonus +1, Init 10. MA +1, DD 1D4. RA +0, DD 1D10 (revolver, range 180'). They also carry a glass shard. The mobsters will make their getaway after they are out of ammo or lose more than half their HP.



recalls that Puggy was recently promoted after he uncovered corruption in the district attorney's office, a big story that led to the arrest of three city prosecutors. He has a reputation for being a straight-shooter.

Blackmail

Twenty minutes into the evening, Dolores returns to the PCs' table with a large platter bearing several specialty silver cocktail shakers. She places one in front of each PCs and says, "a special cocktail on the house," in a friendly tone. If asked, she says she only knows they had been preordered earlier that day.

Inside each shaker is a folded blackmail note (see [Hand-outs A](#)). The gist of each note is that the PC is told to meet at the Dixon Docks, outside the old Blankinship Motors warehouse on Fulton Street, at 2 AM, else a horrible secret about the character will be revealed.

GM's Note: These blackmail notes were written by none other than Batman! After observing evidence that an occult ritual



might be in the works, he knew he had to get experts on the case. He invited several people with ties to the supernatural to the club, and has arranged to blackmail them to investigate the warehouse where the ritual of Ishk'harhul took place. He then hopes to observe them and learn whether there's a real threat to Gotham, or this is all just a con job.

 The pregenerated character Raya Vestri took a friend's place at the club tonight, so she'll receive a note intended for someone else. Her Curiosity should still motivate her to investigate. Also, if you're playing with "Mitchell Malone" (aka Bruce Wayne), he *made* the notes, so his own note will entirely fake.

The Shootout

Suddenly, the microphone whines and the singer Georgia Raye is pushed from the stage by a man wearing a mustard trench coat and bright yellow gloves – YELLOW FUNZI, a high-ranking goon who's worked for several underworld families. Doors slam and the exit to the club is blocked. In a gravelly voice, the mobster speaks in the microphone:

YELLOW FUNZI

Hey Santo! Didn't ya hear that two things don't last long in this world? A pretty girl on your lap... and a rat at the top.

With that, Yellow Funzi yanks out a tommy gun from his trench coat and brutally guns down the shocked Santo Cassamento!

Chaos breaks out in the club. With Cassamento dead, Yellow Funzi gleefully shoots indiscriminately into the crowd. More mobster hitmen (one per PC) emerge to shoot at any "heroes" and cover Yellow Funzi's escape. The PCs should jump into action here to take down or capture a few of the gunmen! It doesn't matter what happens to these hitmen from here on out.

Aftermath

After the violence comes to an end, POLICE COMMISSIONER GILLIAN LOEB enters the club, escorted by a handful of cops. The police are surprisingly casual. A STREETWISE roll recalls that Loeb is on the payroll of the powerful Falcone crime family, and won't care at all that a rival mobster was killed tonight. The cops round up any living gangsters as Loeb sits down to order a French 75 cocktail and chat with some of the more influential witnesses.

Cassamento's Blood

The PCs will notice a commotion around Santo Cassamento's corpse. They see one of the cops gasp and put a handkerchief over his mouth as he examines the bullet-ridden body. The officer looks confused. Examining the shot-up corpse of the victim, they'll see that his **blood is oily and reflective like mercury**. It pools oddly and it faintly smells of like a mix of scorched steel and raw ozone. Anyone who tries to talk to the cops about this will be quickly escorted away as the body is covered up with a tablecloth. If surviving mobsters are questioned, they don't have any more information; they are as surprised as everyone else.

Anyone who convinces the cops to let them examine the body closer will notice the mob boss has a bandage on one of his index fingers, which covers a fairly fresh cut, like he sliced himself with a knife in the last few days. An INTELLIGENCE (Difficulty 10) test identifies that this kind of blood poisoning is totally unnatural.

The Survivors

If the PCs want to speak to any of the surviving hitmen, it won't be hard. Loeb's men are corrupt, so the PCs can easily bribe them, use an appropriate social skill, or get a Very Good reaction roll or better to get a few minutes of interrogation time.

GM's Note: If there were no mobster survivors at the club, the cops drag in Mickey Infantino, a low-ranking and cowardly mobster who was working for Yellow Funzi. He shot a few rounds in the air and then quickly ran out the front door. The cops caught him in the entrance when they stormed the club.

Any surviving mobsters are mouthy and unlikely to squeal... at first. However, a tough guy approach, along with a successful WILLPOWER (Difficulty 10) test, can crack one. Or, a believable promise of a good word to the corrupt cops might be enough to secure their escape. If successfully interrogated, the mobster will reveal:

- All of them were individually contacted by Yellow Funzi. He was hired by a mysterious man they only know as the Ebony Veil. He promised them \$600 to pull off the hit, half up front, the other half once the job was done. While they were concerned they might never receive the second half of their payment, the first paycheck was enough for the mobsters to do the job.
- They only met Ebony Veil once, when he showed up while they were planning the hit. He wore a tin mask and black rimmed hat. Ebony Veil gave each of the men a small piece of broken glass to show to others as proof they were working for him.



- They planned the attack at Funzi's grandmother's house, a little brownstone house at 51 Tooth Street, just north of the Blue Orchid near Sheldon Park. See Part III if the PCs decide to go here.
- They know nothing about why Cassamento's blood is so strange.

Each of the mobsters have a small shard of blue glass in their pocket. Each is sharp and broken, and has the word "Vayne" carved into it. The one in Yellow Funzi's pocket also has a phone number taped on to it: 3-4270. *GM's Note: This number is connected to the Ebony Veil's phone located in a room in the Gotham Glass factory. Funzi was given the information to call the Ebony Veil when the job was done. See inset for more information.*

The name on the shard of glass is mysterious. An INTELLIGENCE (Difficulty 15) test recalls it as the name of a famous, now deceased, 19th century magician, Karl Vayne. If the roll is made by 3 or more, or a separate OCCULTISM roll is made, it is recalled that Vayne was famous for a trick where he supposedly conjured a Babylonian demon on stage from a mirror, who would grant "wishes" to audience members.

Karl Vayne can be researched more at the Gotham Library or The Whispering Lantern magic shop (see p. 19).

A glazier, craftsman, or glass expert will identify the glass as centuries old, due to its irregularities, blueish tint, and weathered patina. This will likely require either an INTELLIGENCE (Difficulty 20) test, although GMs should give bonuses to craftsmen and architect types. specialized crafting skill that glaziers. A roll of '20' identifies it as from the Gotham Cathedral!



Sonja Flynn

If the players interview Sonja Flynn, the *The Son of Dracula* starlet, they'll find her crying dramatically at the outburst of violence. Only a Very Good or better reaction roll will she talk to the PCs. Sonja says her entire day was terrible:

SONJA FLYNN

A mob shootout? Darling, that's just the cherry on this miserable little sundae of a day. Spent my morning doing research for a new role, only to get hounded by some weasel from the Gotham Tattler—Morty Greasy, or something just as unpleasant.

If asked, she says that she landed a role in *Dr. Cyclops*, an new film about a mad scientist that shrinks people. She's go-

Calling the Number

If the PCs call the number found on Yellow Funzi within an hour of the shootout, the phone picks up with the whispery, mysterious voice of Ebony Veil:

MYSTERIOUS VOICE

Is the job done?

The Ebony Veil won't reveal anything about his plan or whereabouts. However, if a PC can talk their way through the conversation (perhaps convincing Ebony Veil he's a surviving mobster and using great roleplaying or an opposed INTELLIGENCE test vs. Veil's Int +3), Ebony Veil will tell them to meet the next day at 5 PM in the old Gotham Cathedral to collect their reward. But if he detects any trickery or ruse, he hangs up.

If the PCs call the number *more* than an hour after the shootout, the phone just rings and rings. That's plenty of time for Ebony Veil to have realized most of his hired guns got rounded up.

If the PCs later investigate the number (e.g., by calling the operator or telephone company during working hours and sweet-talking...), they will discover that it's been registered to Gotham Glass for many years.

ing to play his girlfriend, a magician's assistant, who suffers an accident that leaves her deformed. She was speaking to the owner of the Whispering Lantern, a small magic shop in Coventry, when the reporter interrupted her with rude questions about her last film and whether she was involved with the actor who played Dracula in her movie.



Puggy Chlapowski

Puggy Chlapowski is more talkative, and is frantically interviewing witnesses himself so he can make the deadline for the morning edition at the *Gotham Times*. He doubts the hit originated from another crime family; he says the Cassamentos and the Berettis had just made peace a few months ago, which all the bigger families had helped broker. On a Good reaction roll or better, Puggy wonders aloud whether the Green Street Boys are behind the killing, an Irish gang that's been on the rise lately. He mentions that the very violent Paddy Banfield had just taken over the gang, but the PCs should avoid him because he's a beast:

PUGGY CHLAPOWSKI

Paddy's got fists the size of anvils, and they say he once crushed a man's skull like a baked potato just for lookin' at him wrong. You wanna talk to him? Sure, but don't expect to leave with all your teeth—or your knees.

If asked, Puggy Chlapowski doesn't know where Paddy Banfield can be found, only that word on the street is that he's been having bad headaches lately and has been laying low.

If the investigators really impress Puggy Chlapowski, he'll volunteer to look into the Green Street Boys, and call them the next day with information that the Paddy and his boys are often found at Green Glove Boxing. Those familiar with the underworld will confirm that Paddy has been having horrible headaches and has been staying with his mom.



Cassidy Marx

Cassidy was Santo's date for the night, but he only just met her tonight, at the bar of Mario e Dante's Italian restaurant. She's an empty-headed, platinum blonde who is distraught at tonight's violence. She only says that she liked Santo's smile and big spending, and he gave her a golden rabbit pendant as a lucky charm for tonight, something she credits with saving her life when Santo was gunned down.



Georgia Raye

The singer Georgia Raye is horrified by the shooting, and nursing what might be a broken arm from her fall from the stage. No one is helping her or paying her any attention. If the PCs treat her, she'll recall that she saw Yellow Funzi backstage before the attack. She thought he was just a creep staring at the singers as they emerged from the dressing rooms.:

GEORGIA RAYE

I heard that creep runnin' his mouth. He told his friend "Cassamento's gone soft" and that he heard he attended a seance last week or something." Soon as he caught me listenin', he just smirked and said, "Girl, you best keep your ears on them piano keys."

Yellow Funzi was referring to Cassamento's love for spiritualistic activities, something that's well-known in the criminal underworld (which an INTELLIGENCE (Difficulty 10) test verifies).

Part II

Remnants of a Ritual

Without many leads to investigate Cassamento's unusual death, the PCs will likely next cautiously head to the Blankinship Motors warehouse at the Dixon Docks. This is the location their mysterious blackmail letters told them to meet.

Blankinship Motors Warehouse

The old Blankinship Motors warehouse on Fulton Street is a skeleton of a building. Its entire second floor is exposed, its rusted steel frame and shattered windows dimly lit by the city lights. Once a hub for the assembly of sleek automobiles in the roaring '20s, it fell into ruin after a deadly explosion claimed the lives of dozens of workers.

An INTELLIGENCE (Difficulty 15) test recalls that the warehouse explosion was thought to be more than accident. If a '20' is rolled, the PC recalls it was blown up by the Beretti crime family as some form of revenge.

1st Floor

On the abandoned warehouse's first floor, rusting assembly lines and skeletal machinery loom like ghosts of industry. Grime and cobwebs cover most of the surfaces, and the occasional scurry of vermin can be heard in the shadows.

