



# THE RED TOWER

A “No Security” 1930’s Horror Scenario



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A Hebanon Games Product



## THE RED TOWER

### INTRODUCTION

The Red Tower is a complex supernatural mystery set in the Chicago meatpacking district during the tumultuous months after the fall of Al Capone. Four-to-six players play members of various urban factions that discover a monstrous threat worming its way through city's heart. Thematically, the adventure confronts the characters' prejudices involving politics and class with a terror antithetical to life itself. It can be completed in one or two sessions, depending on the level of detail employed by the GM and the style of play.

This adventure starts with an overall description of the setting and plot for the GM's use. Information the players can reveal through roleplaying can be found in the gameplay section.

### 1931: Chicago, IL

Two years into the recession and it seems not even illicit economies can survive. Al Capone has been arrested, and the big fish is dragging huge sections of his underworld infrastructure down with him. Nitti is attempting to solidify power with the remaining members of the family, but in the tense months following Capone's indictment, a new successor is far from certain.

With every lowlife in town desperate to clamor higher up the pecking order, the politics of the city are following suit. The mob's decapitation took a number of corrupt officials down as well, and power vacuums in the bureaucracy have civil servants on both the state and federal levels trying to become the next Eliot Ness. The Treasury Department's Bureau of Investigation is cleaning out the last of Capone's operation, hoping to squeeze one last big bust out of the Capone ledgers.

## GM INFORMATION

### The Wayward Son

Andrew Chambliss, heir to an American food processing empire and a fortune in French agricultural holdings, wanted nothing to do with the family business. It's not that he found it distasteful; frankly, the hullabaloo about "worker exploitation" fell as dead to his ears as the braying of the cattle in his father's yards. Put simply, the whole business was beneath him. His was an intellect molded by the finest tutors money could buy and forged in the most exclusive European universities. His destiny lay in academia, much to his father's obvious disappointment.

In the late 1900's, when one of father's business acquaintances managed to buy the ruins of a lost civilization from the South Americans for pennies on the acre, Andrew practically packed his bags overnight. He finally had his chance to distinguish himself as a man of science, and his father would be rid of his insufferable embarrassment of a son for a time. Who knew? Father Chambliss wondered if the harsh jungle expedition might not finally exorcise the boy's bookish nature and return him ready to take over the family business.

### The Well of Souls

The guides had been lowering the last of his team into the sacrificial well when the rope snapped. One of the men died instantly, but the other screamed for what seemed like hours in the shadowy dark of the stone pit, both legs shattered. Andrew tried his best to ignore the cries as the indigenous dealt with their own. He busied himself with the strange passages shooting off in every direction. Why fashion tunnels in the bowels of the earth for a mound of festering sacrifices? He ordered the servants still on the surface back to camp for more line; there were plenty of passages and enough lamps to keep them occupied exploring until the other half of expedition returned.

The FDA, galvanized by recent scandals involving unregulated remedies, has reorganized and is attempting to boost its PR by re-slaying its first dragon: the Chicago Meatpacking Industry. Finally, with the police officials on Capone's payroll out of the job, there's finally room for a good cop to advance in the department.

The regular folks—all they ever do is suffer. The breadlines are longer than ever. That recovery they keep talking about is nowhere in sight. The immigrants keep coming, and the locals keep fleecing them until they get conned in turn. Where everyone else sees nothing but misery and doom, the socialists see an opportunity. The soil of Chicago's slums is ripe for revolution; it needs only those willing to fertilize it. And for some, the Reds are actually starting to make some sense. They're certainly getting all the right people angry.

Yet beneath the city in turmoil, something very old lurks. Something worse. Waiting. *Eating*. A few of Chicago's unluckiest are about to discover just how much harder times can get.

### Important Dates for the Setting

1894: Edward Herbert Thompson purchases the Mayan ruins of Chichen Itza for American Exploration.

1906: Upton Sinclair's novel *The Jungle* scandalizes Roosevelt into food regulation.

1930: The Communist Party of the USA begins actively recruiting from the downtrodden of the Great Depression.

1930: The Food, Drug, and Insecticide Organization shortens name to FDA.

1930-31: Muckracking journalists begin advocating for "prescription-only" drugs and consumer product oversight

1931: Al Capone is convicted of income tax evasion and sentenced to 11 years.

1932: Frank Nitti begins to solidify his control over the Chicago crime families.

1919-1933: The Volstead Act, prohibiting the sale of alcohol, is in effect.



## A Forgotten Hell

They knew something was wrong when they returned to camp to find the dead Indian's body missing. Suspicions of some sort of prank vanished as they heard the screams of the injured man echoing in the distant tunnels.

They began picking them off one by one, skeletal figures scarcely distinguishable from the mounds of human bones that clogged the stone arteries running underneath the jungle. They were starved, dessicated things, older than the very dirt which caked them. Long eons had passed since they'd eaten anything beyond the odd fallen animal. The ecstatic hoots of their feasts echoed through the passages as the expedition would inevitably leave another one of their number behind, fleeing deeper into the nightmare.

After a few hours, only Chambliss and his appointed manservant, Borkowski, survived. The big Pole had slain one of the things with a shovel and now wore its corpse as some sort of misguided camouflage or trophy. Though equally lost to madness, the young heir retreated to his mind, using the only remaining lamp to study the odd carvings that seemed to dully glow on the walls. They were in a form of pictograph similar to something he'd been forced to transcribe for a professor in graduate school. They beckoned the pair to some center, and Andrew followed, rushing towards his death with an ecstatic joy never before imagined in his dull days of parlor talk.

## Ascending the Throne

Borkowski fought like one of them now, his mind completely gone and replaced with the same sickening animal guile and bloodied teeth as the things hunting them through the bone-clogged caves. Each monster seemed fatter now, somehow sleeker and faster with the greases of their companions. The pair of men made their last stand in the ruins themselves, completely enclosed within the lightless pyramid they had ascended into. The inky insides seemed to teem with membranous, alien life. Translucent sacs spewed forth inexplicable artifacts, foul odors, and whispers.

As Borkowski clubbed one to death with a stone, Andrew spent what were surely his last moments frantically reading the pictographs his flame had illuminated. He screamed a dead language in the throes of maddening terror, failing to be distracted from his fugue even as the creature screamed the lost tongue back to him. He remained undeterred even as his voice reached inhuman volumes, shaking the very stones of the ruin apart. As the roof collapsed and tropical sunlight flooded the cursed chamber, a shriek as old as millennia tore through the air and was gone.

The creatures retreated away from the two battered men, heads bowed. Whatever presence had lived in—*become*—the ruin, the piercing rays of light had given it a death delayed to the tune of centuries. As Borkowski gibbered softly to himself and cradled his many wounds, Andrew Chambliss laughed. He'd killed a god and would now take its place.

## Homecoming

The two survivors from the doomed expedition to South America sparked a brief wildfire of speculation amongst Chicago's upper classes. The city's upper crust wanted to hear tales of mysterious savages and El Dorado. When Chambliss and his famed manservant never manifested at the auspicious parties held in honor of their return, fame quickly curdled into infamy.

When Cotton Chambliss died suddenly of a mysterious illness, public opinion all but doomed the Chambliss fortune at the hands of its eccentric heir. However, Andrew wasted no time consolidating his company. His lay-off of workers proved to be prodigious, even by Chicago meat-baron standards. His new, industrialized production model was rumored to be state-of-the-art, so much so that all construction work and modifications done to the packing plant were carried out at night and under strict guard. The company even ceased trade on the markets, presumably restructuring for a big debut. All of Chicago's upper-crust held its breath in anticipation.

