

ANOTHER BOOK BY NITSCHKE.

THE WORKS OF NITSCHKE.
Vol. VII. This book
Book for 1891.
and the other books
price \$1.00.

The English translation of this book
was published in
New York by
the author's
agent, the
New York
Public
Library,
100 N. 3rd St.,
New York.

When in
the struggle
something like
Baskets of Bread.

Pharisee, and Pagan's religion, but yet
unites them all in its creed.
Nitschke had made some studies in
Oriental religions after Max Muller had
opened the way to the study of them, but
none of the Persian traditions are incor-
porated in this account of the wanderings,
sermons, and parables of Zarathustra, who
lived as a hermit on a mountain, and had
disciples, and preached the gospel of the
goodman, (Urbormensch,) who is the only
god.

The work is in four parts and was written
in various parts of a feverish activity be-
tween 1881 and 1885. Even in the English
translation it is not devoid of literary
beauty, and Mr. Tins, who has performed
the work of translation with excellent dis-
cretion and great labor, makes this claim
for the original German:

It makes the freest use of traditional
stories of proverbs and sayings of poets
and philosophers that can easily be traced
to their original source partly by reason
of the fact that the author has been
for the most part a student of the
ancient and modern literature of the
East, and partly because of the author's
own personal acquaintance with the
persons who are well known to the
literature of the present century, and
the pleasure in reading the book.

So there is one pleasure to be derived
from "Thus Spake Zarathustra," and prob-
ably others might be found by a person of
aptitude. We should utterly hesitate
before condemning this work of Nitschke
as trivial and worldly, but, nevertheless,
we much prefer "Farrin's Progress" and
even "Fear God."

Gotham Legion



Belua Multorum Es Caput

AN ADVENTURE FOR CALL OF CTHULHU

BY

ANDREW UTECH

Gotham Legion

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BACKGROUND INFORMATION

Two Challenges of Where and When

Gotham Legion is a Call of Cthulhu adventure taking place in New York City just before and during the heat wave of 1896. The 10-day-long heat wave is a historical event responsible for the deaths of over 1,300 people. This adventure posits a Lovecraftian explanation for the heat wave – and for some of those deaths.

The primary challenge is surviving the dangerous events set in motion when young New York socialite Anthony Fava comes into possession of a history of Emperor Nero by the historian Fabius Rusticus. Cult assassins and Mythos monsters lurk the city. Fava's transformation from

founder of an egalitarian social club, The Gotham Legion, to insane cultist occurs during the investigation and culminates in an attempt to summon Cthugha to Central Park.



The secondary challenge is surviving the mean streets of 1896 New York City and the heat wave's relentless heat. Tenements overflow with frustrated,

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desperate immigrants. The wealthy and established fear that hiring immigrants and African Americans to work in the factories may be “race suicide.” An ice baron’s monopoly puts this life-saving commodity out of the hands of the poor – his thugs answering complaints with violence. Government assistance to the poor and desperate is a pipe dream. Memories of the Civil War are fresh and raw.

It is possible to move the primary challenge to another time or place.



The secondary challenge, however, is largely tied to New York City in 1896.

The “Villain”

Gotham Legion may or may not have a villain, depending on your point of view. Investigators may find the “villain” looks uncomfortably familiar. Anthony Fava is a dilettante whose interest – some might say obsession – with Ancient Rome brings him to the brink of doom. His is a cautionary story for many an

investigator: best intentions might end in vile incantations.

His story in short: Founds the egalitarian “Gotham Legion.” Travels to Rome where he acquires the *Historica Nero*. Returns to New York. Escapes cult assassins, thieves, and kidnappers. Discovers Mythos magic. Foolishly uses it. Starts the heat wave. Goes insane. Tries to summon Cthugha.

The Forces Of Evil

Fire vampires figure centrally in this adventure. Keepers are encouraged to study their write-up carefully as fire vampires can be extraordinarily difficult for investigators to defeat or escape. Fire vampires do not cause any SAN loss when viewed, but after players have encountered these Mythos creatures keepers can drive players to distraction by mentioning a shooting star, a sputtering gas light, or a sudden flare that *might* only be a match... Gotham Legion members are not dangerous cultists until the climax. The club’s treasurer, however, has an ambitious agenda to recast the Gotham Legion and may be willing

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to kill for it.

Rome's Sleeping Spear cult sends both assassins and thieves early in the investigation. Operating far from home and unfamiliar with the territory, they are easily spotted. Tossing around Mythos magic, they make a strong impression. They may reappear in the climax in greater numbers and/or with the assistance of nightgaunts.

Members of the Cult of the Bloody Tongue in Harlem conduct their own investigation to find out who *else* dares bring Mythos creatures into New York City. They attempt to kidnap Fava and may appear in the climax with or without the assistance of hunting horrors.

Ice Baron Charles Morse has thugs on his payroll. The investigators encounter these thugs several times during the investigation – possibly in the company of police commissioner Theodore Roosevelt. The thugs are bullies motivated by money and physical power over the weak. They enjoy beating people up, but have no interest at all in fighting. If they appear in the Central Park climax, they'll be the first to take to their heels.

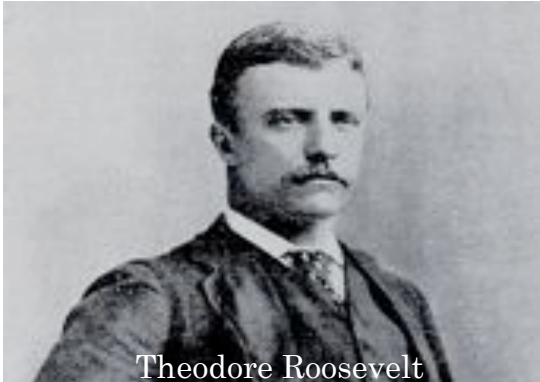
Finally, the heat wave moves already angry and desperate poor immigrants and African Americans to form mobs. Though not made up of evil people, these mobs may do evil things – things in which the investigators may be caught up. The mobs (perhaps pursued by New York City's finest policemen) may accidentally be in attendance during the climax in Central Park.

Two Forces For Good

A great hero during the historical heat wave was the commissioner of the Public Works Department, Lloyd Collis. Collis had the Fire Department flush the streets with water to lower temperatures, changed the working hours of city employees to keep them out of the sun, and ordered the free public baths to stay open around the clock.

Since the investigators are the protagonists of this adventure, they should be the ones responsible for the life-saving measures Collis takes. The PCs might take it upon themselves to flood the streets or convince Collis it's the right thing to do.

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Theodore Roosevelt

Another historical hero was one of four men serving as New York City Police Commissioners, Theodore Roosevelt. At the time of the heat wave, Roosevelt was already concerned with the plight of the poor and forming ideas and ideals that make him a “trust buster” and the President of the United States who brokered the “square deal” between business and labor.

Two more historical facts that may bear on this adventure: 1) Roosevelt failed in a run for mayor of New York City in 1886, and 2) Photojournalist Jacob Riis and Teddy Roosevelt became good friends after the latter read the former’s *How the Other Half Lives*, an expose of living conditions in the tenements. The complete text of *How the Other Half Lives* is available at no cost through Wikipedia.

In the game, the events of this

adventure may be partially responsible for making him a champion of the poor and downtrodden – or a rough-riding heck of a good shot. Again, it is important for the investigators to be the protagonists in this adventure. Roosevelt can be a strong and interesting ally, but he should get most of his ideas from the PCs.

Roosevelt can serve as a Swiss Army knife NPC. Born with a silver spoon in his mouth, Roosevelt has many contacts among the rich. Concerned with justice for the poor, he knows who moves and shakes things in the tenements. As one of four Police Commissioners he has the ability to command the forces of law and order.

Roosevelt is not, however, a wish-granting genie. The man is wildly unpopular among the rich, poor, and police. The more he uses his influence to help the investigators, the less influence he has. He is also not an angel. During the hottest days of the heat wave, he leaves New York City to cool off at his family home on Long Island.

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Roosevelt can appear in the Central Park climax – supporting the PCs with swagger, bravado, and a gun. Should the keeper desire, he might bring along police officers and/or firefighters.

Timeline To Terror

This adventure begins Tuesday, July 28 and ends on Thursday, August 13. Unless it doesn't. Keepers should lengthen or shorten the timeline as they see fit. The historical heat wave of 1896 began on August 4 and ended on August 13. The timeline below includes several days on which nothing in particular happens. Those days might be filled with investigations, side adventures, exploring the New York City of 1896, or simply eliminated from game play.

Tuesday, July 28, 1896

Anthony Fava's Gotham Legion hosts an event at which he relates a rather sensational tale of murder following the discovery of an ancient book in Rome. Members of Rome's Sleeping Spear cult make a play for the book – and for Anthony's life.

Wednesday, July 29, 1896

The many penny papers compete to sensationalize the attack. Stories ranging from xenophobic rants to extolling Fava's valor to skeptical speculation regarding publicity for the Gotham Legion.

Thursday, July 30, 1896 – Sunday, August 2 1896

A shaken Fava redoubles his investigations into the *Historica Nero*.

Charles Morse prices ice out of the range of poor New Yorkers.

Monday, August 3, 1896

Fava convinces to of his fellow Legionnaires to join him in a ceremony described in the *Historica Nero*. The resulting contact with Cthugha shakes Fava's sanity, hospitalizes his friends, and starts the heat wave.

Tuesday, August 4, 1896

Members of the Cult of the Bloody Tongue start hunting for the cause of the Mythos magic permeating the city.

Fava's fragile state of mind calls for institutionalization.

Seeking relief from high temperatures that stubbornly refuse to drop at night, tenement dwellers sleep on rooftops, fire escapes, and piers. Sleeping in

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parks is prohibited.

Wednesday, August 5, 1896 –

Friday, August 7, 1896

Fava's institutionalization causes a power vacuum in the Gotham Legion. The club's elitist treasurer, banker Charles Goodwyn, makes a play for control. The heat claims lives.

Saturday, August 8, 1896

Fava returns to challenge Charles Goodwyn. Goodwyn learns a final life lesson: Don't bring a gun to a Mythos magic fight.

Sunday, August 9, 1896

The Cult of the Bloody Tongue fails to kidnap Fava. He responds by doing what many a badly frightened, somewhat unhinged, Mythos tome owner would do: he casts a spell. He successfully summons fire vampires and incorrectly believes that he successfully dismisses them as well.

Death claims the old, the young, the ill, and the equine.

Monday, August 10, 1896

Fava tracks down the Cult of the Bloody Tongue to the Black Wind Bar. He summons more fire vampires and sends them to wreak fiery havoc.



Lloyd Collis orders the Fire Department to flush the streets with water to lower temperatures. Desperate immigrants face off against Morse's thugs outside an ice warehouse.

Tuesday, August 11, 1896

Fava begins to transform the Gotham League from social club to cult.

Roosevelt buys ice for the poor. Lloyd Collis orders free public baths to stay open around the clock.



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Horse bodies bake in the streets. Tenement dwellers are forced to live with their dead.

Wednesday, August 12, 1896

Gotham Legionnaires disappear. The heat and stench are unrelenting. Well over a thousand people have died.

The police are tasked with security for William Jennings Bryan instead of helping New Yorkers.

Thursday, August 13, 1896

Fava's butler, Vincenzo, fears that his employer has gone totally mad. Strange sounds and smells come from behind locked doors. Enquiries are met with shouted threats. The gardens are blackened and burned. Fava is not to be found, but there is abundant evidence of his delving into "that which should not be." It all seems to be building up to a great event that night in Central Park: the summoning of Cthugha.

The Fava Line

Note: This history of Fava men will help Keepers understand Anthony Fava and better run the adventure. First time readers, however, may wish to skip over this section and get to the meat of the adventure.

Anthony Fava comes from a long line of distinguished Italian Americans. Given their accomplishments, it is perhaps not difficult to understand why Anthony feels compelled to make a lasting and important mark upon the world.



Mario Fava
(1763 – 1815)

immigrated to the New World as a single young man in 1784 – just in time for the American Revolutionary War. Mario volunteered for service and was taken under the wing of Filippo Mazzei, a Tuscan physician who fought alongside Thomas Jefferson and Patrick Henry. Mazzei inspired both Thomas Jefferson and Mario Fava when he wrote, "All men are by nature equally free and independent."

After the war, Fava returned to Italy, married his sweetheart, Francesca, and brought her to New York City to lay down roots as citizens of the United States of America.

Though a war hero, Mario Fava had a great deal of difficulty

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finding employment in the public sphere. His foreign birth and bride were simply unacceptable. He returned to the more egalitarian world of the military and cultivated contacts among the immigrants and other undesirables.

Though not for lack of trying, Mario and Francesca were childless until they were in their thirties. They had quite given up on becoming parents when little Alfredo came into their lives. They doted upon that young man until the day they died.



Alfredo Fava
(1796 – 1850)

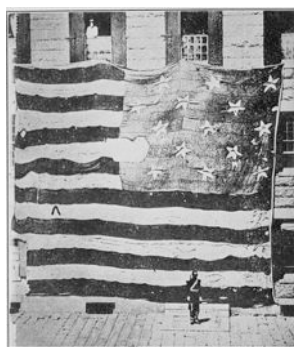
continued the family tradition of military service.

He joined the War of 1812 first as a privateer and later as an infantryman. Injured while defending against the British landing at North Point, Alfredo lay injured throughout the 25-hour bombardment of Fort McHenry during which all of the lights in Baltimore were extinguished. The exploding shells illuminated the flag still flying over the fort and inspired

Alfredo to crawl to a nearby road where he fainted before seeing anything by the dawn's early light. He woke to find himself under the care of a young nurse named Juliet.

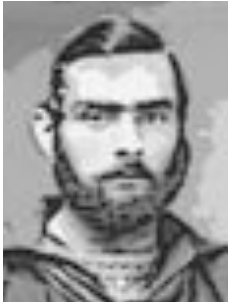
Juliet was flattered by the handsome young man's instant and insistent pleading of eternal love and passionate plea to marry him at once. She resisted his frankly inappropriate advances for almost two weeks before relenting. Juliet bore Alfredo six children, four of whom died in childhood. Only sickly Virginio and radiant Eva survived to adulthood.

Eva was married off in a stellar match to a Dutchman of excellent character and better business acumen. Willem and Eva stayed in New York long enough to start a family of their own and set up the Fava's with a series of investments that ensured no Fava would ever need to work again. Willem and



Eva then sailed to Amsterdam to start a new life and leave the purview of this adventure.

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Virgilio Fava
(1815 – 1876) was
a small, wan,
asthmatic youth
destined never to
distinguish

himself as a physical entity, but
blessed with a mind as nimble and
powerful as his body was clumsy
and weak. Tutored at home,
Virgilio became a polymath
scholar of note. By penning
essays in fields as diverse as
astronomy, botany, classical
Roman architecture, and poetry,
Virgilio gained the nickname
“Virgil.”

Due to his physical shortcomings,
many were surprised when Virgil’s
involvement with the United
States Naval Academy in
Annapolis, Maryland led most
unexpectedly to a military rank
and a family. While proudly
attending at his father’s deathbed,
Virgil began a polite discussion
with a visitor: head of the Bureau
of Ordinance and Hydrography.
Pleasantly surprised to find
Alfredo’s sickly son full of facts and
theory, he at once issued Virgil an
invitation to lecture at the
reorganized academy.

Virgil quickly became a popular
guest lecturer and prized his
semi-annual trips and the
opportunity to make a contribution
to the military – if ever so
indirectly.

During a faculty luncheon at the
dean’s quarters, Virgil met Rachel.
Rachel was the handsome, if not
beautiful, daughter of a lecturer
from Virginia. Their essentially
practical match contained enough
passion to produce a pregnancy.
Tragedy cut short their marriage
when Rachel died in childbirth.
Their son, Henry survived.

Virgil turned over the raising of
his son to nurses and his mother,
Juliet, and took a full-time faculty
position at Annapolis.

When the Civil War turned out to
be considerably longer than the 90
days President Lincoln had
predicted, even sickly, slight,
academic Virgil found himself asea.
He continued to write, but only in
fragments before exhaustion
overtook him. Whether his
father-in-law conspired to ensure
it so or no, Virgil never found
himself in a serious battle.

When the war finally ended, Virgil
did not return home. Instead, he

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went West. The death he sought finally found him at the Battle of Little Bighorn.



Henry Fava's
(1851 – 1894)

childhood was both privileged and lonely. Mother dead, father absent,

grandparents split along Union and Separatist lines.

16-year-old Henry was determined to be as good a man as his father and saw his opportunity in the Indian Wars. Mind set and bag ready, young Henry went to tell his grandmother his intentions . . . and found her dead.

Virgil did not return for his mother's funeral. Instead, he sent a telegram expressing his grief and making it plain that he expected Henry to take over the Fava home, businesses, and fortune.

Henry did as bid. He found a fellow to manage the Fava family assets while Henry studied business under the best tutors available. Swiftly learning enough to suspect the manager he'd hired of cooking the books,

he gave the man a raise to keep him on the hook than hired a private investigator to make sure the charge of embezzlement would stick. It did.

From his new business manager on down, every person in the Fava family employ quickly learned that Henry Fava was not a man to be trifled with. He was a tough young nut. Tough, but fair. A progressive capitalist, Henry often hired immigrant and black labor at scandalous – even managerial! – levels. They'd work themselves to the bone to prove themselves to Henry. And do it for less money than their settled, white fellow citizens.

Unable to contain a rash impulse, Henry wooed and won the hand of an actress named Susan. Their marriage was wild, scandalous, and brief. Susan agreed to a quiet, substantial divorce settlement and both were pleased that their union had produced no children.

At the age of 24, Henry married again. This time the match was carefully considered and planned. Maria Francelli was ten years his junior and fresh off the boat from

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Italy. The Fava import/export business (now renamed Opportuno) gave the Francelli family's fortune in olive oil a new market. Maria's qualities – steeped in upper class living, finishing school, exotic looks and dress, exceptional elegance and grace – ensured that the Fava's would be invited to the great events of the upper class. And that they'd always be a curiosity: the high-class wops.

Henry turned to politics. He became a player behind the scenes through judicious donations to libraries and the arts. He won the post of Police Commissioner (one of four in the city of New York City) and earned respect as a man who could talk to both the cop on the beat – often an immigrant – and those WASPS buzzing the corridors of power.

Their only child, Anthony, was born a year after they married. Henry and Maria doted on their little man and spoiled him as only the truly wealthy can afford to do. The child grew up knowing he had a mother and father who loved him.

Henry Fava died in 1894 of

pneumonia. Maria died of a broken heart six months later.



Anthony Fava

Anthony Fava (1876 -) spent his childhood enjoying the very best a growing metropolis had to offer. A mansion. Servants. Indoor plumbing. A library. Tutors.

Anthony learned early that the proud history of Fava men in America failed to erase the blemish of their ancestry. Rather than run from their Italian heritage, the Favas ran toward it. They spoke Italian in their home. They associated with Italian immigrants. They collected books and art from Italy – donating some of it with as much fanfare as they could muster to New York City's

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best museums and libraries. At every turn, they promoted the greatness and contributions to civilization of ancient Rome.

Anthony's interest quickly outstripped that of his parents. He peppered his tutors with questions, poured over books, copied great works of art, and pestered his parents constantly to fund trips to Italy so that he could continue his studies and soak up an atmosphere he was certain had no parallel anywhere on Earth.



Henry and Maria indulged their only son. If the lad never took an interest in his father's business and instead became something of an eccentric, he'd also become a status symbol: the dilettante son.

Upon coming of age, Anthony set his mind, time, and a fair amount of money to the creation of an

egalitarian "secret society" – actually more of a social club – modeled on the Free Masons. No one but Anthony takes the **Gotham Legion's** vaguely Roman theme seriously. Legionnaires generally come to pass the time, share a drink, have a smoke, listen to the lectures Anthony arranges, make quirky connections, and enjoy the thrill of rubbing elbows with other sorts.

The Gotham Legion now boasts some wild child slumming wealthy youth, Wall Street speculators, factory managers, and a smattering of factory workers, coachmen, sailors, stevedores, seamstresses, and bootblacks. Inside the Legion's meeting room a white man might pour a drink for a black man or an immigrant woman might raise her voice in strident disagreement at a point made by a bank manager whose ancestors came over on the Mayflower.

Membership in the Gotham Legion and the number of events the Legion hosts waxes and wanes with Anthony's presence or lack thereof in New York City. Few expect the Legion to survive without Anthony's full attention.

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But Anthony's first and truest love is not the Gotham Legion. It is Rome.

Rome is a city of stone built and rebuilt again and again over thousands of years. Anthony has always been fascinated by the city's figurative and literal rise throughout history; new buildings often built atop the old. One might enter a church, descend into the crypt only to find another church below and a third below that and, possibly, a heathen temple yet below. Clearing the ground for even the most humble of structures, workmen make incredible archeological finds.

Anthony became known as a man who would pay hard cash for news of such finds, so when an abandoned stone well was found deep under ground, two messages were sent. One message summoned a team from Sapienza University. The other summoned Anthony. The less-than-spectacularly-excited team came to take a look, grew more interested when they determined that the shaft had been both hidden and blocked thousands of years previously, and then exploded into

shouts of excitement when they discovered the remains of a lock-box – and the crumbling tome entombed therein. When the incredible discovery was hauled in a bucket to street level, Anthony was there. There and suddenly overwhelmed with the feeling that destiny had risen from darkness to seize his young American heart.

The book should have been taken immediately to Sapienza University for study. Instead, money changed hands and Anthony left with his prize – promising to return it within the month.

Anthony kept that promise, but not before commissioning a man to most carefully copy the text. Word for word. Curious diagram for curious diagram. Fabius Rusticus' history of Emperor Nero's unseemly reign brought out of the shadows of time.

Anthony holed himself up in his little Roman room and dedicated himself to the study of that text. Days and nights spent tracing the letters followed by hasty trips to libraries and universities for cross referencing, and pestering linguistic experts. Taking a

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break in a café one day, he glanced at a paper and learned that the original Fabius Rusticus book had been stolen from the university. A guard had been killed and a sudden fire had threatened many other important volumes.

Concerned, Anthony went to the university to see if he could be of any assistance. A long interview with Professor Juan Maceli led to a confession. Professor Maceli was both angered to learn that Anthony had copied that precious text, and thrilled to know that the ancient knowledge had not been lost. The professor extracted a promise from Anthony to allow the university to copy his copy.

The professor did not live to see the promise fulfilled.

The following night, two members of the Sleeping Spear cult broke into Juan Maceli's apartment. Next they broke into Juan Maceli. They tortured the luckless professor who was not made of stern stuff. Before dying he told his murderers about Anthony Fava and his copy of the *Historica Nero*. Had the cultists regrouped, scouted their location, and attacked the following night they

most surely would have captured the copy and killed Anthony. Insane bloodlust ensured the cultists would not be so circumspect. Racing immediately to Anthony's hotel, they attempted to cut a bloody swath to and through their target.

The hotel staff refused to go quietly into that good night and fought their attackers long enough for the police to be summoned. Sunrise found the cultists shot dead, several hotel staffers bandaged, and the hotel residents packing their bags.

Anthony Fava, precious copy safely tucked into his traveling trunk, found passage on one of his own ships that afternoon. Three weeks later, he was again at home in New York City. The book fully read – though not fully understood. A burning desire to bring the Gotham Legionnaires together to hear his tale.

On Playing Fava

The investigators will interact with Anthony Fava many times during this adventure. The following notes are intended to serve as character notes to assist the Keeper in those interactions.

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Anthony is only 20 years old. He has the normal interests and appetites of a healthy, wealthy, reasonably strapping young man of the 1890s.

He has traveled many times between New York City and Rome, but is otherwise not well traveled.

He had the benefit of excellent tutors in his youth. Consider him well educated.

He inherited a great deal of wealth and is a reasonably good businessman. He heads Opportuno, an import/export business.

Anthony is rich and powerful enough to be in the inner circle of the upper crust of New York society, but he is not. His close family ties with Italy and Italian immigrants repels the loci of New York “aristocracy”.

Anthony is obsessed with all things that are both ancient and Roman. Obsessed enough to start the Gotham Legion social club modeled after the Free Masons, but ancient Roman in theme.

There is a long tradition of great Fava military men. When the opportunity to challenge the cultists arises, he sees that as a

way for him to follow in his ancestors’ boot-steps.

Anthony is extremely excited about his copy of the Fabius Rusticus book found in Rome. He is sure that he’s got something really important and is loathe to dole out information about (and from within) the book.

The Investigators

Though central to this investigation, Anthony Fava is not the protagonist. He is the problem. More specifically, he is the investigators’ problem.