There are many clues to be found in the dark warehouse. (Turning on the lights will help, but a flashlight can reduce darkness penalties to -3):

- A PERCEPTION (Difficulty 10) test finds that about a dozen people have recently been here (this would be the mob bosses who participated in the ritual and their bodyguards). Closer examination of the dusty tracks in this room show it's only been a few days since men were here.
- Searching the room, or making a PERCEPTION (Difficulty 15) test finds a new toolbox stuffed underneath an old workbench. It contains several broken, half-disassembled clocks, all set for 3:00. These were parts used to build the firebomb. A receipt (see [Handout C](#)) in the box shows the clocks were purchased at Clock King, a vintage clock repair shop located outside the Fashion District.
- The PCs can also easily find some ordinary tools, like a hammer, screwdriver, etc. here.

The Warehouse Timeline

The PCs may arrive at the warehouse ahead of their 2 AM call. Here's how the night breaks down:

1 AM - Morty Greely, a reporter for the *Gotham Tatler* arrives. He sneaks in through a back window and snoops around, nervously turning his flashlight on and off, which can be observed from the exterior.

2 AM - Batman arrives and sees Greely. He turns the building's lights turn on and rings an old shift bell to scare him off. Morty makes a run for it.

2:15 AM - Lucia "The Latchkey" Chiave, who is watching the building to make sure it explodes, decides to move things along. She jumps rooftops and sneaks into the top floor, intending to accelerate the firebomb planted in the statue on the second floor.

3 AM - Unless accelerated, the firebomb planted on the second floor explodes. Any PCs caught inside the building must make a DEXTERITY (Difficulty 15) test or take 2D4 cr damage from falling debris and toppling industrial shelves. They should then escape the building as it catches on fire and burns down!

2nd Floor

Two sets of stairs lead up to the second floor of the warehouse, which was once used for offices. There's not much left of it. An explosion over a decade ago wiped out most of the furniture and interior walls here, leaving only broken windows and scorch marks on the wooden floors. Any lights here are blown out and dark. Also, the floor smells like gas. Over a hundred new jerry cans filled with gasoline are placed throughout the floor!

In the middle of the largest room is a bizarre sight. A make-shift wooden statue of a crowned demon is at its center. The twisted humanoid shape is covered in a mosaic of cracked, reflective glass that distorts its grotesque, ever-shifting features. Surrounding it are chalk symbols and occult paraphernalia — black candles and fragmented mirrors arranged in ritualistic patterns, along with a few offerings of bloodied blue shards of





Anthony Beretti's Firebomb

A careful examination of the statue, or a PERCEPTION (Difficulty 15) test hears a faint ticking sound inside the mirrored idol. Sure enough, the center of the statue has a bread-box-sized compartment holding a firebomb, with several cannisters of tar-like naptha fuel!

The bomb is clumsily made — it was set by Anthony Beretti while he was drinking. A PERCEPTION (Difficulty 10) test discovers that it will go off around 3 AM (unless Latch-key accelerated it, see below). The bomb can be disarmed with a DEXTERITY (Difficulty 15). If failed, it ignites and explodes for 4D6 damage, which lights the gasoline-soaked floor on fire and burns the building down.

The Warehouse's Occupants

As the PCs investigate the warehouse, there are two NPCs they can meet in or near the building, and another watching from afar...

glass, similar to the ones found in the mobster's pockets at the Blue Orchid, but unmarked with any name.

- A INTELLIGENCE (Difficulty 15) test identifies that the crude statue is vaguely Babylonian, but the details are all wrong. If the PCs have seen Karl Vayne's poster from the Whispering Lantern or heard a description of Ishk'harhul, they will recognize the statue as the fictitious Babylonian god. It looks like someone was trying to conjure him for real!
- Anyone with a medical background can tell that the blood on the glass shards is about five days old.
- Fingerprints can be found on the shards. If researched and cross-referenced with the police (which will take some time), they'll be identified as matching those of PADDY BANFIELD, the violent enforcer of the Green Street Boys gang and RENZO BERETTI, the high-ranking attorney of the Beretti crime family.
- Crumpled up in burned garbage bin in the corner is a copy of the ritual used at the ceremony (see [Handout E](#)). Anyone making a FORGERY roll finds problems — while the page looks medieval, it is not, and is printed on newer paper and is "aged" with tea. A PERCEPTION (Difficulty 10) test also finds authenticity problems with this ritual, with many misspellings.
- A PERCEPTION (Difficulty 20) roll finds a military-grade grappling hook buried high up in one of the concrete walls. Batman used this to rappel down the first time he investigated the warehouse.

Morty Greely, the Reporter

The first visitor to the building is Morty Greely, a nebbish reporter for the sketchy *Gotham Tattler*. He got a lead that something was going to go down tonight at the warehouse.

Morty spooks easily. The moment the lights flick on (around 2 AM), he hears the PCs, or catches sight of the creepy idol upstairs, he'll bolt. He's not fast, easily intimidated, and terrified of groups, so stopping him isn't hard. If cornered, he'll meekly answer questions—unless he suspects the PCs are rival journalists, in which case he shuts up tight.

- His informant was a woman named RUBY LIU. She heard from her new crime family boyfriend, Anthony Beretti, that something "big" was happening tonight after midnight here. She works as a waitress at the Italian restaurant Mario e Dante's. Locals may recall that the restaurant is famed for its mushroom sauce and home-made amaretto liqueur.
- Morty knows the history of the warehouse. He says that back in the '20s, the Beretti crime family blew up the top floor as revenge for the faulty brakes on the cars manufactured here — an accident that cost one of the family's teenagers his life.
- Morty has no idea what the disturbing statue is.
- If asked about a prior encounter with the starlet Sonja Flynn, he admits he "came on pretty strong." He shrugs and says he was just trying to make a buck, and there



was a rumor Flynn was having an affair with her co-star. This fact is irrelevant to the adventure.

Morty's down-on-his-luck and desperate for a job. With good roleplaying, or with sufficient cash, Morty can become a helpful ally to the PCs. The PCs might use Morty to run errands, act as a lookout, or do small investigations for them during the adventure.

Morty Greely: PL 0, HP 3, IL 3. Str +0, Dex +0, Per +1, Con: -1, Int +1, Wil +0. DEF 10, DD Bonus +0, Init 9. MA +0, DD 1D4. Quirks: High pitched voice; Nervous.

The Latchkey, the Lookout

Latchkey is a young woman who works for the Renzo Beretti. She was hired to make sure the warehouse went up in flames (his nephew Anthony is known to make mistakes...).

If Latchkey notices people snooping around the building, she decides to sneak into the warehouse and accelerate the timer connected to the bomb. She's wickedly good at acrobatics and stealth, so she'll leap and climb from her perch and into the warehouse without being noticed. She's less talented at demolitions, however, and will take her time to reset the clock, giving her time to be noticed or caught.

If noticed, she'll run for the nearest window to climb up to the warehouse roof. She'll then leap across to another rooftop, down a fire escape, and hop on her 1936 Indian Chief motorcycle for a quick getaway. She doesn't like resorting violence, so she'll only use her gun if desperate, usually firing blindly to scare off any chasers.

Latchkey will be difficult to catch. The GM can use the normal chase rules (Core Rules, p.146). The chase likely starts Distant, and PCs can use DEXTERITY (climbing after Latchkey, Difficulty 15) or STRENGTH (crashing through windows or leaping across rooftops, Difficulty 15) to close the distance. If after four turns the PCs haven't caught up with her, she gets to her motorcycle, where PCs with vehicles can continue the chase with a opposed DEXTERITY test. If Latchkey wins, the chase ends with her escaping. If the investigators win, they catch up with her.

If caught (or wounded more than a few hit points), Latchkey surrenders and tries to talk her way out of the situation. She'll give up her employer, RENZO BERETTI, the *consigliere* and head attorney of the Beretti crime family. She confesses Renzo paid her \$10 to make sure the warehouse burned down. Otherwise, she knows nothing about the warehouse, who set the original bomb, or even why it was supposed to be destroyed this night.

THE LATCHKEY

PL 2, HP 16, IL 8.

Str +0, Dex +3, Per +1
Con +0, Int +1, Wil +0.

DEF 13, DD Bonus +0, Init 16.

MA +0, DD 1D4.
RA +3, DD 1D6 (derringer, range 60').

Quirks: While the Latchkey is an overconfident daredevil who likes to operate at night, she quickly runs from any danger. She's very hesitant to use firearms, due to an experience of a bullet grazing her cheek years ago.

Gear: The Latchkey typically works in a tight all-black catsuit. She wears climbing shoes (+2 to climbing tests on vertical surfaces) and carries a Model 95 Double Derringer.



Street savvy investigators (or good contacts) recall that Renzo Beretti has a reputation for keeping his word, and being a family man who takes care of his wife and children. He eats at the restaurant Mario e Dante's nearly every night.

The Bat

Hiding high up in the burned rafters of the second floor is Batman. He's watching the PCs investigate the scene, taking mental notes as to what they say and do with the ritual site. He respects the PCs for their expertise in the occult, and he is quietly paying attention, wondering whether the ritual has any real threat. It's unlikely that the PCs will see Batman in the dark rafters. Perhaps, as they go to leave, they'll hear the whoosh of his cape as he leaps off the building.

Batman does not know about the firebomb in the statue. It had not yet been planted there by Anthony Beretti when he investigated the scene. If the firebomb in the idol explodes, however, he'll be quick to rescue any unconscious PCs from the disaster. Perhaps one of the PCs will awaken on the street below, well out of harm's way, and see the shadowy outline of Batman dashing off into the night.

As Latchkey makes her escape, the GM could rule that Batman chases her and catches her. He'll interrogate her and then let her go. The investigators may later come across her in the adventure and describe the frightful experience.

Part III

Search for the Ebony Veil

In this next part of the adventure, the PCs travel across Gotham following clues as to who planned the ritual they found in the Blankinship warehouse. Their investigation into the mob bosses of Gotham will likely lead to the death of the second glass-poisoned victim, which triggers the final part of Ebony Veil's plan.

At this point, the investigators likely have several leads to follow, including some key NPCs:



Eula Funzi, Yellow Funzi's Grandmother

– While Yellow Funzi is likely dead after the opening shootout at the Blue Orchid, one of the surviving mobsters said the attack was planned at his grandmother's house on 51 Tooth Street.

And there are locations of interest they may have found clues to:



Anthony Beretti, the Young Mobster

– Anthony set the bomb in the warehouse. During the day he oversees a fake funeral home loading trucks with stolen goods. At night he likes to visit one of several bars in the area before meeting up with his waitress girlfriend Ruby Liu around midnight.



Paddy Banfield, the Violent Enforcer

– Paddy Banfield's fingerprints were found on the shards in the warehouse. Paddy's been sick with terrible headaches lately and is sleeping at his mother's house. But during the day, he can be found at his seedy boxing gym, Green Glove Boxing.



Renzo Beretti, the Mob Attorney

– Big Renzo is the second in command in the Beretti crime family. He paid his nephew Anthony to set the bomb in the warehouse, and then Latchkey to make sure it burned. At night, he is found doing business and enjoying the delicious Italian food at the restaurant Mario e Dante's.



Ruby Liu, the Mobster's Mole

– The new girlfriend of Anthony Beretti know she's in over her head. Ruby tipped the reporter Morty Greely off that something was unusual was happening at the warehouse. She works at Mario e Dante's in the afternoon and evening shift.

Clock King – The PCs may have found a receipt from the Clock King antique clock store for some of the bomb material in the warehouse. Here they'll learn the bomb was set by Anthony Beretti.

