

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 pulp *Call of Cthulhu*, although it can be easily translated to other street-level systems (a *GURPS* version is also available on shotadventures.com).

Gotham '39s suitable for three-to-five investigators. The end of the adventure includes six 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 skill rolls 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 Váradí 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 cursed 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 investigators – 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, they are handed letters during the show, letters that blackmail them to visit the warehouse where the Ebony Veil's ritual took place. The investigators 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 investigators 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 investigators dive into the case, they'll attract the attention of the mob and their illicit activities. Their role-playing 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 investigators 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 dabbings 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 investigators 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 investigators 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.

Groups who are up for a more challenging session can change this up and run the adventure with Batman as a player character! In this case, 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 version of a playable Bruce Wayne is a far more grounded, 1930s take on the character – not an invulnerable cinematic hero. 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.

This "hidden Batman" approach is a fun twist to the adventure, but will be more challenging for both the Keeper and the group. Bruce Wayne is more powerful than the others, and if not played by the right kind of player, could take the spotlight off the other players and throw the adventure off.



Map of GOTHAM CITY

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INCORPORATED
COMMERCIAL ART - DRAFTING - PHOTOGRAPHY
MAP MAKERS - MAP PUBLISHING

SOMMERSET

BRISTOL

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

CAPE CARMINE

Robinson Park

MILLER HARBOR

Gotham Glass

Fashion District

Clock King

Upper West Side

Diamond District

Haven of Peace

City Library

City Hall District

Blankinship Warehouse
Chinatown

Old Gotham

Cathedral

Financial District

ROCKS

Penny Plunderer

ROCKERS

Tricorner

Blackgate Isle

GOTHAM HARBOR

GOTHAM RIVER

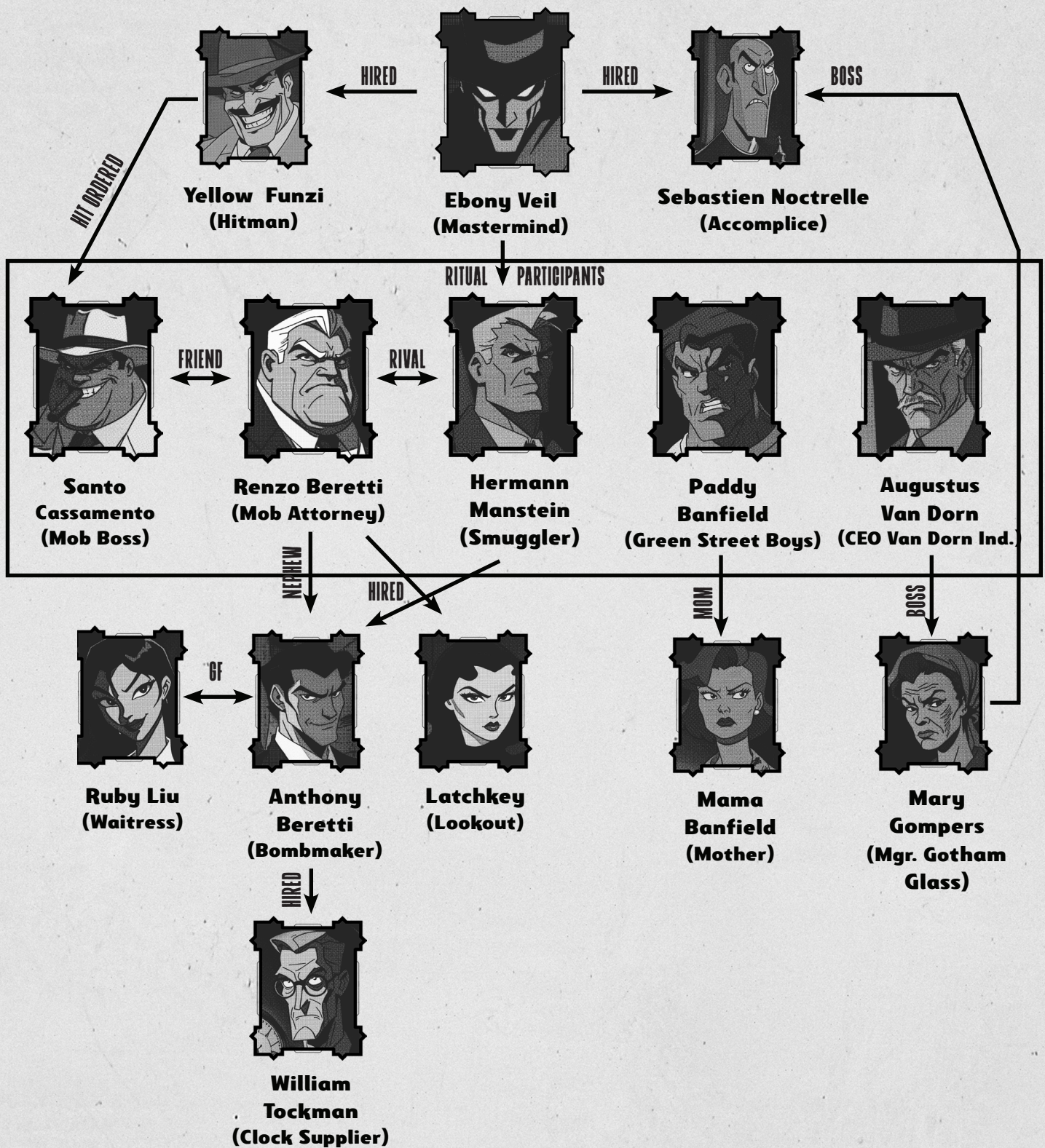
SCALE OF MILES

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 investigators 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 investigators 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 redhead, CASSIDY, on his lap who isn't his usual girl. His left hand is bandaged, covering a deep slice on his palm. A STREETWISE roll 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*. A KNOW roll recalls that she is in Gotham to shoot a new film, *Dr. Cyclops*.
- "PUGGY" CHLAPOWSKI, the assistant editor of the Gotham Times. A LAW roll recalls that Puggy was re-

YELLOW FUNZI

STR	60	APP	45
CON	70	POW	50
SIZ	60	EDU	45
DEX	50		
INT	55		



HP:	13	Damage Bonus:	none
Build:	0	Move:	8
Brawl	60% (30/12),	damage	1D3 (fist)
Dodge	25% (12/5)		

Skills: Drive 60%, Firearms 60%, Listen 50%, Spot Hidden 40%; Stealth 40%, Streetwise 65%.

Gear: He carries a tommy gun which he'll shoot until he's out of ammo (1D10+2 damage, Range 20, 1 (2) uses per round or full auto, 20 shots). He has a glass shard with a number on it.