The investigators shape this story. They drive it forward. They act more than they *react*.

All of the information about Anthony Fava, timelines, cults, Mythos magic and monsters – all of it exists to be placed before the investigators as obstacles. The struggle to overcome those obstacles should be initiated by the players. The game is not about success or failure, though. It is about the struggle.

It is essential that all investigators have reason to care about the obstacles and the skills and/or temperament necessary to make

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the struggle fun. Naturally, it is also desirable for the investigators to have those two qualities that most clearly mark (and often doom) Lovecraftian heroes: an insatiable curiosity and unhealthy doggedness.

Because Fava's Gotham Legion is open to both men and women, all ethnicities, all religions, and all social classes, it is possible for the PCs to be of just about any background the Players might choose to play. The investigators may know each other before the adventure begins or meet for the first time in Act I, Scene 1. They

may be Legionnaires, Anthony's childhood friends, temporary kitchen staff hired for Anthony's speech, or someone who first hears about Anthony Fava through a notice in the newspaper. The only real essential is that the investigators be in New York City on Tuesday, July 28, 1896.

Especially appropriate professions for PC investigators in this adventure include: archeologists, book binders/collectors, historians, laborers, occultists, socialites, law enforcement workers, medical workers, or reporters.

THE INVESTIGATION

Cinematic Structure

This section is organized in much the same way a screenplay is organized. You'll find 30 Scenes divided among three Acts. Act I introduces the main characters and sets out a thesis in which Anthony Fava is the target of mysterious violence in a normal world. Act II turns the world upside down with the start of a heat wave, casts Anthony

Fava into a new role – one far less innocent – and introduces B-plot characters and situations that allow our heroes (the investigators) to struggle and learn. In Act III the worlds of Acts I and II are synthesized into a new world for the investigators, the bad guys close in, and we build to a grand finale.

There is, however, absolutely no need to play every scene in this

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adventure, to play them in order, or to play them as written. Keepers are encouraged to select from among those that best suit their players and play style.

Act I, Scene 1:

Opening Image

The story opens with a tight shot on a poster inviting all and sundry to an event at the Gotham Legion hall (*opening handout*). The investigators learn that Anthony Fava, scion of a wealthy New York City family and founder of the Gotham Legion social club, will be the night's orator.

Investigators may learn of Fava's speech from many different sources. If they are members of Fava's Gotham Legion, they'll be contacted about the event by post or hear about it from other Legionnaires. Fava places a small advertisement in several of the penny newspapers (*handout 1*). The same advertisement – rather larger – appears on handbills (the *opening handout*) passed out near the Gotham Legion Hall and posted on poles and boards in the area.

Investigators friendly with Anthony Fava may have received a personal note about the event (*handout 2*). Finally, the investigators may hear about Fava's speech from any number of New Yorker's gossiping on the city's latest: taxi drivers, bootblacks, socialites, bartenders, etc.

It is up to the Keeper and players to find logical and dramatically appropriate reasons for the PCs to attend the speech. The most Lovecraftian motivation is insatiable curiosity, but PCs may also attend because they want to rub elbows with the upper class or even because they've been hired to serve drinks there.

Act I, Scene 2:

Background Check

Investigators may wish to do a little research on Anthony Fava, the expected contents of his speech, or the Gotham Legion. This may happen before the PCs attend Fava's speech at the Gotham Legion or afterward.

It is up to the Keeper to determine just how much information, both accurate and otherwise, to dole out.

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Some guidelines follow.

Investigators with connections to the **upper class** can learn the Fava family is both wealthy and respected. It is well known that Fava men served in the military since the Revolutionary War – though the precise nature and extent of that service is not well known. Though they have the proper history, money, philanthropic efforts, and education, however, the Fava family is not a member of the inner circle of high society. Members of New York’s elite both dislike and mistrust the Fava family’s Italian heritage and close ties to that country. Thoughtful investigators will conclude that massive immigration from Italy and Eastern European countries in the last decade has done nothing to help the Fava image. Worse, the Fava’s often employ these aliens – even in managerial capacity! – in Opportuno, their import/export business.

Investigators with **business** connections can learn that Opportuno is considered a major player in the import/export trade – especially between New York City

and various Italian ports. The company employs a surprising number of immigrants and former slaves. This eyebrow-raising employment policy may not be altogether altruistic; such people are often desperate and willing to work for far less than their “all-American” counterparts. It is taken as a given that Opportuno is involved in smuggling of all sorts.

Investigators with connections to the **arts**, New York **universities**, and/or **libraries** can learn that the Fava family is known for their philanthropy. They give often to the arts, education, and libraries. In particular, they support anything related to Italy.

Investigators with connections to **immigrants** and/or **African Americans** can learn that the Favas employ many of their peers; that the Favas are tough but fair employers; and that the Favas are tight with money but far more willing to hand out high-level positions to immigrants and/or African Americans than other, similar companies.

Investigators with connections in the **media** (especially to newspaper morgues) can learn

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that the Favas are a wealthy, generally well-regarded family. They may also surmise that the Favas are not especially popular among their peers and suspect it has something to do with their Italian heritage. They may find press clippings about Gotham Legion events.

Investigators with police connections can learn that Henry Fava was one of four police commissioners. Henry Fava was known to be particularly kind to and friendly with immigrant members of the force.

Investigators with access to military records can look up the Fava name and learn a bit about the Favas who served in various wars. This information does not extend much beyond dates, places, promotions, and the occasional fitness report.

It is unlikely that a day of investigation will suffice to provide a team of investigators with a general history of the Fava family or a complete history of Anthony Fava. Keep in mind that in the 1890s there are few written sources of information to use as research about the Favas.

Investigators will learn the most by talking to people.

On the other hand, keepers should take care not to mislead players into thinking there are deep, dark secrets to uncover in the Fava family history. (Should players insist on leaping to that conclusion unaided, however, that's their look out.) Background investigations should be played out for the roleplaying opportunities they afford. Players can learn a lot about the New York City of 1896 by just chatting with the locals.

Act I, Scene 3:

Oration

Keeper's reminder: Background information about the Gotham Legion can be found in the section on Anthony Fava.

Anthony Fava's speech at the Gotham Legion Hall is scheduled to begin at 8 PM.



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Gotham Legionnaires are welcome to enter the Hall any time after the staff arrives at 9 AM. Legionnaires are allowed to bring one guest with them. Doors open to the public at 6 PM.

Outside the Legion Hall:

The Gotham Legion Hall is a Georgian Style brick building on State Street between Pearl and Whitehall Streets. The columns that set off the building's façade may be a failed attempt to make the building look ancient or Roman. The overall effect is somewhat disconcerting. The building's peculiar angles are impossible to miss.

Legionnaires and their guests are welcome to make use of the Legion's library, smoking room, billiard's parlor, and limited kitchen. The auditorium is rarely used when Fava is out of town; it hosts guest lectures on things ancient and Roman when Fava is in town. The top floor of the Legion Hall contains apartments for Legionnaires to use for short stays.

The Gotham Legion staff includes a doorman, bartender, cook, waiter,

hat/coat-check girl and several butlers. Maid service is contracted out once a week.

Inside the Legion Hall:

A liveried African American doorman enquires after the club membership status of each visitor; welcoming both members and non-members alike with an open face, a polite smile, and a kind word.

Beyond the door is a high-ceilinged entryway. A hat-check girl of Eastern European cast and color stands ready and eager to provide safekeeping for one's headwear. Windows high on the walls have been thrown wide open to conduct any whisper of passing breeze (as well as the sounds and smells of the street outside) into the Gotham Legion



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Hall.

Carpets, furniture, knick-knacks, and ornamentation all appear to have come from Italy. Copies of ancient Roman busts and a pair of statues sit proudly on prominent display.

Anthony's speech draws an overflow crowd of Gotham Legionnaires and curious visitors. This is a perfect setting for investigators who do not know each other to meet. Keepers may also want to have NPCs of various ethnicities, colors, and/or class interact with the PCs.

In particular, keepers may wish to introduce Charles Goodwyn, the club's treasurer who'd rather have the Gotham Legion serve only men of means. Charles is likely to mention the "foreign threat" to anyone of a race and class he approves of. He's likely to snub and otherwise make clear that he disapproves of anyone who is not an upper class white Anglo-Saxon Protestant.

Another possibility is to have a PC chat with one of the club's servants – one who might later contact the PC for help when events at the

club turn deadly. The club's servants are likely to grumble about their low wages, but still project a positive image of their employer.

The Auditorium:

An Irish butler conducts people through a door from the reception hall and into the auditorium for the speech. The auditorium is a large space with finely wrought tin ceiling and exquisite gas fixtures. Faux Roman Legion banners frame a low stage on which waits a fine, wooden lectern emblazoned with the Gotham Legion shield. The Hall's motto is written in Latin: *Belua Multorum Es Capitem*. Speech attendees have their choice of seating on 50 or so straight-backed wooden chairs. The audience is a curious mixture of men and women of various ethnicities and background. In the Gotham Legion rich and poor, black and white, immigrant and "native" rub elbows in an extraordinarily familiar way. All fan themselves and wait with as much patience as the heat allows in anticipation of Anthony Fava's speech.

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Note: The Gotham Legion's motto translates as "The people are a many-headed beast."

Investigators who talk with Gotham Legionnaires may learn that no one but Anthony takes the Legion's Roman theme seriously. Despite that, Legionnaires genuinely like Fava and are glad that he created and continues to run this club. They may mention that Fava just returned from Rome.

The Speech:

Charles Goodwyn, the well-heeled and rather aristocratic club treasurer calls for and receives the attention of all present. He smoothly welcomes all present, plugs the advantages of membership in the Gotham Legion, and deftly asks for donations though the event is free. He earns a chuckle with a quick joke about the Yellow Kid comic appearing in not one but two dueling New York City newspapers, and on that note introduces the featured speaker and Gotham Legion founder:

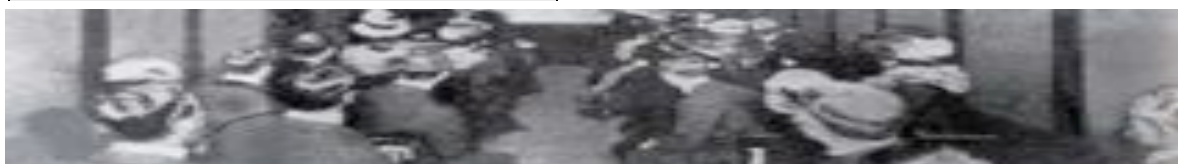
Anthony Fava.

To polite applause Anthony emerges from a side door and walks to the podium. He looks older than his 20 years, small, slight, and charming even as he fumbles a trifle with a pair of pince nez. He thanks everyone for coming and launches into his speech.

"Ladies and Gentlemen, it is my great pleasure to be with you this evening. A great pleasure for all those reasons you might expect, of course, but also because I quite honestly feared I might not have the ability to take pleasure in anything at all. That is to say, my friends – Legionnaire and guest alike – that on my recent trip to Rome I was given good reason to fear for my very life."

Having set the stage for a rip-roaring good story, Fava switches gears and tells his tale in the time-honored tradition of beginning, middle, end. It begins months ago when he traveled first class on a luxury liner to Europe.

"I tell you this not to brag, my



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friends,” he foreshadows, “but so that you can compare it with my rather different return trip!”

Fava went to the independent state of Rome – under Papal control, of course – to study all things ancient and Roman. He offered a small bounty for news of significant archeological finds.

“This was a strategy I often regretted, I can tell you, because of how often I was disturbed at the library, or in the middle of a meal. The great city of Rome is always under construction, of course, and the clearing of a new lot often results in the discovery of archeological curiosities the finders are not in any real position to judge for historical value. Daily they called for me in hopes of receiving a few notes.”

It surprises no one in the audience to learn that Fava’s bounty paid off handsomely in the end. Apparently some workmen discovered a well of exceptional age; a well curiously sealed hundreds upon hundreds of years ago. Fava and a small team of

junior archeologists from Sapienza University observed as the well’s seal was broken and a small vessel – also sealed – was removed from therein.

“Perhaps, my friends, you are aware of those Russian nesting dolls now found among the curio shops of our own fair city? A larger doll is hollowed out so as to fit around a small doll – also hollowed out – fit around yet a smaller doll and so on until one discovers at the doll’s core a treasured final item. Perhaps my knowledge of this clever trinket preyed upon my mind because I, and it seemed only I, was filled with tremulous anticipation. The bored workmen broke the small vessels’ seal and from within withdrew a book. A book of singular age and curious design. A book, my friends, that resides – in some capacity, at least – in the library of the Gotham Legion at this very moment!”

Fava glosses over how the book came to be in his possession rather than taken to the university by the team of archeologists. He



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explains that he hired a young, talented artist to copy the ancient book's strange words, diagrams, and formulae onto modern parchment. Only after the book was fully and completely copied did Fava turn it over to where it rightly belonged – the Sapienza University Department of Antiquities.

Which – Fava's continued story leads one to reflect – may not have been a good place for the book to go.

Anthony describes weeks of fevered study. He pored over the pages, pumped linguists for information, ran librarians to ragged distraction... In short, he did everything but talk to the real experts at Sapienza University; the people who would have the most to tell him.

"It was in early April that, despairing of making any real progress on my copy of that frustratingly dense script and its elusively suggestive ephemera, I took a break in a little café. I had hoped that the restorative power of a cappuccino might give me the strength to grasp the hand of that writer reaching out to me from antiquity. It was while

waiting for the coffee to brew that my gaze fell upon a local paper and I learned of the tragic fire that swept through the university. I learned that a guard had been killed. And it seemed to suggest that the book – my book as I'd come to think of it – had been stolen."

Fava went to the university and found a distraught professor, Juan Maceli, eager to talk about all that had happened. Maceli, it seems had made considerably more progress translating and understanding the text than Fava. The guard's death and the loss of that irreplaceable book weighed heavily on the professor.

"I confessed that I had in my possession a copy of that very book. Professori Maceli expressed both his fury and everlasting thanks that I had arranged for a copy to be made – and had done so without his knowledge. In two words – a name – all was clear. I had in possession, he told me, the only known copy of a work nearly two thousand years old. A lost history of the reign of Emperor Nero written by none other than Fabius Rusticus."

This particular bit of drama seems

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to go over the head of nearly all present. Fabius Rusticus? Who is that? But it clearly means a great deal to Fava.

Professor Maceli secured a promise from Anthony Fava to turn over his copy to the university. In return, the professor would go through the translated words with Fava.

"It pains me greatly to tell you, my friends, that Professori Maceli did not live to see me keep my promise. The following night, thugs broke into his apartment, tortured, and brutally killed him. I can only presume they were after my copy of Fabius Rusticus' Historica Nero – as I have come to call it. From the professori's apartment they traveled immediately to my hotel and attacked the staff!"

Everyone is leaning in now – no one wants to miss a word. Anthony Fava is not a born orator, but he's doing a fine job of it.

"I have spoken often of the outstanding honor and character of the Roman people – my friends, you know this. I can honestly report to you that the hotel staff bravely fought these thugs. A nearby policeman arrived and shot the invaders dead."

Fava concluded that he was not safe in Rome any longer. He felt the desperate need to run. Fortunately for him...

"Providence conspired to position me at the head of an import/export business; and this was not for nothing my friends. I was able to flee Rome within hours as a nameless passenger on one of our very own freighters. The trip was

**The 'PEARL,'
FOR NEW YORK.**
FREIGHT, 40 Cents a Barrel.

THE NEW BARQUE
'PEARL,'
S. HUTCHINGS, COMMANDER.

Will POSITIVELY SAIL for NEW YORK, on
Thursday, 31st May, inst.

The splendid Barque Pearl, Captain S. Hutchings, left Hamilton Harbour on Saturday last, and anchored in the Great Sound. Before leaving the harbour she turned several times to windward, much to the admiration of all who saw her. The Pearl has on board the largest cargo of native produce ever shipped from these islands. It consists of
2100 barrels, 80 bags and 8 boxes Potatoes,
124 barrels and 1640 baskets Onions,
1261 boxes Turnips,
40 half-barrels and 12 kegs Arrow-root,
1 box Drugs, 2 tierces, 1 keg and 2 lbs. Iron,
1 1/2 tons Old Junk.

The Pearl went down the North side yesterday, but as the weather was hazy and the wind unvariable, it is uncertain whether she went to sea or not.

long and difficult. But here I am. Alive, well, rested, and in

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possession of both the Historica Nero and a basic knowledge of how to read it.”

Fava wraps up the speech with a few tantalizing hints that the *Historica Nero* might somehow figure into the Gotham Legion’s

future. With that, he closes up his notes. Accepts a round of applause. And is gone.

Fava takes no questions immediately after his speech but all attendees are welcome to move to the next room for a reception.

The Protagonists:

It is essential to ensure that the investigators are taking action – not just listening to a speech. Take care to insert little opportunities for the investigators to show what they are made of.

If a character is a detective, make sure he can detect something! If a character is an antiquarian esthete, give him old works of art to judge and an audience to impress with his knowledge. If a character is a head-turning, wise-cracking, hard-driving songbird, make sure there’s an easily-overlooked, mild-mannered, over-cautious homebody for her to contrast with!

In short, let the heroes shine.

And while the heroes are shining, they should also have the opportunity to showcase tics and gaps in their life. These are the facets that make the PC shine interesting to look upon.

A few rolls to get the role playing juices flowing:

A successful **Spot Hidden** roll is sufficient for investigators to note four men who arrive late to the speech. Due to the overflow crowd, the four are kept to the back of the room. Paranoid players who want a second **Spot Hidden** roll to see if the men are armed should be congratulated for starting the adventure off on the proper note. If successful – and it is appropriate to their character – they can tell that the men have knives hidden on their persons.

A successful **Psychology** roll at + 30% (this isn’t hard to work out once investigators have spotted the four men) makes it clear that the four are

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fixated on Anthony Fava and are frustrated at their inability to approach him.

A successful **Credit Rating** roll at -20% allows an investigator to identify the men's dress as Italian. A critical success allows an investigator to identify the dress as Roman.

Any investigators who are close enough to the men to overhear their muttered conversation might be able to identify the language they speak as **Italian**. Keepers should determine for themselves what sort of character background or skills are appropriate but certainly the Italian language, some sort of Linguistics skill, or – at a stretch – Latin might suffice. It might even be possible to identify the men's accent as Roman.

Act I, Scene 4:

Reception

Anthony Fava and most of the audience exit through doors at the front and rear of the auditorium. They move to the reception room to mingle, network, and drink.

Investigators are free to attend the reception, look around the building, or split up and do both. It's not at all difficult to slip away without attracting a great deal of attention. Fava's copy of the *Historica Nero* is currently in a glass case on a stand in the library. The room is unlocked.

Investigators who go into the reception should have the opportunity to meet NPCs.

Anthony Fava is a busy man, but he'll definitely make a little time for investigator questions. He'll be very open about his past and what happened to him in Rome. He'll be somewhat guarded about the *Historica Nero*, but won't out and out refuse to answer questions.

If the investigators have spotted the four mysterious men, they'll probably want to keep an eye on them. Two of the men slip out of the reception. The other two go to a quiet corner...

Act I, Scene 5:

Assassins!

The four mysterious Romans are members of the Sleeping

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Spear cult. They've been dispatched to New York City with two missions: 1) Kill Anthony Fava, 2) Recover or destroy Fava's copy of the *Historica Nero*. Naturally, the investigators will have something to say about that.

Keepers may wish to run Act I, Scenes 6 and 7 more or less simultaneously – running a bit of one until it reaches a cliffhanger and then switching to the other. If there are not enough investigators to run both scenes simultaneously, the two can certainly be run one after the other; investigators foil the assassination and then run after the thieves or stop the thieves before rushing into the reception room to confront the assassins.

The four men split up the missions equally among them. PCs may note two of the men returning to the auditorium. The two assassins go to a corner, pull out hidden cult daggers, then head on a round-about path for their target.

Investigators might intercept the assassins when they pull out their weapons, while the assassins stalk Fava, or when the assassins try to

kill Fava. Even cowardly investigators should be able to shout a warning and/or call for help. An active roll for the investigators is essential.

Moreover, it is essential that Anthony Fava survive.



The Assassins:

There are two foreigners in the reception room. Their thick black hair, slightly swarthy complexions, and strong Roman noses could mean they are immigrants. But their odd European dress and something about the way they cast their eyes around the room, the way they walk, the way they move . . . something marks them as foreign. Though they glance this way and that, they always return their gaze to Anthony Fava. Something in those deep brown eyes. Something more than unfriendly. And then there are the daggers...

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Each of them is holding – as un-obviously as they can manage – a dagger. The daggers are short and compact; broad at the hilt but swiftly tapering down so that their last inch extends as little more than a needle.

It does not take a great deal of imagination to picture that needle

piercing a body. The dagger continuing to thrust forward. The broadening blade taking the tip's tiny wound and ripping it open into a gaping, dripping maw...

They swiftly weave through the reception. Aimed straight at Anthony Fava. The daggers come up...

SLEEPING SPEAR CULTIST #1

STR 12 CON 9 SIZ 11 INT 8 DEX 11 APP 10 EDU 8 POW 7 HP 11

Weapons: Dagger 45% (1D6) Fist/Punch 55% (1D3)
Head Butt 50% (1D4) Kick 50% (1D6)

Skills: Bargain 30%, Climb 60%, Conceal 50%, Cthulhu Mythos 06%, Dodge 55%, English 15%, Hide 60%, Jump 50%, Listen 70%, Sneak 60%

SLEEPING SPEAR CULTIST #2

STR 16 CON 12 SIZ 13 INT 9 DEX 17 APP 11 EDU 5 POW 7 HP 13

Weapons: Dagger 65% (1D6+1D4) Fist/Punch 80% (1D3+1D4)
Head Butt 70% (2D4) Kick 70% (1D6+1D4)

Skills: Bargain 25%, Climb 55%, Conceal 40%, Cthulhu Mythos 04%, Dodge 60%, English 1%, Hide 50%, Jump 55%, Listen 40%, Sneak 35%

Act I, Scene 6:

Thieves!

While the assassination plot is being foiled, the other pair of cultists is searching for the *Historica Nero*. Investigators may have gotten the same idea and already started to work their

way through the Gotham Legion Hall. Alternatively, investigators may have spotted the thieves leaving the reception and decide to follow them. It is most dramatic for the PCs to confront the Sleeping Spear cultists in the library.

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The cultists will first try to open the glass case and snatch the book. They'll try to discourage moderate resistance with their knives. Serious resistance will be met with Shrivelling spells from the thief who knows that spell. If worse comes to worst for the cultists, pyrrhic victory will look appealing. Spark spells are just the thing. SAN loss for witnessing a Shrivelling or Spark spell is 1/1d4.

The Thieves:

They are a strange pair; one tall and broad the other small and compact. Like the assassins in the reception room, these men look and move like foreigners. They are clearly unfamiliar with the Gotham Legion Hall. It is also clear that they are looking for a particular room. Soon they find it. The library. The library is in another wing of

the building. Directly under – of all things – the kitchen. The bookshelves that line the walls of this room are lovely, well-made pieces, though not made (aesthetically or otherwise) for this particular room. The tin ceiling is fancifully shaped. The few chairs are large and inviting. The gas lights are turned low. In the center of the library is a fine stand. On the stand is a glass box. Within the box is Anthony Fava's copy of the *Historica Nero*. The odd pair of men fixate on that book as soon as they spot it. In a trifle they have covered the distance to the case and start trying to work the mechanism. The larger man looks frustrated – ready to smash his way to the prize he desires. The smaller man – no less frustrated – seems to have something else in mind...

SLEEPING SPEAR CULTIST #3

STR 14 CON 12 SIZ 13 INT 10 DEX 11 APP 10 EDU 7 POW 4 HP 13

Damage Bonus: +1D4

Weapons: Dagger 30% (1D6+1D4) Fist/Punch 35% (1D3+1D4)
Head Butt 50% (2D4) Kick 35% (1D6+1D4)

Skills: Bargain 15%, Climb 50%, Conceal 40%, Cthulhu Mythos 02%, Dodge 50%, English 2%, Hide 40%, Jump 30%, Listen 45%, Sneak 30%

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SLEEPING SPEAR CULTIST #4

STR 8 CON 13 SIZ 8 INT 14 DEX 9 APP 9 EDU 10 POW 16 HP 12

Weapons: Dagger 15% (1D6) Fist/Punch 35% (1D3)
Head Butt 40% (1D4) Kick 20% (1D6)

Spells: Shrivelling, Spark*

Skills: Bargain 55%, Climb 15%, Conceal 60%, Cthulhu Mythos 11%, Dodge 20%, English 30%, Hide 40%, Jump 20%, Listen 60%, Sneak 25%

* New Spell: Spark

This simple spell enables the caster to create flame with the snap of their fingers. At a cost of 10 SAN, the caster creates a spark sufficient to light a cigarette. For every point of POW invested in the spell, Spark adds the sudden and explosive power of roughly one cup of gasoline. Unfortunately, the caster is by no means protected by the flame and heat suddenly produced at their fingertips...