The Whispering Lantern – PCs curious about Karl Vayne and the origin of the Ishk'harhul may visit this old Gotham magic shop. Here they'll learn that the demon was merely a fiction created by the 19th century magician.

Gotham Cathedral – If the players somehow tricked the Ebony Veil into thinking they helped with the killing of Santo Cassamento, he asks them to meet at the Gotham Cathedral for a reward.

Gotham Glass – Yellow Funzi was carrying a blue glass shard with the phone number to Gotham Glass on it. Here the PCs learn that the glass factory is in financial ruin, and they may discover the Ebony Veil was operating from within its offices.

The Gotham Library – Bookish investigators may choose to spend some time at the Gotham Library, which is open each day from 8AM to 11PM. While there are no new clues here, they may find ones that they missed.

GM's Note: The PCs definitely do not have to chase down all of the leads here! They have to get enough clues to track down a few of the participants at the ritual. Eventually, one of them will end up dead, which triggers the next part of the adventure.



Locations of Investigation

51 Tooth Street

Yellow Funzi's Grandma's House

Eula Funzi's brownstone is warm and inviting, with floral wallpaper, creaky wood floors, and soft lamplight. The living room is cozy, with overstuffed armchairs, crocheted doilies, and the scent of fresh almond biscotti in the air.

While she looks sweet at first, Eula Funzi is a foul-mouthed and angry 80-year old woman. She'll answer the door to strangers like a sweet old lady – after all, her grandson Funzi often sent friends here to hide out at her place. However, if she finds out that her grandson is dead, or gets threatened, she'll lose her temper, pull her shotgun from a hiding place, and go berserk.

In Eula's kitchen are remnants of the Yellow Funzi's planning session, including a sheet of paper that describes the attack, along with a second one that would have been aimed at Paddy Banfield (see [Handout G](#)).

Hidden behind a crude painting of a nude woman on the wall is a safe. The safe can be cracked with a **LOCKPICKING** roll or opened with the combination found on Funzi's notes. Inside the safe are incriminating photos of mob attorney Renzo Beretti cuddling a woman who is *not* his wife ((investigators may recognize her as the Blue Orchid night club owner Dolores Sinclair). Anyone making a **INTELLIGENCE** (Difficulty 10) test will recognize Renzo as well as understand that the photo would destroy Renzo's reputation as a loyal family man.



Granny Eula: PL 0, HP 5, IL 3. Str +0, Dex -1, Per +0, Con:+1, Int +0, Wil +1. DEF 9, DD Bonus -1, Init 9. MA +0, DD 1D4. She is quick to grab a hidden shotgun (RA +0, DD 1D10, range 60').

6151 Flugelheim Avenue

Mama Banfield's Home

The small apartment smells like strong black tea. A faded photograph of Mama Banfield's late husband rests prominently on a shelf, while the soft hum of a radio crackles from the kitchen.

Mama Banfield is a dour Irish woman. She won't answer the door to strangers without some kind of ruse. She cares deeply about her son Paddy, and is worried he's on the wrong side of the law. She's also worried about her son's horrible headaches, and has urged him to go to the doctor. Until they subside, she lets Paddy stay in his old bedroom at night.

Mama Banfield is unlikely to divulge much to strangers, unless she thinks they are kind, good-hearted people, in which case she'll direct the PCs to Green Glove Boxing to find her son. If the PCs try to confront Paddy Banfield at night while he's here, she'll immediately call her brother in the police department to send cops over.

Mama Banfield: PL 0, HP 4, IL 2. Str +0, Dex -1, Per +0, Con:+0, Int +1, Wil +1. DEF 9, DD Bonus -1, Init 9. MA +0, DD 1D4.

Paddy Banfield: PL 2, HP 24, IL 12. Str +3, Dex +1, Per +0, Con:+2, Int -1, Wil +0. DEF 11, DD Bonus +3, Init 11. MA +3, DD 1D6. Note that his headaches are the early signs of a brain aneurysm. If he takes more than 5 HP damage in one attack, he has a 50% chance of dying!

The City Library

The librarian is stunningly beautiful and drawing a crowd of eager college students from Gotham University. The grand library, with its towering bookshelves and soft golden light filtering through stained-glass windows, seems less like a place of study and more like her personal stage. One bold student tries to impress her with a sock puppet, which she snatches and shoves into a drawer, muttering that she'll add it to her brother's toy chest later.

Clearly flustered by all the attention, the librarian CELESTE WESKER will be more than willing to help anyone who can shoo away her pesky admirers.

At the library, with help from Celeste or a **RESEARCH** roll, the players can discover additional clues. Most of which can also be found elsewhere:

- If they look up Ishk'harhul, the Mirror Eternal, they find the book *Illusions of the 19th Century* which states that several local stage magicians – most prominently Karl Vayne – invented a complex trick where he

“conjured” a Babylonian demon to impress audiences. However, no such demon by that name can be found in books on Babylonian mythology.

- If they look up anything about the Blankinship Motors warehouse, they find an old 1926 newspaper article (see [Handout J](#)) that describes the original explosion at the warehouse. The article mentions that the police suspect Renzo Beretti was behind the arson, although he was never charged.
- If the PCs spend time looking up the occult ritual of using old glass to slice hands, a RESEARCH roll in the basement finds a mention of it in an old book of myths from 1891. It tells how a Hungarian sorcerer once used such a ritual to summon a strange ark, which created a thermal explosion that shredded his foes and destroyed his village, leaving only a glass crater behind (see [Handout H](#)).
- If the PCs look up Augustus Van Dorn, the owner of Gotham Glass, they’ll find a recent *Daily Planet* article about how the international businessman has made several terrible investments and is facing financial ruin.

Celeste Welker: PL 0, HP 4, IL 2. Str -1, Dex -1, Per +1, Con:+0, Int +1, Wil +1. DEF 9, DD Bonus -1, Init 9. MA +0, DD 1D4.

Clock King

The air inside this dimly lit clock store is thick with the musty scent of aged wood and metal, as hundreds of ticking, chiming, and whirring clocks create a seemingly endless cacophony. Behind the counter, the owner WILLIAM TOCKMAN—a pale, wiry figure with darting eyes—carefully polishes a clock face with trembling hands, muttering to himself about “perfect time” as though it’s the only thing keeping the world from falling apart.

Tockman is an odd man, both greedy and obsessed with clocks. He immediately tries to sell the PCs his most expensive pieces. Only if the PCs show interest in his collection – or he’s outright intimidated – will he talk about any other topic.

If shown the receipt from the warehouse, he’ll recall that those clocks were bought by a man he knows well – Anthony Beretti, “an impulsive handsome young chap, who unfortunately brought his new brainless black-haired girlfriend who couldn’t read the hands on a clock.”

WILLIAM TOCKMAN

She kept saying she was late to work... worked at restaurant named Mario e Dante’s. Overpriced if you ask me. She kept asking her boyfriend what time it was despite... all this.

Manstein’s Revenge

If the PCs disrupt one of Hermann Manstein’s illegal operations in the city (either the art smuggling operation at the Haven of Peace Funeral Home, or his nylon smuggling operation at the Chinatown docks), he’ll come for blood. Using his network of spies and informants, he’ll grab a gang of his thugs and personally track the PCs within 24 hours to get revenge!

HERMANN MANSTEIN

Meddling fools! Do you have any idea who you are dealing with? I will make sure your names are erased from this city—just like the Fuhrer will erase the weak from history!

Manstein is sadistic and vengeful. He’ll attack with prejudice and fight to the end. If killed, the PCs will observe that like Cassamento, he has a small cut on his left palm and his blood will also be reflective and stink. In case the PCs missed any clues, Manstein’s pocket will contain a copy of the ritual used at the warehouse (see [Handout E](#)). Anyone making a Forgery roll finds problems – while the ritual looks medieval, it is not, and is printed on newer paper and “aged” with tea. Also, a HISTORY or OCCULTISM roll finds authenticity problems with this ritual, with many misspellings.

HERMANN MANSTEIN

PL 3, HP 20, IL 10.

Str +2, Dex +1, Per +0
Con +1, Int +1, Wil +2.

DEF 11, DD Bonus +2, Init 11.

MA +2, DD 1D4.

RA +1, DD 2D8 (sawed-off shotgun, range 60’).

Gear: He carries a Mauser pistol and a sawed-off shotgun. When prepared for trouble, he wears a bulletproof vest (+2 DEF bonus to MA, RA, and SA, and DR5 against ranged weapons).

Notes: Manstein is a sadistic Nazi sympathizer who is also the head of a huge east coast smuggling ring. He agreed to show up at the Ebony Veil’s occult ritual only because he heard other big-time crime bosses would be there. He is vengeful, and will come for blood if the PCs interfere with his illegal operations.

Goons (1 per PC): Manstein will always arrive with a handful of goons. PL 1, HP 6, IL 3. Str +0, Dex +0, Per +0, Con +0, Int -1, Wil -1. DEF 10, DD Bonus +1, Init 10. MA +1, DD 1D4. RA +0, DD 1D10 (Mauser pistol, range 180’).



If pushed, Tockman admits he knew the clocks he sold were going to be used for foul play but Tockman could care less. To him, a clock that serves its purpose is a well-made clock.

If the PCs inquire more about his relationship with Anthony Beretti, he'll confide that he's known him for well over ten years, "since he was teenager who loved to watch my cuckoos!" If the PCs impress or intimidate him with a Very Good reaction or better, he'll admit that he's supplied Anthony for years with timers and clocks, including the one that blew up the Blankinship warehouse back in the '20s. This could pressure Renzo Beretti to talk—if his nephew's facing legal trouble, he might cut a deal.

The Gotham Cathedral

The abandoned Gotham Cathedral towers over the city like a forgotten relic. Its crumbling spire is the story of a city that outgrew its faith. Inside, shadows stretch endlessly across rotting pews and dust-choked aisles. Water has pooled everywhere inside, and dripping can be heard under the floors.

The cathedral is in a terrible state of disrepair and is dangerous. Climbing up to any of the spires easily risks a slip or small collapse.

The PCs will only likely visit the old cathedral if they managed to trick the Ebony Veil into thinking they were part of Cassamentos' assassination (see p. 8). In that case, placed behind the cracked altar is a small cash box with \$600 in it. There's also a typed note (see [Handout D](#)) that says to call for another job, with the same number found on the gangsters in the nightclub (3-4270), which is connected to the Ebony Veil's phone in Gotham Glass.

If the PCs call the number, they will get the Ebony Veil:

MYSTERIOUS VOICE

Same deal for you. This time I need Paddy Banfield taken out. He's not a good man. He's under the weather and staying with his mother, but I don't want anything going down in front of her. Find him at Green Glove Boxing during the late afternoon.

He won't say anything more and hangs up quickly.

If the PCs search the cathedral they may find some clues:

- There's a homeless man, FOGGY JACK, sleeping on one of the pews. He's drunk and harmless. He'll point out that he enjoys sleeping in the flooded cathedral. "It's the largest pool of holy water in the country!" If treated

well, he'll only remember a skinny man playing the organ and singing here a night ago.

- The oldest of Gotham's stained glass windows – "The Judgment of the Faithless" – has been shattered, but a PERCEPTION (Difficulty 20) test notices that there only a scarce few shards on the floor (they've been collected). The shards match those found in the gangsters' pockets at the Blue Orchid. This glass is also *old* and had been transported here over a hundred years ago from a German cathedral that was burned by heathens in the 13th century.
- The floor of the cathedral has been badly water damaged, and is unsafe. Craftsmen figure out that it will likely collapse within a year or two.
- A PERCEPTION (DIFFICULTY 10) test finds a spindle of blasting wire under the cathedral's old organ, located above the entrance.
- The cathedral's organ has recently been repaired and is tuned. This, of course, is unusual in a rundown cathedral. *GM's Note: It was repaired by Sebastien Nocturne, at the Ebony Veil's behest, who is also planning to set an explosive trap under the floor.*



Gotham Glass

Once the pride of Gotham's industry, supplying everything from skyscraper windows to cathedral stained glass, Gotham Glass's fortunes turned with the Depression, leaving its large halls half-abandoned and its machinery rusting. Now, only a skeleton crew remains, toiling under dim electric lights.