Mob Hitmen (1 per PC): STR 50, DEX 50, POW 50, CON 50, APP 50, EDU 40, SIZ 60, INT 50, HP 10. Fighting (Brawl) 60%; Firearms 55%; Stealth 30%. They carry .38 revolvers (1D10 damage 1 (3) uses per round, 6 shots). 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.

cently 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 table with a large platter bearing several specialty silver cocktail shaker. She places one in front of each investigator 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 investigator 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 character Raya Vestri took another person'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," 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 indiscriminately into the crowd. More mobster hitmen (one per investigator) emerge to shoot at any "heroes" and cover Yellow Funzi's escape. The investigators 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 not 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 investigators 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. Seeing this causes a SANITY ROLL (0/1). Anyone who tries to talk to the cops about the blood 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. A MEDICINE roll identifies that this kind of blood poisoning is totally unnatural.

The Survivors

If the investigators want to speak to any of the surviving hitmen, it won't be hard. Loeb's men are corrupt, so the cops can easily be bribed or influenced to get a few minutes of interrogation time.

Keeper's Note: If there were no hitmen survivors, 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 INTIMIDATE or similar roll can crack one. So is the promise of giving the corrupt cops a good word to let them escape, as long as its believable enough. 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. *Keeper'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. A HISTORY or Easy ART/CRAFT (MAGICIAN) roll recalls it as the name of a famous, now deceased, 19th century magician, Karl Vayne. If the roll is made with a Hard or Extreme successmore, or a separate OCCULT 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 Part III).

A craftsman can identify the glass as centuries old, due to its irregularities, blueish tint, and weathered patina. This will likely require a skill like ART/CRAFT (GLAZIER), OR Hard HISTORY or engineering skill roll. An Extreme success identifies it as from the Gotham Cathedral!



Sonja Flynn

If the players interview Sonja Flynn, the starlet, they'll find her crying dramatically at the outburst of violence. Only with a Hard CHARM roll will she talk to anyone. 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 going to play his girlfriend, a magician's assistant, who suffers an accident that leaves her deformed. She was speak-

Calling the Number

If the investigators 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 succeeding at a Hard FAST-TALK roll), 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 investigators 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 investigators later look into the number (e.g., by calling the operator or telephone company during working hours and sweet-talking...), they'll find that it's been registered to Gotham Glass for many years.

ing 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.



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 shares that his guess is that he wonders if 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 investigators 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 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. Similarly, a STREETWISE roll will confirm that Paddy has been having horrible headaches and has been staying with his mom.



Harleen 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 she is treated (especially with a FIRST AID roll), 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 a KNOW roll 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.

A HISTORY or LAW roll recalls that the explosion was thought to be more than accident. If the roll is made by 3+, 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 TRACK roll finds that about a dozen people have recently been here (this would be the mob bosses who participated in the ritual and their bodyguards). If the TRACK roll is made with a Hard success, it's revealed it's only been a few days since men were here.
- A SPOT HIDDEN roll 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 **Hand-out C**) in the box shows the clocks were purchased at Clock King, a vintage clock repair shop located outside the Fashion District.
- Investigators can always find some ordinary tools, like a hammer, screwdriver, etc.

The Warehouse Timeline

The investigators 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. Anyone caught inside the building must make a DODGE roll or take 1D4 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



the center of the statue has a breadbox-sized compartment holding a firebomb along with several canisters of tar-like naphtha fuel!

The bomb is clumsily made — it was set by Anthony Beretti while he was drinking. A KNOW roll guesses that it will go off around 3 AM (unless Latchkey accelerated it, see below). The clumsy bomb can be disarmed with an DEMOLITIONS roll; if failed, it explodes! If the bomb goes off, it explodes for 4D6 damage to anyone nearby, and quickly 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 one watching from afar.

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

- An OCCULT roll 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!
- A MEDICINE roll 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 an APPRAISE roll finds problems — while the page looks medieval, it is not, and is printed on newer paper and is "aged" with tea. A HISTORY or OCCULT roll also finds authenticity problems with this ritual, with many misspellings.
- A SPOT HIDDEN 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.

Anthony Beretti's Firebomb

A careful examination of the statue or a LISTEN roll hears a faint ticking sound inside the mirrored idol. Sure enough,

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. A KNOW roll recalls that the restaurant is famed for its mushroom sauce and homemade 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 bizarre statue is, and is deeply disturbed by it.
- 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 a PERSUADE roll, or with sufficient cash, Morty can become a helpful ally to the investigators. The investigators might use Morty to run errands, act as a lookout, or do small investigations for them during the adventure.

Morty Greely: STR 40, DEX 55, POW 40, CON 45, APP 50, EDU 65, SIZ 45, INT 50, HP 8. Fighting (Brawl) 25%; Fast-Talk 40%, Library Use 60%, Spot Hidden 50%. Curious, nervous, and fast-talking.

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 to 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 Keeper can use the normal chase rules, or a simplified version. First, each will roll CLIMB to escape, then DEX to outrun each other, then finally the chase continues with vehicles with DRIVE, with Latchkey using her motorcycle. If either Latchkey wins a better success (e.g., Hard vs. a normal escape), the chase ends with her escaping. If the investigators win with a better success, they catch her. Otherwise, the chase continues.

If caught (or if she is wounded more than a few hit points), Latchkey surrenders and will try to talk her way out of the situation. She'll happily 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.

A STREETWISE roll (or talking to police or underworld contacts) recalls that Renzo Beretti has a reputation for always keeping his word, and being a family man who fiercely

THE LATCHKEY

STR	60	APP	65
CON	70	POW	60
SIZ	40	EDU	45
DEX	80		
INT	60		



HP:	11	Damage Bonus:	none
Build:	0	Move:	9
Brawl	50% (25/10),	damage	1D3 (fist)
Dodge	55% (27/11)		

Skills: Drive 70%, Climb 80%, Demolitions 50%, Firearms 35%, Listen 50%, Spot Hidden 60%, Stealth 60%, Streetwise 50%.

Gear: She wears specialty climbing shoes (bonus die climbing vertical surfaces) and carries a Model 95 Double Derringer (1D6 damage, Shots 2).

Traits: Night Vision. In darkness, reduce the difficulty level of Spot Hidden rolls and ignore penalty die for shooting in the dark.

Personality: Latchkey is overconfident and mercenary; she'll squeal if she sees that will work to her advantage. She doesn't like violence, and will rarely use her gun to lethal effect.

takes care of his wife and children. He frequents the Italian 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 investigators examine the scene, taking mental notes as to what they say and do with the ritual site. He respects the investigators 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 investigators 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 investigators from the disaster. Perhaps one of the investigators 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 Keeper 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 second part of the adventure, the investigators 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 have several leads to follow. They include several NPCs:



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.



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:

Clock King – The investigators 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 – Those curious about Karl Wayne 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 investigators 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.