And kept holding it. For years. For decades. People scoffed. They pretended they knew it would turn out like this all the time. They moved on. They forgot. They died.

But Chambliss Meatpacking Plant remains, proudly sticking out of the city like an inoperable tumor. Obvious, yet unnoticeable, it remains operational in ways beyond human understanding, and the mad heir resides over a kingdom altogether more concerned with slaughter than all its competition combined.

## The Business Model

Borkowski and his mad progeny maintain the remainders of Chambliss Meatpacking, buying diseased and lame cattle with the liquidated fortune and what little they can scam from the locals. When the herds arrive, they're funneled straight from the stockcars into the Cattle Tunnels, supposedly heading towards the factory for processing.

But there is no slaughterhouse at the Chambliss Meatpacking anymore, or at least not in the traditional sense. Like the temple the doomed expedition made it's final stand in, the red brick of the plant has been completely sealed to contain the malignant spirit of Andrew Chambliss, elevated by dark magic into an incorporeal god. The tunnels beneath the factory were what Chambliss spent huge swaths of his fortune improving before entering his un-death. They sprawl in a seemingly endless tangle of lightless, confusing passages through which terrified steer stampede endlessly, starving and terrified.

When the animals are exhausted by frothing terror or trampled, then the Cham-Vi Juntan creep in. The pestilent creatures feed on the near dead, growing fat off a wealth of meat their forebears in the sacrificial well could never dream off. Meanwhile, the horror and pain felt in the animal's death throes echo through the labyrinth towards Chambliss's gigantic mausoleum, sustaining the immortality of the presence trapped there with pure blood and death.

In short, Chambliss Meatpacking is no longer a business so much as an ecosystem. An insane cult of brainwashed immigrants buys and feeds cattle into the tunnels. Once there, the maze of passages secretly infesting the city choke, cripple, and kill the panicked steer. Their mass deaths feed the dark energy required by Chambliss's new existence.

## NPC List

**Clyde Hannity** – leader of the local meatpacker's union

**Franklin Pearson** – Editor-in-chief of *The Worker* and socialist

**Eddy Chapa** – missing journalist for *The Worker*

**Special Agent Alexander Whittemer** –in charge of Capone case follow-up

**Dr. Philbert Cannes** – chief chemist in charge of FDA inspection

**Paulie "Roach" Alegretti** – missing mobster and former Capone associate

**Guissippi "The Hen" Gallo** – upstart mobster looking to rise

**Cyril Borkowski**– patriarch and head of the Borkowski lending scheme

**Henryk Borkowski** – giant foreman of the Chambliss stockyard crew

**Jacek Borkowski** –boy that runs messages from Chambliss Meatpacking to the tunnels in the Paulie's Poolroom

**Isabella Borkowski** – girl that runs messages from Paulie's Poolroom to the Stockyards

**Lydia Carmody** – current resident of the former Chambliss estate

**Andrew Chambliss** – reclusive heir and owner of the Chambliss meatpacking factory

**Cham-Vi Juntan** – nightmare creatures feasting within the cattle tunnels

Finally, the Cham-Vi Juntan feast and live amongst decade-old piles of rotten meat and offal, drunk off the parasitic bounty of their new master...and protecting him from any human unlucky enough to fall into his diseased, stone veins.

## The Monsters: Andrew Chambliss

What Andrew Chambliss discovered in the jungle was a form of death magic that attracted the same ghoulish beasts who came to wipe out his companions. He mastered it. He studied it until it dominated his thoughts. Then he used it to launch himself into godhood.

Andrew's "business plan" was one of self-destruction. He sold off and reduced the family's holdings to a minimum, selling literally everything not directly useful to the meatpacking business. The goal was to provide the Chambliss meatpacking plant with an operating fund that would last as long as possible. Borkowski, the other mad survivor of the doomed expedition, would run the day-to-day necessities, his mind long ago too damaged to resist his master's new powers. The Pole's descendants, brainwashed into their father's mad religion, continue to fund and operate the Chambliss factory's secret operation

In 1907, when arrangements were made, Chambliss had himself sealed inside the red brick building that once housed his father's business. The factory had long hollowed out a series of tunnels beneath the site for the transfer of cattle, and these Andrew prepared using the dark rituals he learned. The tunnels became his new circulatory system, the bricks and mortar his new flesh. Slowly, Andrew Chambliss killed himself using the secret arts, his soul expanding to fill the perverted cathedral he'd built to his new immortality.

Over the decades, the Borkowski family has fed countless scores of sick, terrified animals into the tunnels, leaving them to starve and perish in agony. The siphoned life energy from living things now feeds whatever Chambliss has become, fueling the buildings impenetrable glamour, his eyeless perception, and the invisible knives he uses to slaughter those who betray his cult.

But it isn't only abstract death that feeds Chambliss's testament to madness. The creatures from beneath the jungle eventually sensed the power of their new death god, and they have come to feast on his leftovers.

## The Monsters: Cham-VI Juntan

Not much is known about the carrion beasts that haunt Chambliss's stock tunnels; they are so reclusive and deadly as to have avoided even the attention of myth. Though equipped with powerful jaws and claws fitting that of wild animals, the creatures express enough intelligence to avoid detection, strategize, and, of course, find more food sources. It is unsure if the beasts are immortal, if they turn other creatures into themselves, or if they propagate throughout the centuries with inbreeding. Whatever the case, they can always be found where the death magic Chambliss discovered in the jungle is practiced. The constant, steady supply of rotting meat necessary to maintain the spell insures their symbiosis, and they act as a de facto immune system for whatever dark soul dares to launch itself to godhood.

The deadly expedition in South America ran into eons-starved, desiccated versions of these creatures. Even having long ago eaten the last bones of the ancient sacrifices, the skeletal creatures could revive themselves long enough to kill. Only Chambliss's quick study of the forbidden magic contained in the carvings saved him, or perhaps the creatures merely recognized another monster...one capable of providing the precious meat.

Upon completion of the deadly rites, the Cham-Vi Juntan migrated to their new master, trickling northward along the dark pathways humanity rather not see. In Chambliss's new sanctum, they could feast endlessly. By '31, the creatures have grown fat off years of rancid cow flesh. They are now bloated and covered in foul excretions of all sorts, even going so far as to take on characteristics of the dead cows. The food has revived them of their senses enough to reveal the dark whisperings of their new master.