Gotham Glass is open during the day. Its dozen workers are typically older, many having worked there their entire careers. The manager of Gotham Glass is MARY GOMPERS, a no-nonsense, hard-working woman covered in many scars from her work. She'll talk to any inquisitive PCs:

- Mary is unhappy that the city council recently voted against the restoration of the Gotham Cathedral, which would have brought fortune back to Gotham Glass. She doubts the place will have enough work to employ the workers in a year.
- She's also unhappy that her regular delivery person has not shown up to work in a couple of days. If asked, she says his name was Funzi. *GM's Note: Yellow Funzi did indeed do deliveries for Gotham Glass. This is how the Ebony Veil knew him and contacted him to kill Cassamento.*
- If asked who owns Gotham Glass, Mary says it was bought back in 1934 by the Van Dorn Company, a large corporation run by AUGUSTUS VAN DORN, a steel and glass magnate based in the Netherlands. She says that he rarely visits, but he was here about a week ago to review the quarterly accounting records. She says he was disappointed, muttered something about how the company was going to ruin him financially, and left on a train to Steel City to visit another one of his companies. A CURRENT AFFAIRS (BUSINESS) roll confirms that the tycoon's investments have not paid off, and he's in considerable debt.
- If shown the phone number from Yellow Funzi's shard of glass, she recognizes it as one of two numbers associated with the company. It's not the main line, she observes, and is instead connected to the original founder's office, an office that hasn't been used in over a decade.
- If asked about visits from anyone unusual, like Santo Cassamento or Renzo Beretti, she has no information. "If they were here, I wasn't."
- On a Very Good or better reaction, if asked about any suspicious activities, she'll confide that one worker, SEBASTIEN NOCTRELLE, has been giving her the creeps lately. He hums ominous tunes whenever he sees her, and has a "weird laugh."

The Glass Workers

Among the workers is VIKTOR VÁRADI, the Ebony Veil himself. During open hours, he delights in crafting various glass pieces. At night, he sneaks upstairs an abandoned office in the large facility where he makes calls as Ebony Veil. If the PCs enter the facility during the day and start asking Mary questions, he'll quietly observe, leaving the talking to others. If he suspects the PCs are snooping around too much, he'll create a distraction, perhaps "accidentally" burning another worker with molten glass, and then escaping during the commotion.

SEBASTIEN NOCTRELLE can be found at the furnace, pulling glass from it with a white-hot tool. He's meek and strange, fearful of strangers, and twitches sometimes, which he blames on the horrors of the Great War. He claims to know nothing interesting and only care about his work. In reality, however, Noctrelle knows what the Ebony Veil is planning and runs errands for him. He does not, however, know Ebony Veil's identity. If somehow his alliance with Ebony Veil is revealed, he'll beg for forgiveness, saying he was threatened by Ebony Veil, and happily help the PCs. He is, of course, lying.

Sebastien Noctrelle: PL 2, HP 13, IL 7. Str +0, Dex +1, Per +0, Con:+1, Int +2, Wil -1. DEF 11, DD Bonus +0, Init 10. MA +0, DD 1D4. Quirks: Stares too much; Hums Bach tunes.

The Founder's Office

If specifically asked, Mary will show the founder's office, unlocking the door and revealing it to be a uninteresting, room with shelves filled with glassmaking books. On a large desk, the PCs can find a scrap of paper note with the names of the ritual participants on it, with the implication that they must be "poisoned and die" for the ritual to be sealed (**Handout I**). In the drawer, the PCs can find several copies of the false ritual, the same one found in the warehouse and on Hermann Manstein's person (**Handout E**).

Green Glove Boxing

Green Glove Boxing is a smoky, dimly lit gym filled with the stench of sweat and leather. Rusted weights and bloodstained mats litter the place. A few tough guys, no doubt members of the Green Street Boys gang hang around the place.

Paddy Banfield has been suffering bad headaches lately due to a developing brain aneurysm, so he will either be found coaching some of his boys ringside (who are in awe of him), or in the back of the gym brutally teaching a lesson to a tied-up store owner who owes his gang protection money.



As the new leader of the Green Street Boys, Paddy won't show weakness. He has no respect for authority, and certainly won't talk to strangers without a fight. The only real way to get him to back down is if his mother tells him to.

If the PCs can break him, Paddy admits he attended a meeting of the cult a few days ago in the Blankinship Motors warehouse. However, after twenty minutes, he came to the conclusion that the entire thing was a ridiculous con. He left just after the leader of the cult asked participants to cut their palms with glass. He'll even show the PCs his wound. If asked who else was there, he says everyone wore polished tin masks, but that he recognized Santo Cassamento's voice, as well as a guy "with a German accent," who he assumes was Hermann Manstein, the smuggler.

If asked more about the ritual they performed, Paddy shrugs and says he crumbled it up and threw out the copy he was given in a garbage can when he left.

GM's Note: If Paddy Banfield dies during a fight here, one of his boys will share the story above, saying he drove Paddy to the ritual and heard all about it afterwards.

Paddy Banfield: PL 2, HP 24, IL 12. Str +3, Dex +1, Per +0, Con:+2, Int -1, Wil +0. DEF 11, DD Bonus +3, Init 11. MA +3, DD 1D6. Note that his headaches are the early signs of a brain aneurysm. If he is takes more than 5 HP damage in one attack, he has a 50% chance of dying!

Green Street Boy (1 per PC): PL 1, HP 8, IL 8. Str +3, Dex -1, Per +0, Con +0, Int -1, Wil +1. DEF 9, DD Bonus +3, Init 10. MA +3, DD 1D6.

Haven of Peace Funeral Home

This funeral home exudes quiet dignity, with polished oak pews and somber floral arrangements masking the faint, lingering scent of embalming fluid. There's no sign of any attendants.

In its basement, mobsters noisily unload crates of European art, freshly stolen by Nazi suppliers. This operation is led by young ANTHONY BERETTI, a sharp-dressed, smooth-talking operator with piercing blue eyes and dangerous charm. Anthony Beretti prefers the wealthy lifestyle of his mob family, and rarely resorts to violence himself.

If confronted, Anthony Beretti tries to make a quick escape, using some of his boys to screen his exit. If caught and questioned, he quickly confesses. He explains that his uncle, Renzo Beretti, told him to blow up the warehouse. He bought some equipment from a clock store (Clock King)

and set the bomb to explode at 2 AM. He had no idea what was in the warehouse or why it had to be torched; he just does what his uncle asks.

If he's asked about the operation he's running, he explains that the German smuggler Hermann Manstein set it up, and the Berettis agreed to partner on it. If pushed, he'll squeal that Hermann is managing a bigger smuggling operation off a boat called the *Penny Plunderer*, docked in Chinatown. *GM's Note: If the PCs ruin any of smuggling operations, including this one, Manstein will certainly come after them (see inset).*

Anthony Beretti: PL 1, HP 8, IL 4. Str +1, Dex +1, Per +1, Con +0, Int +1, Wil +1. DEF 10, DD Bonus +1, Init 11. MA +1, DD 1D4. RA +1, DD 1D10 (pistol, range 180').

Beretti Handlers (2 per PC): PL 1, HP 6, IL 3. Str +1, Dex +0, Per +0, Con +0, Int -1, Wil -1. DEF 10, DD Bonus +1, Init 10. MA +1, DD 1D6 (crowbar). RA +0, DD 1D10 (pistol, range 180').

Mario e Dante's Restaurant

This low-lit restaurant smells of garlic, its famed mushroom-tomato sauce, and cigar smoke. In the back, behind a heavy velvet curtain, mobsters from the Beretti crime family huddle in a private booth.

RUBY LIU glides between tables, topping off wine glasses and swapping gossip, her voice rich with charm but quick enough to keep the wiseguys in line. As helpful as she is, she will be hesitant to give up any real information about the Berettis. But she's a good soul, and badly needs money for her sick brother, so she can be bribed or intimidated by anyone on the right side of the law. She'll eventually give up Anthony's location, working out of the fake funeral home Haven of Peace, located in the Bowery. She won't give up Anthony's home address, however.

In a private room in the back is RENZO BERETTI, a confident older attorney who has helped his family escape the eyes of the law for decades. Renzo always dines with his wife, FRANCIS and select other family members. He is always surrounded by skilled bodyguards. Renzo is difficult to get alone, especially since lately he's paranoid that whoever went after Santo Cassamento will go after him!

Renzo does not tolerate intimidation and will swear violence and generations of revenge against anyone who threatens him or his family. Renzo will always deny being at the ritual, accusing people of lying to hurt his reputation. While he avoids violence in the restaurant, he has no problem deploying his men out to take care of any annoyances

later. Or, if the PCs stopped short of angering him, he might hire Latchkey to spy and keep tabs on them.

Renzo will only willfully talk if the PCs have incriminating evidence (e.g., the photograph of him with another woman in Yellow Funzi's safe) or if he believes talking will help his nephew or family stay out of real trouble.

If he talks, he'll reveal that he attended the occult ceremony at Blankinship warehouse a several nights ago. He said that Santo Cassamento told him all about the ritual:

RENZO BERETTI

Santo was real deep into all that spirit-world crap, ya know? His place had so many statues of saints, it looked like a damn church. Then one day, he says he met this guy—Ebony Veil—some kinda real deal magic guy, talkin' about summonin' genies, grantin' wishes, all that fairy tale stuff. I figured, Santo's my guy, so what the hell, I went along. Worst case? We get a good laugh.

Renzo goes on to say that he volunteered the Blankinship warehouse as a discreet location because he knew it was abandoned after he burned the top floor years ago – revenge after his son was killed in an automobile accident. He also says that he and Santo picked up the ritual pages from Ebony Veil the day before the ritual at Gotham Glass. He describes Ebony Veil as a skinny guy who wore a black hat and tin mask.

RENZO BERETTI

Ebony Veil told us these pages were torn from a medieval book or somethin'. Looked authentic too. We handed them out at the warehouse to four others.

He says the whole thing was a waste of time, nothing happened, and so they left. He was mad and felt he got fleeced. Afterwards, he paid his nephew Anthony to burn the place to the ground, and hired Latchkey to make sure it happened since Anthony's bombs don't always go off the first time.

RENZO BERETTI

I hated that place. It was a grave before I even lit the first match. I just told Tony to make it official. After what they did to my boy, I figured it was only right to burn it to ashes.

If asked who else was at the warehouse, Renzo will implicate the smuggler Hermann Manstein, who Renzo calls an "Un-American monster." A STREETWISE roll reveals Manstein's reputation for cruelty – he's killed so many cops that even the police department doesn't like to mess with him. He also said that there was a "hot-tempered Irish guy" who left

early (Paddy Banfield) and a fifth that he didn't recognize. "Everyone wore masks."

If pressed about Manstein, Renzo says that he's loading illegal goods off a trawler, the *Penny Plunderer*, off the docks in Chinatown the following night. He knows that his nephew Anthony works for him too, but he'll try to omit that detail.