Keeper's Note: The investigators 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 Renzo Beretti (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 LOCKSMITH roll or opened with the combination found on Funzi's notes. Inside the safe are incriminating photos of mob attorney Renzo Beretti kissing a woman who is *not* his wife (investigators may recognize her as the Blue Orchid night club owner Dolores Sinclair). Anyone making a STREETWISE or LAW roll recognize Renzo as well as know that the photo would destroy Renzo's reputation as a loyal family man.



Granny Eula: STR 30, DEX 50, POW 70, CON 40, APP 40, EDU 40, SIZ 35, INT 55, HP 7. Fighting (Brawl) 40%; Guns (60%). She is quick to grab a hidden shotgun (2D6+2 / 1D6+1 / 1D4, Uses per Round 1 or 2, Shots 2).

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 investigators to Green Glove Boxing to find her son. If the investigators 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: STR 50, DEX 50, POW 60, CON 40, APP 40, EDU 35, SIZ 55, INT 50, HP 10. Fighting (Brawl) 30%.

Paddy Banfield: STR 80, DEX 70, POW 50, CON 70, APP 55, EDU 35, SIZ 85, INT 50, HP 15. Fighting (Brawl) 80%; Aggressive mama's boy. He always throws punches (1D3+1D4). Note that his headaches are the early signs of a brain aneurysm. If he is takes any serious head damage or is knocked out, he must make a Hard CON roll or die.

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 investigators spend time looking up the occult ritual of using old glass to slice hands, a LIBRARY USE 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 name Augustus Van Dorn, the owner of Gotham Glass, is researched they’ll find a recent *Daily Planet* article on how the international businessman has made several terrible investments and is facing financial ruin.

Celesa Walker: STR 40, DEX 55, POW 60, CON 50, APP 80, EDU 70, SIZ 45, INT 60, HP 9. Whip-smart and curious. Library Use 70%.

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 investigators his most expensive pieces. Only if the investigators 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 named Anthony Beretti, “an impulsive uneducated chap and his 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 investigators 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 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 down his foes within 24 hours to get revenge!

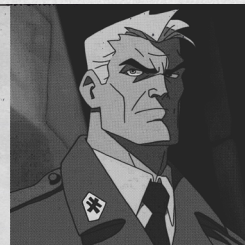
HERMANN MANSTEIN

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 investigators 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 investigators missed any clues, Manstein’s pocket will contain a copy of the ritual used at the warehouse (see **Handout E**). Anyone making a SPOT HIDDEN 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 OCCULT roll finds authenticity problems with this ritual, with many misspellings.

HERMANN MANSTEIN

STR	70	APP	70
CON	70	POW	60
SIZ	60	EDU	60
DEX	50		
INT	50		



HP: 13 Damage Bonus: +1D4
 Build: 0 Move: 7
 Brawl 70% (35/14), damage 1D3+DB (fist)
 Dodge 30% (15/16)

Skills: Firearms 70%, Intimidate 70%, Listen 50%, Stealth 50%, Streetwise 50%.

Gear: He carries a Mauser pistol (1D10 damage, Range 15, 1 (3) uses per round, Shots 10) and a sawed-off shotgun (4D6/1D6 damage, Range 5/10, 1 or 2 uses per round, 2 shots. When prepared for trouble, he wears a bulletproof vest (3 points of armor).

Personality: Angry, vengeful, and sadistic.

Goons (1 per PC): STR 45, DEX 50, POW 55, CON 50, APP 45, EDU 40, SIZ 50, INT 50, HP 10. Firearms 50%; Stealth 40%. They carry Mauser pistols (1D10 damage).

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 investigators 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 investigators impress or intimidate him, 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 admission might be useful in convincing Renzo Beretti to talk, since it might put his nephew in legal trouble.

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 investigators will only likely visit the old cathedral if they managed to trick the Ebony Veil into thinking they were part of Cassamento's assassination (see p.00). 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 investigators call, 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.

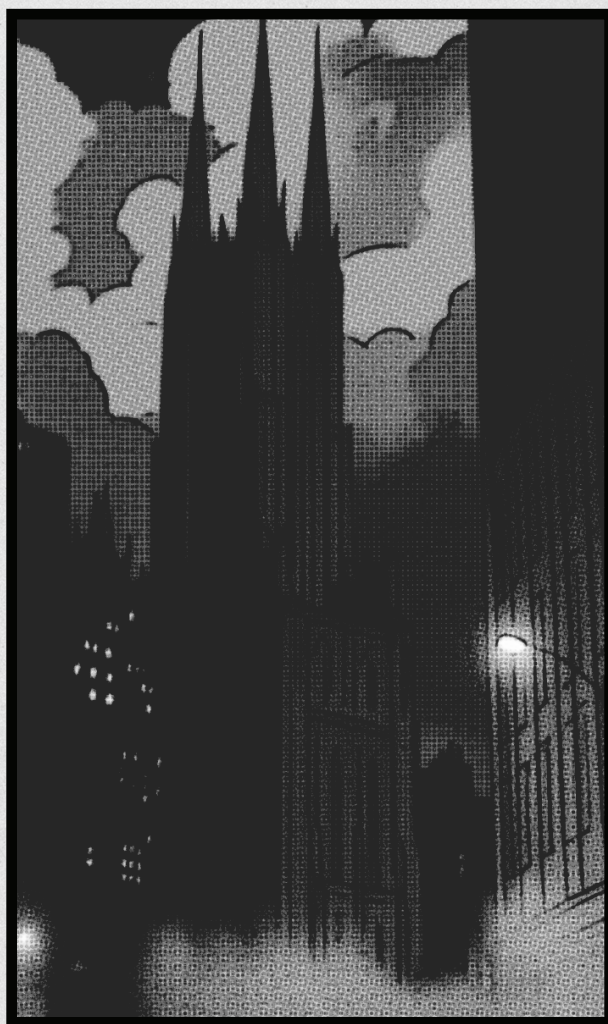
He won't say anything more and hangs up quickly.

If the cathedral is searched:

- 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 Hard SPOT HIDDEN roll notices that oddly there only a scarce few shards on the floor (they've been collected). The shards match the hue of those found in the gangsters' pockets at the Blue Orchid. A HISTORY or RELIGION roll recalls that the window was *old* and had been transported here over a hundred years ago from a German cathedral that was burned by heathens in the 13th century.
- An ARCHITECTURE or similar roll finds that the floor of the cathedral has been badly water damaged, and is unsafe. It will likely collapse within a year or two.
- A SPOT HIDDEN roll finds a spindle of blasting wire under the cathedral's organ, located above the entrance.
- A musical ART/CRAFT roll finds that 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 visitors:

- 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. *Keeper'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. An ACCOUNTING roll recalls 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."
- If her trust is completely won, 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 investigators enter the facility during the day and start asking Mary questions, he'll quietly observe, leaving the talking to others. If he suspects the investigators 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 investigators. He is, of course, lying.