Act I, Scene 7:

Paparazzi

In the aftermath of attempted assassination, thievery, and (possibly) arson attempts at the Gotham Legion it is likely that the assassins and thieves will be arrested. This may link investigators to the New York Police Department and/or Police Commissioner Theodore Roosevelt. The Sleeping Spear cultists are, of course, insane. They can no more provide rational explanations as to why they wanted to kill Anthony Fava and steal or destroy the

Historica Nero than they can explain why they think the Great Old Ones should be brought back to rule the world in bloody horror. They are not exactly fonts of actionable intelligence. They are, however, quite willing to own up to the fact that they came to the Gotham Legion Hall with the express purpose of killing Anthony Fava and stealing a book.

The press is all over this.

New York City in 1896 is a town of many, many newspapers. Most serious newspapers are sold by subscription and can be quite

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expensive. The vast majority of newspapers are penny papers costing, of course, one penny and hawked at high volume by paperboys (and –ladies) on street corners. The penny papers love thrilling stories and certainly won't let the truth get in the way of increased sales.

Keepers may wish to place a newspaper reporter or two in the audience of Fava's speech and/or at the reception. Regardless, a few morning papers will carry news of the attempted violence. Nearly all the afternoon papers will jump on the bandwagon.

Anthony Fava and the Gotham Legion are surrounded by paparazzi. Anthony does not sit for a photograph, but an enterprising young reporter takes a plate of the outside of the Gotham Legion Hall.



The newspapers instinctively stake out opposite positions on what happened. Some assert that the whole event was concocted by Anthony to gin up publicity for the Gotham Legion. Some believe Anthony is an upstanding citizen lucky to be alive after an unprovoked attack by wild, unpredictable foreigners. A few reporters go after the occult angle. A few suggest that the Romans were bumbling idiots upset with Fava – perhaps because the young man had engaged in some . . . inappropriate behavior with a sister or cousin..? In short, they do all they can to use the events at the Gotham Legion Hall to sell newspapers.

Fava gives one interview (*handout 3*).

Keepers should encourage debate among the investigators. Is Anthony Fava on the up and up? Is he a charlatan? Is he a cultist? What should be done about him and his *Historica Nero*? Give players the opportunity to showcase *how* their characters respond to an extreme situation. PC strengths, weaknesses, quirks, pet peeves, morals, prejudices

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and . . . well all those things that make them both interesting and distinct should be spotlighted. Debate should continue through the action in Act I Scenes 9 and 10. Any investigators who witnessed actual magic being used (particularly if they were the target of a Shrivelling spell!) might exhibit a touch of paranoia and/or extreme caution – quirks that can help to fuel a good debate among PCs as to what they witnessed, what they suspect is going on, and what they ought to do about it.

Any investigators who interacted with Anthony Fava are likely to have a positive view of the young man. He certainly didn't exhibit any sinister tendencies. Fava's curiosity, attraction to things old and cryptic, and position at the center of sudden danger should rather remind investigators of themselves.

Act I, Scene 8:

Ancient History

Investigators have several days before anything really important happens. They may investigate as they please. This scene offers some information to

bookish investigators.

Note: For more pulpy, action-oriented games, keepers could compress this time to a single day – or even a single hour.

Investigators who **keep tabs on Anthony Fava** – perhaps by getting close to him or the people close to him – will find the young dillitant feverishly seeking out expert opinion on the *Historica Nero*. He is trying to learn what exactly it says and what it all means. He takes his copy to book binders, linguists, and occultists in New York City, Boston, and Arkham. Investigators may be intimately involved in Fava's investigations, or utterly removed from them.

Book binders have nothing interesting to say about Fava's modern and hastily bound copy of the *Historica Nero*.

His description of the original codex, however, raises eyebrows. Book binders with a historical bent (difficult to find) are certain that Fava's description matches what they know about book making during the reign of Nero. No one quite believes that he found such an old book intact.

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Scholars familiar with ancient Roman texts tell Fava that his copy of the *Historica Nero* is written in the shorthand Latin favored by historians like Fabius Rusticus. Since no other Fabius Rusticus texts survive, however, it's impossible to determine whether or not Fava's copy is actually the work of that ancient – and famously theatrical – historian.

Occultists smell a fake, but are very interested in what a real Fabius Rusticus text might contain. All try to convince Fava to leave his copy of the *Historica Nero* with them. Fava's refusals convince most of the occultists that he is not on the up and up.

Investigators may also wish to look into the Emperor Nero and/or Fabius Rusticus. *Keepers may also wish to do a little research on these two historical figures.* A successful **Library Use** roll and appropriate role playing may lead investigators to the information in the (*handouts* 4 and 5). Likely places for investigators to learn this sort of information include:

- New York University
- Columbia University

- The New York City Public Library

Act I, Scene 9:

Tenement Trouble

Investigators looking for cultists or trouble or pulpy two-fisted excitement might decide to poke around the tenements. If the investigators know Police Commissioner Roosevelt, he might invite investigators to visit the tenements with him. If investigators have no reason to know Roosevelt, they might encounter him there.



The Tenements:

New York City's Lower East Side is an overflowing anthill of humanity in every shade, sense, sensibility, and scent. The much-maligned tenements are everywhere and nearly everywhere they are lovely; conceived, built, and adorned by men of real aesthetics. Ah, but

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they are filled – overfilled, actually, though that word scarcely suffices to describe the families piled atop each other in rooms meant for one person and sitting in the dark stairwells and camped out on the stoops and dangling legs from fire escapes and massed on rooftops and wandering everywhere in the streets in a fruitless search for space – yes they are filled with the latest crop of immigrants.

It is summer. It is hot. The men work from morning until night in factories or on the docks or laboring in construction or otherwise by the sweat of their brow, back, neck, and all. The women cook and clean and watch the children and take in sewing and piece-work. The children who *can* work do. The children who cannot yet work for coin work for their mothers cleaning and shopping and hauling water from the common tap on the ground floor up and up the stairs so that dinner might be made – so that, perhaps, a bit of a sponge bath might be possible.

The faces here – rarely brightly smiling – are especially dour now.

Why might that be?

After a bit of sight-seeing and some encounters with representative NPCs...

The Ice Man Gougeth:

The investigators spot a horse-drawn ice cart coming down the street. Many people eye the cart with open-faced desire and anger. One old woman stands in front of the cart and forces the driver to stop.

A large bruiser of a man steps off the back of the cart and demands to know what the old woman is about. She wants ice for her grandchildren and she wants it at the same price she paid last year. The ice man sneers and pushes her down in the street.

No self-respecting investigator should be able to ignore this.



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The ice man will happily tell anybody who asks that ice costs twice what it did last year because “the boss” says it does. He owns the ice. If somebody wants it, they gotta pay for it.

The old woman is uninjured, but her pride has taken a real beating. She’s very upset about the high price of ice and worried about what might happen if the summer gets any hotter...

The average policeman won’t arrest the ice man but might give him a bit of a warning. Roosevelt will try to arrest the ice man for assault but when the old woman refuses to press charges (afraid that she’ll lose all access to ice) Roosevelt lets the man go with a stern warning.

Information about New York City’s tenements in the 1890s can be found in the *appendix*. A great deal of additional information can be found on the Internet.

Act I, Scene 10: Cult Research

Another topic for discussion and debate is the cult connection. Fava will not

immediately associate the assassins and thieves with cults. Investigators should.

The distinctive Sleeping Spear cult daggers and the magic cast by the thieves are good avenues for the investigators to explore. Should investigators wish to check on the men who came after Fava in Rome, they’ll eventually be able to learn that they used the same sort of daggers. Possible sources of this information include international newspapers or a request for information from the NYPD.

Occultism and Spiritualism are very popular in 1896 New York City. It will not be difficult for investigators to find occultists or spiritualists to consult with. Investigators should learn that dangerous cults most certainly do exist throughout the world – and are, in fact, rumored to exist in New York. One possible avenue of research and information follows:

Theosophical Society:

Note: The Theosophical Society is a real organization. A great deal of information about the group is available on the Internet. The

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appearance of the Society and two of its prominent members in this adventure is in no way meant to belittle their good works.

In 1895 the occult Theosophical Society split into two factions. Investigators may want to visit both. A little discretion is in order as the two do not get along at all.

Hardly a shadowy organization, the Theosophical Society is both well known and well respected. They place a heavy emphasis on reincarnation and have extremely complex theories about human history and magic.



Annie Besant represents the original Theosophical society. A women's rights activist, orator, and writer, her

great interest in India will take her there in 1898 to establish the Central Hindu College. In 1902 she will establish the International Order of Co-Freemasonry in England. At the time of this adventure she is most famous for having presented Theosophy at the

Chicago World's Fair in 1893.

Annie is an attentive listener. She honestly admits that she knows little about Italian cults. Despite that, she absolutely believes investigator stories of inane men and magic spells. She would very much like the investigators to join the Theosophical Society so that they can learn more about Eastern Spiritualism.

The Old Power:

I can assure you that cults exist the world over. That there are similarities among these cults – in what they believe, how they practice their beliefs, and the magic they employ – is beyond dispute. You should not dismiss the old power. It does not dismiss you.



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The Theosophical Society does not trade in unwholesome activities or deal with those who the cultists worship. I deeply regret that I can offer you no information or power you might employ to defend yourselves and your friends – and perhaps existence itself – from such as these.

I encourage you to learn from these cultists. In the end, all may depend on your ability to fight power with power. Like with like. Darkness overpowering darkness to find the light.

I have hear rumors of an African cult somewhere in the city. Perhaps you could find them. Perhaps they will find you...



William Quan Judge is a lawyer and leader of the breakaway faction of the Theosophical Society.

Annie Besant accused him of borrowing money and then failing to repay it. Whether or not this is true is in dispute. The fact that

most of the members of the original Theosophical Society decided to leave with Judge suggests that they have great faith in him.

Judge wrote *The Ocean of Theosophy* in 1893 and several other articles for theosophical magazines. He will listen to the investigators and then explain what they have seen:

The Roots Of The Matter:

I congratulate you! You have undoubtedly had an encounter with members of the fourth root race – the Atlanteans! By their coloration, of course, they could not be members of the pure white Atlanteans. Still, their use of the black magic of 850,000 BC – which led to the destruction of that race – and their generally selfish nature... These things make it clear that you were faced not with men as we know them – Aryans of the fifth root race – but something older and far more dangerous. You are, indeed, fortunate that they did not conjure human-animal chimeras to fight you. Perhaps they were using their chimeras as sex slaves.

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Judge is very excited to hear about Fava's book and may become a recurring character – always turning up and asking what Fava or the investigators have learned. Aside from confirming that there are many cults spread all over the world, he has no practical knowledge that can help the investigators, but he might be turned to practical use.

Note: Some of Judge's work is freely available on the Internet.

Investigators who prefer a more academic line of research into cults might try:



Columbia University:

This institution has gone by many names. In 1896, it took the name "Columbia University" and moved into the Bloomingdale Lunatic Asylum in Morningside Heights. The Low Library is a neo-classical, domed building incorporating many elements of Rome's Pantheon, the shape of a Greek

Cross, and elements of the Baths of Diocletian.

Bronze busts of Zeus and Apollo watch investigators enter the building. Pallas Athena gazes at them from the foyer where she is



surrounded by the twelve signs of the zodiac. Augustus Ceasar stares down from the rotunda to mark his realm of study: Theology. The other three wings (law, philosophy, and medicine) are similarly watched by their patrons. In short, this place has all the atmosphere a keeper might want to convince investigators that they are on the right track.

Successful **Library Use** rolls will help investigators learn more

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about cults around the world. Especially persistent investigators, those who role play encounters with librarians well, or those who achieve critical success with their Library Use roll should be allowed to uncover a copy of *Nameless Cults*.

This octavo was published in 1845 and seems to have been carelessly tucked behind some other volume on a high, dusty shelf. The book is a mess. Pages are missing. Odd stains make it nearly impossible to read some of the existing pages. And a strange hole pierces the entire volume – perhaps made by a bullet or sword. Among the various psyche-scalding revelations in *Nameless Cults* is that an ancient Roman cult worshipped a malevolent living flame.

SAN loss is 1d8/2d8. Cthulhu Mythos is +12%. The book once contained three spells but now has just one with a spell multiplier of X3: Deflect Harm.

Less successful Library Use rolls or less impressive work on the part of investigators, might result in their finding *The Golden Bough* by Sir George Fraser in 1890. This

is a three volume set of thick books (later expanded to twelve volumes!) filled with dense text.

It contains a bit of comparative anthropology that suggests that cults are indeed magically powerful and spread all over the world. The extraordinary patience and effort required to read this book suggests why cults have not yet succeeded in world domination. SAN loss is 0/1. Occult skill can be increased by 3%.

No matter how successful they have been, investigators should get the sense that they are up against a dark underworld of strange rites and rituals. Most of it seems laughable. Until you've seen real magic...

Keepers should encourage discussion and debate about what to do about the cult connection. NPCs can be used to introduce some of these possibilities:

- infiltrate the cults
- destroy the cults
- ignore the cults
- co-opt the cults
- learn from the cults
- use cult magic to oppose cults

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Act II, Scene 1:

Ceremony

Determined to plumb the depths of mystery contained in his copy of the *Historica Nero*, Anthony Fava invites two of his inner circle of friends within the Gotham Legion to participate in the recreation of a ceremony described in the book. If any investigator background suggests he or she should be among those Fava invites or should an investigator be keeping Fava under observation, the keeper will have to ensure that he or she is unable to attend. A flat tire or mugging might be in order.

From spheres beyond, Cthugha burns a baleful gaze at the Gotham Legionnaires. In stark, nameless terror the ceremony is abandoned but not before the Great Old One is licks out across unforgiving time and space. Cthugha's blazing caress leaves Rosalind Hind and Benjamin Quarters traumatized, hospitalized, and fighting for their very lives. Anthony Fava, meanwhile, is physically unharmed though now possessed of a spark of dreadful knowledge smoldering in his mind.

Investigators should learn about some of the ceremony's fallout. They might happen to visit the Legion hall that night or the following morning. They might be contacted by servants at the hall, police officers, a reporter, or a paperboy. At any rate some or all of the following is uncovered:

Two Gotham Legion members, **Rosalind Hind** and **Benjamin "Ben" Quarters** are hospitalized with strange wounds and burns. They are unable to be interviewed at this time. They are expected, however, to recover enough to be interviewed in the next few days.

The Gotham Legion **auditorium** is badly scorched. Furniture is broken. A window was exploded outward into the street.

Gotham Legion **servants** were dismissed by Fava early last night. They were pleased to have the night off. When they returned the next morning they found the front door unlocked and the auditorium badly damaged.

Gotham Legion **residents** were asked by Fava to vacate the building last night. They were told that exterminators would be in to deal with rats and other

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vermin. One resident, however, was sleeping off a drunk and – alarmed by screaming – stumbled downstairs to find Hind and Quarters severely burned and Fava evidently in shock.

The police didn't interrogate him very much – they're not the heroes of this adventure. A bit of persuasion (and perhaps a Fast Talk roll or the offer of a drink or some fine role paying) is all that's necessary to convince Sean O'Malley to tell the investigators all he saw. His testimony likely raises more questions than it answers.

What The Witness Witnessed:

His name is Sean O'Malley. He's a sailor. He's a drunk. He's the man who took charge when something very bad happened in the Gotham Legion Hall.

Ay, I kin tell ye what happened – so much as I know that is to say. I take no pride in tellin' ye I was too far gone to know anything about anything until a horrible screamin' drove me out of a dream. T'was a sound terrible to hear, I kin tell ye. A banshee wail I thought.

Down the stairs I rushed and

tumbled. Still not awake proper-like but movin' anyways. A-comin' down that second set o' stairs the smell hit me straight square in the eyes – if a smell kin be said to hit. Nearly drove me back, it did. All a-burnin' hair and skin... Well, I didn't know that then o' course. How could I? But I had maybe something like a premonition.

The doors to the auditorium were closed. I reached out to open one and it was hot – like to burn my hand. But I opened it and – saints forgive me for a sinner – there they were. All the little fires and smoke and ashes. And poor Mr. Quarters and Miss Hind... Mr. Fava was there, too. He musta been just as far gone as meself. Just stood there with his eyes starin' and not seein' nothin'. Just a-lookin and a-starin'.

Well I musta yelled somethin' fierce 'cause he turned to me. I pointed at Mr. Quarters and Miss Hind and he just opened his mouth. Said somethin' like "Oh" and stood there some more. Well I ran for the curtains what wasn't a-burnin' and I patted out what fire as I could. Oh it was horrible. The smell and that

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blackened skin and the way it- The way it stuck to the blanket sometimes...

No. I cannae think on it too clear. I mustn't. Well. The police arrived not too much after that. And then the ambulance cart.

Mr. Fava? No. He just wandered away, I guess. I don't think he was there when the police arrived.

They talked to me, they did. But not in no bad way. They could see whatever happened in there wasn't on account o' me.

No. There were candles all over the room. And some kind o' design on the floor. They was doin' something, they were – Mr. Fava and Mr. Quarters and Miss Hind. I reckon they tipped a candle or a lantern maybe. Got some oil on them and it burned them somethin' horrible.

But I couldn't tell ye more than I have. That's all I saw. And I'm damn glad I saw no more.

Police investigated reports of **loud screaming** in the area last night. They entered the Legion Hall, found the severely burned Hind and Quarters and interviewed O'Malley.

Members of the **Cult of the Bloody Tongue** start hunting for the cause of the Mythos magic permeating the city.

The clearest indication that something terribly wrong has occurred is quite direct: The morning after the ceremony, Anthony Fava desperately summons the investigators to help him. This summons can be by post or messenger.

After a night spent thrashing his way through fevered nightmares, Fava awoke desperate to find help. Remembering the investigators, he desperately leapt to the conclusion they might be able to help him. He dashed off a note with shaking hands. (*handout 6*)

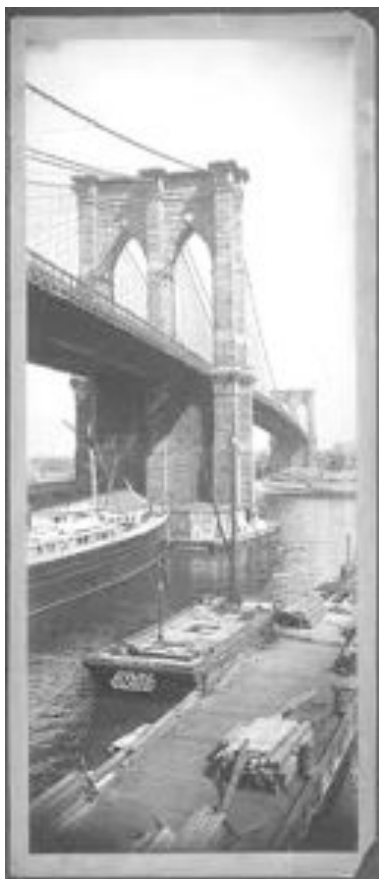
The Fava family home is in the New Utrecht portion of the city of Brooklyn. Brooklyn will not be annexed by New York City until 1898. It can be reached via the Thirty-Ninth Street Ferry and Eighty-Sixth Street Nassau Line in 45 minutes. Alternatively, investigators can make a longer journey by carriage across the Brooklyn Bridge – the longest suspension bridge in the world.

Fava offers to send his carriage to

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meet investigators at the train station should the investigators so request by return message. Return post will reach Fava soon after noon.

The Fava family home was built on land acquired soon after the Revolutionary War at the top of a hill with a fine view of the river. New Utrecht's original Dutch settlers were joined by some former British colonialists but houses have always been sparse and the countryside largely untamed. The Fava home, built in 1807, is essentially neighborless.



The nearest house is at least twenty minutes of hard walking away.

The house is a square Greek Revival mansion set on a

large parcel of beautifully landscaped land. Carriages discharge passengers at the pillared entrance before driving away or to settle in a carriage house large enough to house a dozen tenement families. Ducks swim in a pond fed by pitcher-toting, unclothed paragons of statuesque perfection.

A tall, almost painfully thin butler is waiting at the door to receive the investigators. Worry lines look entirely out of place on the man's visage – crossing as they do in so many places the deep-rutted laugh lines that would normally be the first thing noticed. He introduces himself as Vincento, takes hats, and quickly ushers investigators into the parlor.

Fava's Parlor:

Vincento excuses himself with an admonition to “*Make yourselves comfortable.*” The parlor is well-appointed with a comfortable sofa and chairs set, antique end tables, a grandfather clock, elegant prints and floral displays, and a set of glass doors thrown wide open to admit the slightest breeze from a back yard

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stretching as far as the eye can see in manicured splendor. A pitcher of iced water sweats invitingly on an end table. Glasses at the ready.

Anthony Fava enters the room still in his dressing gown. Disheveled. Pale. Unrested. Casting about constantly to all corners of the room.

Fava tells investigators that he fears something has gone horribly wrong. He babbles about a terrible mistake he made at the Gotham Legion Hall last night. Something about old knowledge he should have let mold.

Keepers should definitely allow investigators to make a bit of progress getting information out of Anthony through clever roleplay. In a pinch, a Psychology, Fast Talk or similar roll might suffice to learn something. It should, however, be obvious that he's not in his right mind and needs to be institutionalized.

The one thing Fava absolutely refuses to do is divulge the location of his copy of the *Historica Nero*. If pressed, he claims it was stolen. In truth, Fava is afraid of the book

and does not want to expose anyone else to the dangers it contains.

Before the investigators leave, Fava tries to extract a promise from them to make sure the Gotham Legion and all the Legionnaires are safe. He is convinced that a cult is at work...

Vincento will usher the investigators out – asking them in a concerned voice what they think should be done about his employer. If they suggest (as they should) that the man needs to be institutionalized, Vincento will sadly nod his head in agreement and promise to call Fava's doctor immediately.

Act II, Scene 2:

Hot

The heat wave has begun and will worsen for the rest of this adventure. The brick tenement buildings are ovens in which the poor begin to bake. Nightfall provides no relief as temperatures refused to drop. People begin to sleep on rooftops, fire escapes, and piers. It is illegal to sleep in parks.

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Humans In Heat

Sweat: The human body breaks down in persistent, excessive heat. Temperature is regulated primarily through perspiration and evaporation. When it is hot people sweat. When it is very hot people sweat a lot.

Dehydration: At temperatures over 90 degrees Fahrenheit humans simply sitting in direct sunlight can lose half a gallon of water in ten minutes; should they be working hard (as many laborers are during this adventure), they can lose considerably more water. Replacing lost fluids is essential.

Making things worse: Sunburned humans face additional danger since their condition reduces the skin's ability to shed heat.

Alcohol, caffeine, many medications, and old age can all inhibit cooling.

Tight, layered clothing – such as that worn during this adventure – greatly inhibits the evaporation of perspiration.

Temperatures inside buildings – especially brick tenements – can be many degrees higher than temperatures outside.

Bad to worse: Keepers should give plenty of warning signs before letting the heat kill off an investigator. A good way to do that is to show NPCs dealing with different levels of danger. From least to most dangerous:

SUNBURN is caused by prolonged exposure to direct sunlight. At low exposure this is merely red and painful. At high exposure skin can crack and ooze; the body's ability to regulate temperature is greatly inhibited and without medical intervention you can expect to move quickly down this list.

DEHYDRATION is a result of excessive sweating. Thirst is not a reliable sign of danger. Dark urine is. Dehydration can render a human listless and severely inhibit decision-making capability. Poor decisions include not to drink, to stay in hot places, and to continue wearing heavy clothing.

HEAT CRAMPS are painful spasms – usually in the legs and abdomen and usually accompanied by heavy sweating. Heat cramps indicate that the body is reaching temperatures it cannot deal with. The pain and spasms can make it impossible for the afflicted human to care for himself.

HEAT EXHAUSTION is the result of the body has redirecting blood flow from vital organs to the skin; the resulting cold, pale, clammy skin can be

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misinterpreted as an indication that the patient is improving. Weakness accompanied by a thready pulse, fainting, and/or nausea signals the danger.