Ruby Liu: PL 0, HP 3, IL 2. Str -1, Dex +0, Per -1, Con +0, Int -1, Wil -1. DEF 10, DD Bonus +0, Init 10. MA +0, DD 1D4. Quirk: Sassy.

Renzo Beretti: PL 2, HP 17, IL 9. Str +1, Dex +0, Per +1, Con +1, Int +1, Wil +2. DEF 10, DD Bonus +1, Init 10. MA +1, DD 1D4. Quirk: Cares deeply about his family and reputation.

Mob Bodyguard (1 per PC): PL 1, HP 6, IL 3. Str +1, Dex +0, Per +0, Con +0, Int +0, Wil -1. DEF 10, DD Bonus +1, Init 10. MA +1, DD 1D4. RA +0, DD 1D10 (pistol, range 180').

The Penny Plunderer

Under the dim glow of a single dockside lamp, smugglers silently hoist heavy crates of nylon on to the rusting trawler Penny Plunderer, its name barely legible through the peeling paint. Tense whispers and hurried movements mark men who fear they're being watched.

This Chinatown nylon-smuggling operation is run by Hermann Manstein, although he's rarely present himself. If the operation is interrupted, most of his goons flee, but a few might stick around to defend the shipments. There's no real information to be found here, other than Manstein stole the valuable nylon from a U.S. military base and intends to sell it to Nazi Germany to make parachutes.

Manstein Smugglers (1 per PC): PL 1, HP 6, IL 3. Str +1, Dex +0, Per +0, Con +0, Int +0, Wil -1. DEF 10, DD Bonus +1, Init 10. MA +1, DD 1D4. RA +0, DD 1D10 (pistol, range 180').

The Whispering Lantern

The oldest magic shop in Gotham is a snug, cluttered store where shelves brim with curious trinkets, glowing crystals, and faded tomes, all illuminated by the golden glow of antique lanterns. The air is rich with the scent of dried herbs and candle wax.

The shop is run by BARNABY WICKLOW, a wizened, twinkle-eyed shopkeeper who greets every visitor as if they've been expected.

If the PCs inquire about Karl Vayne or Ishk'harhul, the Mirror Eternal, he says that the magician was famous for

summoning this fictitious Babylonian demon, who then granted “wishes” to audience members. He reinforces that Ishk’harhul was simply a well-crafted illusion:

BARNABY WICKLOW

It was a sophisticated illusion, first performed by the magician Karl Vayne. While it was never written down,

Ishk’harhul likely involved the clever use of mirrors and hidden compartments. Special limelight gas lamps would be used to cast eerie flickering lights, while a hidden trap door allowed an assistant dressed in a grotesque costume to appear suddenly from an onstage mirror. Their movements, no doubt, were distorted by angled mirrors and smoke effects.

Barnaby will produce an original poster from the era (see **Handout B**) to show the curious PCs. The “demon” on the poster looks a lot like the idol in the warehouse. He also mentions that a few years back Vayne’s mirror went up for auction and was purchased. He doesn’t recall who purchased it, but if the players do some extensive research with the auction company, they will find that it was purchased by Viktor Váradi.

Barnaby is friendly, and will talk about other topics as well.

- If the PCs describe the scene in the warehouse, he’ll be confused. He admits that the statue resembles

Ishk’harhul, but reinforces that he is quite positive that the demon is entirely fictitious.

- If the PCs ask about the actress Sonja Flynn or reporter Morty Greely, he’ll recall that the two encountered each other the previous morning. He was showing Sonja Flynn some books about stage assistants when Morty Greely barged in, snapped her photo, and asked her about her last film. She got upset at Morty and stormed out.
- If asked about any *actual* magic, Barnaby scoffs and says the only real magic is a performer’s own.

Curiosities

Barnaby’s shop sells the usual magic accessories – top hats, trick decks of cards, smoke bombs, and wands stuffed with flowers. If the PCs – especially his old friend Luigi Zatara – push him about any *unique* items he sells, he’ll reluctantly reveal that his most valuable possession is his ring of Archbishop Elias St. Giles, a 19th-century religious figure who fought against Gotham’s secret occult societies. Barnaby says St. Giles supposedly wore it during his crusade against the Order of the Veil, a hidden cabal that sought to bend Gotham’s fate through forbidden rituals. While Barnaby claims the ring is just a historical artifact, it actually will actually allow the PC wearing it to affect insubstantial beings (see Part IV). With good roleplaying, he’ll let the PCs borrow it or buy it for a good wad of cash.



Part IV

The Final Ritual

The final part of the adventure triggers when a second glass-poisoned member of the original ritual has perished. This causes the impatient Ebony Veil to hastily arrange the death of the third victim so that his ritual can be completed. He stubbornly believes he is summoning Ishk'harhul until the very end, when his ritual instead brings a powerful artifact into Gotham.

The second participant's death was likely either Paddy Banfield, who is especially vulnerable due to his brain aneurysm, the vengeful Hermann Manstein, after the PCs have disrupted one of his two smuggling operations, or Renzo Beretti.

With Cassamento and the second victim dead, Ebony Veil only has to murder one more person for his ritual to be completed. However, with Yellow Funzi and his original hired guns out of commission, he decides to go a different route.

The Ebony Veil contacts the surviving participants of the original ritual, convincing them it actually worked. Spinning lies, he promises that if they gather at midnight in Gotham Cathedral, they'll witness Ishk'harhul's true arrival. Among them is Augustus Van Dorn, the enigmatic Dutch owner of Gotham Glass—a desperate man who once took part in the ritual, hoping it would fix his crumbling finances. He's returned to Gotham to see for himself if the demon's promise was real.

GM's Note: Whether the surviving participants of the original ritual appear at the cathedral depends on the PCs' prior actions. By default, the crime lords will show up out of curiosity. However, if the PCs have drawn law enforcement's attention to them, embarrassed them, or seriously injured them, one or both may decide to lay low instead. In any case, there will always be at least one man who shows up – Augustus Van Dorn – since the PCs will not have had a chance to interact with him thus far in the adventure.

Now no doubt aware of the PCs' involvement, The Ebony Veil also invites *them* to the meeting, hoping that bloodshed will occur and that the ritual will be complete. However, to ensure that his task is finished, he and his accomplice Sebastian Noctrelle rigged the cathedral's foundations with explosives, ready to collapse the floor into the flooded crypts below!

The Ebony Veil Speaks

Within a few hours of the death of the second cultist, the PCs will receive a message from the Ebony Veil. This can happen in a few different ways.

If somehow the investigators have earned the confidence of one of the original participants, they get a message from the participant saying that the Ebony Veil called and told him that there would be a second ritual tonight at the Gotham Cathedral.

SURVIVING CRIME LORD

The Ebony Veil called me again, and I might have mentioned you guys. He said he wanted us there again. You guys too. Said the ritual would really work this time and we'd meet Ishk-whoever and he'd grant us wishes. He said we should be at the Gotham Cathedral at midnight.

Otherwise, the Ebony Veil contacts The Latchkey and has her deliver the message to the PCs to call him at his number. Here, he's more direct, but omits the location of the ritual:

MYSTERIOUS VOICE

The time for peeking through the cracks is over. Tonight, the looking glass shatters, and through it, Ishk'harhul will emerge in all his glory. You're welcome to stand in the reflection and watch—though I doubt you'll like what stares back. We shall meet at midnight. Where? That is a secret, but call this number 30 minutes before and you shall find out. Then, you'll see true power, whether you want to or not.

If the players call again at 11:30, they'll hear a crying woman pick up the phone. It is Mary Gompers. The Ebony Veil lured her to the office and handcuffed her to the desk in the founder's office. She says that a masked man told her to tell them that they needed to be at the Gotham Cathedral at midnight. If she did not pass on the message, he said that he would kill her upon his return.

The Gotham Cathedral

As described earlier, the Gotham Cathedral is rundown, its old stone floors flooded with an inch of stale water.

Inside the cathedral, the air hangs heavy with moisture, but all your eyes are drawn to the mirror on the altar—an antique relic that matches Vayne’s original. Its glass doesn’t just reflect the dim candlelight; it warps it, twisting the shadows of the cathedral into something unnatural. Around the altar, a handful of men stand huddled, their voices low. Ominous organ music plays dramatically.

Connoisseurs of music identify the song as Bach’s “Passacaglia and Fugue in C Minor.”

A PERCEPTION (Difficulty 20) TEST spots that several lines of blasting wire has been rigged from the narthex – the organist’s gallery above the entrance – down to the floor of the cathedral. There is likely explosives under the floor.

The men here are some combination of Paddy Banfield, Renzo Beretti, Hermann Manstein, and Augustus Van Dorn. All of these attendees except for Van Dorn will have a bodyguard with them. The organist is Sebastien Noctrelle the twitchy worker from Gotham Glass who has been helping the Ebony Veil on the promise of a reward from his rituals.

GMs can also place Foggy Jack, the homeless man who likes to sleep in the cathedral in the scene somewhere. If he’s here, he’s probably tucked away somewhere staying out of trouble, watching from afar. If the PCs befriended him previously, he might assist them during this encounter.

Mob Bodyguard: PL 1, HP 6, IL 3. Str +1, Dex +0, Per +0, Con +0, Int +0, Wil -1. DEF 10, DD Bonus +1, Init 10. MA +1, DD 1D4. RA +0, DD 1D10 (pistol, range 180’).

Augustus Van Dorn: PL 0, HP 3, IL 2. Str -1, Dex -1, Per +0, Con +0, Int +2, Wil -1. DEF 9, DD Bonus -1, Init 10. MA +0, DD 1D4. Quirks: Desperate and cowardly.

Sebastien Noctrelle: PL 2, HP 13, IL 7. Str +0, Dex +1, Per +0, Con:+1, Int +2, Wil -1. DEF 11, DD Bonus +0, Init 10. MA +0, DD 1D4. Quirks: Stares too much; Hums Bach tunes.

Foggy Jack: PL 0, HP 4, IL 2. Str +1, Dex -1, Per -1, Con +0, Int +0, Wil -1. DEF 9, DD Bonus +1, Init 9. MA +1, DD 1D4. Quirks: Kind-hearted.

The Organist’s Surprise

In the gallery above the narthex is Sebastien Noctrelle. Before the PCs arrived, he rigged a trap in the cathedral floor. With the press of a specific key on the organ, he can cause the floor to collapse. Disarming his trap can be done from the organ with a DEXTERITY (DIFFICULTY 15) TEST.

If confronted, Sebastien brags about his trap, and will warn everyone off. He won’t actually set it off unless the Ebony Veil orders him, or he’s truly desperate. When initiated, dynamite set under the floor explodes, causing the place to lurch and about half of the cathedral floor to collapse into the crypts below. Everyone on the floor must make a DEXTERITY (Difficulty 15) test to avoid 1D4 damage from debris, and a STRENGTH (Difficulty 10) test to avoid falling into one of the many craters that were just created.

The stagnant water below is horrid, filled with dead rats, old bones, and worse. Anyone falling in must immediately make a WILLPOWER (Difficulty 15) test or be stunned for 1D4 turns. The horrible water does 1 HP damage each round to anyone immersed in it. A DEXTERITY (Difficulty 15) test allows someone to climb out.

The Ebony Veil Appears

Dramatically, appearing from behind the mirror in a smoke cloud is the Ebony Veil. A long gentleman’s cloak drapes over his frame, his brimmed hat casting deep shadows over the tin Art Deco mask, its sharp angles twisting the light into something cold and inhuman. In one hand, he holds a slender rapier, its tip glinting like a sliver of broken glass, while the other taps the mirror’s surface with a slow, deliberate rhythm.