Sebastien Noctrelle: STR 50, DEX 50, POW 30, CON 50, APP 40, EDU 65, SIZ 45, INT 50, HP 9. Fighting (Brawl) 40%; Explosives 60%; Fighting (Axe) 50%. 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 investigators 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, are 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, 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 investigators 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 investigators the 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.

Keeper'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: STR 80, DEX 70, POW 50, CON 70, APP 55, EDU 35, SIZ 85, INT 50, HP 15. Fighting (Brawl) 80%; Aggressive mama's boy. He always throws punches (1D3+1D4 damage). Note that his headaches are the early signs of a brain aneurysm. If he is takes any serious head damage or is knocked out, he must make a Hard CON roll or die.

Green Street Boy (1 per PC): STR 70, DEX 50, POW 40, CON 60, APP 50, EDU 40, SIZ 60, INT 50, HP 10. Fighting (Brawl) 60%; They punch (1D4 damage) or use a short baton (1D6 damage).

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. *Keeper's Note: If the investigators ruin any of smuggling operations, including this one Manstein will certainly come after them (see inset).*

Anthony Beretti: STR 55, DEX 60, POW 60, CON 60, APP 65, EDU 55, SIZ 50, INT 60, HP 11. Brawling 40%; Firearms 60%; Stealth 40% Charismatic and impulsive. Carries a .38 Sears revolver (1D10 damage).

Beretti Handlers (2 per PC): STR 70, DEX 50, POW 50, CON 60, APP 45, EDU 40, SIZ 60, INT 50, HP 12. Brawling 35%; Firearms 40%. Most carry crowbars (1D6 damage), one carries a .22 revolver (1D6 damage).

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 investigators stopped short of angering him, he might hire Latchkey to spy and keep tabs on them.

Renzo will only willfully talk if the investigators 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: STR 45, DEX 60, POW 60, CON 50, APP 65, EDU 40, SIZ 40, INT 70, HP 10. Charm 60%. Friendly but over-her-head.

Renzo Beretti: STR 65, DEX 55, POW 70, CON 60, APP 50, EDU 60, SIZ 65, INT 70, HP 12. Fighting (Brawl) 60%; Firearms 60%; Intimidate 70%; Law 70%. Fierce family man and lover of Italian cuisine. He carries a .38 revolver in his suit (1D10 damage).

Mob Bodyguard: STR 60, DEX 50, POW 55, CON 60, APP 50, EDU 40, SIZ 60, INT 50, HP 12. Fighting (Brawl) 60%; Firearms 55%; Stealth 40%. They carry .38 revolvers (1D10 damage).

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. He's not present most nights. If interrupted, most of his goons flee, but a few might stick around to defend the operation. 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): STR 45, DEX 50, POW 55, CON 50, APP 50, EDU 40, SIZ 50, INT 50, HP 10. Firearms 50%; Stealth 40%. They carry Mauser C96 pistols (1D10 damage).

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 investigators 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 investigators. 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 investigators 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 investigators 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 him and stormed out.
- If asked about any *actual* magic, Barnaby scoffs and says the only real magic is a performer's own.

Curiosities

In addition to typical magic accessories – top hats, trick decks of cards, smoke bombs, wands stuffed with flowers – Barnaby has a couple of real magic tricks, which he'll only part with for a good wad of cash. His most valuable possession is the ring of Archbishop Elias St. Giles, a 19th-century religious figure who fought against Gotham's secret occult societies. Barnaby says the ring is said to protect its wearer from curses and hexes. Legends claim St. Giles 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 increases Pow by 10% when resisting dark magic!



Part III

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 Berretti.

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.

Keeper's Note: Whether the surviving participants of the original ritual appear at the cathedral depends on the investigators' prior actions. By default, the crime lords will show up out of curiosity. However, if the investigators 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 investigators will not have had a chance to interact with him thus far in the adventure.

Now no doubt aware of the investigators' 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 Sebastien 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 investigators 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 investigators 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 the Wayne’s original trick. 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.

A musically-inclined investigator identifies the song as Bach’s “Passacaglia and Fugue in C Minor.”

A SPOT HIDDEN roll discovers that several lines of blasting wire has been rigged from the narthex – the organists 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.

Keepers 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: STR 60, DEX 50, POW 55, CON 60, APP 50, EDU 40, SIZ 60, INT 50, HP 12. Fighting (Brawl) 60%; Firearms 55%; Stealth 40%. They carry .38 revolvers (1D10 damage).

Augustus Van Dorn: STR 50, DEX 40, POW 40, CON 60, APP 55, EDU 60, SIZ 50, INT 60, HP 11. Cowardly, desperate, and unarmed.

Sebastien Noctrelle: STR 50, DEX 50, POW 30, CON 50, APP 40, EDU 65, SIZ 45, INT 50, HP 9. Fighting (Brawl) 40%; Explosives 60%; Fighting (Axe) 50%. Stares too much; hums Bach tunes. He has a crowbar within reach (1D8 damage).

Foggy Jack: STR 60, DEX 40, POW 40, CON 40, APP 40, EDU 45, SIZ 55, INT 50, HP 9. Fighting (Brawl) 40%; Stealth 55%. Kind-hearted. He can punch for 1D3 damage.

The Organist’s Surprise

In the gallery above the narthex is Sebastien Noctrelle. Before the investigators 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 Hard INT roll.

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 DODGE roll to avoid 1D4 damage from debris, and a DEX roll 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 SANITY ROLL (1/1D3) when they realize what has happened. Finally, anyone falling into the water must make a SWIM roll or begin to drown, taking 1 HP damage every turn until the roll is made successfully.

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

EBONYVEIL

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 Wayne.

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 investigators 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 in-

investigators 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 Keeper should decide if this works. Certainly, if the investigators 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 investigators 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 (HP 10), 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 at the organ 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