HEAT STROKE is the name for what happens when the body's internal thermostat fails utterly. Sweating ceases. Loss of consciousness is likely. Body temperature can rise to more than 106 degrees Fahrenheit and stay there – literally baking the brain. Brain damage or death can occur in less than ten minutes.

Making things better: Hydration is essential. Drinking water is the simplest solution for people in early stages but victims of heat exhaustion and heat stroke may be too nauseous to drink. Hydrating with water alone is also dangerous. Water replaces liquid lost to sweat and urination but does not replace salt lost to those body functions. Lack of salt leads to hyponatremia which can result in heart attack.

Moving into a cool area helps a great deal. Shade is recommended, but inside temperatures may be as high or higher than those outside. Temperatures at street level are probably hotter than those higher up and away from the baking streets.

Loosening and/or removing clothing allows perspiration and evaporation to work properly. Clothing styles and social morays of 1890s New York City may override common sense. Women in particular will find it hard to dress appropriately. Wearing wet clothing can feel good at first, but the water eventually acts as insulation.

Moving air assists the perspiration and evaporation process. Fanning is helpful. Finding a breeze is more so. Travel on a horse, boat, or in a carriage or train provides a little relief.

Cold compresses – especially to the torso, head, neck, and groin – swiftly lower temperatures. Ice is an essential component of these compresses.

Immersion in cool water can save the life of someone suffering from heat exhaustion or heat stroke. This may require the efforts of four or more people if the victim is unconscious, spasming or otherwise unable to assist.

Immersion in very cold water constricts blood vessels in the skin and prevents the body's core from cooling. Note that few of the tenements have the facilities on hand for immersion. Poor victims need to be brought to a

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public bath, a hospital, or – in a pinch – to a park or river.

Roll playing heat: Keepers looking for rolls to inject chance into roleplay can follow these guidelines:

Investigators working in the heat without taking proper precautions should pit their CON against the appropriate heat-related danger on the Resistance Table. Taking precautions or reckless behavior should decrease or increase the level of danger respectively.

- Sunburn 10
- Dehydration 12
- Heat cramps 14
- Heat exhaustion 16
- Heat stroke 18

Failure indicates that the investigator suffers the appropriate symptoms. First Aid rolls stabilize a patient and offer some relief but do not stop the symptoms. Medicine rolls both stabilize a patient and – with time! – remove symptoms.

An investigator with sunburn will have it for the remainder of this adventure. Keepers should penalize any physical skills according to how sunburned the investigator has become – anywhere from -5% to -90%.

An investigator with dehydration, leg cramps, or heat exhaustion can recover in a matter of hours or days. Keepers should penalize both physical and mental skills according to the severity of the investigator's case – anywhere from -5% to -90%.

An investigator with heat stroke will probably be hospitalized for the remainder of this adventure. Or dead. Live investigators will find themselves physically unhelpful but be able to contribute their thoughts and ideas (with a penalty of at least -50%) to their fellow investigators.

Act II, Scene 3:

Vacuum

The next several days – the time in which Fava is

institutionalized – are unstructured. Investigators are free to investigate what and how they wish as the heat grows ever

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worse.

Fava's institutionalization causes a power vacuum in the Gotham Legion. The club's treasurer, banker **Charles Goodwyn**, makes a play for control. His agenda includes tossing all the riff-raff out and focusing on making the Gotham Legion a political force to be reckoned with – starting with finding a way to give Roosevelt the sack.

Keepers will have to decide how best to introduce Goodwyn's actions to the investigators. He might invite an appropriately white Anglo-Saxon Protestant to join him. He might warn an “undesirable” investigator that the time will soon come when “his kind” are no longer welcome in the Gotham Legion. And, of course, investigators might witness Goodwyn showing great favor and disfavor to NPCs.

Investigators who wish to do something to stop Goodwyn should meet with some amount of success. Nearly any reasonable plan they come up with might work. Goodwyn could be embarrassed, blackmailed, threatened, or framed, but the simplest way to

put a stop to Goodwyn's treachery is to get Fava out of the hospital.

Eventually, whether the investigators have a hand in it or no, Fava hears about what Charles Goodwyn is up to and gets himself released from the institution.



Act II, Scene 4:

Death In The Streets

The first human deaths from the heat are reported during this time. It is unlikely that investigators will directly encounter dead people, but they are quite likely to encounter dead horses. And angry people. The encounter might go something like this:

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One Corpse-Power Carriage:

As investigators travel from one part of the city to another in a carriage, they become aware that their conveyance is especially slow.

The heat is awful and the investigators had looked forward to a bit of moving air. The driver loudly curses his horse.

And then the animal simply drops to the ground. Dead.

It occurs to the investigators that they have seen more dead horses in the streets than usual lately.

Their driver unhooks the carriage and pushes it to the side of the street. The dead animal will be left in the street until someone can come by to pick it up.

There are thousands – perhaps hundreds of thousands – of horses working the streets in the terrible heat. They die every day. If the heat persists, though, the number of stinking, rotting horse corpses littering the city streets is sure to increase...

As the investigators look for another carriage to continue their journey, they spot a fight brewing.

Two small knots of men have formed and are facing off. Close

inspection shows that one is a group of Irishmen while the other is a group of Germans. They are hot and overworked and underpaid and frustrated and on the verge of coming to blows.

If investigators step in to stop the violence, Keepers should keep the tension high but allow the investigators to succeed. If the investigators decide to watch, the two groups shout and shove a bit – putting off a real confrontation until some unnamed later date. If the investigators go for police, they'll arrive as the men are breaking up and going their own ways.

Act II, Scene 5:

Blasted Banker

Investigators should be present when Anthony Fava turns up at the Gotham Legion Hall. Investigators might just happen to be there or have been informed that Fava will show up. Gotham Legion servants, Vincenzo, Fava's doctor, or Fava himself might be the source of that information. Anthony's plan is to confront Goodwyn and kick the Legion's

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treasurer out on his thick wallet. Fava is pleased to see the investigators – believing they will back him up.

The Smoking Room:

The Gotham Legion Hall's smoking room is on the second floor. Women are technically welcome anywhere in the club, of course, but the smoking room is generally the domain of men. The chairs are large and overstuffed. The paneling is rich, if not opulent. The room utterly suffused with the ghosts of tobacco past.

The generous windows are thrown wide. The doors to the dining room propped open with door stops wedged into the thick carpeting. All a vain attempt to lure a breeze.

Collar loosened and coat off, Charles Goodwyn holds court. He mops his brow with a handkerchief then draws heavily on the remains of an expensive cigar. A small crowd of bankers, investors, telegraph moguls, and other upper-crustaceans clings to Goodwyn's vision for the Gotham Legion.

And then a shadow seems to fall across the room.

Goodwyn winds down. Frowns. Everyone turns.

Anthony Fava enters the room.

Keepers may wish to have investigators meet with Fava before he goes up to the smoking room, be in the smoking room when Fava arrives, or arrive late. Should they spot him before the confrontation they will note that he is acting very oddly indeed. He is wide-eyed, course, and distracted. In any case, the investigators should be a part of this moment:

Shrivel:

Anthony Fava angrily confronts Charles Goodwyn. They argue at high volume with Fava insisting that Goodwyn leave the Legion and Goodwyn questioning Fava's sanity. Things spin out of hand. Adroit investigators may see warning signs. Goodwyn is hot. He's overinflated. He's being embarrassed in front of the men he was trying to impress. He's being upstaged by an upstart young worthless fool with primitive leanings and substandard lineage.

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Other investigators may not be aware that this is anything more than an argument until Goodwyn produces a gun. Some of the people present run for the door. Others try to defuse the situation. Goodwyn rants and raves and threatens.

Keepers should give investigators the opportunity to take action. If they can talk Goodwyn down or knock him down or otherwise handle things, they should. Whether they do something heroic or just watch what happens, though, Fava isn't finished.

Fava seems to spasm. A complex muttering and groaning. Wild eyes. Goodwyn takes this as evidence that Fava is truly mad.

And then Fava points at Goodwyn and casts a Shrivelling spell. Goodwyn's face smokes and cracks; he collapses in a heap.

Fava is stunned at what he has done.

SAN loss for witnessing Fava's attack is 1/1d4. Keepers should decide whether Goodwyn is dead, mutilated, or just needs a few months to recover. Different play groups will be more comfortable

with different results. A particularly grizzly death or mutilation might warrant an additional SAN loss of 0/1D2.

Fava at this moment is quite amenable to pretty much any investigator advice. He's ready to turn himself into police, return to the institution, go home, book passage on a ship . . . pretty much anything. He'll admit that he learned this spell from his copy of the *Historica Nero* but he absolutely will not let the investigators have the book.

Should the police be called, they'll disregard any mention of magic. They won't be able to explain Goodwyn's face, but they also won't be able to connect it with any known method of attack. Should the press get wind of what happened, they'll settle on an "exploding cigar" theory guaranteed to sell more papers than "Fava is a witch".

It is unlikely that investigators have the contacts to let them know this information, but Fava's Shrivelling spell is all the Cult of the Bloody Tongue needs to locate Fava.

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The Arc Bends Skyward:

Keepers should use this mid-point of the adventure to take stock of all of the investigators. Has every investigator had the opportunity to shine? Have their distinctive gifts *and* tics come into play in a way that makes the players glad to be a part of the game? If not, keepers should study the remaining scenes for opportunities.

Keepers should also consider each investigator's arc. In the course of this adventure every investigator should be changed. If any investigators seem too static, keepers might consider talking it over with the players. What sort of story most interests them?

With a clear idea of where each investigator might be headed, it's easier for keepers to serve up opportunities to make the journey exciting. This is not to say that keepers should mollycoddle their players. If the journey is fun and exciting, most players won't mind if their investigators fail to reach Act III alive, intact, and/or sane.

Act II, Scene 6:

Bloody Hell

That same evening, the Cult of the Bloody Tongue tries to capture Fava. They plan to question him, learn the source of his power, and either turn him to the worship of Nyarlahotep or turn him into a zombie.

Investigators should be present when the cult's would-be kidnappers arrive. Should it be necessary, Keepers can have Fava ask investigators to stay with him. The kidnapping attempt can be staged at the Gotham Legion Hall,

Fava's mansion, the mental institution, or nearly any other place the investigators might wish to be. The following scenario, however, has the Cult of the Bloody Tongue trying to stop Fava's carriage and kidnap him right on the streets of New York.

Bloody Tongues:

Fava's carriage rumbles through the streets of New York. Despite the dust, the windows are opened wide – the moving air of travel welcome beyond belief. The liveried driver swings the vehicle through every shred of shade that

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can be found.

Five members of the Cult of the Bloody Tongue run shrieking out of an alley. All are wearing distinctive headgear meant to suggest a great bloody tongue extending from each member's cranium. Two women go after the driver, grabbing him and pulling him off of the carriage. (Kind Keepers will leave the man bruised and stunned in the street. Less kind Keepers will allow the women to tear the driver's throat out with their teeth.) The remaining three men pull open the carriage doors and leap inside.

None of the cult members are armed. They rely on surprise, shock, and brute force to get their way. Keepers might call for skittish investigators to make a SAN check. SAN loss is 0/1.

The cult members have not counted on investigator interference. Keepers should play up the cultist's frustrated disbelief at being opposed. Their frustration quickly changes to rage.

Pulp-loving groups may want to spend time on two-fisted action. Consider having an investigator

(or cultist!) leap to the driver's seat and start racing the carriage through the streets while PCs and NPCs alike deal with suddenly opening doors on sharp turns, impact with fruit carts, or what-have-you.

Captured cultists are found to be insane but may well happily babble on about Great Old Ones, a beast in the cellar, blood, sacrifice, and the living dead. Keepers who wish to send the investigators to Cult of the Bloody Tongue headquarters at the Black Wind Bar will have to decide for themselves just what happens there.

More traditionally Lovecraftian groups will probably want to focus on running away. Consider having the investigators running down the street – dragging Fava with them – pursued by screaming cultists. The desperate situation



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should seem inescapable until the investigators spot a refuge – perhaps a house of worship or policeman on foot patrol. The cultists melt away; leaving the investigators with a healthy dose of paranoia.

Fava is terrified. And convinced that *someone* needs to stand up to the cultists. Privately, he wonders how much Mythos power one might wield without going mad.

FIVE CULT OF THE BLOODY TONGUE ASSASSINS

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	
STR	12	16	15	7	11	
CON	10	13	6	10	12	
SIZ	17	12	11	12	13	
EDU	9	10	10	7	7	
APP	8	9	12	9	14	
INT	6	16	11	11	7	
DEX	8	13	13	10	10	
POW	10	13	13	17	11	
HP	14	13	9	11	13	
DB	+1D4	+1D4	+1D4			
Punch:	50%	55%	60%	60%	50%	(1D3)
Kick:	25%	30%	35%	35%	25%	(1D6)
Butt:	10%	15%	20%	20%	10%	(1D4)



Fava Flips Out:

Anthony Fava looks wildly about. When he speaks, his voice is broken and his words disjointed. "Something has to be- Did you see that? They're after me. Really after me. My god. "You've got to get away. Not safe

to be with me. They'll come again and again. It's the book they want. Just stories I thought at first . . . how foolish! You saw what I did. What can be done. More than can be dreamt in your philosophy. More."

With that, Anthony Fava will separate himself from the

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investigators. It's not that he is not thankful for their assistance – he is – but primal terror prevents him from thinking clearly.

Already he is planning to repeat the ceremony. To fight fire with fire. Not at the Gotham Legion Hall, though. Too public. Perhaps at home...

Act II, Scene 7:

Departures & Deputies

Investigators who know Roosevelt well – or who have grown to like him – may be disappointed to find that he has retired to Sagamore Hill, his new home on Long Island, to escape the worst of the heat. The poor desperately need a sympathetic man – such as Roosevelt – in a position of power – such as Roosevelt's – to help them.



And they *do* need help. The death toll from the heat wave expands exponentially. Horses drop in the street by dozens. They are everywhere. Everywhere, they suggest a darker story of deaths in-doors.

By New York City law, no one is allowed to move a dead body until someone from the coroner's office can write up a death certificate. With so many people dying and the oppressive heat making the city-criss-crossing job ever more difficult, the coroner's office is unable to keep up with the demand for their services. As a result, dead bodies are left to do what comes naturally to dead bodies in oppressive, relentless heat...

Deputies Of Death:

Investigators with a medical background might be pressed into service as deputy coroners – racing from one scene of death to the other.

This is an opportunity to focus on heat-related maladies of all sorts. It should be quite clear to the investigators that thousands will die unless they can find some way to beat the heat.

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While the weather kills off the young, the sick, and the old, healthy New Yorkers are not inactive. Mobs take to the street in the tenements. The police and fire departments are stretched thin.

Deputies Of Law:

Investigators with a police or fire-fighting background might be pressed into service as deputy patrolmen or fire-fighters – racing from one scene of mob violence to another.

This is an opportunity to introduce NPCs who might appear in the climactic Central Park fight. Investigators might also meet and/or inspire the public hero of the following scene.

Act II, Scene 8:

Public Hero

The fabric of New York life appears to be unraveling. A hero steps up to hold things together: Lloyd Collis, the commissioner of the Public Works Department, shortens city employees' hours and reschedules them around the hottest parts of the day. This simple

announcement has a cooling effect on the mob's ire.

Public Works:

Keepers may want to have investigators actually meet and speak with Collis – he might even get his idea from an investigator. Investigators with a press or city-worker background might learn of Collis' plans before they are announced.

Otherwise, investigators will hear about Collis' plans the same way nearly everyone else does – through the loud cries of paperboys hawking penny papers. Keepers may wish to have an investigator-newsy interaction. Another possibility is to have investigators see an angry proto-mob break up when they get the good news that *somebody* cares.

Act II, Scene 9:

What In Blazes?

Determined to use the *Historica Nero* for good, Anthony Fava tries another ceremony. Not wanting to endanger others, Fava performs this summoning alone in his

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backyard. No one witnesses the summons, but Vincento hears his employer shouting and sees lights in the sky.

Anthony summons four fire vampires who dance and spin before him as Cthugha reaches once more flickeringly into Fava's mind. Ending the ceremony, Fava believes that he has successfully dismissed the vampires. He has not. They race through the night. Killing. Investigators should encounter a fire vampire or two. An encounter in the tenements might work something like this...

Fire's Edge:

That night, investigators are passing through the tenements of the Lower East Side. Perhaps they are on their way to some other location. Perhaps they are still at work – helping city officials keep up with death, fire, and angry mobs. Perhaps they have been alerted that Charles Morse is planning to redouble the cost of ice overnight.

In any case, the investigators are there to see what pitiful relief the night has brought. Night owls

talk outside public baths shuttered for the night. Workers and other exhausted folk have rolled out their bedding on fire escapes and rooftops – desperate for any scrap of cool air. Some look longingly through the bars of locked gates at the grounds of public parks.

Idea rolls suggest that keeping the public baths open 24 hours and/or allowing people to sleep in the public parks might save lives. Both Lloyd Collis and Roosevelt would be open to these ideas.

And then...

Crashing To Earth:

A flaming body falls from the sky and crashes to earth just in front of you. No chunk of space debris, this, but quite literally a flaming body. A man if his clothing is to be believed.

If the terrible orange and red flames had not killed him, the bone-crunching fall most certainly did. There is an awful moment of silence broken only by the crackling human bonfire. Plenty of time for a long, hard, clear look. A child screams. You look up and spot the tot on a fourth floor fire escape.

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In front of the youngster is a . . . a . . . *thing*. A suggestion of a thing. A suggestion of a mass of dripping maws. Gore-encrusted claws. A writhing-ness. And yet it is nothing but tongues of flame. Just hanging there. Above your heads. And beyond the thing of tongues – seen *through* the tongues – the stars shine cold and distant and uncaring.

Next to the child, a woman shouts something guttural – perhaps a foreign language; perhaps a primitive cry of alarm – before bursting into a brilliant green inferno.

SAN loss for seeing the crashed body is 1/1d4. Normally there is no SAN loss for seeing a fire vampire, but this one is worth 1/2. SAN loss for witnessing the woman become a torch is 1/1D2 (the investigators are pretty jaded by this point).

The investigators can rush up to try to help by 1) entering the building, racing up the stairs, locating the correct apartment, shoving their way in, and making their way to the window, or 2) leaping up (Jump roll), grabbing



the fire escape and climbing right up below the thing. Stats for the fire vampire are below. Keepers are encouraged to read the complete description of fire vampires in the rulebook before playing this encounter.

Kind Keepers might determine that the fire vampire has fed enough this night. Though it menaces the child (surely the origin story of a future investigator/cultist), it does not kill her. The greatest danger to the youngster is her burning, thrashing mother.

Mysterious keepers might have the fire vampire take interest in the

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investigators, come down to take a look at them, and then leave them alone. Perhaps it has some sense that they are working with Fava. Perhaps it has its own unknowable and mad reasons for leaving them alive.

Keepers looking for a high body count should have the fire vampire kill the girl and then come after the investigators full-force. It's damn hard to kill or drive the fire vampire off with what the investigators likely have to hand. Of course if the investigators seem overly competent, bloodthirsty Keepers can have the star vampire's buddies show up...

At any rate, the girl's mother is definitely dead. The suddenly orphaned Annie should be someone the investigators can help. Allow investigators to make use of First Aid, Medicine, Psychology, Psychoanalysis, Fast Talk, or what-have-you.

FIRE VAMPIRE

CON 7 SIZ 1 INT 11 DEX 16
POW 13 HP 7 Move 11 flying

Weapons: Touch 85%

(2D6 burn + magic point drain)

Armor: Immune to harm from all

material weapons. Water does one hit point damage per half-gallon. A fire extinguisher does 1D6 hit points of damage. A bucket of sand does 1D3 hit points of damage.

SAN Loss: none

Act II, Scene 10:

Requests For Help

The following morning, Anthony Fava sends word to the investigators that he wants them to track down the Cult of the Bloody Tongue. (*handout 7*) He is, of course, willing to pay for their time and expenses. (Keepers may wish to add to or alter the handout to reflect important investigator actions to this point.)

The postman is earning his keep this day. Along with Fava's letter is a letter from Roosevelt. (*handout 8*) Roosevelt wants the investigators to assist in the tenements – afraid that they might explode into violence if this heat continues. He asks the investigators to let him know how things are going.

Keepers should allow investigators to conduct their investigation as

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they see fit, of course. Some investigators may wish to look for the Cult of the Bloody Tongue in Harlem. Others will head to the tenements on the Lower East Side and look for Mythos-less trouble. Still others may have some other scheme they wish to pursue. The following two scenes contain possible encounters.

Act III, Scene 1:

Black Wind Bar

Only the most ill-considered plans should be allowed to yield no results should at least some of the investigators decide to track down the Cult of the Bloody Tongue. Any number of NPCs might be able to direct investigators to odd happenings in Harlem. A police officer, private detective, occultist, professor of African studies . . . players are bound to come up with someone to contact. That person sends investigators to Harlem.

Harlem:

Investigations into the cultists who attempted to kidnap Anthony Fava lead to Harlem. Investigators can take the elevated railway (the el)



right into the heart of Harlem. Apartments, townhouses, and tenements are springing up everywhere – an opera house is in the planning stages. 1896 is an up-and-coming, upscale white neighborhood.

There are black people in Harlem, but they're not immediately obvious. Any of the white residents or builders can direct investigators to the "Negro tenements" on West 130th Street. These are mainly pioneers of the Great Migration – southern blacks moving to northern cities in search of a better life.

A better life, however, is easier sought than found. In New York City, former slaves find themselves allowed to sit next to whites on the bus, but considered only for menial jobs. Some will band together and create a city within a city – creating black hospitals, schools,

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churches, and stores where industrious black men and women have more freedom to achieve. Others will become disheartened. Disenchanted. And some of them will become members of the Cult of the Bloody Tongue.

Black Harlem residents will be politely uncooperative with most investigators. Questions about cults or cultists will be met with protestations of ignorance coupled to proud (and real!) assertions of a Christian community. Should investigators hang around for a while, though, they'll spot some residents that look and act peculiarly. Residents shunned by the good Christians the investigators first interviewed...

These Cult of the Bloody Tongue members have taken over a basement bar, renamed it "Black Wind Bar", and made it their headquarters. (The organized cult and underground chamber described in *Masks of Nyarlathotep* will not come into being for a couple of decades yet.) Patient and persistent investigators will be able to spot the bar and the cult lookout standing watch outside. The lookout can be overpowered,

distracted, or simply spoken to. He's not happy about allowing the investigators into the bar, but he can't refuse to take white investigators in if they ask.

The Black Wind Bar is filled with African art celebrating Nyarlathotep in his bloody tongue aspect – a horrible bipedal or tripedal beast with a vast red tongue-like appendage where it's head ought to be.

Just looking at the art in the bar requires a SAN check at 0/1. A successful Cthulhu Mythos skill roll lets investigators identify the artwork as Mythos inspired and having to do with Nyarlathotep.

The bar's patrons are all cult members, of course. Most are Kenyan immigrants, but investigators can only guess that by their accented speech.

All Black Wind Bar patrons (anywhere from 2 to 6 cultists) will be very suspicious if their lookout hasn't warned them of the visitors but will in any case greet the investigators with silence and cold stares. The bartender will tend bar if asked to.

Nosy investigators will probably be attacked. The cult members

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present lack the sanity needed to think through what such an attack might lead to. The NYPD will definitely come down on the place like a ton of bricks if the investigators come in with reports of dangerous black people jumping them in a bar. Of course, if all the investigators are killed, the cultists won't have much to fear from the law...

Keepers should send out all the signals needed to let players know their investigators have found the

Cult of the Bloody Tongue. In addition, they should send out all the signals needed to let players know it is very dangerous to start a fight. Pulp-loving groups may want to go the fisticuffs route, of course. If so, it's important to note that the Cult's key players are not present at this time. They are free to reenter the story later.

Should investigators somehow capture a cultist, he or she will freely admit the cult is looking for Anthony Fava and plan to kill him.

SIX BLACK WIND BAR PATRONS and a LOOKOUT:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>Lookout</u>
STR	6	13	12	8	7	11	10
CON	12	8	12	12	7	9	10
SIZ	11	17	17	17	15	14	17
EDU	8	7	6	9	11	13	15
APP	6	13	11	13	4	10	11
INT	14	15	14	6	9	7	11
DEX	5	8	11	14	11	12	15
POW	15	9	9	12	14	16	15
HP	12	13	15	15	11	12	14
DB		1D4	1D4	1D4		1D4	1D4
Knife:	40%	50%	45%	35%	15%	45%	55% (1D4)
Punch:	50%	60%	55%	45%	40%	50%	65% (1D3)
Bottle:	35%	55%	50%	40%	60%	35%	35% (1D6)

Note: Broken bottles become knives for this group. Bottles break on 10% of hits, 15% of misses, and 40% of parried attacks.