EBONY VEIL

Behold, it is the original mirror. It is indestructible, made from ancient glass thousands of years old. But tonight, it will be penetrated by Ishk’harhul, the Mirror Eternal, who will emerge and gift us our deepest desires, like he did fifty years ago to the great sorcerer, Karl Vayne.

Ebony Veil’s goal is to kill the third and final ritual participant. He believes this will seal the magic and summon Ishk’harhul from the mirror. He prefers to let the PCs do his dirty work. He hates bloodying his own hands, fearing it might interfere with the summoning. So, he’ll try to incite the group to violence. He’ll point at the PCs and accuse

them of all the mischief and terror that has happened so far. He'll accuse them of the deaths of Cassamento and any others. He'll tell the others that they are working for a rival criminal organization. He just wants violence to break out! The GM should decide if this works. Certainly, if the PCs have had rough encounters with these crime lords, they are likely to take the bait, pulling their guns and firing. And if any threats or violence breaks out, the cowardly Augustus Van Dorn will run up the crumbling steps to one of the spires, which is incredibly dangerous given the state of the cathedral.

However, if the PCs are not visible, perhaps holding back or hidden away, he'll summon one of the nearest mobsters to examine the mirror more closely... and then stab him with his rapier!

If a fight does break out, the Ebony Veil stays behind his mirror – which is *not* indestructible, but merely a sturdy prop. If at any point the remaining ritual participants do not seem to be in any danger, the Ebony Veil will spring into action and try to use his rapier to stab the nearest victim, even rushing up the dangerous stairs to kill a fleeing Augustus Van Dorn.

And, if the Ebony Veil ever feels like his *whole* plan is in danger, he will signal to Sebastien to trigger his trap from the organ (see p.22). None of the men in the cathedral can swim, and it's likely that one might perish as they fall into the flooded crypts under the cathedral!

The Bearers Appear

In all the chaos, the Ebony Veil is hoping that one of the original ritual participants will perish, completing the ritual to summon Ishk'harhul. But if this occurs, a surprise is in store for everyone.

When the final victim is killed, the cathedral grows silent, like someone turning the volume down on the entire place.

Thrilled, Ebony Veil starts calling out the name of Ishk'harhul, begging him to step forward from the mirror into the world to grant him his wishes. But there is no answer. Nothing comes from the mirror. He cries out in frustration:

EBONY VEIL

Ishk'harhul! Where are you? I did everything right! I followed every instruction!



But then, suddenly:

The cathedral's rusted bells scream to life, their chimes clashing in dissonant cacophony. The cathedral's floor trembles, dust falls from the vaulted ceiling. The air turns thin and sharp with the cold stink of forgotten crypts. High above, a great, pale wound rips open in the air—a ghostly white portal blooming, its edges shimmering with unnatural light. And from that wound in space, three beings descend.

The figures drift downward in eerie silence, robed in intricate cloth, their garments shifting between alien geometries and ancient symbols that no civilization on Earth has ever known. Their bodies are tall and spectral, their fingers impossibly long and conical, tapering to inhuman points. Through their translucent forms you can see glass hearts pumping a silvery liquid throughout their bodies. Though their faces are blurry and indistinct, each bears an uncanny resemblance to the three men whose blood was spilled for the ritual!

THE EBONY VEIL

PL 3, HP 22, IL 11.

Str +1, Dex +3, Per +2
Con +1, Int +1, Wil +1.

DEF 14, DD Bonus +1, Init 13.

MA +1, DD 1D8 (rapier).
RA +3, DD 1D10 (revolver, range 180').

Quirks: Charismatic and clever, Viktor Váradi (aka The Ebony Veil) has a flair for the dramatic. He's obsessed with the deceased magician Karl Vayne, and emulates him to the best of his ability. While he is focused on his plan, he is reluctant to harm innocent citizens.

Gear: The Ebony Veil carries a fine rapier and a backup revolver. He has a leather coat (DR 2), a tin mask, and carries a few smoke bombs.

Way of Psychology (1): Veil knows how to listen attentively. He gets +2 bonus per level for Perception tests performed to analyze the emotional state of the person they are talking to, as well as for Willpower tests performed to obtain a secret.

Way of Escape (1): Once per day, the character doubles their speed of movement for a number of turns equal to the Dexterity MOD.



THE BEARERS

PL 4, HP 36*, IL 22.

Str +0, Dex +1, Per +2
Con +0, Int +0, Wil +2.

DEF 11, DD Bonus +0, Init 11.

Traits: The bearers can fly (slowly) and are utterly unfazed by their surroundings. The Bearers are also insubstantial to anyone outside the astral plane and cannot be harmed by normal means. However, each has a visible, glowing glass heart (4 HP), which *can* be targeted. If hit, the Bearer turns into glass and explodes the next turn for 3D6 damage. If attacked or interfered with, each bearer responds with an "attack" based on the three men who triggered the ritual. Each of these is resisted by an Opposed test.

- **Santo Cassamento:** Make a WILLPOWER test or be stunned.
- **Renzo Beretti:** Make a WILLPOWER roll or scream in anguish, giving everyone nearby a -2 to their next roll.
- **Paddy Banfield:** Make a DEXTERITY test or a burst of force energy does 2D6 damage.
- **Augustus Van Dorn:** Make an INTELLIGENCE test or flee like a coward for 1D4 turns.
- **Hermann Manstein:** Make a WILLPOWER roll or hate your friends, attacking them. Roll WILLPOWER (Difficulty 10) each turn to snap out of it.



This otherworldly sight forces everyone to make a WILLPOWER (Difficulty 15) test or be stunned for 1D4 turns!

Between the figures floats a strange, angular ark—a construct of impossible shapes, folding and unfolding like a puzzle that refuses to stay solved. As the three keepers touch the ground, they begin to chant in an unknown language and reach one hand into the ark. As they withdraw their hands, the box begins to react... contorting and folding and expanding outward like a living thing.

The ritual has succeeded, but not as Ebony Veil intended. The three deaths have brought forth the Bearers of the Ever-Shifting Vault, servants of Yog-Sothoth, the Gatekeeper of Time and Space – ancient executioners drawn to the corruption of this city.

The PCs must act quickly. In moments, the infernal ark will open, bursting forth cosmic energy that will lay waste to miles of Gotham City.

If the Ebony Veil is not incapacitated at this point, he dashes to the Bearers and demands they give him his prize. When they ignore him, he rushes to the ark and tries to pry it open. This immediately turns the Ebony Veil into solid glass—and then a few moments later he explodes into tiny shards for 3D6 damage to those nearby.

Gotham's Doom?

With the Bearers' chanting, the ark will open in **six turns**. Beginning on the 7th turn, roll 1D6 for each surviving Bearer. If any die rolls a 6, the ark explodes in a sudden and violent force, a burst unnatural fire and an implosion of frozen light. This annihilates the cathedral, anyone inside, and a five-mile perimeter in Gotham City!

Fortunately, the spectral Bearers can be stopped. Inside their ghostly forms is a crystalline glass heart. If a heart takes 4 HP damage, it cracks and fractalizes, and the Bearer turns into solid glass. The next turn, the Bearer explodes into shards for 3D6 damage!

If the players detonate the cathedral floor (from the organ), that action will seriously disrupt the Bearer's ceremony. Their ark will float above the damaged floor, but the Bearers themselves will plummet into the crypt water, causing it to boil and steam and the remains of the long dead to scream. Contact with the water does 3d burn damage to the Bearers and stuns them, pausing their chanting until they can float out of the water.

A PC standing near the ever-shifting ark must pass a WILLPOWER (Difficulty 10) test to endure its endless folding and unfolding without losing their grip on reality (taking 1D4 damage). Then, as if gazing through a suddenly revealed window, they see something impossible—a miniature ver-

sion the ark, a living puzzle-box doppelgänger, twisting and reshaping itself in a frantic search for its true form. The PC feels the compulsion to bring order to chaos, and if they dare, they can reach into the ark's core, their hand passing through shifting geometries. With another WILLPOWER (Difficulty 15) test, they can grasp the ark's heart, force its chaotic form into order, and command it to depart this world before it fully unravels reality. If successful, the ark lets out a cold flash of harmless light and vanishes. But if the roll fails, the ark pulses with cold fire for 5D6 damage!

The Bat Returns?

By the conclusion of the adventure, Batman has likely dismissed the threat of Ishk'harhul. Through the PCs' actions and his own research, he realized the Mirror Eternal was a magician's hoax.

However, by the time things get bad at the cathedral, he'll know, and quickly head over to intervene. However, Batman won't fully understand the nature of the Bearers' ark or how to stop it—that's up to the players. As skilled as he is, Batman is still a creature of reason and tactics, and against the otherworldly forces at play, he'll do what he does best. He can fight off mobsters, protect the PCs, and create openings, but ultimately, the players must be the ones to stop the Bearers before the ark fully unfolds. If they hesitate or struggle, Batman might shout a warning, throw a stun bomb, or suggest a course of action, but he won't hand the players any solutions.

And of course, once the battle is won, Batman will remain just long enough to ensure the crisis is contained, then vanish into the night.

Finale

With the Ebony Veil defeated, the night ends, but Gotham never really sleeps. The cathedral stands in ruin—whether from the battle, the organist's trap, or the ark's collapse. The surviving crime lords fade into the city's shadows and lick their wounds. Their grip on the city is shaken but never truly gone.

For completing the adventure, surviving PCs should receive 2 character points. They should receive the usual rewards for good roleplaying or excellent performance (i.e., avoiding casualties, uncovering the adventure's mysteries, or capturing any of the key villains in the adventure).

GM Tips

What if the PCs don't kill anyone?

Key to the adventure's progression is the second death of one of the ritual participants. There's two likely candidates: Paddy Banfield, who has a brain aneurysm, and Hermann Manstein, who will come for revenge when they undoubtedly interrupt one of his smuggling operations. However, it's possible that the players somehow manage to avoid these deaths. In this case, the Ebony Veil will send his crony Sebastien Noctrelle to assassinate the second victim. GMs should work this encounter into their next meeting with one of the ritual participants. Sebastien prefers to set traps and explosives, so he might arrange for a meeting with the intent to blow up the place, or set a bomb in the victim's car.

Author's Notes

Special thanks to Golden Bee, Archangel Beth, LulledNull, and Passing Stranger for editing assistance. Note that this adventure uses the "Knowing Your Own Strength" alternative damage rules from Pyramid 3/83. For more adventures, visit www.1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. You can also check out my [YouTube channel](#) to see overviews of adventures like this. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let him know how it went. Post a note on 1shotadventures.com or give a shoutout to @1shotjc.bsky.social on Bluesky.

VTT Assets

Visit www.1shotadventures.com for additional VTT assets for this adventure, including tokens, handouts, and maps.

Version History

1.0 - Original *Batman: Gotham City Chronicles* version. Fixed Hermann Manstein's statistics.

Disclaimer

The material presented here is an original creation, intended for use with the *Batman: Gotham City Chronicles* system from Monolith Board Games and DC Comics. This material is not official and is not endorsed by either Monolith or DC Comics. All rights are reserved by Monolith and DC Comics.

Handouts - The Blackmail Letters

To the Night Owl,

You've worked hard to leave the past behind, but some things don't stay buried. I know what happened that night. The part they never found. You want your shot at Robinson Hall? Then you'll meet me at Blankinship Motors, 2 AM. No police. No second chances. You've been given an opportunity—don't waste it.

- A Watchful Eye

to Sandra Coleman

To the Skeptic,

You came to Gotham to disprove demons. Good. You'll find plenty of ghosts here, but not the kind you're expecting. You tell yourself bad feelings don't mean anything—that they're just weather in the brain. Let's put that theory to the test. Blankinship Motors. 2 AM. No delays. If you want the truth, you'll show up.