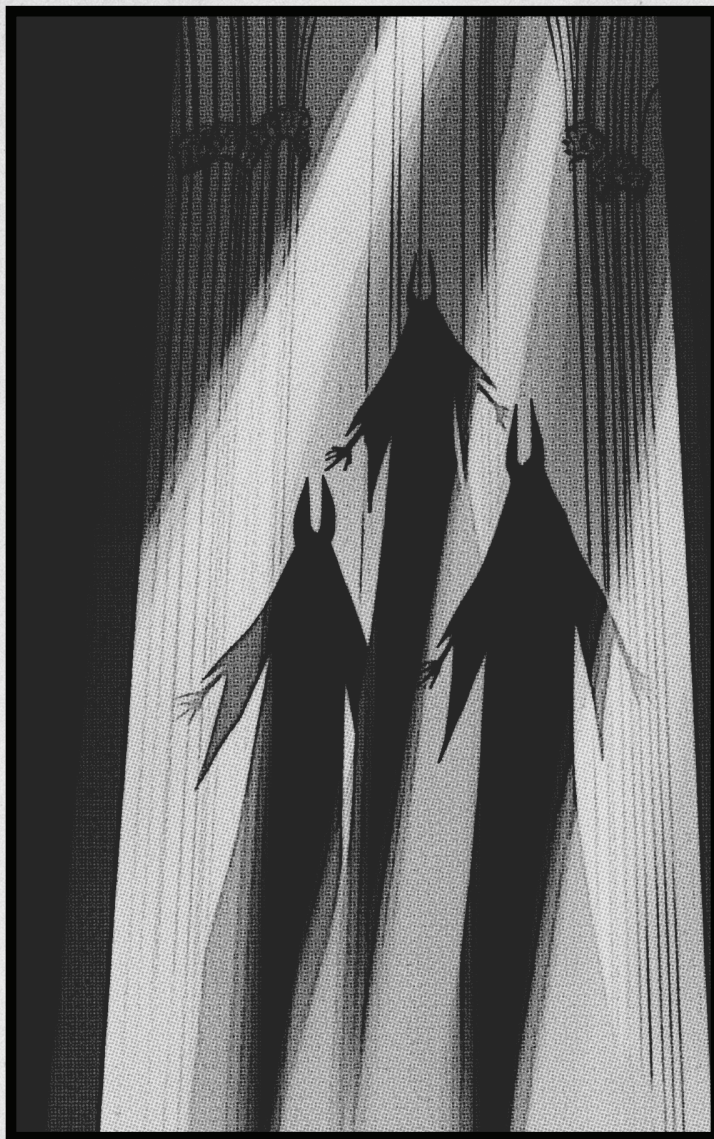
In all the chaos, the Ebony Veil is hoping that one of the original ritual participants will perish, completing the ritual to summon Ishk'harhul. But if this occurs, a surprise is in store for everyone.

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

STR 60 APP 45
CON 70 POW 50
SIZ 45 EDU 50
DEX 70 SAN 20
INT 70



HP: 10 Damage Bonus: none
Build: 0 Move: 9
Brawl 40% (20/8), damage 1D3 (fist)
Dodge 45% (22/9)

Skills: Fighting (Sword) 60%, Firearms 40%, Intimidate 40%, Listen 60%, Occult 50%, Sleight of Hand 70%, Stealth 70%, Streetwise 50%.

Gear: The Ebony Veil carries a fine rapier (1D6+1) and a backup revolver (1D8 damage), which he only uses in true desperation. He has a leather coat (armor value 2), a tin mask, and carries a few smoke bombs.

Gear: Obsessed with the magician Karl Vayne, the Ebony Veil (aka Victor Váradi) styles himself an illusionist. He's overly dramatic and charismatic in group situations. Despite his danger, he does not like to threaten innocents if he can help it.

This otherworldly sight causes a SANITY ROLL (1/1D6)!

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 abox begins to react... contorting and folding and expanding outward like a living thing.

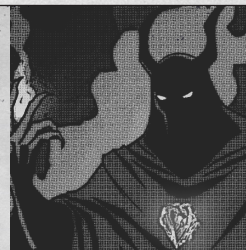
The ritual has succeeded, but not as Ebony Veil intended. The three deaths have brought forth the Bearers of the Ever-Shifting Vault, servants of Yog-Sothoth, the Gatekeeper of Time and Space – ancient executioners drawn to the corruption of this city.

The investigators 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 2D4 cr ex damage to those nearby.

THE BEARERS

STR 50 APP -
CON 50 POW 70
SIZ 50 EDU -
DEX 60
INT 70



HP: 10 Damage Bonus: none
Build: 0 Move: 8
Dodge 40% (20/8)

Notes: The Bearer are insubstantial and cannot be harmed by normal means. However, each has a glass heart (5 HP), which can with a penalty die. If hit, the Bearer turns into glass and explodes the next turn for 2D4 damage. Each bearer has an "attack" based on the three men who were killed and triggered the ritual. When subjects come within 3 yards of the Bearer:

- **Santo Cassamento:** Make a Pow roll each turn or be stunned.
- **Renzo Beretti:** Make a Sanity Roll (1/1D4) from a vision of their family getting killed.
- **Paddy Banfield:** A burst of force energy does 1D4 damage.
- **Augustus Van Dorn:** Fail a EDU roll or your brain floods with information, and you flee like a coward for 1D4 turns.
- **Hermann Manstein:** Make a Pow roll or hate your friends, attacking them for 1D4 turns.

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, which can be targeted with a penalty die. If their heart takes 5 HP damage, it cracks and fractalizes, and the Bearer turns into solid glass. The next turn, the Bearer explodes into shards for 2D4 damage to those nearby.

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, and another SANITY ROLL (1/1D4). Contact with the water does 1D8 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 SANITY ROLL (1/1D4) to endure its endless folding and unfolding without losing their grip on reality. Then, as if gazing

through a suddenly revealed window, they see something impossible—a miniature version the ark, a living puzzle-box doppelgänger, twisting and reshaping itself in a frantic search for its true form. The investigator 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 a Pow roll, 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 6D6 damage to anyone nearby.

The Bat Returns?

By the conclusion of the adventure, Batman has likely dismissed the threat of Ishk'harhul. Through the investigators' 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 innocent, 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 investigators receive a 1D4 SAN reward, or 1D6 if the successfully stopped the Ebony Veil. Keepers should also confer various contacts or patrons for befriending any of the influential folk in the adventure.

Keeper 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 bloody 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. Keepers 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

For more one-shot 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.

Disclaimer

The material presented here is an original creation, intended for use with the Call of Cthulhu system from Chaosium, Inc. This material is not official and is not endorsed by Chaosium.

VTT Assets

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

Version History

1.0 - Original Call of Cthulhu version.

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, midnight. 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. Midnight. No delays. If you want the truth, you'll show up.

- A Watchful Eye

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, midnight. 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 Storyteller,

You've spent your life walking a tightrope between truth and secrets. Haly's Circus taught you how to balance, but one misstep, and it's a long way down. The Gazette doesn't know who you really are—but I do. You want a real story? Meet me at Blankinship Motors, midnight. No bylines, no press passes, just you and the facts. Ignore this, and your past becomes tomorrow's front page.

- A Watchful Eye

to Raya Vestri

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. Midnight. 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...]

- A Watchful Eye

to Mitchell Malone

Handouts



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 MIRRORED 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 Haptagon and Nebuchanezzar are misspelled, and it refers to a clock.