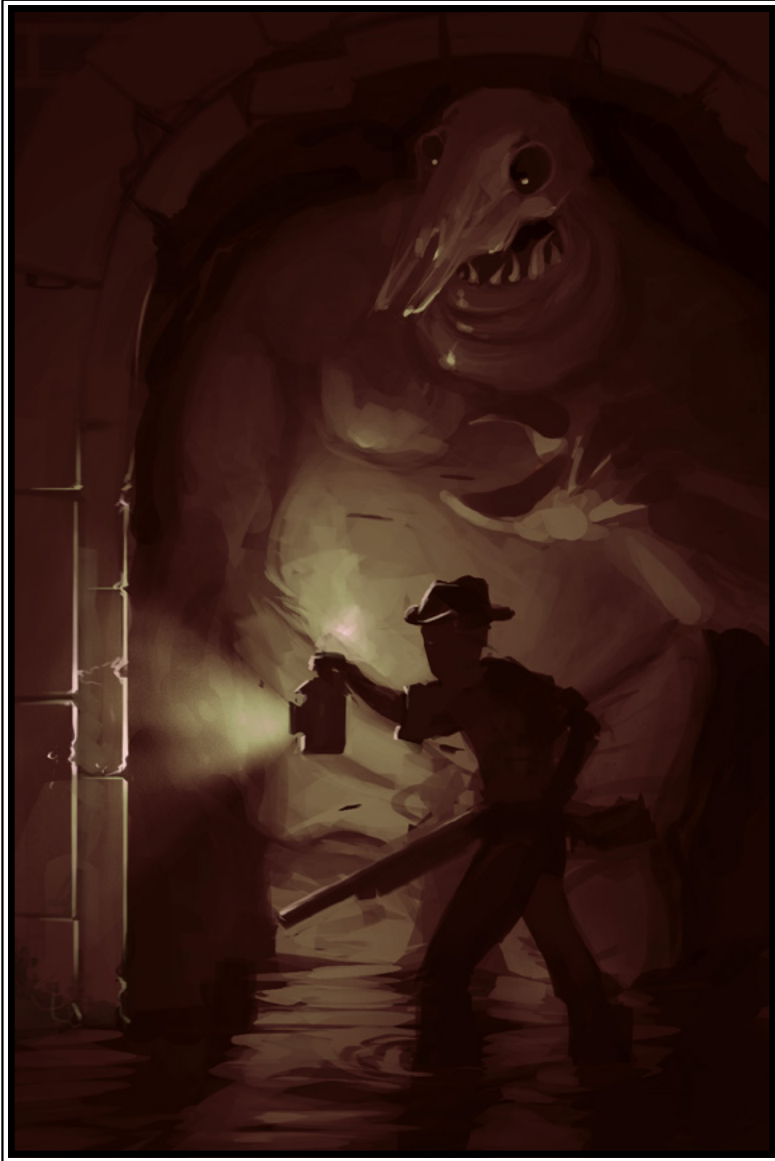
However, despite their ability to follow basic orders, they remain territorial, predatory beasts. They are no less quick and deadly for their new size. They won't hesitate to kill intruders and add more flesh to the piles. While unprepared for the threat of modern firearms, the Cham-Vi Juntan are armed with their very food source; they hide amongst the piles of festering dead and wield discarded horns and ribs like knives.

## GAMEPLAY INFORMATION

### Character Selection

Ultimately, the only responsibility a player's characters has is to be fun to *play as* and fun to *play with*. Whatever concept a group agrees will serve that purpose should work fine. However, it should be noted that this scenario makes two assumptions: horror games are more fun for players when the characters are scared, and characters get scared when their mundane reality gets upset. If characters are to fit in with the setting of 1931 Chicago, they might consider joining with one of the four factions already tied into the plot: *socialist*, *blue collar*, *government*, and *criminal*. Here are some suggested character concepts that work well with this adventure.

- Reporters for *The Worker* sent to track down their missing co-worker, Eddy Chapa
- Pro-union thugs tasked with putting enough of a scare into the socialist to stop their inflammatory rhetoric
- Bureau of Investigation Agents (early FBI) canvassing the Meatpacking District for associates of Capone mentioned in his ledger
- FDA chemists and investigators cooperating with the Treasury Department to leverage slaughterhouse owners
- Chicago cops seeking to assist/disrupt the federal investigations
- Soldiers in Guissipi Gallo's crew out looking for the missing capo, Paulie Alegretti
- Mobsters in the employ for Frank Nitti sent to take down Gallo's upstart crew
- Members of a protection racket hired to break up the socialist, pro-union rallies taking place in the district





## Plot Hooks

The question implicit in *The Red Tower* is “how horrific do things get before people abandon petty differences and band together for survival?” Since all the factions described in the scenario are at odds, it may seem difficult to get players together and involved in the same plot. Below are some tips for GM on how to get even the most confrontational PC’s headed in the right direction.

**Socialist:** Eddy Chapa, one of *The Worker’s* best muckrackers, has gone missing in the midst of undercover investigation. It’s possible that he has just fallen out of contact in order to maintain his cover, but Eddy is the paper’s most dedicated writer, even garnering some mainstream re-prints. Employees of the paper are dispatched to try and find him.

**Blue-Collar:** For those players wishing to play the everyman, one of the major set-pieces in the scenario is a Consumer Rights Rally. Blue-collar workers with leftist political leanings attend to support the cause. Anti-progressive hardliners fearing what the Communists might do to their beloved Union would just as likely be in attendance, jeering at the speakers.

**Government:** Bureau of Investigation agents (precursors to the FBI) are in the area rounding up the small fish left behind in Capone’s ledger. The meatpacking district paid the boss a lot of protection money, and the feds will be canvassing the slaughterhouses for persons of interest to question. The newly reorganized FDA is assisting, pressuring the owners with surprise inspections and trying to establish a reputation. These teams could work together as a single unit or separately. Both will be interested in attending the consumer rights rally. After all, between the product complaints and the slaughterhouse owners seeking to break the demonstration, it proves to be a target-rich environment.

**Criminal:** Guissipi Gallo is raving for the blood of Paulie Alegritti; the mobster went missing weeks ago and is suspected of turning rat. Though a small timer, “The Hen” Gallo seems to have got it in his head that he’s taking over Chicago. He won’t accept such disrespect so early in his reign. He dispatches half his crew to find Alegritti while the rest of his boys

throw in with the established Union leaders; the Reds are stirring up trouble and need to be knocked down a peg before the dues start drying up.

Each faction has a number of places where it makes sense for their characters to start investigating. The GM can start the game with each player receiving orders from the respective NPC’s located there. Conversely, if it seems like it will be exceptionally difficult to get the PC’s interacting, the game could start *in media res* at the Consumer Rights Rally (location 0), an event in which the whole neighborhood will have a stake.

## SPELLS

NPC’s in *The Red Tower* utilize dark magic. Some of these spells are available to PC’s that sufficiently understand their instructions. For casting these rites, GM’s are encouraged to utilize whatever magic mechanics their system favors, or they might treat casting the spell as a simple skill check. Regardless of how it is put into practice in the system, here are the effects of the available spells found in *The Red Tower*.

### Perceptive Glamour

This spell is only available to the powerful sorcerer Andrew Chambliss and only in use on the Chambliss Meatpacking Plant. In short, the massive red brick building dominating the middle of the district is seen but not noticed. No one knows anything about it, few have any desire to learn more, and fewer still are able to learn more. All paths of traffic bend away from the building and no one thinks to question it. Onlookers that manage to notice the building constantly have the perception of being at “the back” and are almost always content with the assumption that there must be an entrance “on the other side.”



## Sharp Breeze

As it is fueled by powerful death magic and requires a totem of the victim, this spell can only be preformed on members of the Borkowski family. In a sign of loyalty, all Borkowski children give their baby teeth to their dark master. These teeth are stored by Chambliss in his sickening inner chamber, providing a magical link to his servants. His consciousness sees their every action, and if displeased, may take retribution.

To an onlooker, the traitorous Borkowki will seem to freeze and go silent. Then, with a violent spasm, the victim will levitate a few inches off the ground before beginning to bleed from a number of mysterious cuts. Despite the assistance of any bystanders, those caught in the spell are slashed hundreds time by some invisible blade, unable to even scream as their vital blood vessels are sliced open. The victim bleeds out for a few short moments before collapsing into a pool of his or her own blood, dead as they hit the ground. Needless to say, witnessing this kind of attack is extremely stressful.