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Act III, Scene 2:

Tenement Tormentors

Should at least some of the investigators decide to assist the New York City Police Department and Fire Department with trouble in the tenements, they ought to find some success. Only the most bumbling sort of volunteer work should be allowed to yield no results.

Any number of NPCs might be able to direct investigators to trouble spots on the Lower East Side. A police officer, fireman, reporter, carriage driver, bath house attendant . . . players are bound to come up with someone to contact. That person sends investigators to one of Charles Morse's ice warehouses.

Alternatively, investigators might just happen upon the following scene:

Warehouse Bound:

The tenements look worse than ever. The already frayed social fabric is pulling apart in a dozen places. Neighbors don't talk, they snap at each other. A friend in need is a friend too troublesome to bother with.

Cutting into line for water from the common tap is asking for a punch in the nose. Or worse.

Rotting horse carcasses can be found on every street. The removal service clearly isn't making it down here. Worse are the sheet-covered shapes next to buildings. Did they fall in the night? Did they cross the wrong person? Did they meet one of those flickering creatures in the night?

Up ahead you see sanitation workers in their brilliant white uniforms tending to the garbage. That's something. Better, a crew of fire fighters steps away from a cart holding their hoses and equipment and approaches a fire hydrant. A big wrench. A sharp twist. Water pours into the street. Children run out to play in the flow. Almost immediately,



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the temperature on the street seems to drop a degree or two. It's doubtful that any of these people have even heard of Lloyd Collis, the commissioner of the Public Works Department, but he has just become their hero.

Things are just starting to look up when angry shouts catch your attention. You hustle around a corner and find two groups. On one side of the street are perhaps forty angry men shouting in a variety of languages. They are shouting at a group of what might be thirty hardened thugs. The thugs stand in front of a warehouse. Charles Morse's warehouse. A warehouse filled with ice.

Riot:

Investigators make it to Charles Morse's ice warehouse just before a riot breaks out. Angry tenement residents have come out in force. This is a motley assortment of frustrated men shouting in a variety of languages; English, German, Italian, Russian, and Polish among them. Many of these men are armed with boards, pipes, or razors.

In front of the warehouse stand their opponents: at least thirty thugs on Charles Morse's payroll chosen for their size, fearlessness, and indifference to pain – whether on the giving or receiving end thereof. Gripping their own clubs and chains or rubbing their brass knuckles, they snarl at the shouting men opposite them.

Any investigator familiar with violence can tell right away that blows are about to be exchanged. All it will take is for the angry tenement residents to step into the street. That's probably about twenty seconds away.



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Keepers might allow just about any reasonable investigator plan to work. Perhaps the most entertaining option is to have one or more investigators run back for a fire hose and use it to flood the street or knock down one side or the other. Since there is not enough time to run back, get the hose, and pull it around the corner, the investigators need to do something to delay the fighting. A big speech, a show of force, even

a rousing display of juggling . . . this is an opportunity for an investigator to draw on a special skill in a very unusual situation.

If investigators don't interfere, a massive, bloody free-for-all takes place. Morse's thugs rout the angry tenement dwellers. Bodies are left in the street.

This is an opportunity for investigators to meet NPCs who might turn up in the Central Park climax.

FOUR ANGRY MEN and FOUR UNCARING THUGS

	<u>AM1</u>	<u>AM2</u>	<u>AM3</u>	<u>AM4</u>	<u>T1</u>	<u>T2</u>	<u>T3</u>	<u>T4</u>
STR	17	11	10	9	14	7	15	14
CON	16	10	10	10	4	14	15	12
SIZ	17	13	13	15	17	11	10	15
EDU	10	11	7	12	11	10	13	7
APP	8	7	11	6	12	12	15	12
INT	7	13	11	10	8	15	13	12
DEX	13	11	10	10	15	16	6	9
SAN	70	60	60	65	45	65	55	70
POW	14	12	12	13	9	13	11	14
HP	17	12	12	13	11	13	13	14
DB	+1D6				+1D4		+1D4	+1D6

Knife: Angry Men all at 25%, Thugs all at 35% (1D4)

Club: Angry Men all at 25%, Thugs all at 35% (1D6)

Chain: Angry Men all at 15%, Thugs all at 30% (1D3, Grapple or Strangle)

Punch: Angry Men all at 50%, Thugs all at 60% (1D3)

Note: Keepers should decide which weapon (if any) each man is holding.

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Act III, Scene 3:

Night Lights

The night Fava learns about the Black Wind Bar, he summons more fire vampires, attempts to bind them, and demands that they pay a visit to the Cult of the Bloody Tongue. Though the fire vampires are not, in fact, bound, they have their own unknowable reasons for following his command.

The Black Wind Bar goes up in flames. The blaze doesn't contain itself to the bar, of course. The resulting tenement fire kills a couple dozen men, women, and children.

Returning from their deadly mission, the fire vampires pause to feed on more hapless New Yorkers. At least five people on rooftops seem to spontaneously combust. The fire vampires take drained magic points back to Anthony Fava and give them to him.

The sudden rush of power totally unhinges the young man. From this moment until the end of this adventure (at least), Fava is thoroughly insane.

Investigators may hear about all

this in a variety of ways:

Investigators with connections to the **fire department** or (possibly) the **police department** may be called in to assist in fire fighting.

Investigators with a **medical background** may be called in to treat the many injuries in the tenement fire or some of the “spontaneous combustion” cases.



Investigators with **press** connections may be tipped off about the fire or “spontaneous combustion” cases. This might happen at the time of the bar fire or hours later.

Investigators might happen upon **attacks** in progress.

The following day, Fava rebuffs all attempts to contact him. Should investigators go to his mansion, they'll be turned away at the door by a very worried-looking Vincenzo.

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Act III, Scene 4:

Ice Is Nice

It should be abundantly clear that if something is not done right away, the poor and downtrodden are going to explode into violence. They are hot. Dying. Living with their dead. Falling off of rooftops and fire escapes. And spontaneously combusting.

They need some relief.

The following describes the situation as investigators attempt to hire a carriage:

Eddie Would Go:

Street traffic has dropped over the past few days of unbearable heat. Finding a carriage to flag down takes both effort and luck – neither easy to summon up in the baking streets of Manhattan.

At least you've found a spot of relatively clean air. Relatively free of the stench of human and animal waste, sweat, desperation, and death.

At last you spot a sorry horse plodding along with a black carriage behind it. The driver – perched high on his seat – has badly wilted. He perks up on

seeing you flagging him down.

"Where are you headed?" he asks.

You tell him. He shakes his head.

"I'm sorry. That can't be done.

Streets are blocked. Ol' Betsy here is on her last legs. I heard there's

another mob forming... I'd like to help you, I surely would. But I

can't." He considers. "Eddie

would go. But he's not here. I

got to tell you, I don't know where you're going to find a carriage

today. Or tomorrow if the heat holds. Something needs to be

done and quick, there's no doubt of that. But just you try to get some

relief... No. It's every man for himself. Is there anywhere else I

might be able to take you?

Somewhere near by. It's just that my little girl is suffering so. It's ice

she needs and that takes money."

While the driver has no contacts among the powerful, the investigators may. If players don't think of Roosevelt or Collis on their own, an Idea roll will implant the notion. If the investigators have not met Roosevelt or Collis, they could seek out an introduction through their own contacts or through the

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Keepers should encourage players to come up with their own relief plans, of course. Should that prove difficult, Idea rolls can suggest **ice distribution** and keeping the **free public baths** open longer.

Police Commissioner Theodore Roosevelt is still out on Long Island. Investigators could travel to visit him or contact him by post or telegraph.

Roosevelt doesn't want anyone to riot. He certainly doesn't think it's right for poor people to drop dead and be left to rot because ice is too expensive and coroners are overworked. With some investigator-induced motivation, he'll return to the city and convince the powers that be to let him buy ice for the poor.

Lloyd Collis is easier to get hold of. He may be in his office or wandering the streets checking on the firemen he has ordered to flood streets with water. When investigators push him to think more creatively, he orders the free public baths to stay open around the clock.

If investigators are able to get ice

to the poor and the free public baths open 24 hours a day, they'll have saved a great many lives. Kind Keepers may wish to award the investigators with 1D6 Sanity for their good deeds – assuming the investigators are aware of what they've accomplished.

Another Idea roll might suggest the very good idea of allowing people to **sleep in public parks**. These would be much, much cooler than sleeping in their homes or on the roofs and fire escapes. Historically, the New York City Council refused to allow this. Keepers can decide for themselves how they wish their game to progress. Note that if the public are allowed to sleep in Central Park, the final confrontation with Fava will be among hundreds (if not thousands) of desperate New Yorkers...



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Act III, Scene 5: MSG and Missing People

Despite the investigators' best efforts, thousands have died and thousands more will.



Investigators looking for additional reports of nocturnal spontaneous combustion can find them buried deep in the papers. Front page news is devoted to Mr. Bryan. (*handout 9*)

Anthony Fava spends his nights summoning fire vampires and chatting with Cthugha. Fava is convinced that he has it all under control.

The fire vampires spread out into the night killing New Yorkers and returning magic points to Fava in order to power him up enough to summon Cthugha to Central Park.

Investigators will find rebuffed all attempts to contact Fava. More alarmingly, members of the Gotham Legion inner circle have disappeared. (*handout 10*)

With the police focused on the William Jennings Bryan acceptance speech in Madison

Square Garden, few are free to look into Fava or the disappearance of Gotham Legionnaires. The investigators, however, are free to act.

At some point during this day of investigation, the Keeper may wish to arrange a scene with an NPC during which the investigators can be informed about the utter failure of the William Jennings Bryan event. His speech to accept the Democratic Party's presidential nomination was meant to be a great popular event. Indeed, it drew a great cross section of populace to Madison Square Garden. Which was an oven.

Bryan's dry acceptance speech had none of the promises the people had expected. So they left. In droves. The speech was an utter failure. Bryan is disgraced.

Act III, Scene 6: Finding Missing People

Investigators may or may not be interested in following up on the missing Legionnaires. Should they express an interest in finding them, this scene covers three likely avenues of investigation: Fava's

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home, The Gotham Legion, and the families of the missing people.

Scorched Earth:

Investigators who decide to look for the missing Legionnaires at the Fava home will find rebuffed any request to visit. Pushy investigators won't let that stop them, of course.

When they arrive at the Fava mansion, they see that things have changed. The beautifully landscaped grounds in the front of the house are dry and show other signs of being poorly tended to. The duck pond is drained. The doors to the carriage house stand open and the yawning space within boasts not a single carriage giving truth to name.

The grounds around back are far worse. Large areas of grass have been blackened. Shrubs have been badly burned – apparently at random.

Should Vincento be summoned to the door, he looks drawn, haggard, and exhausted. He tells curious investigators that he knows nothing about the missing Legionnaires, that Anthony Fava is not at home and that the terrible

state of the grounds is due to freak strikes of heat lightning. The same heat lightning scared off the rest of the staff. Only the loyal Vincento remains.

Loyal and obviously lying.

Investigators desperate for information might try to befriend, berate, or threaten Vincento. Should the conversation go well, Vincento will admit that some of the missing men and women visited the house and that they left with Anthony. He honestly does not know where they are.

Vincenzo resist requests to look at Fava's rooms. Should investigators somehow get into Fava's rooms, the keeper might want to skip straight to Act III, Scene 9.

Legion Hall:

A visit to the Gotham Legion Hall reveals a club in crisis. The doorman, hat-check girl, maids, butlers, cooks, and launderers work with downcast eyes; respond to questions with a touch of desperation; and move as though a step behind the world. Few club members can be found inside; all of

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them members of the middle or working class.

The badly damaged auditorium is still in a state of disarray. Fava has taken no interest in reconstruction. The Legion's treasurer is dead. Most anybody with power is not around to exercise it.

Staff can tell the investigators that telegrams sent by Fava have been delivered here at the Gotham Legion Hall. The telegrams have gone to members of Fava's inner circle. Some of those are mentioned in the previous day's penny paper, but others are members of the lower classes – evidently not interesting enough to merit a few lines in a newspaper story. A search of the wastebaskets reveals one of the telegrams. (*handout 11*)

Staff suspect that some inner circle members did go to see Fava.



Other inner circle members seem to have left the city entirely. Probably to get away from the heat. But also, in part, to get away from Fava.

The Families:

Investigators who decide to visit the families of missing Gotham Legionnaires reported in the penny papers will find themselves going to some very fine addresses in the city and its suburbs. Should they include members the Gotham Legion Hall staff might mention, they'll be all over the New York City map.

In all cases, the investigators find that the missing members are, in fact, missing. Family members and/or neighbors agree that the missing person has not been seen in a day or two. In all cases, witnesses agree that the missing person left of their own accord. No one is sure that a missing person was kidnapped from home or office. It is possible that someone will mention that the missing person received a telegram before leaving. Keepers should feel free to hand out the telegram

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from the Gotham Legion Hall (*handout* 11) if it has not already been found.

Keepers may wish to arrange for tear-filled scenes of family members begging the investigators to bring their loved ones home. A couple of wide-eyed innocent waifs tugging at investigator pant-legs can be a great motivation.

Act III, Scene 7:

Burned Bridges

Investigators who tried to interview Rosalind and Ben before may be notified that the two are conscious and able to answer questions now. Investigators with a medical background may receive that information from a contact even if they haven't tried to interview the two before.

If keepers need some other reason to get the investigators into this scene, an Idea roll suggests going to Bellevue Hospital to interview the two Legionnaires.

The Burned:

Investigators who decide to visit Rosalind Hind and/or Ben Quarters in Bellevue hospital will find the two awake and aware.

But not necessarily talkative.

The two were badly burned (both literally and figuratively) by their participation in Fava's ceremony a few days ago – the ceremony that ushered in the heat wave. The investigators will need to work to get information out of them. Keepers are encouraged to let players take the lead in this. They might try to soothe the two; badger them; bribe them; promise security; torture them with guilt . . . just about anything.

It is probably most interesting and dramatic if drastically different approaches are eventually successful for the two. For example, Keepers might decide that Rosalind had a crush on Fava and fears for his safety while Ben is out for revenge and will respond best if investigators indicate their intention to bring Fava down. Should role play need some roll play bolstering, Fast Talk, Psychology, Psychoanalysis, Occult, Credit Rating, or even a really good Idea roll might loosen tongues. Unethical investigators might use alcohol or morphine to dull judgment...

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What Rosalind Says:

The once-beautiful Rosalind Hind looks at you from behind a mask of bandages. She raises a swathed hand – a sort of sad white mitten. A lurching cry escapes her throat. Burned tear ducts render her unable to weep.

Perhaps most disorienting is her beautiful voice.

You have to do something to stop him. Promise me that. You'll do something, won't you?

It was that book. That beast Rusticus wrote too well. Too well. He described Nero's ceremonies in dramatic detail. Made it all sound so exciting. What was Anthony to do? You've met him...

Of course he tried to reproduce a ceremony. Of course he did.

He summoned Ben and me to the Gotham Legion Hall. All the staff were dismissed. Everything was arranged. It all seemed like a lark.

You know those occult societies? The Theological Society? The Esoteric Order of the Golden Dawn – or whatever? The Masons? The Crawley things? You know them? Or of them?

I think Anthony wanted the Gotham

Legion to be more like them. Inner circles. Levels of understanding. 'Maybe based on the elements' he said. 'Maybe on colors or shapes.' It all seemed like a lark. Wouldn't it?

He told us where to stand and what to say. It was hot. He looked out the window at the stars. He said that the time had to be right. And then he started chanting.

It was all in fun.

And then something happened. I can't- I can't explain it. I can't even describe... Something. Some things. Like lights. Like embers. Floating in the air...

I thought it was a trick. So did Ben. He laughed.

And then he screamed. How he screamed! And then I was screaming, too. One of them... One- It was in my hair! In my hair! Have you ever smelled-?

It's the book. The book, I tell you. Rusticus made it sound like a joke. Like it would all be good fun. Forgotten in the morning. But look at me. Look at me. They won't give me a mirror, you know? I think they're afraid I might kill myself.

But I've seen something I can't forget. Something. Something

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came out of the void and it reached out with flickering tongues of flame and it curled itself around Anthony and left him whole and unharmed. I can't- I can't help wondering if maybe I- Maybe I wasn't worthy. It had so- So much...

What Benjamin Says:

There's really no nice way to say it. Ben Hind stinks. He stinks of a desperate combination of herbs and powders and snake oil liberally applied to his midriff. He stinks of a floundering, failing digestive tract. He stinks the stink of a fat man whose fat has been rendered on his bones.

It is impossible not to wonder if he can smell his own stink. Perhaps he has grown accustomed to it. Perhaps his perfect nose in his perfect face is forced to accept his own pungency every second of every hour of every day.

Someone must have come in to trim his beard. From the neck up, he remains his distinguished self. Distinguished. With murder in his eyes.

That bastard. That bastard.

What he did to me? To Rosalind???

You want to know what he did, I'll tell you what he did. He sent me a note saying come play naughty games with me in my playhouse. And – fool! – I went.

He takes out his damn book and lights the candles and the incense is burning and there are little bells and all that crap. And he chants a little. Tells me what to say and I say it. Tells Rosalind what to say and she says it and we're a damn bunch of stupid fools in there jabbering away when the gates to Hell swing open right in front of my eyes.

Do you want to know what Hell looks like? I'll tell you.

Hell looks like stars. Stars.

All this time I thought it was somewhere under my feet and where is it? Above my fool head.

Stars dancing around in the blackness. Burning white or red or yellow or blue or green. Dancing. Dancing right over the threshold and I tried! I tried! I tried to swat it away and what use is that?

Took me right in the belly.

I screamed

I screamed until my soul was raw.

And then I saw Fava in the flames.

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Like a halo. Hell's halo. His eyes rolled back. Stammering. But not a lily-white inch of him burned black. Not an inch. Not an inch. That bastard. He's got to be stopped, you know. Child of Hell. That's what he is now. Child of Hell.

Act III, Scene 8: Vincento

Vincento has been pushed to the breaking point and beyond. He finds the investigators and desperately pleads for their help. (Keepers who would rather not use Vincento certainly don't need to, of course. Other servants from Fava's house or from the Gotham Legion would serve just as well.)

What Vincento Says:

This may be difficult to believe, but I am afraid that my employer has gone totally mad. He has locked himself into his rooms during the daylight hours. He roams the grounds at night. He has dismissed all of the staff excepting only myself. When I tell you that strange sounds and smells come from behind

locked doors in a house I have known for many years but now feels strange to me... When I tell you this, you must, I fear, stretch your imagination beyond the limits of reason to encompass the definition of the word "strange" as I use it.

I am a butler. I know my place. It is not my place to make enquiries where enquiries are not desired or desirable. Yet such is my concern for Anthony that I begged some word of explanation from him. His only response was shouted. A threat I shall not repeat.

The gardens are blackened and burned. Strangely moving lights have appeared outside my window at night.

I beg your indulgence. I beg you to believe an unbelievable story. More, I beg you to take action.

Won't you return to the Fava home with me? Won't you do so at once?



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No Lovecraftian investigator worthy of the name could turn down such a request.

The trip to Brooklyn is swift and uneventful, though the investigator should feel free to pepper descriptions of the latest damage wrought by the heat wave. Whatever relief the ice and free public baths have provided is in danger of being overwhelmed by an angry, desperate populace.

Many police officers have failed to report for duty. Perhaps they, too, are falling prey to the heat – their uniforms certainly are inappropriate heat wave attire. Perhaps they are frustrated that so many of their political masters have flown the city for cooler coops. Perhaps they see the writing on the wall and don't want to be there when the mobs return with a thirst for violence that refuses to be quenched by ice or baths or inspiring words or a brandished nightstick...

Whatever the reason, the city as the investigators and Vincento pass through it is quiet. Too quiet.

Investigators with **police connections** (or a close

relationship with **Roosevelt**) might hear that Roosevelt plans to return to New York City this afternoon.

Investigators who have some way to keep up with the goings on in the **Cult of the Bloody Tongue** might hear that they have licked their wounds, gathered their forces, and seem ready for . . . something.

Investigators who have good connections with the **Gotham Legion** Hall staff might learn that a large group (at least a half dozen) of foreigners rather similar to those who tried to assassinate Anthony and steal his copy of the *Historica Nero* come into the club that morning and nose around. They don't actually threaten anyone, but there is an air of violence about them.

Investigators with **criminal connections** may learn that Charles Morse's thugs are spoiling for a fight.

Act III, Scene 9:

Empty House

Anthony Fava cannot be found at his home. No one is able to say when he left or where he might have gone. Fortunately for

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our investigators, however, Anthony has left some clues behind him.

And why wouldn't he? He's insane. And he thinks that his ceremony tonight is going to bring him great power to fight evil cults everywhere. What has he got to hide?

Vincento is cautious when entering the Fava home and asks for similar caution from the investigators. Anthony's suite of rooms is on the second floor. Vincento leads the way to a door and knocks on it. No response. He knocks again and calls. No response. He tries it and is quite surprised to find that it is unlocked.

Keepers should describe the condition of the rooms in Anthony's suite in as much suggestively macabre detail as their group enjoys. The visuals are important, of course, but don't ignore the other senses. A bare-bones description follows.

Fava's Rooms:

A puff of dead air. Tomb air. Fetid. Fecal. Used up. Ill. Ancient. And burned – singed –

around the edges of that first tasted intake of breath with a hint of sweetness. The honey-floral buzz of decay.

Anthony's suite is a disaster area. Carpets have been rolled up and shoved against the walls. The floors and walls are gouged, pitted, and burned. The wax from many candles mars tabletops and nightstands and mirror frames and bedposts...

Your shoes crunch down on charred unidentifiables. Scuff across raked scratches. Cast up clouds of dusty ash that gathers at your ankles – that with a persistence nearly malevolent, holds its shape there for seconds too long. Too long.

A spray of something darkly red stains a wall.



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And everywhere, everywhere scraps of paper and bottles of ink. Of wine. An unsavory number of tremor-hand messages dropped here and there. Half-burned. Balled up.

For an instant, turning to look around a symbol-scrawled room from all sides, it's impossible to know up from down. Vertigo overtakes you. Stumble. Fall. Recover. Stand again and fruitlessly brush at the inexpugnable stains on your hands and knees.

In short, Fava's suite is full of evidence of his delving into that which should not be. If players are not already diving for their dice to make Spot Hidden rolls, Occult rolls, Cthulhu Mythos rolls, and every-other-which rolls . . . shame on them. It would be wrong to disappoint them.

The following clues can be found in Fava's suite of rooms:

Scrawled Notes Four scraps of paper scattered among the rooms. Each can be found with a Spot Hidden roll or, if the Keeper is feeling generous, by performing a thorough search. (*handouts* 12,

13, 14, and 15)

Occult Diagrams Some of Fava's occult diagrams are also on scraps of paper while some are carved and/or painted on the floors and walls. Spot Hidden rolls can find two diagrams. No rolls are needed to find the others. Occult rolls are needed to understand what is being seen. (*handouts* 16, 17, 18, and 19) With a successful Occult roll, give players the entire handout. If the Occult roll fails, cut off the explanation before giving out the handout. No occult master; Fava was dabbling.

Burn Marks Curious burn marks can be found in many places. Many can be found inside occult diagrams carved and painted on the floors. More burn marks can be found around the windows. An Idea roll (or similar) suggests the burn marks do not correspond to the placement of candles or wax drippings.

Disquieting Stains

The most disquieting stain is the spray of red



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across one wall. Additional, strange stains can also be found on the bundled-up bed-sheets and around the wash-basin. Investigators with the proper backgrounds can identify the wall stain as nothing but red wine. The bed-sheets stain is blood – though not human blood. The wash-basin stains appear to be the result of corrosive acid.

A Curiously Marked-Up Map

This map of a portion of Central Park is essential to this adventure's climax. Keepers should feel free to appropriate any successful Spot Hidden rolls and apply them to the map. The map can be found rolled up and tucked inside the tangled bed-sheets. Some of the blood on the sheets may well have seeped onto the map. (*handout 20*).

Candles Of Marvelous Color

The candle remnants around the room are easily found without the need for a Spot Hidden roll. If a player make a point of having their investigator check the candles, however, reward them with *handout 21*. The candles are enchanted and give a +20% to any Contact, Summon, and/or Bind spell rolls.