Handouts

Bearerers 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 Bearerers 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

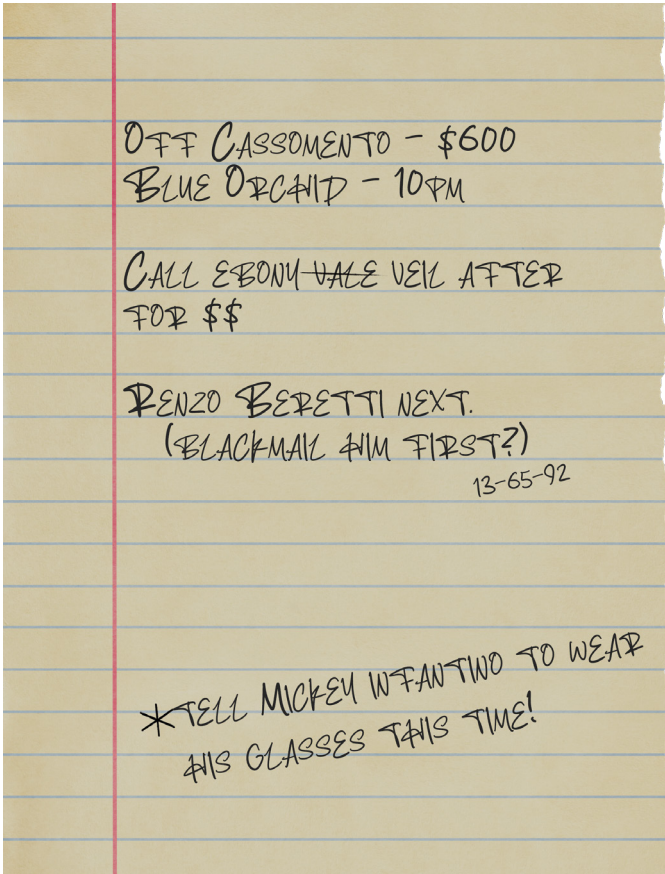
-217-

Handout F

Page found in the library which tells the myth of the ritual that the Ebony Veil is actually using.



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.



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

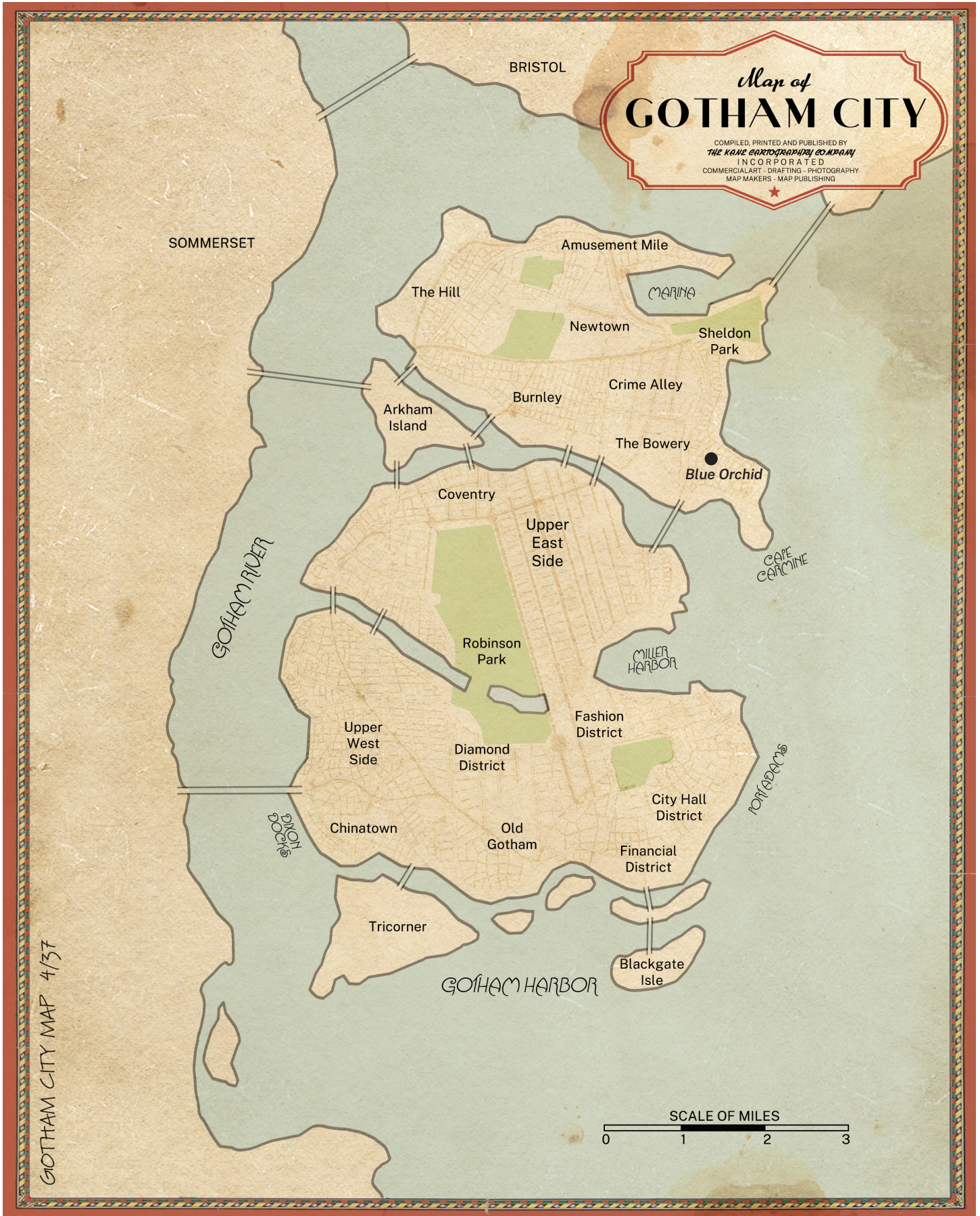
Serve hot f
plates. Serve
lake-warm. I
astonishing
ers ignore th
detail of an
meal. Apple
with or with
cider and is
up windfall
apples that r
cooked to b
partment of

Agriculture
make it. Use
rials for kite
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 wer

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



Player-Safe Map



1930s Era Investigator

Name Dr. Terrence Thirteen
 Player _____
 Occupation Detective
 Age 28 Sex _____
 Residence Chicago, IL
 Birthplace Chicago, IL

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 60 ³⁰/₁₂ POW 60 ³⁰/₁₂
 CON 70 ³⁵/₁₄ APP 50 ²⁵/₁₀ EDU 60 ³⁰/₁₂
 SIZ 50 ²⁵/₁₀ INT 80 ⁴⁰/₁₆ Move Rate 8 ⁺¹/₋₁



Major Wound M 24 MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 60 ^{Max} Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M 12 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Science (01%) Forensics	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<u>60</u> ²⁰ / ₈	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)	<u>70</u> ³⁵ / ₁₄
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Streetwise (10%)	
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Survival (10%)	
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Swim (20%)	
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	
<input type="checkbox"/> Electronics (10%)	<input type="checkbox"/> Language (Own) (EDU) English		<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.22 Iver Revolver	45	22	9	1db	10	1 (3)	6	100

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>30</u> ¹⁵ / ₆

BACKSTORY



Personal Description

An always-rational detective determined to debunk all-things supernatural

Traits

Empathetic
Curious

Ideology/Beliefs

Vow - Embrace reason, always reject the supernatural

Injuries & Scars

Significant People

Your new wife, Marie

Phobias & Manias

Dresses sharply
Mutters scientific theories under his breath

Meaningful Locations

Treasured Possessions

TALENTS

Hardened - Ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.