## Summon Cham-Vi Juntan

This spell is used by the child messengers of the Borkowski's to contact the devilish creatures living underneath the city. The spell is very simple and can be learned from a set of notes the children have set in their shoebox (**clue 7.e**) at Paulie's Poolroom (**location 7**). Those casting the spell must be underground, chant a few simple phrases, and cut their left hand, letting the blood seep into the dirt. This wound causes minor damage and gets aggravated, no matter how small or what was used to make the cut. Shortly after the spell's completion, a Cham-Vi Juntan will arrive. However, the creatures are not stupid. Unless the summoner has orders from Chambliss or dead meat as an offering, the would-be magician will only end up getting attacked.

## Banishment

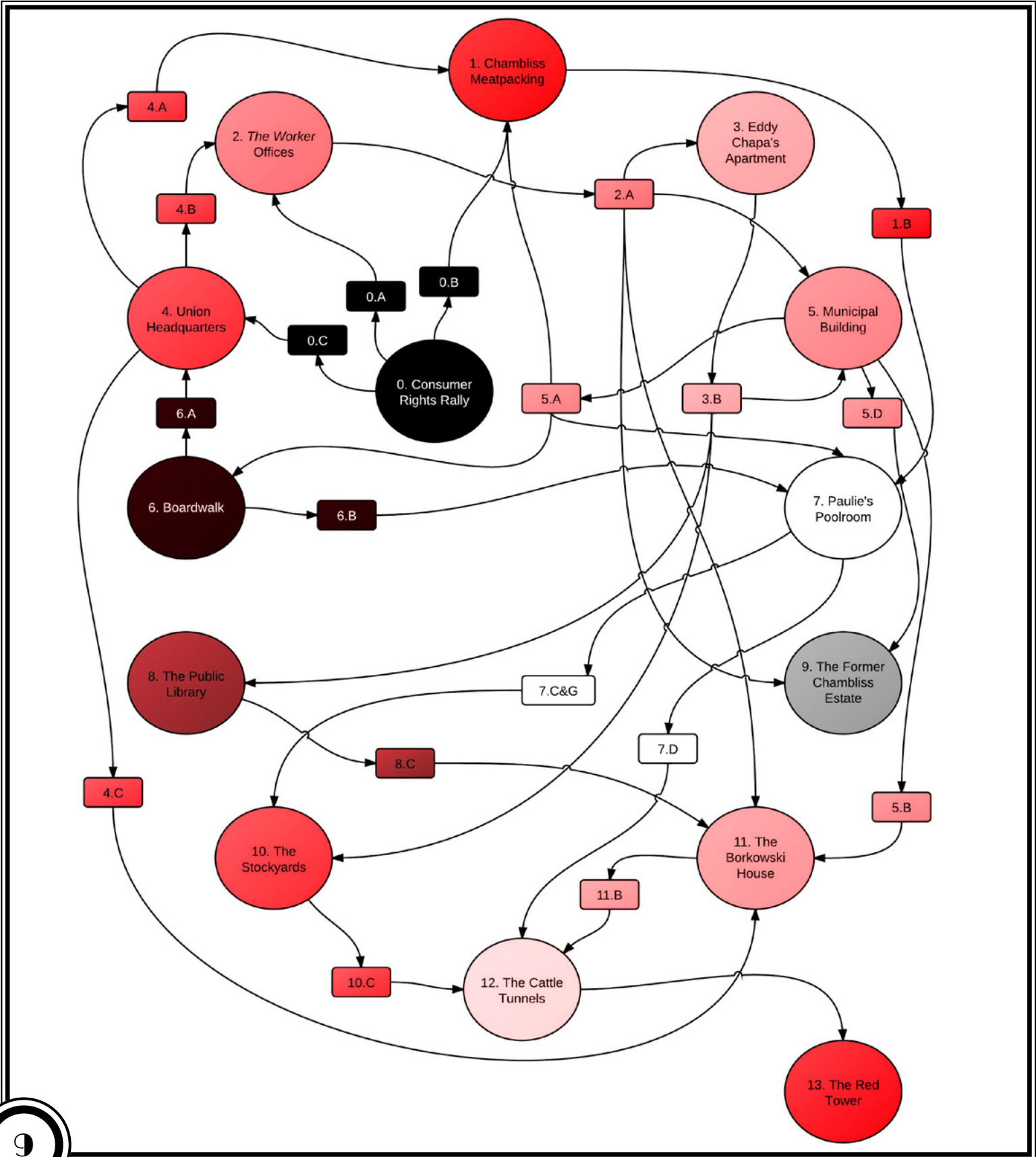
This spell can be learned in the course of play (**Clue 11.a**). If used inside The Red Tower (**location 13**), it can destroy the immortal presence of Andrew Chambliss once and for all. The ritual is complex and requires a number of props in addition to complex chanting. Players wishing to attempt the spell will need to collect a chicken foot, salt, candles, and specific blends of incense before the ritual can be done. The rite takes a number of uninterrupted minutes to complete. Once finished, an earthly scream announces the spirit's demise as the tomb—in this case, Chambliss Meatpacking Plant—is torn asunder by unseen forces.

## Becoming the Godhead

This spell can also be learned in the course of play (**Clue 9.a**). Though similar to banishment in that it destroys Andrew Chambliss if performed in his sanctuary (**location 13**), the spell is simpler and more dangerous. The ritual only requires concentrated chanting for a number of moments. However, completing the rite essentially recreates the cause of Chambliss's own madness. Characters casting this spell will become unrepentantly evil and insane, determined to build themselves a temple so that they might be immortalized with death magic and rotting flesh.

## Location and Clues Flowchart

Some clues in *The Red Tower* only provide players with information or a scary moment, but others can lead characters to another location. This chart color codes each location to the clues found there and points to where each can lead. Use this page as a playmat to keep track of where players stand in the story.



## LOCATIONS AND NPC'S

### 0. CONSUMER RIGHTS RALLY

The Rally is being held on the loading docks of an abandoned warehouse. The crumbling brick and boarded-up windows have been covered with posters for Socialist party candidates in the next election. Volunteers man the front gates passing out soup and sandwiches to men on the way home from their shifts in the slaughterhouses (come for the food; stay for the revolution). A full day's ticket of speakers is lined up, would-be insurrectionists headlining for a gallery of atrocities: girls blinded by a line of mascara, boys poisoned by lead toys, widows of husbands killed by snake-oil remedies. Depending on the speaker, the crowd wavers between scornful indifference and righteous indignation.

#### **0.a. Clue: Socialist Questioning**

Members of the socialist party ask anyone who will listen about the whereabouts of Eddy Chapa. The famed muckraker has been missing for weeks in pursuit of what he called "the next *Jungle*," an ambitious undercover operation meant to expose further corruption in the city's livestock industry. Workers in the stockyards will merely be asked if they've seen a man fitting his description. Criminal and Government agents may well be accused of murdering or arresting him. Regardless, PC's will be aware of Eddy Chapa's disappearance as a possible line of inquiry.

#### **0.b. Clue: Government Questioning**

FDA and Bureau agents will be casually mingling with the crowd, trying to find the whereabouts of certain persons listed in Capone's ledgers as working in the Meatpacking District. Paulie "Roach" Alegretti is chief among their concerns, and agents will ask all the blue-collar attendees where they work and with whom. The largely-immigrant population remains extremely distrustful of the feds, but they'll at least reveal where they are employed. Nobody seems to have seen the man they are most interested in: Paulie "The Roach" Alegretti,

With the proper skill, PC's working for the government may notice that no one at the Rally works for the large red factory in the East. Faded letters painted on the brick declare it the Chambliss Meatpacking Plant (**Location 1, p.10**). Nobody seems to work there or knows anyone who works there, though some of the Polish immigrants mention the name "Borkowski" in broken English before spitting in the dirt.