- A Watchful Eye

to Dr. Terrence Thirteen

To the "Spooked" Escapee,

You slipped the noose once. Clever trick. But Gotham doesn't forget, and neither do I. Five banks, five bodies, and one man in the ground who wasn't you. You want your second chance? You'll find it at Blankinship Motors, 2 AM. Come alone, no games. You want me? Here I am. Let's see if you're as good at getting out as you are at getting in.

- A Watchful Eye

to Val Kaliban

To the Seer of Shadows,

The past never truly fades, does it? You saw something once—maybe more than you should have. Maybe you even helped someone who should have been stopped. Years pass, fortunes change, but debts remain. You've made a living reading the future, but tonight, it's your past that's calling. Blankinship Motors. 2 AM. Come alone, or I'll make sure Gotham knows exactly what you saw.

- A Watchful Eye

to Raya Vestria (but meant for Madame Xanadu)

To the Great Illusionist,

You've spent a lifetime making people believe in smoke and mirrors, but the real trick was keeping them from seeing you. Your grandson did. He saw what the crowds never did—the fall, the bottle, the man behind the act. How long before the rest of Gotham sees it too? Before your name is whispered in pity instead of applause? Blankinship Motors. 2 AM. Show up, or the truth takes center stage.

- A Watchful Eye

to Luigi Zatara

To "Matches" Malone,

You once had a dog named Ace.

[Don't let anyone else see this note. Just pretend like you've been blackmailed like everyone else... they can never know that YOU are the one who wrote their notes!]

- A Watchful Eye

to Mitchell Malone

Handouts



Handout B - Vayne's Poster - Found at the Whispering Lantern

Handouts

[illegible]

Handout C - Receipt for the clocks used in the Blankinship Motors warehouse firebomb, found in a toolbox

If you want another job call me 3-4270

--EBONY VEIL

Handout D

Note found on the reward money hidden behind the altar in the Gotham Cathedral.

Handouts

THE CALLING OF ISHK'HARHUL

TO SUMMON THE ETERNAL REFLECTION, STAND IN A PERFECT HAPTAGON (OR CLOSEST APPROXIMATION).

BEGIN THUS:

"O MIGHTY ISHK'HARHUL, LORD OF TWISTING LIGHT, STEP FORTH FROM THY MİRRORED ABYSS!"

THEN HOLD FORTH YOUR SHARDS FROM AN ANCIENT TEMPLE.

AT TEN AND THREE, ALL MUST CUT THEIR HANDS WITH THEIR SHARDS AND RECITE:

"BY THE GLASS THAT SEES ALL, BY THE SANDS OF NEBUCHADNESSAR, MAY YOUR COUNTLESS EYES GAZE UPON US!"



Handout E

The ritual found on the floor of the Blankinship Warehouse or in the pocket of Hermann Manfield. It's fake, authored entirely by Ebony Veil to look like an authentic medieval manuscript. It has several obvious errors on it - both Heptagon ("Haptagon") and Nebuchanezzar ("Nebuchadnessar") are misspelled, and it refers to a clock, which is an obvious anachronism!

Handouts

Bearers of the Ever-Shifting Vault (Hungary).

Among the more obscure traditions of Hungarian folklore, there exists the account of a sorcerer whose ambition exceeded the bounds of mortal wisdom. It is said that he sought dominion over the world, and to that end, devised a profane ritual, one requiring the shedding of blood upon fragments of ancient glass, relics believed to have once adorned the mirrored halls of a divine kingdom. The method, however, was most cruel—for the sorcerer did not offer his own lifeblood, but that of his three brothers. By cunning design, he contrived that they should wound themselves upon the shards, and in secret treachery, he arranged for their deaths, knowing that only through this act could the working of his spell be made whole.



The Bearers of the Ever-Shifting Vault

Thus, upon the appointed hour, as the last of his brothers lay dying, there emerged a great and unknowable ark, borne upon the shoulders of three terrible spirits. The ark, it is said, was an object of ever-changing form, its surfaces shifting through impossible geometries. The sorcerer was filled with great wonder and satisfaction, believing that his long-sought dominion was at hand.

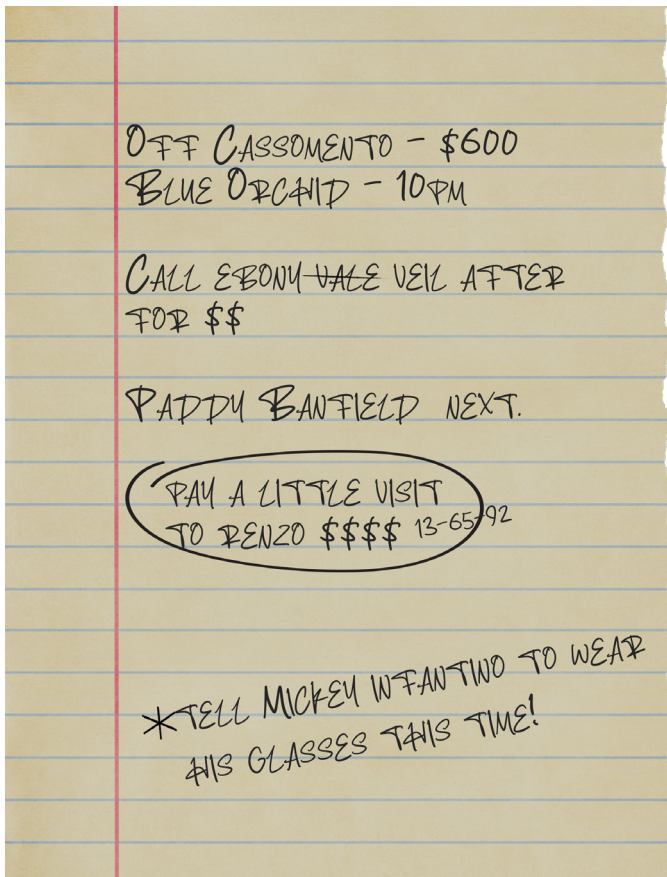
The chronicles diverge as to what followed, yet all are in agreement that the sorcerer did not long survive his triumph. The ark, rather than bestowing upon him power, instead unleashed a force both terrible and unnatural—a moment of cataclysmic violence described in contradictory terms—at once an eruption of impossible heat and a collapse of frozen light. In that instant, the village that surrounded him was utterly undone, its houses and inhabitants alike flensed into shards no thicker than grains of sand, leaving in their place only a vast, smooth crater of glass.

The Turtle with One Eye (Romania).

Among the lesser-known myths of the Carpathian forests, there is the tale of The Lone-Eyed Watcher, a great and ancient turtle said to dwell in the deepest blackened waters, unseen by mortal eyes. Unlike its kin, it possessed but a single, unblinking eye, round and glassy as polished onyx, set at the center of its forehead. Legends tell



Handouts



Handout G

Plan found at Yellow Funzi's grandmother's house, calling out Renzo Beretti as the next victim.



Handout H
Evidence of Renzo Beretti's affair, found in the safe in Yellow Funzi's grandmother's house.



GOTHAM GLASS

HOME OFFICE

GOTHAM CITY

~~Santo Cassamento~~

Renzo Beretti

Augustus Van Dorn

Paddy Banfield

Hermann Manstein

* Three must be poisoned
and die.

the Bearers of the
Sacred Vault will bring
forth Yshk'harhal from
the mirror!

Handout I - Note found in a drawer in the founder's office of Gotham Glass, showing the names of the ritual participants: Santo Cassamento, Renzo Beretti, Augustus Van Dorn, Paddy Banfield, and Hermann Manstein.



Handouts

MYSTERY EXPLOSION AT MOTOR WAREHOUSE

Police Suspect Foul Play.

A fiery explosion tore through the Blankinship Motors warehouse late last night, leaving the once-thriving industrial hub a smoldering ruin. Firefighters battled the inferno for hours, but by the time the flames were extinguished, little remained of the top floor of the structure except twisted steel beams and the stench of charred machinery.

Authorities have not ruled out foul play, with initial reports pointing to potential arson. Witnesses claim to have seen shadowy figures fleeing the scene shortly before the explosion. Detective Arnold Clarke of the Gotham City Police Department told reporters, "The nature of the fire and its rapid spread raise serious questions. This wasn't an accident."

The tragedy comes on the heels of another Blankinship-related incident that has sparked rumors of sabotage. Just last week, Milo Beretti, the 17-year-old son of prominent lawyer Renzo Beretti, was killed in a tragic accident when the brakes failed on his Blankinship-manufactured automobile. Beretti, known for his ties to the Gotham mob, has declined to comment on the incident. However, whispers in the underworld suggest the family may believe the death was no accident.

While the two events are officially unconnected, some speculate that the explosion and the tragic death of young Milo may be linked to a larger vendetta involving Gotham's criminal elite. For now, police are investigating both cases, but answers remain elusive.

As the city waits for clarity, one question looms: Is Gotham's dark underbelly exacting revenge in the shadows?

ELEVENTH ANNIVERSARY

The eleventh anniversary of the affiliation of the Ladies Auxiliary observed in Fraternal hall on Thursday evening, was honored by the presence of Sister Jennie E. McCowan of Central City. The Clansmen were guests as well as visitors from Haverhill and Malden.

Bristles
LOWE
16 MAIN STREET

Serve hot f
plates. Serve
lake-warm. I
astonishing
ers ignore th
detail of an
meal. Apple
with or with
cider and is
up windfall
apples that r
cooked to be
partment of

Agriculture
make it. Use
rials for kitch
curtains. Ma
or near the
shrinkage.
gingham, gl
English prin
are good ma
daughters r
tions. The a
Congregatio
Ladies' Aid
vestry last
The followin
persons we

Handout J - Newspaper clipping that tells the original story behind the Blankinship warehouse explosion



Player-Safe Map



INFORMATION SHEET

GENERAL

First Name/Last Name: DR. TERRENCE THIRTEEN	
Secret Identity: None	
Mode: Streets of Gotham	Life Level: 2
Profile: Private Detective	Experience:
TRAITS	EFFECT
Attentive	+1 to Perception tests
DISADVANTAGES	EFFECT
Obsession (Debunk Supernatural)	Willpower (diff. 15) to resist

CARAC.	VALUE	MOD.
STR	10	+0
CON	14	+2
DEX	12	+1
INT	14	+2
PER	16	+3
WIL	12	+1



SECONDARY CHARACTERISTICS

Hit Points	16	Initiative	+1
Hit Die	D10	Defense	11
Exploit Points	2	Damage Reduction	
Temporary DD			

ATTACKS

Melee Attack	+1
Ranged Attack	+1
Special Attack	

MELEE WEAPONS

MELEE WEAPONS	MA	DD	+ MOD
Punch	+1	1D4 (temporary)	

RANGED WEAPONS

RANGED WEAPONS	RA	Range	DD	Minimal strength
.22 Iver Revolver	+2	60'	1D8	6

Initial Way 1

RANGED WEAPONS

1	Adjust (F). +2 bonus for RA on a target closer than or at the limit of your weapon's basic range.
2	
3	
4	
5	

Initial Way 2

INQUIRY

	Analytical Mind (P). +1 bonus per level on every test for looking for clues.
	Expertise (Debunking the Occult) (P). +5 bonus for tests related to this domain (can be cumulated with the level 1 bonus).

Initial Way 3

PSYCHOLOGY

	Good Listener (P): +2 bonus per level on Perception tests to analyze the emotional state of a person you are talking to, as well as for Willpower tests performed to obtain a confession.