Keen Vision - Gain a bonus die to Spot Hidden rolls.

GEAR & POSSESSIONS

Flashlight

Fingerprint Kit

CASH & ASSETS

Spending Level

Cash \$80

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

1930s Era Investigator

Name Sandra Coleman
 Player _____
 Occupation Jazz Singer
 Age 29 Sex _____
 Residence Gotham City
 Birthplace St. Louis, MO

CHARACTERISTICS

STR 80 ⁴⁰/₁₆ DEX 55 ²⁷/₁₁ POW 50 ²⁵/₁₀
 CON 65 ³²/₁₃ APP 60 ³⁰/₁₂ EDU 40 ²⁰/₈
 SIZ 60 ²⁵/₁₀ INT 50 ²⁵/₁₀ Move Rate 8 ⁺¹/₋₁



Major Wound M 25 MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 50 ^{Max} Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M 12 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <u>65</u> ³² / ₁₃	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%) <u>25</u> ¹² / ₅	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art/Craft (05%) <u>65</u> ³² / ₁₃ Singing	<input type="checkbox"/> Firearms (Handgun) (20%) <u>65</u> ³² / ₁₃	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Trumpet <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Streetwise (10%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/> Charm (15%) <u>45</u> ²² / ₉	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%) <u>15</u> ⁷ / ₃	<input type="checkbox"/> Survival (10%)
Credit Rating (00%) <u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Swim (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Throw (20%) <u>25</u> ¹² / ₅
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%) <u>70</u> ³⁵ / ₁₄	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Electronics (10%)	<input type="checkbox"/> Language (Own) (EDU) <u>English</u>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Small knife	65	32	13	1d4 + db	-	-	-	-

COMBAT

Damage Bonus +1d4
 Build +1
 Dodge 30 ¹⁵/₆

BACKSTORY



Personal Description

Getaway driver turned talented jazz singer

Traits

Uncanny music talent
Drives fast... too fast

Ideology/Beliefs

Glad she left her old street life behind

Injuries & Scars

Significant People

Jazz rival - Georgia Raye

Phobias & Manias

Compulsive party-goer
Loves her fine shoes

Meaningful Locations

Obsessed with singing at Robinson Hall

Treasured Possessions

Never goes anywhere without her trumpet

TALENTS

Alert - Never surprised in combat.

Heavy Hitter - You may spend 10 Luck points to add an additional damage die when dealing out melee combat (die type depends on the weapon being used, e.g. 1D3 for unarmed combat, 1D6 for a sword, etc.)

GEAR & POSSESSIONS

King Liberty trumpet
Fine ruby shoes

CASH & ASSETS

Spending Level

Cash \$40

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

BACKSTORY



Personal Description

Overconfident thief with big plans and bigger secrets

Traits

Selfish

Ideology/Beliefs

Can't help but to taunt people

Fan of ghost stories

Injuries & Scars

Significant People

Hates The Bat for putting him in jail

Phobias & Manias

Terrible secret - Faked his death at the electric chair

Obsessed with architectural secrets

Meaningful Locations

Treasured Possessions

TALENTS

Master of Disguise - Spend 10 Luck points to gain a bonus die to Disguise, or ventriloquism attempts. If someone is trying to detect the disguise their Spot Hidden or Psychology roll's difficulty is raised to Hard.

Shadow - Reduces difficulty by one level or gains bonus die (Keeper's discretion) to Stealth, and if currently unseen is able to make two surprise attacks before their location is discovered.

GEAR & POSSESSIONS

Disguise kit

Lockpicks

Truth serum syringe

(bonus die to Hypnosis)

CASH & ASSETS

Spending Level

Cash \$40

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

1930s Era Investigator

Name Alice Starr
 Player _____
 Occupation Journalist
 Age 19 Sex _____
 Residence Gotham City
 Birthplace Gotham City

CHARACTERISTICS

STR 60 ³⁰/₁₀ DEX 70 ³⁵/₁₄ POW 50 ²⁵/₁₀
 CON 60 ³⁰/₁₀ APP 70 ³⁵/₁₄ EDU 50 ²⁵/₁₀
 SIZ 45 ²²/₉ INT 60 ³⁰/₁₂ Move Rate 9 ⁺¹/₋₁



Major Wound M 21 HP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 50 ^{Max} Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M 10 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	<u>55</u> ²⁷ / ₁₁	<input type="checkbox"/> Law (05%)	<u>15</u> ⁷ / ₃	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>70</u> ³⁵ / ₁₄	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>30</u> ³⁰ / ₁₂	<input type="checkbox"/> Sleight of Hand (10%)	<u>20</u> ²⁰ / ₈
<input type="checkbox"/> Art / Craft (05%) <u>Circus Performer</u>	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)	<u>20</u> ²⁰ / ₈	<input type="checkbox"/> Stealth (20%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Streetwise (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Climb (20%)	<u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> History (05%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Occult (05%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Survival (10%)	
Credit Rating (00%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Swim (20%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Dodge (half DEX)	<u>55</u> ²⁷ / ₁₁	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Electronics (10%)		<input type="checkbox"/> Language (Own) (EDU) <u>English</u>		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus +0
 Build +0
 Dodge 55 ²⁷/₁₁

BACKSTORY



Personal Description

Fearless journalist with an unusual past she doesn't want to get out

Traits

Stubborn
Curious

Ideology/Beliefs

Sticks to the journalist's code
Loves attending seances

Injuries & Scars

Noticeable scar on her cheek (from a lion)

Significant People

Madame Xanadu - Her old mentor

Phobias & Manias

Secret - Once a circus performer. Might get her fired.
Avoids talking about her past

Meaningful Locations

Treasured Possessions

TALENTS

Agile - Bonus die for Dex rolls.
Current Affairs - Gain a bonus die when making Know rolls that pertain to the city you're in.