#### **0.c. Clue: Criminal Agitators**

Clyde Hannity, head of the predominantly white Meatpackers Union, dislikes the Socialist agenda intensely. The party makes the same promises of worker's rights as his organization without charging a dime in dues, and they even let Blacks join their ranks. Hannity has used his mob ties to call in a group of agitators to harass and intimidate speakers at the Rally.

Perceptive characters notice that these cat-callers are unusually well-dressed to be stockyard men. Their constant jeers and cries of "We've already got us a Union, ya Bolshevik sissy!" are enough to arouse suspicion of the local Union HQ.

Any mention of Franco "Roach" Alegretti overheard by these men is likely to arouse their interest. They might very well tail the person in question to see if they know where the mobster is hiding.

### 1. CHAMBLISS MEATPACKING

Chambliss Meatpacking looms huge over the factories and stockyards of the district. Though not the biggest building in the area, it seems to be visible from nearly anywhere in the neighborhood. But visibility isn't the same as actually being seen. Those staring up at the massive edifice often find the sun forcing them to look for the shade, or a sudden gust of wind blowing grit into their eyes. The few determined enough to stare at the red brick building find it even more infuriating to get to. All roads seem to cut away from it, and every side seems closed off with litter, fences and underbrush. PC's always seem to be on the backside of the building, the entrance apparently hundreds of yards away across a dizzying tangle of side streets. In fact, characters trying to find a way into the building should find the act disconcerting and stressful. As if in a bad dream, no amount of speed or navigation



gets them any closer to their destination. This is the effect of the Perceptive Glamour Chambliss has cast on the building (see SPELLS, p.7).

## 1.a. Clue: No Doors/ No Windows

Characters that circumnavigate the entire facility will find that there are, in fact, no entrances to the building. Every door, window, and loading dock has been sealed off in brick...for many decades judging by the color of the mortar. This is a stressful realization; it makes no sense for even an abandoned building to be sealed so completely. The only entrance to the place must be underground, and this realization effectively breaks the Perceptive Glamour (see SPELLS, p.7)

## 1.b. Clue: Follow Jacek Borkowski

*Jacek Borkowski* loiters around the outside of the building, closer to the fence than anyone else. Jacek is a young boy covered in filth and tattered clothes. He's often throwing rocks at stray dogs or just dejectedly kicking at the dust in vacant lots. He's impossibly laconic, meeting every question posed to him with silence or a lie.

Perceptive investigators notice Jacek slip away down a hidden path in the underbrush and through the barbed wire fence guarding the building. Those stealthy enough to follow unseen can witness a strange ritual. Jacek runs to the westernmost corner of the building and places both hands and head against the lodestone, as if the normally spastic young boy has been put in time out. Then, after a number of minutes, he backs away from the wall just as a brick—falling seemingly from nowhere—smacks against the mud where he once stood. The boy then grabs the brick and runs off.

Characters shadowing Jacek will find he leads them to Paulie's Poolroom (Location 7, p.14)

## 1.c. Clue: The Brick

The brick that fell from the roof is covered on all sides by strange script. It is scrawled in a gummy, black material. Each character is remarkably ornate pictograph, depicting something that can only be described as abstract. Though there is no way to make out what the script says, an academic character or someone sufficiently invested in research can discover

some of the characters have Mayan overtones.

## 2. THE WORKER OFFICES (Socialist HQ)

The "Offices" of *The Worker* are really just a series of three low-rent apartments with holes knocked through the shared walls. *Franklin Pearson* lives and works there. His commitment to the socialist cause is total; he feels that the Depression has placed the American public mere weeks away from revolution and is determined to get the scoop when it happens. This delusion feeds into another: the idea that *The Worker* has any kind of serious readership that would give a damn about the disappearance of Eddy Chapa. Still, Eddy was a friend and a pretty good reporter. His co-workers want to make sure he is okay, and Franklin wants everybody searching for him after helping out at the Consumer Rights Rally.

### 2.a. Clue: Eddy Chapa's Address Book

Eddy's desk contains his address book. Besides his own apartment, none of the addresses are labeled. Players find it open on the last page; the freshness of the ink seems to indicate these are his latest entries. Relevant addresses the investigators can glean from the book are as follows.

- Eddy's own apartment (Location 3, p.11)
- A house outside of town (Location 9, p.17)
- A house located in the Meatpacking District's slums (Location 11, p.18)
- The Municipal Building (Location 5, p.12)

## 3. EDDY CHAPA'S APARTMENT

*Eddy Chapa* rented out a room in slum house on the outskirts of the Stockyards. When players arrive, they can see that the door is just barely on its hinges after being kicked in. Eddy's downtrodden neighbors have little to say about the break-in, but they are equally unlikely to complain if anyone enters to investigate.

### 3.a. Clue: Ransacked belongings

Eddy's meager possessions have been destroyed. The mattress lies gutted, the furniture reduced to kindling, and all the books shredded. Muddy boot prints dot the floor, and big holes in the wall denote the rage of the

intruders. Characters with any kind of forensic skills can notice that the damage was done with some sort of large hammer rather than hands and feet.

### 3.b. Clue: Hidden Notes

Those perceptive or clever enough might notice that there is no bathroom in Eddy's two tiny rooms. Down the hall sits the community restroom used by all the renters, and a quick search reveals a folder hidden behind the toilet. Inside are Eddy's notes on his investigation.

- A series of call numbers at the local library (**Location 8, p.16**)
- A brochure written in Polish and English, advertising cheap property rental. It includes a mailing address (**Location 10, p.17**)
- A number of interview transcripts and translations detailing how immigrant workers in the meatpacking district were scammed of all their possessions in a predatory lending scheme led by Henryk Borkowski. When rent would shoot up without warning, each family was greeted by a charity organization called Chambliss Charities. The charity, owned by the Chambliss Meatpacking Plant, was just another loan in disguise. Eventually, the poor families would have all their property seized and were left to starve in the streets. Notes made in Chapa's home remind him to research the Chambliss holdings at the Municipal Building (**Location 5, p.12**)

## 4. UNION HEADQUARTERS (Blue-Collar HQ)

**Clyde Hannity** is the "elected" leader of the Meatpacker's Local 215. He can often be found in the Headquarters building, which is really more of a clubhouse than a functioning union office. The members of the 215 are uniformly white, and nearly all are mid-level management in the slaughterhouses and railyards. These foremen have grown fat off years of corruption, deep in the pockets of both the owners and the mob. They long ago sole their manipulative power over an uneducated, poverty-stricken workforce to the highest bidders.

Clyde Hannity likes the status quo and fears the change promised by the Socialists. With the hard times seemingly without end, too many of his work crews are mumbling about fair wages and human rights. He intends to call in services for all those years of protection money he's paid up on. Clyde can be found in the Union Hall, organizing agitators to heckle at the rally and drinking illegal hooch with a group of bruisers ready to break up the gathering the second they feel it gets "out of hand."

### 4.a. Clue: Due Records

Anyone with access to the Union's back office can sneak a look at the organization's records. The Local 215 has a well-documented presence in the city, and it appears as if every cannery, slaughterhouse, cattle yard, and rail station has members in the Union...everyone except Chambliss Meatpacking.

### 4.b. Clue: Brute Squad Truck

Out back is a big flatbed, waiting in case the boys need to get over to the rally and bust it up. In addition to bats and other improvised weapons, the cab is filled with copies of *The Worker*, an issue featuring a cover story by Eddy Chapa. There are also a number of socialist armbands and crude imitations of protest signs. It appears the brute squad intends to discredit the group as dangerous anarchists after their drunken attack on the rally.