Gnawed Bones A Spot Hidden roll or a request to look into the clothes hamper reveals the presence of hundreds of bones. Medicine, Anthropology, Biology, or Zoology rolls reveal that the bones are from at least two sets of skeletons – one of which is not human and does not seem to correspond to any known creature. The bones are, in fact, those of a ghoul.

The Arc Bends Earthward:

Keepers should take stock of all of the investigators before the story's climax climaxes. Certainly every PC should have had the opportunity to shine by now. (If not, get on it!) At this moment it is most important to be sure that all PCs have arced.

Where was each investigator when this adventure started? What changes have been wrought by the events they experienced? What have the investigators learned – not about the Mythos and things Lovecraftian,

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but about themselves.

If a dramatic endpoint to each investigator's journey is not obvious, keepers might consider talking it over with the players. Where do they see the story going? What would make them happiest as players?

Whether hardline followers of die rolls; throwers of every deadly item – including a bloody kitchen sink; gentle ego inflators; or what-have-you, keepers should be focused now on providing a good ending tailored to their players. For some players that will mean their investigator achieves unmitigated triumph. Others will be just as happy if their investigators end in unrecognizable chunks.

Act III, Scene 10:

Firestorm Brewing

This adventure reaches its climax in Central Park that night. After all the investigators have been through to this point – and after all the clues they've discovered in Anthony Fava's home – they should know that something very bad is going to happen. How they discover just where and when it will happen is something for keepers to decide.

Keepers should arrange the timeline for this day in a way that best suits their play group.

Some groups enjoy a "ticking clock" scenario that has them racing across the city and arriving in the nick of time. In this case, tossing in a few crazed Gotham Legion

members (who need to be taken care of), cult members (who need to be taken care of in another sense of the word), and/or Mythos beasties (who may need to be escaped from) may be an exciting way to raise the stakes by eating away at investigator time.

Some groups enjoy planning, plotting, and setting up traps or ambushes. In this case, Keepers should give them plenty of time to do a little shopping, talk to important people (perhaps a professor, Theological Society member, politician, or gunsmith), and set up what they will in Central Park before Fava and his followers appear.

Some groups are looking for as much mayhem as possible. In

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this case, Keepers should make sure that investigators have some way to get in touch with cultists, thugs, mobs of angry immigrants, the police, occultists, the press, fire fighters, and/or – heck, why not? – newsies and convince them to show up at the right time.



If all went according to plan, Anthony Fava and five members of the Gotham Legion would arrive in Central Park at about 11:30 PM. They would proceed to cut the chain on a gate on the Warriors Gate at Seventh Avenue and make their way South- and Westward to The Great Hill.

Note that a map of the Central Park of about 1896 is available in the Appendix. Note, also, that after studying the map and considering their play group, keepers may wish to move the Gotham Legion's summoning to another location inside Central Park.

Four fire vampires would then

sweep down out of the sky and – at Fava's command – burn a pentagram into the ground. The five Legionnaires would take their places at the points of the pentagram.

Immediately thereafter, Fava would begin to chant eldritch words in a hollow, booming voice. The five hapless Legionnaires would then burst into flames and after a few minutes, a gateway would open and Cthugha would burst forth to scorch and burn and dance his mad way through the heart of New York City.

But, of course, **all will not go according to plan.** The investigators will certainly try to prevent the appearance of a Great Old One in Central Park. Some things they might try and the most likely results follow:



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Talking it over with Anthony won't work because he's insane. Not that he needs to be standoffish. Keepers can – by all means! – allow investigators to have a nice conversation with Fava. He may even try to recruit them to participate in his ceremony.

Trying to convince the Gotham Legionnaires to leave the ceremony might start to work. They're all suffering from short-term insanity at the moment and hard to reason with, but clever players should be rewarded with results for good roleplaying. Naturally, Anthony Fava and his fire vampires aren't happy about losing a Legionnaire. They will certainly attack the investigators and try to get the Legionnaire back at his point in the pentagram so that the summoning can commence.

Attacking Anthony will certainly prevent him from correctly performing the required ceremony. He'll fight back, of course. Moreover, his fire vampires will rush into battle – trying to kill the investigators and free up Fava to summon their true master, Cthugha.

Attacking a Legionnaire does not help the investigators much. The ceremony calls for the Legionnaires to be sacrificed – it doesn't require them to be in perfect health before they burst into flames.

Disrupting the pentagram will require it to be redrawn. That's easily done by the fire vampires, but while they are redrawing, they can't be attacking the investigators. Clever investigators might use this to their advantage.

But, of course, all will not go according to whatever plan the investigators come up with. **Other groups** are likely to converge on the summoning that night. Keepers should pick and choose from among the groups that follow – or prepare for a massive pulpy melee involving all of them. Some groups that might appear and their relevant stats follow:

Fava Support

Keepers may think that Fava needs some more support. That support can come in the form of additional Gotham Legion members, more fire vampires, and/or a minor Mythos creature: the moeteri. Stats for all can be

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found later in this scene.

Fava's supporters can be as avid as the Keeper wishes. They might break and run at the first sign of the investigators or drive themselves into a bloodthirsty frenzy – a frenzy that can only be sated by ripping through investigator flesh to access the warm red fluid therein. Fava's fire vampires (and any other servitors he might have on his side) are *not* bound to him. Their interest is in summoning Cthugha; if that goal can be accomplished without Fava (say, by a Sleeping Spear cultist, a Bloody Tongue cultist, or even a Mythos savvy investigator...) then Fava is disposable.

The Sleeping Spear

The Sleeping Spear cult still wants Fava's copy of the *Historica Nero* and they still prefer Fava dead. Should any of the assassins or thieves have survived Act I Scenes 6 and 7, they certainly might have broken out of prison and made their way to Central Park. Their stats from Act I are reprinted below.

In addition to the men the investigators encountered earlier,

Sleeping Spear cultists may have had travel trouble and have just arrived in New York City. Stats for these men and women can be found below.

Finally, if keepers would like a little additional Sleeping Spear action, they can toss in a summoned and bound nightgaunt or two. The nightgaunts would be charged with killing Fava and stealing the *Historica Nero* – they won't necessarily protect the Sleeping Spear cultists. Unfortunately for the cultists (and fortunately for Fava) the nightgaunts are not very bright. They do not immediately understand who to attack and what to retrieve. Stats for two nightgaunts can be found below.

Investigators who get between the Gotham Legionnaires and the Sleeping Spear cultists are likely to be attacked by both sides. Investigators who stay out of the way can let the two sides batter each other for a while before joining the fray.

The Bloody Tongue

The Cult of the Bloody Tongue wants their revenge on Fava and his fire vampires for burning down

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the Black Wind Bar – in the process killing several cult members. They are not necessarily opposed to summoning Cthugha to Central Park, but would much rather summon Nyarlahotep.

Stats for eight especially big and angry Cult of the Bloody Tongue members are given below. If keepers are looking for more Mythos on Mythos blood sport, the cultists may have summoned and bound one or two hunting horrors. Stats for two hunting horrors can be found below.

Depending on previous events, the Cult of the Bloody Tongue may or may not consider the investigators to be important targets. It is even possible that they will attack the investigators *before* attacking Fava and his Gotham Legionnaires. Investigators may be able to stay out of the way – or remain hidden – while the Cult of the Bloody Tongue and the Legionnaires soften each other up.

Morse's Men

Ice Baron Charles Morse has ordered his thugs to keep an eye on the public parks at night. He wants the poor to stay desperate

and in need of his ice. He doesn't want them breaking into parks for a comfortable night's sleep.

Keepers may decide that some of Morse's men spot Fava and his Legionnaires (or perhaps the investigators?) forcing their way into Central Park. They send for reinforcements and appear just when they are really not wanted.

Morse's men are bullies. They enjoy beating people up, but have no interest at all in fighting. They probably won't recognize the fire vampires as threats (until it's too late), but will turn on their heels and run from any other Mythos creatures they encounter. Stats for eight thugs are found below.

Depending on how earlier encounters with the investigators played out, Morse's men might be holding a grudge. They'll be interested in threatening Legionnaires, pushing around Sleeping Spear cultists (who they mistake for new immigrants) and beating up Bloody Tongue cultists (who they consider to be easy marks since blacks have such little power in society). Adding Morse's men to the encounter probably

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adds a lot of mayhem without adding a great deal of additional danger.

Mobs

Morse's men may not be the only ones interested in people who break into public parks. There are plenty of angry, frustrated, desperate New Yorkers who very much want to snatch a bit of relief from the relentless heat. When people (Legionnaires, cultists, thugs, the investigators, or whoever) are seen in Central Park, the people might well be inspired to disobey the law and break in.

Stats for ten immigrants and ten African Americans are given below. None of them are looking for a fight, but all of them are stressed out and easily moved to violence. They'll almost certainly flee from Mythos creatures or obvious magic, but physical threats may just fuel their anger.

New York City's Finest

Whether they show up because the investigators have asked them (perhaps using Roosevelt as a contact) or they're just enforcing Central Park's hours, the police can certainly make an appearance. Their first priority is to disperse

groups of people and send them on their way. Threatening people (whether with a gun, stick, or leadership position in a mob) will be targets for arrest. Police officers of 1896 may be quick to draw their Billy clubs, but are unlikely to draw a pistol unless they feel very threatened.

Obvious Mythos monsters are very threatening.

Stats for ten police officers and Theodore Roosevelt are given below.

Firemen

Finally, forward-thinking investigators may enlist the aid of the city's firemen. Roosevelt has very limited pull with the firemen, but kind keepers might give him the power to call out some firemen. Lloyd Collis has been working closely with the fire department for a few days now and would have any easier time convincing some to show up in Central Park in the middle of the night. Of course, investigators could also just send a frantic messenger to report a fire in Central Park – whether one has been lit yet or no.

The firemen fear very little and will definitely make it their

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business to extinguish any flames they see. They may set up a bucket brigade or hustle a pump and hose to a nearby body of water – either plan will take them a little time to organize and put into action. Fire vampires are most likely to go after the firemen themselves, but the keeper might want to have one go after a fire hose if that would be dramatically appropriate.

Stats for six firemen and a little information about fire fighting can be found below. With their bravery, expertise, and equipment (hoses! axes!), firemen can be extremely powerful investigator allies. Keepers will have to take care to use firemen in dramatic fashion without having the firemen overshadow the investigators.



Park As Place:

A map of Central Park as it was in the 1890s can be found at the end of this text. There is very little water near The Great Hill where Fava plans to have his ceremony. Quick-thinking investigators might try to draw the fire vampires to The Pool, The Loch, Harlem Lake, or the water by The Cliff where the vampire is much easier to defeat.

Keepers can find a great many recent pictures and maps of Central Park on the Internet which may be useful in describing and making use of Central Park's famously winding paths, roads, hills, and bridges. The park is filled with trees and bushes. Due to the heat wave, these are dry and ripe for burning. Keepers must decide whether or not to place the final battle in an inferno.

Central Park is surrounded by a high iron fence. The gates are kept locked at night. It is difficult to enter or exit the park in a hurry. If the investigators have convinced the authorities let people sleep in the parks, there may be hundreds or thousands of innocents at hand.

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ANTHONY FAVA, accidental cult leader and Cthugha catspaw

STR 13 CON 24 SIZ 11 INT 13 POW 30

DEX 15 APP 15 EDU 16 SAN 0 HP 20

Weapons: Punch 40% (1D3), Kick 35% (1D6)

Spells: Contact Cthugha, Summon Fire Vampire, Shrivel, Create Moeteri*

Skills: Credit Rating 95%, Cthulhu Mythos 19%, Dodge 30%, Occult 30%, Italian 80%, Spot Hidden 50%

* New Spell: Create Moeteri

Turns a living human victim into a Moeteri. The spell requires a complex ritual and at least one fire vampire in attendance. The fire vampire enters the victim through any available orifice (usually the mouth) and takes up residence. The caster must expend one point of POW and, should the victim be unwilling and able to resist, the caster and fire vampire must combine their POW to overcome the victim's POW on the resistance table. A failed roll indicates that the fire vampire turns on and attempts to enter the caster. If the fire vampire fails to overcome the caster's POW on the resistance table, no Moeteri is created. What the fire vampire does next is entirely up to the fire vampire.

FOUR FIRE VAMPIRES:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	Weapons: Touch 85%, damage 2D6 burn + magic point drain.
CON	7	6	8	9	Armor: Most weapons do no harm. Water does one hit point per half-gallon poured over it, a typical hand-held fire extinguisher does 1D6 damage to it and a bucket of sand costs it 1D3.
SIZ	1	1	1	1	
INT	12	11	13	10	
DEX	16	17	23	15	
POW	14	12	12	13	
HP	7	6	8	9	

Note: Fire vampires are not particularly scary Mythos creatures. Most NPCs will not recognize them as dangerous until it is too late. Since Anthony Fava incorrectly believes the fire vampires have been bound to his will, keepers may wish to include a moment where Fava demands the fire vampires do something and they do not.

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MOETERI, Servitor Race. *“He stumbled toward us nude and smiling; spasmodically lurching from foot to foot while his eyes tipped toward us and away without seeming to see anything. I produced my revolver and pulled the trigger again and again. Great holes appeared in his chest and arms. Out of those holes – god! – tongues of flame emerged to lick the cool night air. I stepped back and fumbled for bullets with which to reload my weapon but primal terror immobilized my companion. ‘Run, James!’ I screamed – too late. The thing that seemed to be a man but was in truth merely wearing a human skin as you or I might shrug into a favorite jacket grabbed James, embraced him . . . and then kissed him. Fire poured from mouth to mouth . . . a foul inferno finding ready tinder and spreading itself. James tried to scream but could not. I screamed. I cried. And when James reeled in my direction, I cursed and once more raised my revolver...”*

Moeteri are large fire vampires wearing a human body. They are able to run and fight like a human being though their movements are always jerky and irregular while their eyes freely drift about. The fire vampire within a Moeteri is driven out by destroying the human body. It can voluntarily leave the body at any time.

With a successful Grapple roll, a Moeteri can attempt to spread to a second victim. With a successful POW vs POW roll on the Resistance Table, the second victim becomes a Moeteri. Moeteri rarely attempt to spread until their body has lost at least half of its hit points.

Crushing blows do only half damage to the Moeteri. Piercing weapons and bullets cannot impale. Slashing weapons such as a swung sword or axe do their damage normally and can impale. Fire can be seen through any large wounds to the flesh.

The physical characteristics and damage bonus of a Moeteri are the same as the human body it wears. INT and POW are those of a fire vampire.

MOETERI, the Central Park Predator

STR 10 CON 13 SIZ 12 INT 11 POW 17 DEX 10 HP 13

Weapons: Punch 50% (1D3), Kick 40% (1D6), Club 40% (1D6)

Spells: Shrivel, Spark

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THE FIRE VAMPIRE WITHIN

CON 8 SIZ 2 INT 11 POW 17 DEX 17 HP 8

Weapons: Touch 85%, damage 2D6 burn + magic point drain.

Armor: Most material weapons do no harm. Water does one hit point per half-gallon poured over it, a typical hand-held fire extinguisher does 1D6 damage to it and a bucket of sand costs it 1D3.

Spells: Shrivel, Spark

Note: Keepers may wish to "hide" the moeteri among the Legionnaires and let his true Mythos nature be a surprise. Alternatively, the keeper might wish to set up a situation similar to the quoted passage above – with a fat, naked man walking toward the investigators with oddly wandering eyes... The moeteri can be used to kill off thugs or cult members if that helps raise the tension and excitement. Additionally, the moeteri might spread to two or three victims if the climactic battle seems to be going too easily for the PCs.

SIX GOTHAM LEGIONNAIRES:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
STR	10	13	5	14	11	8
CON	12	10	16	12	15	12
SIZ	12	11	13	11	14	12
APP	6	9	9	10	11	15
INT	9	8	12	15	9	10
DEX	12	9	9	14	7	12
SAN	10	23	18	18	20	23
POW	4	11	7	7	8	11
HP	12	11	15	12	15	12
DB				+1D4	+1D4	
Blade:	all 25%	(1D4)				
Rock:	all 25%	(1D6) thrown	Central Park rocks			
Punch:	all 50%	(1D3)				

Note: These men and women are not yet totally insane, but they're all definitely suffering from temporary insanity. Their erratic behavior may cause them to attack wildly, scream incoherently, curl into balls, or otherwise confuse the investigators.

Gotham Legion

TWO NIGHTGAUNTS:

	<u>1</u>	<u>2</u>
STR	13	11
CON	11	12
SIZ	17	18
INT	2	5
DEX	10	15
POW	12	11
HP	25	28

Weapons: Grapple 30%, damage held for tickling;

Tickle 30%, immobilized 1D6+1 rounds.

Armor: 2-point skin.

Skills: Hide 90%, Sneak 90%

Sanity Points: 0/1D6 Sanity points to see a nightgaunt.

Note: Should nightgaunts be included in the climactic battle, keepers may wish to have them sneak out of nowhere, immobilize a target and take away their weapons. Should a nightgaunt be injured, however, there is a 20% chance the two will work together to pick up the offending human and bring him back to Nodens. Probably a one-way journey.

EIGHT SLEEPING SPEAR CULTISTS:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
STR	12	16	14	8	8	11	13	11
CON	9	12	12	13	12	7	9	13
SIZ	11	13	13	8	17	11	13	18
APP	19	11	10	9	10	8	9	6
INT	8	9	10	14	13	8	6	7
DEX	11	17	11	9	12	7	13	10
POW	7	7	4	16	13	9	17	14
HP	11	13	13	12	15	9	11	16
DB		+1D4	+1D4		+1D4		+1D4	+1D4
Dagger:	45%	65%	30%	15%	all at 40% (1D6)			
Punch:	55%	80%	35%	35%	all at 50% (1D3)			
Kick:	50%	70%	35%	20%	all at 30% (1D6)			
Butt:	50%	70%	50%	40%	all at 40% (1D4)			

Note: Cultists #4 and #7 know the spells Shrivelling and Spark.

Gotham Legion

TWO HUNTING HORRORS:

	<u>1</u>	<u>2</u>
STR	28	33
CON	10	11
SIZ	39	42
INT	16	14
DEX	13	13
POW	18	22
HP	25	28

Weapons: Bite 65% / 85% if grappled (1D6), Tail
90% Grapple

Armor: 9-point skin; cannot be impaled by bullets

Spells: Curse of the Stone, Death Spell, Enthrall
Victim, Implant Fear, Send Dreams*, Wither Limb*

*Horror 1 only

Sanity Points: 0/1D10 Sanity points to see a
hunting horror

Note: Should hunting horrors be included in the climactic battle, keepers may wish to have them swoop out of the sky, snatch up victims and disappear into the night. They can return every few rounds to terrify those who remain. It is unlikely that even pulpy investigators can go toe-to-claw with a hunting horror in these circumstances and survive.

EIGHT BLOODY TONGUE CULTISTS:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
STR	11	8	9	13	15	15	5	11
CON	8	12	14	9	7	6	5	14
SIZ	14	11	12	11	14	13	16	14
APP	12	12	9	11	8	12	12	12
INT	12	9	11	9	12	8	6	14
DEX	13	9	3	5	13	14	10	4
POW	7	10	14	8	3	7	7	14
HP	11	12	13	10	11	10	11	14
DB	+1D4				+1D4	+1D4		+1D4

Cult Dagger: all at 40% (1D6)

Punch: all at 50% (1D3)

Kick: all at 30% (1D6)

Bite: all at 5% (1D3) + SAN check 0/1

Note: The Bloody Tongue cultists are all insane due to exposure to Mythos creatures, rituals, and knowledge. They will not be frightened by Mythos creatures or magic – indeed they may rush forward in suicidal frenzy to embrace them... The cultists are able to pass as simply “strange” or “creepy” in their everyday lives; here, they’re full-on crazy.

Gotham Legion

EIGHT MORSE THUGS:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
STR	10	12	10	13	7	14	12	14
CON	14	13	9	10	12	11	15	5
SIZ	10	12	13	12	12	14	14	18
APP	11	14	10	7	11	16	9	11
INT	7	16	5	5	12	10	8	15
DEX	12	10	12	12	10	7	10	9
SAN	40	45	25	60	50	55	45	55
POW	8	9	5	12	10	11	9	11
HP	12	13	11	11	12	13	15	12
DB				+1D4		+1D4	+1D4	+1D4

Club: all at 55% (1D6)

Chain: all at 35% (1D6)

Punch: all at 60% (1D3) *brass knuckles add another 1D3*

Note: Morse's thugs are true bullies; they hate fighting and love beating people up. Their confident belligerence is a brittle thing. Though they hold up well in the face of violence, real danger reduces them to craven cowards. Should they make an appearance in the climactic battle, Morse's thugs can be a nasty threat before the fighting starts, dangerous for a couple of rounds, and excellent targets for a Moeteri or other Mythos creature – upon whose appearance, the thugs will turn on their heels and run.



Gotham Legion

TEN IMMIGRANTS:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
STR	12	12	10	10	14	14	13	11	9	16
CON	12	11	11	11	12	10	10	7	7	8
SIZ	12	14	10	10	16	17	11	16	12	10
APP	13	12	8	10	4	14	11	6	10	9
INT	14	11	15	11	11	11	8	12	11	11
DEX	11	12	14	6	12	10	12	12	6	12
SAN	70	45	30	55	60	45	45	40	35	70
POW	14	9	6	11	12	9	9	8	7	14
HP	12	13	11	11	14	14	11	12	10	9
DB		+1D4			+1D4	+1D4		+1D4		+1D4

Rock: all 25% (1D6) *thrown Central Park rocks*

Punch: all 50% (1D3)

Note: The immigrants are angry, frustrated, and desperate. Should they appear in the climactic battle, these innocents at risk make fine trouble for caring investigators. The immigrants do not necessarily want to fight and provide an opportunity for brainy investigators to contribute to the climactic battle by leading the immigrants away from danger and to safety. Keepers whose propensity for sweetness has been exhausted may prefer to use the immigrants as tragic cannon fodder.



Gotham Legion

TEN AFRICAN AMERICANS:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
STR	14	13	10	8	11	8	11	12	12	13
CON	10	8	6	13	8	9	6	7	8	14
SIZ	13	11	11	14	16	14	15	14	12	9
APP	13	15	12	14	7	9	11	14	13	13
INT	6	11	11	16	13	8	12	9	8	12
DEX	14	15	9	9	10	12	17	10	8	15
SAN	65	50	50	15	50	55	65	55	60	25
POW	13	10	10	3	10	11	13	11	12	5
HP	12	10	9	14	12	12	11	11	10	12
DB	+1D4					+1D4		+1D4		+1D4

Rock: all 25% (1D6) *thrown Central Park rocks*

Punch: all 50% (1D3)

Note: The African Americans are in about the same state as the immigrants. There is, however, no love lost between the groups. The African Americans tend not to like the immigrants because the immigrants are taking jobs the African Americans thought they'd earned after the Civil War. The African Americans are even less well-inclined toward the Bloody Tongue cultists. The cultists appear to be even more recent immigrants. Should they appear in the climactic battle, the African Americans are likely to get into an altercation and will stick with it longer than other groups. In the end, of course, they'll run.



Gotham Legion

TEN POLICE OFFICERS:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
STR	12	9	9	11	14	8	7	12	11	11
CON	13	12	5	9	9	11	8	10	7	6
SIZ	16	10	12	14	16	16	14	12	11	11
APP	8	12	16	8	6	10	7	12	13	7
INT	12	16	7	9	8	11	6	15	13	11
DEX	9	13	11	12	4	16	15	9	12	14
SAN	40	40	70	50	40	45	50	60	35	20
POW	8	8	14	10	8	9	10	12	7	4
HP	15	11	9	12	13	14	11	11	9	9
DB	+1D4			+1D4	+1D4					

Nightstick: all 40% (1D6)

.41 Revolver: all 30% (1D10)

Punch: all 50% (1D3)

Note: The police officers are exhausted. They've been working hard while wearing heavy, layered uniforms throughout the heat wave. They are accustomed to giving orders and having those orders obeyed if not respected. Should they appear in the climactic battle, they'll display some real bravery and their revolvers will be a great help against human adversaries. In the face of overwhelming danger, they'll try to make an organized retreat and summon more police officers to the battle. The reinforcements can arrive too late to do any good or provide keepers with a convenient deus ex machina.