GEAR & POSSESSIONS

Disguise kit
Lockpicks
Truth serum syringe
(bonus die to Hypnosis)

CASH & ASSETS

Spending Level

Cash \$40

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

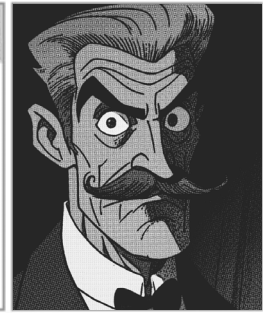
Then your best friend Madame Xanadu got a mysterious invitation out of the blue—Blue Orchid, 9 PM, A place where Gotham's most interesting and dangerous people drink in the dark. Crime boss Santo Cassamento's rumored to be there too. But Xanadu had a headache, and you had a silver tongue. Now the invite's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

1930s Era Investigator

Name Luigi Zatarra
 Player _____
 Occupation Aging Magician
 Age 74 Sex _____
 Residence Gotham City
 Birthplace Naples, Italy

CHARACTERISTICS

STR **40** $\frac{20}{8}$ DEX **70** $\frac{35}{14}$ POW **70** $\frac{35}{14}$
 CON **50** $\frac{25}{10}$ APP **60** $\frac{30}{12}$ EDU **40** $\frac{20}{8}$
 SIZ **40** $\frac{20}{8}$ INT **60** $\frac{30}{12}$ Move Rate **8** $\frac{+1}{-1}$



Major Wound **M 18 HP**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane **70** *Max* Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M 14 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Sword (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> Listen (20%)	
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Locksmith (01%)	21 $\frac{10}{2}$
<input type="checkbox"/> Art / Craft (05%) Magician	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Mech. Repair (10%)	
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	80 $\frac{40}{16}$
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	35 $\frac{17}{7}$	<input type="checkbox"/> Occult (05%)	45 $\frac{22}{9}$
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Stealth (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Streetwise (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) English	30 $\frac{15}{6}$	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Electronics (10%)	<input type="checkbox"/> Language (Own) (EDU) Italian		<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> Track (10%)

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+0**
 Build **+0**
 Dodge **35** $\frac{17}{7}$

BACKSTORY



Personal Description

The famed magician - the Great Zatarra

Traits

Neat dresser

Probably an alcoholic

Ideology/Beliefs

Overconfident

Enjoys hobnobbing with socialites

Injuries & Scars

Forgetful since a recent concussion

Significant People

Braggs that he's related to Leonardo DaVinci

His grandson, Giovanni

Phobias & Manias

Secret - Knows real magic

Meaningful Locations

His favorite magic shop, the Whispering Lantern

Treasured Possessions

TALENTS

Quick Healer - Natural healing is increased to +3 hit points per day.

Astral Projection - You can send your mind to the astral plane. Concentrate for 10 minutes and spend 10 MP. You may remain in the plane for 30 minutes of real time. On the astral plane, you can see through the real world, invisibly and intangibly. You can move in any direction (at Move 6). Time passes oddly, 1/10th the rate of the real world. At any point you can snap back to your body. Note that if you ever take a Major Wound you can make a Pow roll to instantly use this ability!

GEAR & POSSESSIONS

Disguise kit

Lockpicks

Mahogany wand "Arataz"

Magician's poster, c.1872

Magic supply case

Italian leather shoes

CASH & ASSETS

Spending Level

Cash \$100

Assets

QUICK REFERENCE RULES

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Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

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?

1930s Era Investigator

Name Mitchell Malone
 Player _____
 Occupation Private Eye
 Age 25 Sex _____
 Residence Gotham City
 Birthplace Gotham City

CHARACTERISTICS

STR 70 ³⁵/₁₄ DEX 70 ³⁵/₁₄ POW 70 ³⁵/₁₄
 CON 70 ³⁵/₁₄ APP 60 ³⁰/₁₂ EDU 60 ³⁰/₁₂
 SIZ 60 ³⁰/₁₂ INT 65 ³²/₁₃ Move Rate 9 ⁺¹/₋₁



Major Wound M 26
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 HIT POINTS
 11 12 13 14 15
 16 17 18 19 20

Temp. Insane Indef. Insane 70 ^{Max}
 Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
 SANITY

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
 LUCK

M 14
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24
 MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Science (01%) Forensics	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<u>65</u> ³² / ₁₃	<input type="checkbox"/> Chemistry	<u>35</u> ¹⁷ / ₇
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<u>45</u> ²² / ₉	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>60</u> ³⁰ / ₁₂
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Streetwise (10%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Survival (10%)	
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Swim (20%)	
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Throw (20%)	<u>60</u> ³⁰ / ₁₂
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Electronics (10%)	<input type="checkbox"/> Language (Own) (EDU) English	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	85	42	17	1d3 + db	-	1	-	-
Shuriken	60	30	12	1D3	5	1	3	-

COMBAT

Damage Bonus +1D4
 Build +1
 Dodge 50 ²⁵/₁₂

BACKSTORY



Personal Description

Stoic detective with a tragic past

Traits

Dislikes idle chatter

Never fully trusts anyone

Ideology/Beliefs

Sense of Duty to the citizens of Gotham

Pacifism - Will not kill - convince others too!

Vow- Never use guns

Injuries & Scars

Lots

Significant People

Phobias & Manias

Obsession (Rid Gotham of crime)

Meaningful Locations

Treasured Possessions

TALENTS

Tough Guy: May spend 10 Luck points to shrug off up to 5 HP of damage taken in one combat round.

Resourceful - You always seems to have what you need on hand; may spend 10 Luck points to find a useful piece of equipment (e.g. a flashlight, length of rope, a weapon, etc.) in their current location.

Keen Vision - Gain a bonus die to Spot Hidden rolls.

GEAR & POSSESSIONS

Flashlight	IN YOUR CAR-
Silk vest (armor value 1)	Bat Suit (armor value 3)
Grappling hook and cord	Heavy cape
1937 Delahaye 135M Roadster	Smoke bombs
Leather gloves	
Steel-toed boots	

Keeping your identity as Bruce Wayne / Batman secret is paramount. You are here to watch the experts investigate the evidence of this ritual. Only if it's **TRULY DESPERATE** will you assume your identity as Batman. Your "guests" tonight:

- Madame Xanadu** - Former circus performer, now an expert on seances and spiritualism.
- Sandra Coleman** - Former getaway driver, now a jazz singer. Reputation for having a curse.
- Luigi Zatara** - Old stage magician, you've heard he's been dabbling in real magic lately.
- Dr. Terry Thirteen** - Chicago detective and skeptic who's uncovered dozens of occult cons.
- Val Kaliban** - A ghost-obsessed thief known as "the Spook." You busted him years ago, but somehow he escaped death row...

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Your name isn't Mitchell Malone. It's Bruce Wayne. Four nights ago, you followed a lead—something strange happening in a dead warehouse in Chinatown. What you found didn't fit the usual Gotham crime scene. A demonic statue. Shattered glass. Burned candles. And on a half-charred scrap of paper, a name - Ebony Veil. In two years as the Bat, you've seen plenty—but never the supernatural. This is outside your expertise. So you did what you had to—invited a handful of specialists to the Blue Orchid, people who know their way around the unnatural. Then you made sure they had a reason to investigate. A little blackmail goes a long way. You'll watch, you'll listen, and when the time comes, you'll know if Gotham is truly in danger.

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