### 4.c. Clue: Complaints about the Borokowski lending scheme

The message board in the Hall is overflowing with push-pinned notes long ignored. Those that actually take time to read the messages will find that a number of pleas in half-understood English beg for help with the "Borkowskis" and something called Chambliss Charities. One particular note even claims to know where these thieves live (**Location 11, p.18**).

## 5. MUNICIPAL BUILDING (Government HQ)

Located downtown, this recently refurbished office building is a far cry from the dirt streets and stench of the Meatpacking District. The Great Depression seems very far away from the marble floor and art deco design of the lobby. In temporary offices upstairs, **Special Agent Alexander Whittemer** and **Dr. Philbert Cannes** are spearheading investigations in the area.

Agent Whittemer is directing his agents to look for a capo named Paulie “Roach” Alegritti. The capo went missing before he could be swept up in the arrests, and without his testimony it will be impossible to prosecute the otherwise “legitimate” businessmen listed in the ledger. Wittemer suggests checking out the socialist Rally to see if the mobster has laid low with a job in the factories.

Dr. Cannes is assisting Whittemer reluctantly; he hates burdening his inspection crews with useless G-men. But the FDA provides a way into to every warehouse, stockyard, and factory in the District that might be hiding Alegritti. Dr. Cannes will feel better about the deception if his teams can uncover some big code violations to feed to the press. The good doctor wants the newly reorganized FDA to get some good press, and he can think of no better way than to renew the outrage the founded the department: health violations in the notoriously corrupt Chicago Meatpacking DIstrict. He urges his chemists to find any infraction they can to offer the press and suggests attending the Consumer Rights Rally as a motivational exercise.

### 5.a. Clue: Capone's Records

Capone's records list Alegritti as the chokepoint for most protection money being funneled out of the Meatpacking District. The only money “the Roach” received that didn't funnel back to the big boss was the capo's cut. Part of this cut went to something called “P.P's Room.” Asking around could reveal this to be Paulie's Poolroom (**Location 7, p.14**).

One other mobster was gathering money in the area (Guissipi “the Hen” Gallo) but it appears he was fairly small time. There is no information in the

ledger than hints at his whereabouts, but leaning on the right gangster might reveal his shop on the Boardwalk (**Location 6, p.14**)

Finally, it appears every business operating in the district was paying money to Capone. The only discrepancy is a blotted out name in the ledger with no financial annotations next to it. The only legible part are “—ss” sticking out from the scratched out word. A cross-reference of buildings in the area can reveal that Chambliss Meatpacking Plant is all that fits (**Location 1, p.10**)

### 5.b. Clue: Chambliss's Meatpacking Records

Investigators with the wherewithal to check the city tax records will find that, alarmingly, Chambliss Meatpacking has not paid income tax since 1907. There are other tax records, paid on time and as early as possible every year, but the company claims not to have done anything except spend money for nearly two decades. Even that spending is odd, as records claim only two expenditures: something called Chambliss Charities (**Location 11, p.18**), and the purchase of livestock.

Any characters that discover this information will be perplexed by the sheer enormity of the oversight. The absence of an audit all these years is, quite simply, magical.

### 5.c. Borkowski's Property

Cross-referencing the address listed for *Chambliss Charities* reveals a house listed to one Cyryl Borkowski. Cyryl also owns the deeds on a number of residential properties scattered throughout the district. Curiously, none of these houses are claimed as rental properties, but no attempt has ever been made to sell them either.

### 5.d. Clue: Bill of Sale for Chambliss Estate

Looking up the Chambliss name in property records will show that in 1906 the family sold off a number of diversified business interests, keeping only the meatpacking plant. The last thing to be sold was a large residential property located outside the city, sold to one Sachs Carmody. The file containing the Bill of Sale is filed under “Chambliss Estate.” It appears as if Andrew Chambliss hasn't lived in his ancestral home for almost two decades (**Location 9, p.17**).



### 5.e. Clue: FDA Inspection Records

Calling the headquarters in Washington can reveal a startling truth: *Chambliss Meatpacking* has never been inspected. Ever. Since the inception of the agency, the facilities haven't been checked for health, labor, or building codes. Chambliss Meatpacking isn't even listed as a product provider in any of the FDA files.

Discovering this information can be stressful for any researcher. How can a gigantic building, in plain sight of everyone for miles around, never have received a single bit of scrutiny for all those years?

## 6. BOARDWALK (Criminal HQ)

**Guissippi "The Hen" Gallo** was always a small-time hood. His participation in the operations running in the Meatpacking District had more to do with geography than any degree of skill. Paulie "Roach" Alegretti was spread too thin by how much ground his goons had to cover making collections, so Gallo got to pick up the scraps. In the golden days, Gallo kept his mouth shut and paid his dues, infuriated by his subservience but not quite dumb enough to think he could survive doing something about it.

With Capone gone, Gallo's inferiority complex has become a full-blown delusion of grandeur. He's fooled himself into thinking the other capos are going to look to him for leadership, and he's got enough manpower to make a nuisance. From his hideout from the back of a shooting gallery game booth, The Hen tries to solidify his power. First order of business: he's convinced the rest of the family that the missing capo, Paulie Alegretti, has turned into a witness for the prosecution. He's sent a few members of the gang out to find the missing mobster while he stays behind to tend to business.

### 6.a. Clue: Orders to meet Clyde Hannity

The leader of the local Meatpacker's Union paid protection money to Alegretti in the old days. With the Capone case upsetting things, Gallo has snatched the contract from underneath his old mentor. The Hen is ordering all his underlings to report to Clyde Hannity at the Consumer Rights Rally (**Location 0**). While they're breaking up the red protest, they're to look for any signs of Alegretti at the rally.

### 6.b. Clue: Marda Alegretti

Marda, Alegretti's beleaguered wife, is being held captive by Gallo. While not restrained, the poor woman looks pretty bad; deep bags hang under her eyes, her hair is frazzled, and she's never out of some gangster's sight. She's as furious with Gallo as she is scared. She insists she doesn't know anything about Alegretti's whereabouts. He never involved her in his affairs, and their marriage was a sham. She insists he stayed out all hours of the night and day, even after the Capone heat forced him to shut down his poolroom. A crafty character might infer from this that Paulie's Poolroom isn't as closed as it seems (**Location 7, p.14**).

## 7. PAULIE'S POOLROOM

**Paulie "Roach" Alegretti** laundered his money through a low-rent basement poolroom located along one of the main thoroughfares between the stockyards and the meatpacker neighborhoods. For a number of years, he used the operation to provide working men bathtub whiskey and illegal gambling. As it was listed on the Capone ledgers, the business was closed soon after the arrests began. Law enforcement assumed the mobsters had skipped town...incorrectly.

Jacek Borkowski can be followed to this location, or he might pop in at the GM's discretion. Ever since the mobsters' demise, the mad Poles have been using the location to communicate with their underground counter-parts: the Cham-Vi Juntan. In return, the mad ghouls ferry their master's business orders to the Borkowski's via the child messengers

### 7.a. Clue: False Panel

It's not hard to pry open the boards blocking the poolroom's door, but all characters find is a large basement with outlines on the floor where the three billiards tables would have stood. Perceptive characters notice that these outlines don't make much sense; the place could have easily fit more tables if it would have arranged them differently. Careful investigation reveals the space remained open for the false panel leading to the speakeasy in back.