THEODORE ROOSEVELT, future President and roughrider

STR 15	CON 16	SIZ 12	INT 13	POW 15
DEX 13	APP 12	EDU 17	SAN 65	HP 14

Damage Bonus: +1D4

Weapons: Punch 60% (1D3), Kick 45% (1D6), .41 Revolver 70% (1D10)

Skills: Credit Rating 80%, Dodge 26%, Fast Talk 25%, First Aid 40%, Spot Hidden 45%

Notes: These incomplete stats are for a young Theodore Roosevelt. Should he appear in the climactic battle, he will show himself a great leader of men. It is essential, however, that Roosevelt not overshadow the PCs. The investigators are the heroes of the story so Roosevelt will lead only NPCs and will happily follow PC suggestions.

Gotham Legion

SIX FIREMEN:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
STR	8	10	11	14	15	12
CON	14	11	16	17	15	10
SIZ	15	11	12	14	15	13
APP	14	15	3	10	8	14
INT	11	13	11	7	6	7
DEX	8	12	10	13	8	9
SAN	55	70	45	65	40	40
POW	11	14	9	13	8	8
HP	15	11	14	16	15	12
DB				+1D4	+1D4	+1D4

Axe: all 35% (1D8+2)

Punch: all 50% (1D3)

Hose: all 35% (1D3 – 2D6 against fire vampires)

Notes: Should the firefighters make an appearance in the climactic battle, they will be of great help fighting any fires started by the fire vampires and/or Moeteri. Their axes are quite powerful weapons, though none of the fire fighters is really trained in using them to attack. The fire fighters make very good investigator allies because of their tremendous bravery. These are men accustomed to the threat of immanent death. Keepers may wish to give them a bonus to any SAN checks they might need to make.

On Firefighting: There are no fire trucks in 1896 New York City, of course. The firefighters arrive in horse-drawn carts that also carry buckets, hoses, and hand-powered pumps. Kind keepers will put a moderately pressurized fire hydrant close at hand. Less kind keepers will require the firefighters to lay hose to a distant hydrant. Cruel keepers will require the firefighters to lay hose to a lake or river and hand-pump the water. Investigators who are too timid, weak, or mad to directly confront Fava, other cultists, or Mythos creatures might redeem themselves by taking an active roll in firefighting. Even if an investigator is simply helpless as a firefighter, he or she might provide essential aid by preventing the bad guys from cutting the hoses.

Gotham Legion

Epilogue:

Crack Of Thunder

Though the historical heat wave of 1896 did not end in a sudden dramatic downpour of water from the heavens, this adventure does. With Central Park burned and bloodied; with a once-well-meaning Anthony Fava defeated or dead; with Cthugha denied entry to our world – for the time being – a great crack of thunder signals a downpour. And the end of the heat wave.

(Of course if the investigators have somehow failed, Cthugha *does* go ahead and burn a blazing path through the heart of New York City. No rain. No relief. No pity.)

Keepers might want to end things with a grateful Roosevelt clasping their hands, thanking them for all they've done, and encouraging them to keep it up.

What Teddy Says:

Theodore turns his head to the heavens, doffs his hat and lets the rain pour down upon him. After several deep, cleansing breaths he turns to face you. He wears a

deadly serious expression, but there's a tiny gleam in his eye of . . . something else.

It's damn hard to believe this really happened. That it happened here...

That this city could hold within it a terrible secret. Like a great shiny apple unwillingly used as safe harbor for a worm of terrible decay. I doubt one man in a thousand would believe it.

Yet there it is.

Cause to make a man wonder, don't you think? What else might an intrepid group of roughriders discover lurking at the core of this city? This big apple of a city.

I pray you'll stay the course, gentlemen. Adventure awaits.

There's that gleam again.



Gotham Legion

Just Rewards

If investigators have prevented Fava summoning Cthugha to Central Park *and* realize what they've done, they gain 1D20 SAN. Every fire vampire destroyed during this adventure gains the investigators 1D3 SAN.

The destruction of other Mythos creatures should also be worth

around 1D3 SAN.

Investigators gain 1 SAN for each known cultist killed.

Investigators lose 1D2 SAN for each civilian killed – or those the investigators believe were civilians.

Capturing Fava gains investigators 1D6 SAN. Killing him loses investigators 1D6 SAN.

APPENDIX

Handouts

Opening Image



Gotham Legion

1

AN ORATION OF ADVENTURE: Inquisitive persons possessing interest in matters historical, Roman, antique, occult, mysterious, and fearfully dangerous are invited to attend a lecture at the Gotham Legion Hall the evening of this Wednesday, July 29. Gotham Legion founder Anthony Fava will present to those in attendance a true story of his recent activities in Rome, what he found there, and that mortal menace that very nearly found him. Doors open to non-members at 6 PM. Speech to begin at 8 PM. Light refreshments provided. No charge.

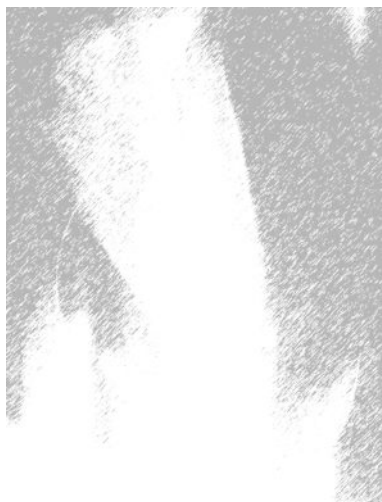
2

My Friend,

Perhaps you have taken note of my absence over the past few months and wondered with what I might be occupying my time. You will no doubt be unsurprised to learn that I have been in that ancient state of Rome. It is unlikely in the extreme, however, that you could guess what terrifying and thrilling adventure caught me up whilst I indulged my well-known passion. Might I not tempt you to be in attendance when I lay those events before the public at 8 PM, Wednesday, July 29 in the Gotham Legion Hall auditorium? I would be greatly honored by your presence and unreservedly assure you that your time will have been well spent.

Yours Most Cordially,

Anthony Fava



Gotham Legion

3

ASSASSINS WARNED

An Interview With a Defiant Anthony Fava

New York City, July 30. – The Evening Times was fortunate to secure an exclusive interview with prominent New York City businessman Anthony Fava who readers will remember was the target of an assassination attempt last night. Mr. Fava was generous with his time and provided this reporter with extraordinary access and candor. Edited only for space, the interview follows:

The Evening Times: The police say you are lucky to be alive.

Anthony Fava: We are all lucky to be alive, are we not?

ET: Not all of us are targeted by foreign assassins.

AF: Who can understand a madman?

ET: Or four?

AF: Or four. I think the police are just as astonished as I.

ET: You often travel to Rome, don't you? I suppose many immigrants would like to return to their home country.

AF: Both on business and for pleasure. But I am all American.

ET: Of course you are. Italian American. Nothing to be ashamed of.

AF: That's right. I am not an immigrant – I was born here – but I know that most immigrants are fine upstanding members of society.

ET: Yes. You employ many of them, do you not? In your import business.

AF: I do. As do many businesses and factories in New York City.

ET: Of course. And you welcome them to your Gotham Legion. What is the Gotham Legion? A resettlement house? Some sort of charity?

AF: The Gotham Legion is much like the Stone Masons. A group of civic-minded people working together for the betterment of all. Combating dark forces that threaten us.

ET: Dark forces. But you employ negroes as well, don't you?

AF: Yes. All men being created equal, I choose to give them equal opportunity.

ET: Well, I thank you for your time and I'm sure I speak for all of us when I say that I'm so glad you escaped from your encounter with those fanatics unscathed.

There you have it. Dark forces beware: Anthony Fava is ready for you!

Gotham Legion

4

It is important to note that no historical sources survived that were contemporary with Nero. What we know of Nero was written no less than 50 years after his death. Pliny the Elder mentions Nero in his *Natural Histories* only as an “enemy of mankind”.

Described by Suetonius in his *Life of Nero* as “about the average height, his body marked with spots and malodorous, his hair light blond, his features regular rather than attractive, his eyes blue and somewhat weak, his neck over thick, his belly prominent, and his legs very slender”, Nero Claudius Augustus Germanicus (born Lucius Domitius Ahenobarbus and commonly known as Nero) was Emperor of Rome from 54 to 68 A.D. He was set upon the throne at the age of 16 after his mother, Agrippina, poisoned Emperor Claudius.

Known for his diplomacy, devotion to trade, the construction of theaters, and a love of gladiatorial combats. Equally reputed to be a cruel and extravagant tyrant who executed any who opposed him – including his mother, stepbrother, ex-wife, and pregnant wife whom he reportedly kicked to death. Reported to have been the arsonist responsible for the five-day Great Fire of Rome which destroyed much of the city in 64 A.D. Nero committed suicide to avoid assassination.

It is widely believed that Nero was quite mad by the end of his life. Aside from his penchant for executions, he is known to have

- ◇ ordered the marshes of Ostia filled with rubble from the Great Fire
- ◇ built a palace complex of up to 300 acres in size that included lush vegetation and a 30 meter statue of himself (the Colossus of Nero)
- ◇ spent an enormous sum on a failed attempt to dig a canal at the Isthmus of Corinth
- ◇ launched a failed expedition to discover the source of the Nile River.

According to the Talmud, Nero went to Jerusalem in 66 A.D. and converted to Judaism. No other sources mention that he became a member of a religion widely considered at that time to be barbaric and immoral.

In the apocryphal *Acts of Peter* (c. 200), the Apostle Peter is said to have been crucified upside-down in Rome during Nero’s reign.

The Bishop of Eusebius of Caesarea wrote some two hundred years after Nero’s death that the Apostle Paul was beheaded in Rome during Nero’s reign.

The *Ascension of Isaiah*, *Sibylline Oracles*, and the writings of Augustine of Hippo suggest Nero was the Antichrist. Many Biblical scholars state that when Nero’s name is treated according to Hebrew numbers, the letters add up to 666 – the number of the beast.

Gotham Legion

7

My Friends,

First, please do allow me to apologize for my last dispatch. It was written in haste and while I was not wholly in command of my nerves. I am both embarrassed by that letter and appalled at my unmanly reaction to strain.

I am mindful of my ancestors. How would the Fava men who have come before me have dealt with the shock of men armed against them? Would that I could find some question as to their resolve and determination. But how could I? Their heroic actions in every important American war lays bare my cowardice.

I who have before this year been confronted with no danger more fearful than a paper cut inflicted by an old and musty tome have, I think, found a cause in which my talents shall at last stand in service becoming my lineage. It is evident, is it not, that that the group of people who attacked my carriage are members of an evil and bloody cult? Further, is it not evident that the men who came with murderous evil intent to the Gotham Legion Hall this past Wednesday the 29th were also members of an evil cult?

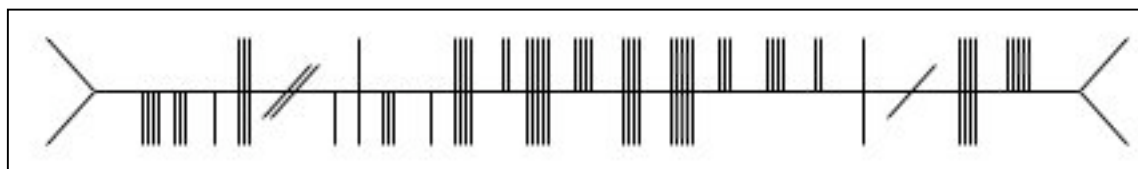
My course is clear. As these villains would stand against me and mine and all good people, so must I stand against them. I beg your assistance in this new endeavor. Won't you please agree to find the source of this dark-skinned cult in New York City? I will, of course, pay for your time and expenses.

I await and anticipate your positive reply.

Yours Most Cordially,

Anthony Fava

18



Written here in English translated into ogham script is the following: "Cthugha the life in flames". Ogham script is from 5th century Ireland.

Gotham Legion

8

My Dear Ones,

I think of you now and would be particularly glad if you could be of service. I distrust men of hysterical temperament and count you not among them.

I am much concerned of the strains physical and mental these hot days have wrought upon the citizens of New York City. While one man buckles in shuddering horror at his condition, a hundred find the beast side of their natures strengthened and intensified. There are communities where self-raising is very hard; some through no fault of their own; others through lack of intelligence or character.

Such people and such communities can now be found in the tenements.

I have determined myself to help these people and others like them and am even now studying how best that might be accomplished. I ask that you might be of aid during this crisis of heat by serving as my eyes, ears, and hands among the poor tenement dwellers. In particular, the police, fire services, and coroner's offices are strained to breaking.

I shall return to the city in short order, have no fear. In the meantime, I beg your acquiescence to my peculiar, though heartfelt, request.

Yours Sincerely,

Theodore Roosevelt

6

FRIENDS,
I AM TO COME AT ONCE! WHAT
HAVE I DONE? WITHOUT
I AM LOST. COME.
PLEASE COME.
Anthony Fava

Friends,

I am to come at once! What

have I done?

Without I am lost. Come.

Please Come.

Anthony Fava

Gotham Legion

11

COME TO MY HOME AT ONCE STOP DO NOT DELAY STOP YOUR
ASSISTANCE REQUIRED STOP MAKE LEGION A POWER FOR GOOD STOP
A FAVA

12

RUSTICUS REACHING OUT FROM ROME
OSCAR WILDE & CLOVER DRAW
YOU SLASH AWAY AT NERO WITH YOUR PEN
INSTEAD OF DRAWING ME A PORTRAIT
DETAILS DAMN YOU
WHY COULDN'T YOU BE REMBRANDT?
NOTHING FOR IT
BUT WHAT DOES HE MEAN HERE?
THE SERVANT'S TESTIMONY - MUST
REMEMBER THOSE WORDS
IS IT REALLY AS SIMPLE AS THAT?

*Rusticus reaching out from
Rome Oscar Wilde so clever
droll you slash away at Nero
with your pen instead of
drawing me a portrait
details damn you Why
couldn't you be Rembrandt?
Nothing for it but what does
he mean here? The servant's
testimony - must remember
those words is it really as
simple as that?*

14

I CALL THEY COME
WHAT WOULD NERO CARE FOR THE
ROBES AND LAUREL AND TRAPPINGS
OF STATE? RUSTICUS YOU OLD
FOOL YOU NEVER GUESSED HIS
TRUE EMPIRE
DID YOU?
NEVER KNEW WHAT LEGIONS HE COMMANDED

*I call they come what would Nero care for the robes and laurel and trappings of state? Rusticus you old fool
you never guessed his true empire did you? Never knew what legions he commanded*

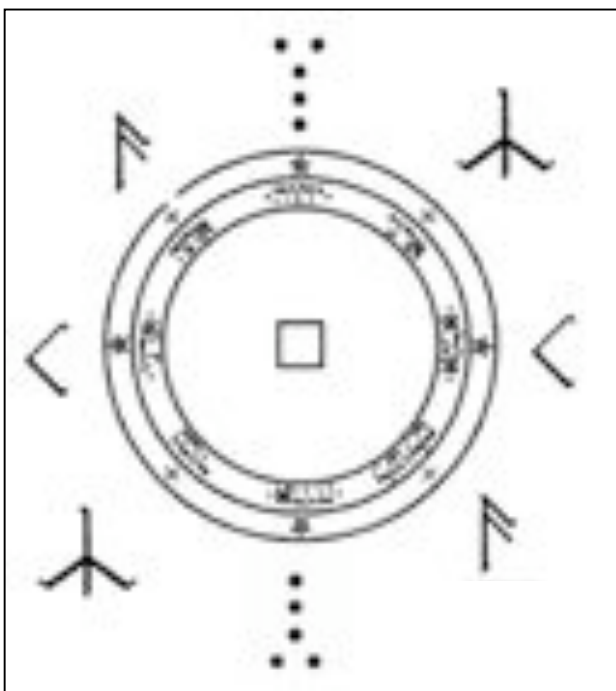
Gotham Legion

13

My Fears Relieved! Thought I Lacked
 THE INNER SPARK - FORTITUDE! - TO USE
 THIS POWER
 FELT MY SPINE CRACK LIKE A WHIP I
 WAS AFRAID BUT PRESSED ON AND NOW
 IT IS LIKE ANYTHING LIKE RUNNING
 OR SWIMMING MAYBE SO DIFFICULT FOR
 THE RANK AMATEUR AND THEN YOUR
 ENDURANCE BUILDS AND YOUR BODY
 KNOWS THE MOTIONS AND IT IS ALL
 SO SIMPLE
 I COULD
 DO IT AGAIN AND AGAIN
 THERE IS STRAIN, YES
 BUT I WILL OVERCOME THAT TOO

My fears relieved! Thought I lacked the inner spark – fortitude! – to use this power felt my spine crack like a whip I was afraid but pressed on and now it is like anything like running or swimming maybe so difficult for the rank amateur and then your endurance builds and your body knows the motions and it is all so simple I could do it again and again there is strain, yes but I will overcome that too

16



The magical circle is an essential element in medieval and Renaissance ceremonial magic. Words and symbols are intended to be a barrier against hostile spirits and forces. This circle has roots in Arabic magic.

Around the circle are these symbols:

N: Caput Draconis, geomancy symbol meaning “head of the dragon”

NE/SW: Ansuz, futhorc rune “god” contains the ideas of consciousness and communication

E/W: Cen, futhorc rune “torch” meaning unknown

SE/NW: Calc, futhorc rune “cup” meaning unknown

S: Cauda Draconis, geomancy “tail of the dragon”

Gotham Legion

15

CP
THIS CALL A COMPULSION IN MY MIND
SMOLDERING HE LICKS MY SOUL
HOW COULD I DENY HIM? WHY WOULD I?
WHY NOT LET HIM COME? HIRE HIM HERE
CP IS HE NOT A GOD? I AM SUMMONED
SUMMONED TO SUMMONED SUMMON MY SUMMONERS
TO SUMMON MY SUMMONER AND SUMMER
SOME SUMMER WILL BE CP
SUMMON MY SUMMONERS TO SUMMON MY SUMMONERS

CP this call a compulsion in my mind smouldering he licks my soul how could I deny him? Why would i? why not let him come? Hire him here CP is he not a god? I am summoned summoned to summoned summon my summoners to summon my summoner and summer some summer will be CP summon my summoners to summon my summoner...

21

The candles in Fava's rooms are like none you've ever seen before. Their color seems to lack permanence. A trick of their material construction, no doubt, plays with light to give them the appearance of being yellow or orange or red in turns. Truly remarkable.

Their scent is likewise difficult to pin down. At first cloyingly pungent then aromatically cinnamon and cloves then musky, dusty and old. What strange substances must have been mixed with their wax? A master craftsman. Or a mad one.

Finally, a mystery of sorts. Each candle has been burned down to one degree or another. But none – not one – shows any sign of the flame having been disturbed in the slightest. It is as though each flame burned steadily vertical so long as each wick was lit. As though untouched by a breeze or draft of any kind. It seems unlikely in the extreme that the air in Fava's rooms could have remained so perfectly still.

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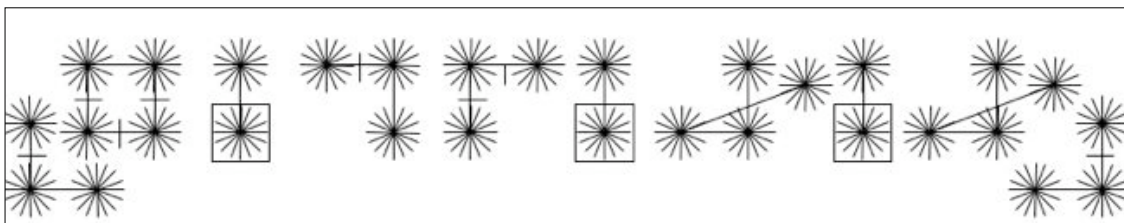
20



This is a map of the Great Hill portion of Central Park seen from an imaginative perspective – as though the person who produced the sketch has been aloft above the park. Though this map may not immediately ring a bell with PCs, the notes in the upper left corner can help. “CPW” stands for Central Park West. “W105” stands for West 105th Street. With this information it should be very easy to identify the central location as the Great Hill.

The writing in the middle can be translated as “The torch is known to every living man by its pale, bright flam / It always burns where princes sit within.” It is a portion of an Anglo-Saxon rune poem. The futhorc rune Cen (meaning “torch” is the last symbol.

17



Purported to be the script of angels – Coelestial writing – these occult symbols spell out something that is not English. The first and last “letters” are in subscript. From left to right, the symbols translate to the letters: CYOGSOTOTK. The letters can also be translated to geomancy symbols; the first and last of these are the Caput Draconis, the head of the dragon, and the Cauda Draconis, the tail of the dragon.

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5

The writings of historian Fabius Rusticus have been lost to history. Both quoted and admonished by Tacitus, Rusticus was one of the primary sources for Tacitus' *Annals*. No dry, objective academic, Rusticus is reported to have written graphic, eloquent accounts of politics, war, and scandals with an eye for the titillating and outrageous.

An outspoken critic of Emperor Nero, Rusticus described Nero as first wishing to sleep with his mother and later to kill her. He implicated Nero in Seneca's suicide, the extraordinarily cruel tormenting of Christians, and in a mad plot to burn Rome – the Great Fire of Rome. Rusticus is supported by Suetonius and Cassius Dio in reports that Nero sang the “Sack of Ilium” in stage costume while the city burned.

It should be noted that Tacitus places Nero in Antium – not Rome – at the time of the fire. Tacitus reports in his *Annals*, however, that Nero blamed Christians for the fire and “Covered with the skins of beasts, they were torn by dogs and perished, or were nailed to crosses, or were doomed to the flames and burnt, to serve as a nightly illumination, when daylight had expired.”

19



A fairly recent symbol known as the Goat of Mendes. Generally associated with Satanism, the Goat of Mendes is more likely an invention of the Knights Templar in reference to the Muslim faith. Though popular among Spiritualists and Occultists in pre-Civil War days, the Goat of Mendes in recent years is most popular among amateur magicians and charlatans.

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From the New-York Tribune. The complete story takes up half of page 1 and is continued on page 4.

9

MR. BRYAN ARRIVES SUPPORTIVE CROWDS GREET HIM

William Jennings Bryan arrived with his wife and entourage in Jersey City late yesterday. Their long day of travel included the Pennsylvania Railroad, a ferry across the river, and carriage to the home of a National Committee member in part responsible for making Mr. Bryan the Democratic candidate for President of the United States of America. Mr. Bryan and Mr. Sewall, the Vice-Presidential candidate, will receive their official nominations at a ceremony this evening at Madison Square Garden.

The police are expected to focus their energies on protecting and supporting Mr. Bryan. The sold out MSG event will draw thousands of cheering New Yorkers hoping to hear a speech as uplifting and invigorating as the "Cross of Gold" speech that brought Mr. Bryan so much attention earlier this year in Chicago. It is widely hoped this event will provide some much-needed relief to the poor and disadvantaged struggling so terribly with the unrelenting heat of the past many days.

Last night a large contingent of police officers was nearly overwhelmed by a crowd of supporters. It was all the police could do to keep the sidewalk clear. One supporter waited with his coat and collar off but his eagerness to vote for Mr. Bryan unwilted by the weather. Many passers-by stopped to see if the heat had prostrated yet another New Yorker – or had brought tempers to a boil resulting in fisticuffs.

From page 6 of the New York Times.

10

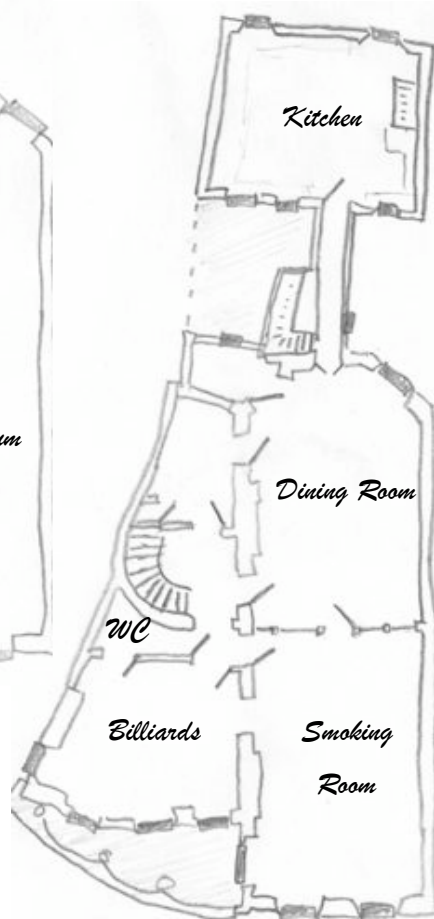
MISSING GOTHAMITES - Families Concerned

The implacable sun has driven much of Gotham's businessmen to the breaking point. Some scoffed when meetings were postponed to await more favorable weather, but those cautious souls may have been the wiser. A tragic case in point is a large number of influential members of the Gotham Legion social club who apparently chose to meet despite the heat. Families report at least eight missing members and it is feared that they may number among the hundreds of anonymous New Yorkers prostrated. No one wishes to voice the horrible suspicion that some or, indeed, all of them may be counted among the heatstroke victims awaiting the overburdened coroner's office. This newspaper counts 181 dead and 405 prostrated in the past 24 hours.