ETHICS

Order	3
Anarchy	0
Justice	2
Crime	0

You stepped off the train from Chicago, the scent of rain and steel greeting you like an old adversary. The telegram had been brief, cryptic—a case in Gotham, something about "disproving demonic activity." Sounded like bunk, but the kind that paid well. The instructions were clear: Blue Orchid, 9 PM sharp. Like-minded individuals...
Your new wife Marie didn't like it. Said she had a bad feeling. You kissed her goodbye, reminded her bad feelings are just weather in the brain. She didn't buy it. Maybe she was right. But you had a job to do.



☐ INVESTIGATIONS UNDERWAY
 ☐ CLOSED CASE
 ☐ HANDED OVER TO

ED CHARGES

INFORMATION SHEET

GENERAL

First Name/Last Name: SANDRA COLEMAN	
Secret Identity: Was once a getaway driver for the Blue Flu Gang	
Mode: Streets of Gotham	Life Level: 2
Profile: Ex-Gangster	Experience:
TRAITS	EFFECT
Charmer	+1 to persuasion Willpower tests
DISADVANTAGES	EFFECT
Boldness	Willpower (diff. 15) to resist

CARAC.	VALUE	MOD.
STR	14	+2
CON	14	+2
DEX	12	+1
INT	10	+0
PER	12	+1
WIL	14	+2



SECONDARY CHARACTERISTICS

Hit Points	16	Initiative	+1
Hit Die	D10	Defense	11
Exploit Points	3	Damage Reduction	
Temporary DD			

ATTACKS

Melee Attack	+1
Ranged Attack	+1
Special Attack	

MELEE WEAPONS

MA	DD	+MOD
Martial Arts	1D4+3	Str
Small Knife	1D4+3	Str

RANGED WEAPONS

RA	Range	DD	Minimal strength

Initial Way 1

RANGED WEAPONS

1	Adjust (F). +2 bonus for RA on a target closer than or at the limit of your weapon's basic range.
2	
3	
4	
5	

Initial Way 2

MELEE

1	Martial Arts (P). 1D4+Str damage. Choose whether damage is normal or temporary. +1 bonus/level in DEF against MA attacks (unless surprised).
2	
3	
4	
5	

Initial Way 3

DANGER

1	Unflappable (P): +1 bonus per level for all characteristics tests made in situations of imminent peril or due to fear.
2	Acrobat (P): +5 bonus to Dexterity tests for climbing, jumping, or balance. Do not receive an attack penalty when balancing is difficult. Falling damage reduced by 1 per level.
3	
4	
5	

ETHICS

Order	1
Anarchy	1
Justice	1
Crime	1

You never slept much, even as a kid. Granny said you had a little devil in you—maybe she was right. Nights were your playground, your cover. You were the lookout, the getaway girl. Until you weren't. Six months in lockup wasn't the worst of it—the worst was what they never found out. You sang through those nights in a concrete cell, your voice the only thing that wasn't owned by the city. By the time you walked free, you knew—you were good enough for Robinson Hall. But talent only gets you so far. You need an in. And when an invitation slid under your door to the Blue Orchid, you didn't ask why. You just went.



☐ INVESTIGATIONS UNDERWAY ☐ CLOSED CASE ☐ HANDED OVER TO

ED CHARGES

INFORMATION SHEET

GENERAL

First Name/Last Name: VAL KALIBAN	
Secret Identity: "The Spook"	
Mode: Streets of Gotham	Life Level: 2
Profile: Criminal	Experience:
TRAITS	EFFECT
Gadgeteer	+5 to understanding new tech
DISADVANTAGES	EFFECT
Secret Identity (The Spook)	Willpower (diff. 15) to resist

CARAC.	VALUE	MOD.
STR	10	+0
CON	10	+0
DEX	14	+2
INT	16	+3
PER	14	+2
WIL	12	+1



SECONDARY CHARACTERISTICS

Hit Points	13	Initiative	+2
Hit Die	D8	Defense	12
Exploit Points	3	Damage Reduction	
Temporary DD			

ATTACKS

Melee Attack	+0
Ranged Attack	+1
Special Attack	

MELEE WEAPONS

MELEE WEAPONS	MA	DD	+ MOD
Punch	+0	1D4 (temporary)	Str
Truth syringe	+0	-2 to Willpower tests	Dex

RANGED WEAPONS

RANGED WEAPONS	RA	Range	DD	Minimal strength

Initial Way 1

ESCAPE

1	Sharp (F). Once per day, double your speed of movement for a number of rounds equal to the Dexterity MOD.
2	
3	
4	
5	

Initial Way 2

STEALTH

1	Discretion (P). When trying to pass unnoticed, gain +2 bonus per level for Dexterity tests.
2	
3	
4	
5	

Initial Way 3

JACK OF ALL TRADES

1	Versatile - Unflappable (P). +1 bonus per level tests made in situations of imminent peril as well as all tests aimed at measuring the character's reactions to a frightening situation.
2	Self-Taught (Chemistry) (P). +2 bonus per level for tests relating to the chosen specialty.
3	
4	
5	

ETHICS

Order	1
Anarchy	1
Justice	1
Crime	2

Two years ago, you were on top. For six months, Gotham feared "The Spook"—a specter in the night, robbing banks you helped design. Five jobs, clean as a whisper. No one ever guessed about the secret tunnels under the vaults. Then he caught you. The Bat. Left you with a shattered leg and a death sentence for guards you never meant to kill.

But they underestimated you. Gus sure did. A little hypnosis, a little tweaking, and when they pulled the switch, poor Gus took your place. Now you're back, hungry and looking for payback. And tonight's the first step. A mysterious invite to the Blue Orchid—promising exactly what you need to find him. To finish this.



INVESTIGATIONS UNDERWAY ☐ CLOSED CASE ☐ HANDED OVER TO ☐

ED CHARGES

INFORMATION SHEET

GENERAL

First Name/Last Name: RAYA VESTRI	
Secret Identity: None	
Mode: Streets of Gotham	Life Level: 2
Profile: Journalist	Experience:
TRAITS	EFFECT
Determined	+5 to Willpower tests to resist intimidation and pressure.
DISADVANTAGES	EFFECT
Claustrophobia	Willpower (diff. 15) else use D12 for all rolls for 4 turns

CARAC.	VALUE	MOD.
STR	12	+1
CON	10	+0
DEX	16	+3
INT	12	+1
PER	14	+2
WIL	12	+1



SECONDARY CHARACTERISTICS

Hit Points	13	Initiative	+3
Hit Die	D8	Defense	13
Exploit Points	3	Damage Reduction	
Temporary DD			

ATTACKS

Melee Attack	+0
Ranged Attack	+1
Special Attack	

MELEE WEAPONS

MELEE WEAPONS	MA
Punch	+1

DD

DD	+MOD
1D4 (temporary)	Str

RANGED WEAPONS

RANGED WEAPONS	RA
.32 Iver Revolver	+4

Range

Range	DD	Minimal strength
60'	1D8	6

Initial Way 1

INQUIRY

1	Analytical Mind (P). +1 bonus per level on every test for looking for clues.
2	
3	
4	
5	

Initial Way 2

SPEECH

	Sweet-Talker (P). +1 bonus per level for their Willpower and Intelligence tests relating to actions requiring a verbal exchange.
	Provocation (P). A Willpower test against the Intelligence of a target him furiously angry or violent. This may help reveal secrets. The target's first attack is at -5.

Initial Way 3

STEALTH

Corporatism (P). +5 bonus on all tests of knowledge related to the Gotham underworld, and +1 per level to Willpower tests made with regard to the members of their corporation.

ETHICS

Order	1
Anarchy	1
Justice	2
Crime	0

You've got a fresh job at the Gotham Gazette, and you're dead set on proving you're more than just ink and ambition. You just hope they never find out about your life with Haly's Circus. If they did, you'd be out on the street before the next edition hit the stands.

Then your best friend Madame Xanadu got a mysterious invitation out of the blue—Blue Orchid, 9 PM. A place where Gotham's most interesting and dangerous people drink in the dark. Crime boss Santo Cassamento's rumored to be there too. But Xanadu had to suddenly leave town, and you had a silver tongue. Now the invite's in your pocket, and you're stepping into the unknown, hoping you'll walk out with a headline.



INVESTIGATIONS UNDERWAY ☐ CLOSED CASE ☐ HANDED OVER TO ☐

ED CHARGES

INFORMATION SHEET

GENERAL

First Name/Last Name: LUIGI ZATARA	
Secret Identity: None	
Mode: Streets of Gotham	Life Level: 2
Profile: Stage Magician	Experience:
TRAITS	
Discreet	+5 to stealth tests
DISADVANTAGES	
Trauma	Critical failures and pressure cause Willpower test (diff. 15) or become stunned.

CARAC.	VALUE	MOD.
STR	8	-1
CON	10	+0
DEX	16	+4
INT	14	+3
PER	14	+3
WIL	16	+4



SECONDARY CHARACTERISTICS

Hit Points	10	Initiative	+4
Hit Die	D6	Defense	14
Exploit Points	4	Damage Reduction	
Temporary DD			

ATTACKS

Melee Attack	+0
Ranged Attack	+0
Special Attack	

MELEE WEAPONS

MA
Punch
Sword-cane
Mahogany wand "Arataz"

DD	+MOD
1D4 (temporary)	Str
1D8	Str
1D4	Str

RANGED WEAPONS

RA

Range	DD	Minimal strength

Initial Way 1

ARTS

- Artistic Training (P). +1 to all tests on knowledge of the arts. +5 to tests involving stage magic.
- Muses (P). Every day, gain 1 / level inspiration points. Each of these points may be spent to re-roll a die for a test the character has performed, apart from attack tests and DD rolls.
-
-

Initial Way 2

SPEECH

- Sweet-Talker (P). +1 bonus per level for their Willpower and Intelligence tests relating to actions requiring a verbal exchange.
- Mind of Steel (P). You have studied your own weaknesses and became resilient. When you get a critical fail during a test, immediately get back 1 EP.
-
-

Initial Way 3

PSYCHOLOGY

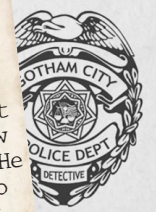
- Good Listener (P): +2 bonus per level on Perception tests to analyze the emotional state of a person you are talking to, as well as for Willpower tests performed to obtain a confession.
-
-
-

ETHICS

Order
1
Anarchy
1
Justice
1
Crime
1

Ever since the fall, you've felt it—your age creeping into your bones, your hands slower, your mind not as sharp. The tricks don't come easy anymore. Magic used to mean something.

Then you found the scroll in your family's estate, and everything changed. Magic isn't just sleight of hand—it's real. You've barely begun to grasp it, pulling at the seams of reality with nothing but words and will. Your grandson saw you slip free of your body once. He had questions. You're not ready to answer. The things you see aren't meant for his eyes... not yet.



Initial Way 4

STEALTH

- Discretion (P). When trying to pass unnoticed, gain +2 bonus per level for Dexterity tests.

Initial Way 5

-

☐ INVESTIGATIONS UNDERWAY ☐ CLOSED CASE ☐ HANDED OVER TO

Then came the invitation to the Blue Orchid. "Come, and all will be revealed." A trick, maybe. But who's the magician, and who's the mark?

ED CHARGES

Dr. Thirteen

The Skeptic



Luigi Zatarra

The Great Zatarra



Sandra Coleman

The Jazz Singer



Val Kaliban

The Architect



Raya Vestri

The Reporter



Mitchell Malone

The Private Eye