## 7.b. Clue: Speakeasy Massacre

The Speakeasy was never much: a long hallway, a blacked-out basement window, three small rooms for drinking and gambling. The fourth room, which originally housed the boiler for the now-abandoned building upstairs, was converted into a dance floor. That is, until Capone went down. Alegretti apparently saw the opportunity to fill the gap in the market and turned the closed poolroom into a distillery. In the weeks since the mobster's disappearance, the distillery has leaked, leaving an inch of stagnant booze rotting the dance floor. Investigators are immediately met with the stench of yeast, mildewed hops, and something far worse.

In the hallway, bloody handprints and drag marks coat the wallpaper, trailing in the first room on the left. Inside, a dead mobster is collapsed in the corner behind an overturned poker table. He's been dead for weeks. One hand holds a nearly spent Thompson machine gun; the other clutches the grey intestines loosed from a savage, animal gash across his belly. Those brave enough to rifle through a dead man's pockets find the ID of Paulie Alegretti

## 7.c. Clue: Footstep in Dust

Alegretti appears to have died almost a month ago. Aside from his bloodstains, it appears that the speakeasy has been abandoned since then. At the end of the hall, there are two sets of footprints in the accumulated dust. Both enter through the basement window and are child-sized. One pair leads into the last room (the same one the blood trail originates from), whereas the other stops at a small shoebox. The pair leading into the room is Jacek's route to the underground from the Chambliss Meatpacking Plant; the shoebox footprints are Isabella's tracks from the shoebox to the Stockyards (**Location 10, p.17**).

## 7.d. Clue: Tunnel Breakthrough

The last room in the hallway has had the floor torn up and replaced with a ladder leading into a dirt tunnel. Characters with criminal backgrounds will understand that these escape tunnels are standard practice for urban bootlegging operations.

However, the passage intersects with a much larger tunnel after a short distance. This is where Alegretti broke into The Cattle Tunnels and met his doom (**Location 11, p.18**)

Characters with a light source notice huge, inhuman footprints in the dirt.

## 7.e. Clue: Shoebox of Spell Notes (Summon Cham-Vi Juntan) and Receipts

In the shoebox located in the corner of the hallway, there are two sets of the documents. The first, written on ancient paper and with a crude understanding of phonetics, relay the instructions for Summoning a member of the Cham-Vi Juntan. Characters that pass a test for understanding the instruction can perform the spell if they are willing to pay the cost in their own blood (**see SPELLS, p.7**). However, characters unprepared for the sight of the ghastly creature and without anything to offer (dead meat or the brick from **Clue 1.c, p.11**) will soon find themselves in conflict with the creature.

The box also contains hundreds of haphazardly organized receipts. All the slips come from the Stockyards and date back decades. It appears that Chambliss Meatpacking has been buying cattle all this time. Financially adept or otherwise academically inclined characters notice that the receipts make little sense from a business standpoint. The amount of cattle purchased and the haphazard intervals could not sustain a major meatpacking business. However, there is far more cattle purchased than could ever be justified for personal or family consumption. The grade of the meat is also rock-bottom; many of the animals were sold at a discount on account of being diseased or lame.

## 7.f. Clue: Following Jacek Borkowski

If Jacek was followed from Chambliss Meatpacking (**Location 1, p.10**) and stealthy characters continue to make their checks, investigators can witness Jacek's job for the Borkowski family. After entering the abandoned poolroom through the basement window, Jacek goes into the tunnel entrance. Once he climbs down the ladder, the boy performs the ritual to summon the Cham-Vi Juntan (**see SPELLS, p.7**).

The creature's arrival is announced only by its labored breathing. It will stick to the shadows. Jacek puts down the brick (**Clue 1.c, p.11**) and sees it quickly snatched away by a bloated, clawed hand. The hand then inches from the shadows, placing a scrap of crude leather with "50 head. Two weeks," scrawled in some disgusting ink. Jacek, who is obviously shaken despite the routine of the experience, hurriedly deposits the scrap of leather on the shoebox before scrambling back to his post by Chambliss Meatpacking.

### 7.g Clue: Following Isabella Borkowski

If players hide themselves and stake out the ruined speakeasy, they can glimpse the other Borkowski child at work. Isabella Borkowski will eventually slip in through the basement window, deposit the latest receipt into the shoebox, and leave with the scrap of leather on top. Following the little girl leads back to the Stockyards (**Location 10, p.17**).

### 7.h. Clue: Interrogating Either Child

If either child is approached or detects a tail, they will do absolutely everything in their power to get away. Characters that catch one of the Borkowski children can question them effectively, provided they have the skill. Both kids will be very reluctant to reveal any information about the family, but fear of their captors can loosen their tongues about the lending scheme, the creatures underneath their feet, and why they love (or have been brainwashed to think they do) Mr. Chambliss so much. Still, both children will be absolutely terrified and nearly panicked at the thought of retaliation from "the boss," especially if questioned near the tunnel entrance.

At the game master's discretion, Chambliss should cast Sharp Breeze (**see SPELLS, p.7**) on his traitorous subjects. Seeing the Borkowski child levitated and bled out by invisible blades should shatter the minds of all but the most hardy characters.

## 8. THE PUBLIC LIBRARY

Though containing no vital NPC's, no one should ever neglect the power of research. There are a number of useful clues that can be gleaned from researching Chambliss at the local library. Note that investigators

already in possession of clue **3.b. "Hidden Notes", p.12** need not make any checks to discover the following information.

### 8.a. Clue: Chambliss Expedition Records

Notes from the university and newspaper reports can piece together some of what happened on the Chambliss expedition in 1905. Andrew, against the wishes of his father, continued his anthropological studies by mounting a study of ruins located on the South American land purchased by a family friend. There are accounts of the expedition reporting back for resupply once. They reported nothing but the most predictable finds. A few weeks later, over half the expedition members were dead after a disastrous descent into a sacrificial well. The only survivors that saw what happened were Andrew Chambliss and his hired man, Caryl Borkowski. They reported that they nearly twenty men died in a "climbing accident."

### 8.b. Clue: Chambliss Newspaper Clippings

Clippings compiled and organized by Eddy Chapa detail Andrew Chambliss's decline upon his return to Chicago. A number of news stories mention the "mysterious, laconic" new demeanor of the handsome young heir upon his return. Others discuss his father's suddenly ailing health and the family's sudden seclusion. The majority of the articles are from the business section and concern the company's mass sell-off of infrastructure and extensive, secretive construction projects. Shortly after the last editorial theorizing as to how the meatpackers might be restructuring, all news about the family falls silent.

### 8.c. Clue: Sister Novak

Characters looking into the above clues will be asked by librarians if they should call for Sister Novak. The clerks recognize the information Eddy Chapa had been looking over and assume that any investigators pouring over the same text must also work for his paper. Eddy was using the services of Sister Novak to translate the Slavic languages spoken by many of his interview subjects.

Sister Novak volunteers at the library on a regular basis and can easily be found during operation hours. She'll happily talk about what she discussed with



Mr. Chapa and his interview subjects; she is concerned for everyone's well-being. Sister Novak can reveal the entire predatory lending scheme run by Cyryl Borkowski (**Clue 3.b, p.12**). Sufficiently persuasive characters can convince the Sister to reveal something she left out of her translation to the reporter. A few of the victims had figured out where the Borkowski family lived (**Location 11, p.18**) but did not wish it revealed because of superstitious fears that the family would "curse" them.