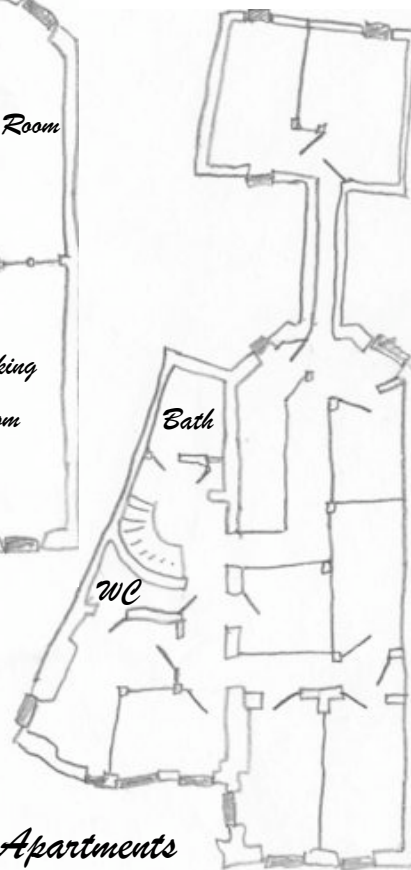
Gotham Legion



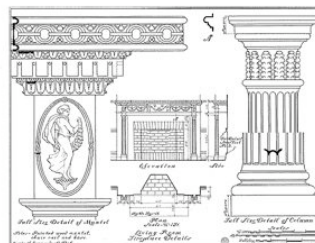
Main Floor



Club Floor

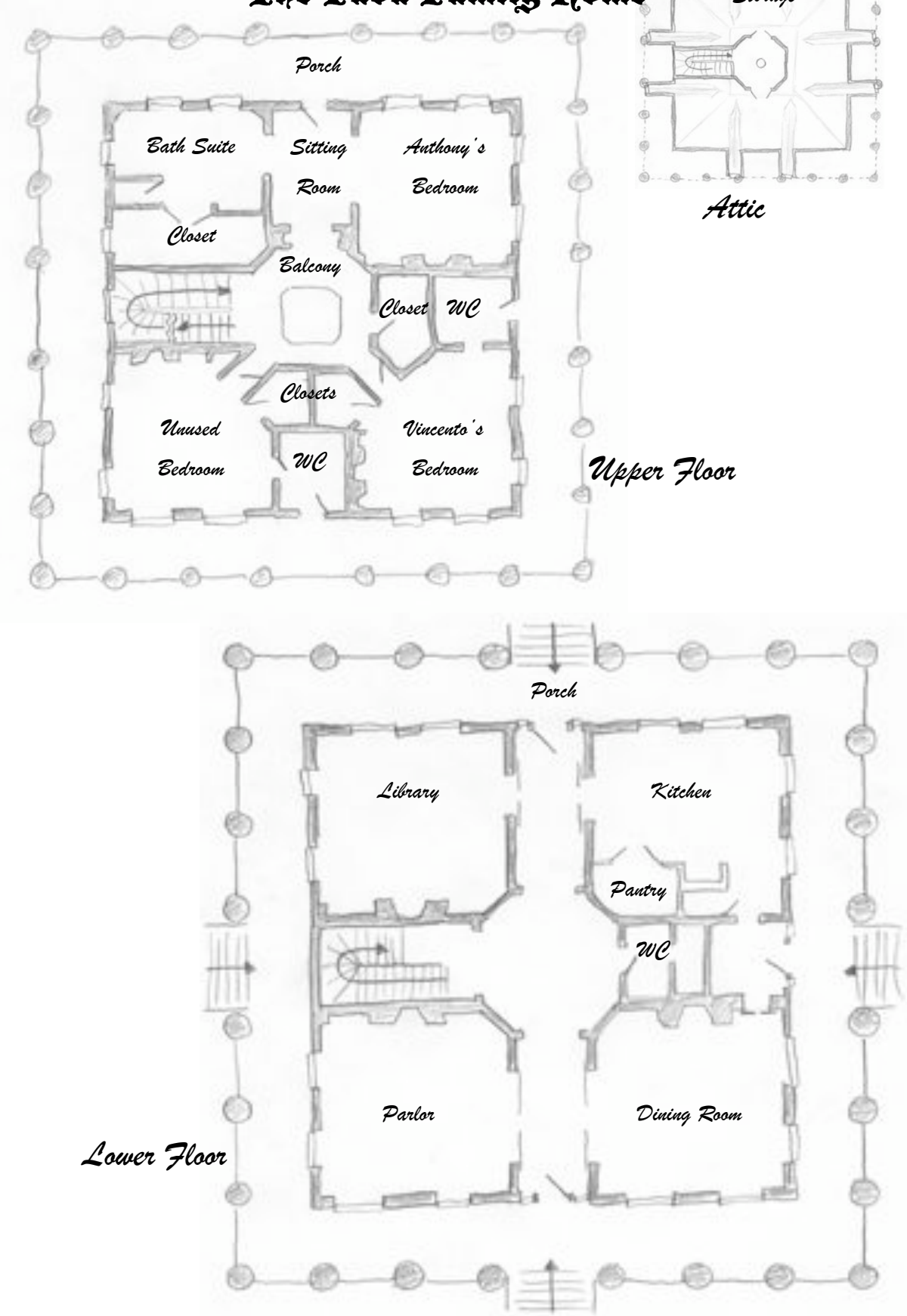


Apartments

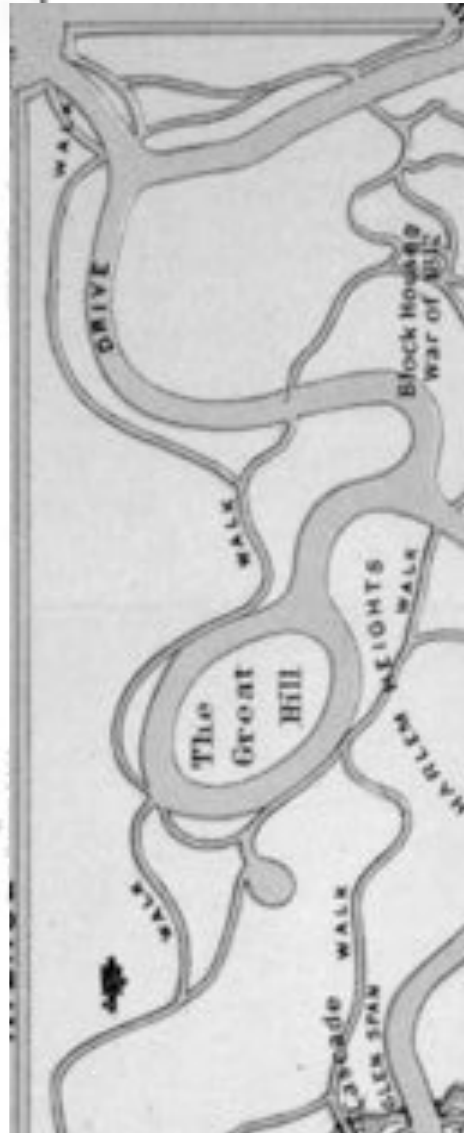
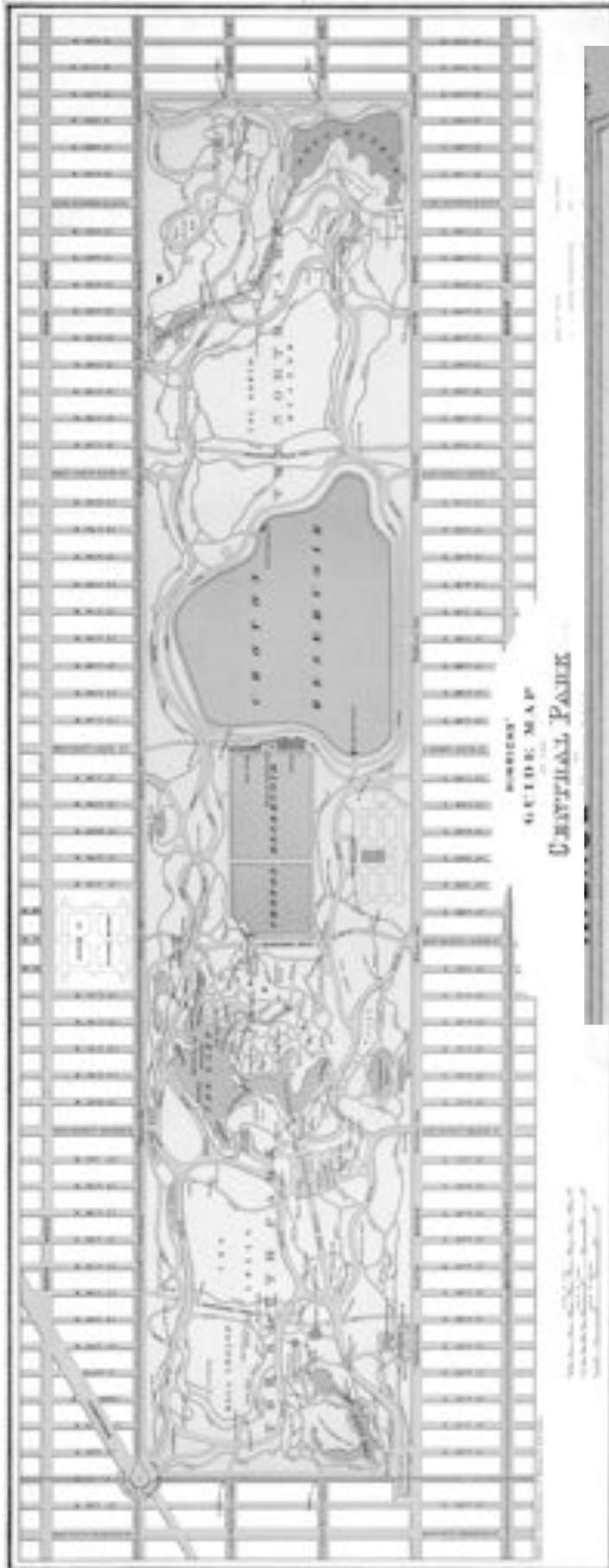


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The Fava Family Home

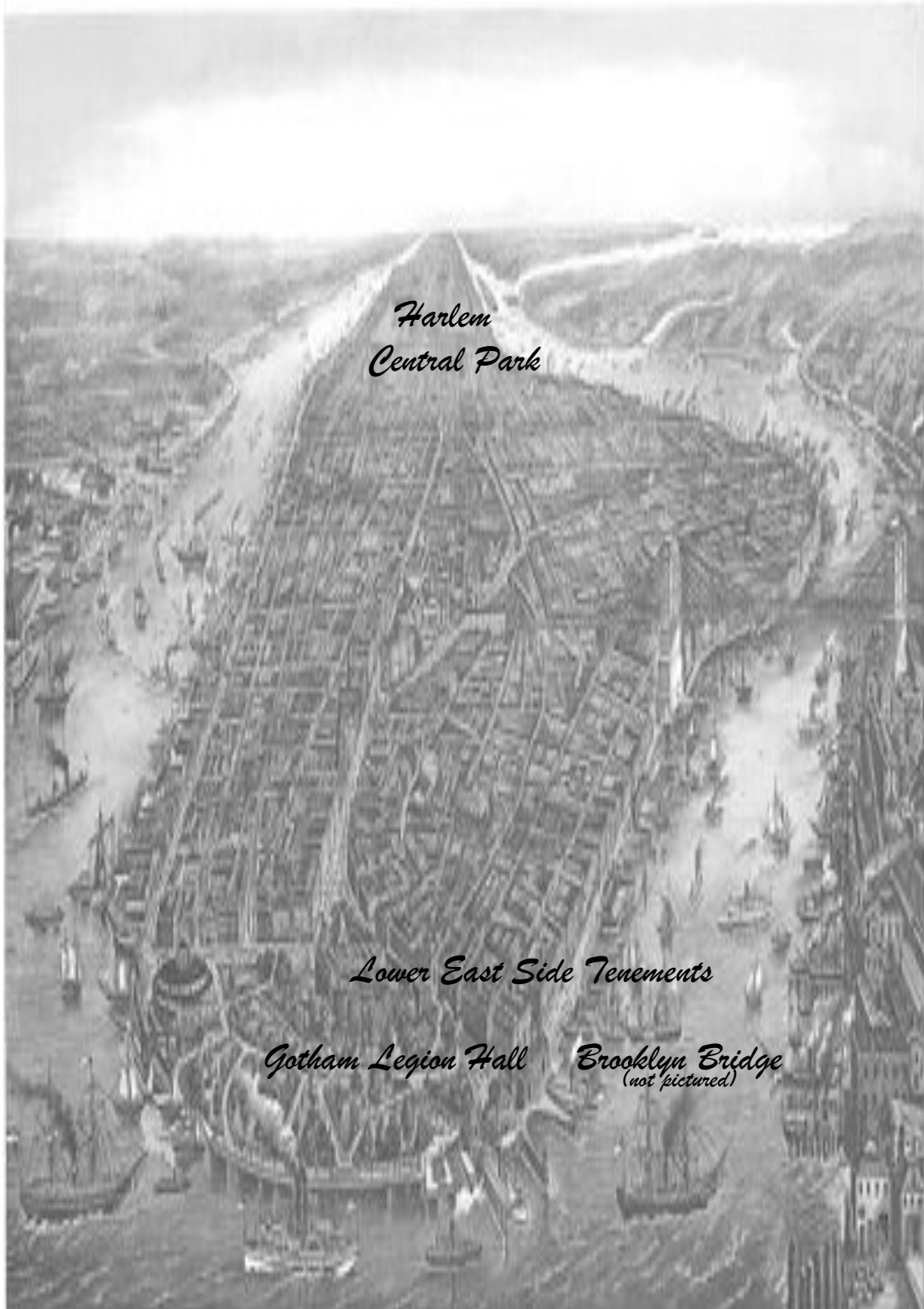


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Manhattan circa 1890



Gotham Legion

New York City, 1896

A Short History of NYC

New Amsterdam became New York City in 1855. It was not a quiet place. The state militia was required to put down the two-day Dead Rabbits Riot between two gangs in 1857 – a riot that left 100 dead.

The years leading up to the Civil War (starting in 1861) further split the city as citizens lined up along Union or Separatist lines. A proposal for New York City secession as a neutral sovereign city-state called “Tri-Insula” was narrowly put down. Opponents of conscription began another five days of rioting in 1863 – the worst riots in American History.

After the Civil War, New York City became a center of culture and corruption. Institutions including the Metropolitan Museum of Art, the Metropolitan Opera, the American Museum of Natural History and the Brooklyn Museum were all founded in the post-war period. New York City newspapers became important sources of news across the United

States with James Gordon Bennett, Joseph Pulitzer, and William Randolph Hearst competing for readership.

In 1874, New York City annexed the Bronx. In 1883, the Brooklyn Bridge tied New York City to Brooklyn. Already the third most-populous city in America, Brooklyn annexed the remainder of Kings County in 1896. Many anticipate the consolidation of New York City, Brooklyn, Queens and Staten Island – an event that will occur in 1898.

Gaslit Gotham

New York City in 1896 is a magnet for immigrants. A rapidly expanding industrial engine clamors for cheap labor and over the next three decades millions of people dreaming of a better life heed the call.

Oppressive, unsafe conditions in the factories spark violent labor uprisings. Desperate immigrants have driven down wages far enough to depress the city’s economy. The immigrants are

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left with no option but to live in overcrowded tenements seething with hatred and prejudice. Jacob Riis' photo documentary *How The Other Half Lives* published in 1890 shone a light on ghetto conditions and sparked national debates over immigration, living conditions, child labor, and the government's role in helping the poor.

Nativist movements have middle-class residents terrified of committing "race suicide". The establishment of the Immigration Restriction League in 1894 is going strong while nearly a dozen settlement houses in 1896 strive to help immigrants adapt to life in the U.S. Everything from the city's inability to keep up with basic sanitation to the rise of unions to vice and corruption increases the tension.

In 1890, over 640,000 of the 1,515,000 people living in New York City were born in Europe. Most came from Germany and Ireland with lesser populations of Russians, Italians, Germans, Austria-Hungarians, and Irish. In 1896, the immigration trends are shifting. By 1910, the number of New Yorkers born in

Europe reaches 1,944,000 with most coming from Russia and Italy and lesser populations of Germans, Austria-Hungarians, and Irish.

Transportation around New York City is primarily on foot, by horse-drawn carriage or on the new-fangled electrified streetcars introduced in 1894. Streetcar drivers are frustrated by new expectations that they will actually keep to some sort of schedule.

Gas streetlights are the norm. Telegraph wires from at least a dozen competing wire services criss-cross the streets from pole to pole. Most people get their information from newspapers – especially the penny papers hawked by legions of paperboys (some as young as 6) and –ladies (some old enough to be grandmothers).

Child labor laws are unknown. Suffragettes have not won the right to vote but are testing their power with a powerful temperance movement. Most men work all day six days a week. Immigrant women take in extra work at home while middle and upper class ladies take it as a matter of pride

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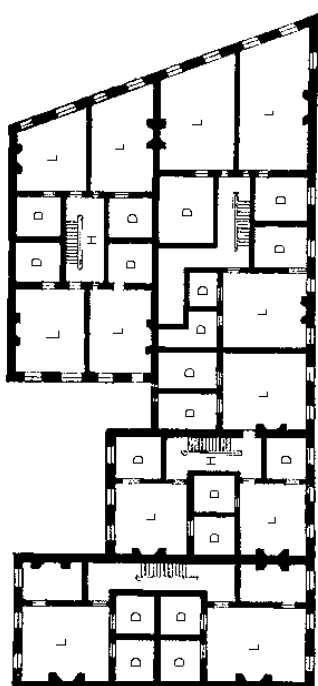
to do no work at all. Although the Civil War is long over and slavery has been abolished, discrimination and exploitation of all sorts is both widespread and accepted.

No New Yorker – man, woman, or child – would be seen out of doors without a hat. Clothing is layered, buttoned up, and generally ill suited for workers to wear – especially during a heat wave. Most tenement dwellers share a single water tap and an outhouse with the other people living in their building; with whole families living in single rooms privacy is a coveted luxury.

A typical 1863 tenement layout:

L = room with natural light

D = room with no natural light



1895-1896 Highlights

The following information is given for general background information. Keepers can draw from it to provide atmosphere and topics for NPC conversations. Players might find character inspiration. Entries in italics are not directly related to New York City. The remainder of entries take place at least partly in NYC.

1895

Jan 31: Jose Marti leads an invasion force from New York City bound for Spanish Cuba.

Feb 24: *Cuban war for independence begins.*

Mar 18: *200 African Americans leave Savannah, Georgia for Liberia.*

Apr 5: *Oscar Wilde, accused of homosexual practices, loses libel case against Marquess of Queensberry.*

April 17: *Treaty of Shimonoseki ends first Sino-Japanese War.*

May 8: *China cedes Taiwan to Japan under Treaty of Shimonoseki.*

May 20: 153 Broadway, New York City hosts the first ever

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commercial movie performance.

May 25: *Oscar Wilde sentenced to two years hard labor for being a sodomite.*

June 11: *Charles E. Duryea patents a gas-driven automobile.*

June 17: The U.S. Ship Canal at West 225th Street in the Bronx is completed; Marble Hill is cut off from Manhattan.

Aug 31: *Quarterback John Brallier is paid \$10 in the first professional football game in the U.S.*

Sep 18: *Booker T. Washington delivers his "Atlanta Compromise" address calling on African Americans to work and work hard, and on white Americans to hire African Americans over immigrants.*

Sep 21: *Duryea Motor Wagon Company, the world's first manufacturer of automobiles opens.*

Oct 2: The first cartoon comic strip, The Yellow Kid, is printed in a New York newspaper.

Nov 5: *Utah accepts female suffrage.*

Nov 27: *Alfred Nobel establishes the Nobel Prize.*

Nov 28: *America's first auto race starts with six cars racing 55 miles with the winner averaging seven miles per hour.*

Dec 28: *The world's first movie theatre opens in Paris.*

1896

Jan 1: *Wilhelm Rontgen announces his discovery of X-rays.*

Jan 4: *Utah becomes the 45th State in the United States of America after the Mormon Church abandons polygamy.*

Jan 6: The first U.S. women's sex-day bicycle race starts in Madison Square Garden, New York City.

Jan 18: First demonstration of an X-ray machine in the U.S. in New York City.

Feb 23: *Leo Hirshfield introduces the Tootsie Roll.*

Mar 8: The Volunteers of America forms in New York City.

Mar 20: *Marines land in Nicaragua to protect U.S.*

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citizens.

Mar 31: *Whitcomb Judson of Chicago patents the zipper.*

Apr 4: *Announcement of gold found in the Yukon.*

Apr 6: *American James Connolly wins the first Olympic gold medal at the first modern Olympic Games in Athens, Greece.*

Apr 19: *Herzl's The Jewish State calling for the establishment of a Jewish homeland is published.*

Apr 20: The first public film showing in the U.S. – John Philip Sousa's *El Capitan* premieres in New York City.

Apr 23: Koster and Bial's Music Hall in New York City premieres motion pictures using the vitascope system.

May 18: *The U.S. Supreme Court case of Plessy vs. Ferguson affirms race separation in private businesses – "separate but equal".*

May 26: Dow Jones starts an index of 12 industrial stocks which closes at 40.94.

May 30: The first automobile accident occurs when Henry Wells hits a bicyclist in New York City.

June 2: *Guglielmo Marconi patents the radio.*

June 6 and 7: First George Samuelson and later G. Harpo and F. Samuelson leave New York harbor to row across the Atlantic Ocean. G. Harpo and F. Samuelson take 54 days to complete the journey.

Jul 8: *William Jennings Bryant's "Cross of Gold" speech calling for a move off of the gold standard rocks the Democratic Convention in Chicago.*

Aug 1: *George Samuelson reaches England.*

Aug 11: *Harvey Hubbell patents the electric light bulb socket with a pull chain.*

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The *Historica Nero*

The *Historica Nero* by Fabius Rusticus is a Mythos-related tome considerably older than the *Necronomicon* but by no means as important to Call of Cthulhu investigators as that storied tome by the mad Arab, Abd al-Azrad. The *Historica Nero* is a history of Nero Claudius Caesar Augustus Germanicus written after his death in 68 A.D. The book begins as a somewhat florid account of Nero's early reign. The writing and the accounts it conveys take a decidedly darker tone about a quarter of the way in from the beginning.

Rusticus provides a great deal of circumstantial evidence and rumor that suggests Nero's involvement in a bizarre fire cult. The cult was neither Roman nor Greek, but of an age so great as to be beyond the borders of any known country, culture, or people. It is Nero's involvement in this cult and his rise within its ranks that Rusticus cites as primarily responsible for the Emperor's creeping bloodthirsty madness.

Rusticus reports on secret

ceremonies Nero attended or led after nightfall in the palace gardens and in other remote places. Though possessing no eye-witnesses to the ceremonies themselves, the *Historica Nero* does contain the words of unnamed men and women (probably servants) who describe strange lights in the sky, rhythmic drumming, the playing of ill-tuned lyres and flutes, inhuman chanting, and horrible screams.

Rusticus faithfully records the odd syllables his sources remembered hearing. In addition, Rusticus reproduces certain symbols and diagrams said to have been spotted among Nero's papers and apparently burned into the earth after some of his ceremonies. Much space in the book is taken up with speculation as what it all might mean.

The original *Historica Nero* was written on leaves of papyrus bound together in a large codex in about 69 A.D. It was stolen from the office of Professor Juan Maceli at Sapienza University. Its current whereabouts are unknown.

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Anthony Fava's copy of the *Historica Nero* is a smaller, bound manuscript on modern paper. And a very imperfect source of Mythos knowledge. The original author was copying down the reported memories of second-hand witnesses to Nero's ceremonies. Fava's copy was hastily made and contains additional errors.

Sanity loss 1D8/3D6 Sanity points;
Cthulhu Mythos +8%; spell
multiplier x3.

Spells contained:

Contact Cthugha; Summon Fire
Vampire (note that the "Bind"
portion of this spell does not work;
Create Moeteri; Shrivelling