## 9. THE FORMER CHAMBLISS ESTATE

**Lydia Carmody** is an upper-crust widow living in the mansion outside of town formerly owned by the Chambliss family. Her husband, Sachs Carmody, bought the home for their family at a substantial discount in 1906. Sachs has been dead for a number of years and Lydia will be thrilled to have to have company, even the suspicious, investigative type. However, Lydia is an old-money snob with easily offended sensibilities. Characters in her home would be wise to indulge in small talk and behave if they don't want her calling the police.

### 9.a. Clue: Hidden Attic

Lydia will reveal what little she can remember about the previous occupants. Though her husband had all the dealings with the family, she recalls how the house was laid out when she first bought it and can lead characters to Andrew Chambliss's old rooms. Perceptive players can notice that the copper ceiling is oddly shaped in one corner of the room, thus discovering the hidden attic in the mansion.

### 9.b. Clue: Death Magic (Become the God-head)

Above Andrew's rooms hides the stiflingly hot, dark attic where he performed his dark magic upon returning from South America. The rafters are uniformly carved with insane, indecipherable symbols, and odd figurations map themselves to the floor in dull blue paint. Dusty tomes and unreadable scribbling lay scattered about, organized into nests by decades worth of squirrels and other vermin. Oddly though, all the animals are dead. Every pigeon, squirrel, rat, moth, and roach lies dead and mummified, curled in

concentric patterns around the only untouched manuscript in the place. Seeing this strange sight damages the calm of all but the hardiest souls.

The spell requires no more than a simple chant, repeated a number of times. However, its effect is the same as when Chambliss first uttered the words in the ruins of the temple. Any character casting the spell in the presence of the Cham-Vi Juntan will become their new master, taking Chambliss's place and losing their mind in the process (**see SPELLS, p.7**)

## 10. THE STOCKYARDS

The Stockyards are rented out by every major slaughterhouse and meatpacking operation in the city. Cattle are unloaded from the rail yards, then organized into the proper corral before heading to their final destination. Finding the area of the massive complex dedicated to Chambliss will be difficult without at least some prior knowledge.

The Borkowski's operate near the edge of the yards, an inopportune placement for getting their cattle to processing. Surprisingly, they have a cattle tunnel: a specially constructed underground chute that funnels animals towards their killing floor in the district. **Henryk Borkowski** can be found directing the work of the male family members around the cattle tunnel. He's a gigantic, middle-aged man with an inscrutable expression. He constantly carries a bloody sledgehammer he uses to euthanize cattle too sick to walk... among other things.

### 10.a. Clue: Borkowski Behavior

In addition to being related, the work crew at the Chambliss yard act very strangely. Socially attuned characters can notice that it's more than the fact many of them don't speak the language: the men seem instantly suspicious of any passerby, they're unnecessarily cruel to the animals, and each seems communicate almost entirely in subtle gestures and looks. Some of the work crew are far too old to be working, and others are unusually young. A few have twitches or mumble inaudibly to themselves. All is not right with the Borkowski's

### 10.b. Clue: Sick Cattle

The cattle being taken from the trains by the Chambliss crew are barely alive. The majority of the animals are undersized, stringy, and starved. A few hobble forward on three legs or bleed from open wounds. No food inspector or farmer would ever deem these diseased creatures fit for consumption, and no owner in his right mind would ever invest in such sickly meat.

### 10.c. Clue: Tunnel Entrance

The entrance to the Cattle Tunnel is unusually secure: the doors are heavily reinforced and festooned with locks. It would be foolish to leave an entrance into a major factory unguarded, but these doors appear to keep things inside.

The Borkowskis, especially the imposing Henryk, will discourage any investigators from investigating the operation. However, any players that overpower, sneak, or rush into the open chute will quickly find themselves locked inside (**Location 12, p.19**). The laughs of the Borkowski's will be the only explanation as to why.

## 11. THE BORKOWSKI HOUSE

The Borkowski House looks no different than the tenement properties they rent to Irish, Russian, and Polish immigrants come to work in the Meatpacking District. It is perhaps even less well-maintained, with tiling falling off the roof and an unkempt lawn. The houses nondescript appearance might be why the family so easily scams the poor workers with their lending scheme; by all outward appearance, they are merely another family struggling to get by.

A collection of wives and daughters maintain the homestead while the men work in the Stockyards. The undisputed master of the house is ancient **Cyryl Borkowski**, who rules the home from his bed on the second floor. Cyryl will order the family to deny entry to any and all visitors. All attempts to gain entry will be met with force. Fanatical older women attack intruders with knives if they dare enter uninvited. If an incursion comes at night, any able-bodied Borkowski men join in on the attack.

### 11.a. Clue: Cyryl's Room and Spellbook (Banishment)

Cyryl Borkowski, no longer the mountainous man that fought off horrors in the jungle, rots bed-ridden in an upstairs room. The second he sees anyone that is not of his family open the door to his room, he will open fire with the revolver kept on his night stand. The first five bullets are for any fool standing in the doorway; the last is for himself.

If Cyryl's suicide isn't enough to induce terror in the players, his notes might do the job. In a journal behind Cyryl's pillow, the mad man documented the past two decades in a pidgin of Polish and English. Characters capable of reading the documents can get an outline of the terrors Cyryl fought in the South American tunnels. They can read descriptions of his constant nightmares from those days, his fears that the monsters would devour the world. Eventually, they can discover that Chambliss earned Cyryl's life-long loyalty by promising to keep the monsters contained, locked into slavery so long as Cyryl followed his orders. Finally, characters with enough time can suffer through reading about the years of indoctrination, depravity, and murder Borkowski subjected his family to in order to create Chambliss's mad cult.

However, it appears that the former servant did not completely trust his dark master. On the last page, Cyryl relays instructions for a spell to banish Chambliss, to be used if he ever fell under the influence of the beasts (**see SPELLS, p.7**). Oddly enough, the spell's instructions are written in multiple languages, as if Cyryl were very concerned for the document's readability upon his death.

### 11.b. Clue: Tunnel Entrance

An entrance to the tunnel system beneath the city can be found in the house's basement. The path was dug by the family themselves and is extremely claustrophobic, but it will eventually lead characters to the system of cattle tunnels.

### 11.c. Clue: Eddy Chapa's Body

Eddy Chapa has been beaten to death with sledgehammers and festers in the Borkowski's basement next to a number of other corpses. It seems that

Chapa was killed for his investigations, but the other bodies are harder to identify. Characters with the right social connections or familiar with Sister Novak (**clue 8.c.**) can identify a few victims of the Borkowski lending scheme that wouldn't let it go. The corpses appear to be arranged next to the tunnel entrance like some sort of psychotic offering.

## 11.d. Clue: Financial Records

A thorough search of the house reveals years upon years of financial records. Cyril and his spawn have kept the Chambliss Meatpacking Company existing on paper for years. They also own the rental properties and the Chambliss Charities front organization that tightened the financial noose around their victims. Passable accountants realize that the money accrued in the lending scheme was meant to off-set the dwindling money left behind by the Chambliss sell-off. Disturbingly, nearly every penny went towards the "operation" or purchasing more cattle; the Borkowski's spent their entire lives in abject poverty.

## 12. THE CATTLE TUNNELS

Taken by itself, the near total darkness of the cattle tunnels would be enough to drive a man mad. But the few glimmers of light provided make things so much worse.

Intersections seem to split into infinite, identical options. Echoes confuse the ears at the same time a choking stink fills the air. Man-made corridors can expand into awe-inspiring caverns before suddenly dwindling down to narrow slits in the earth. Entire passages are clogged to the ceiling with the rotten, poisonous remains of dead cattle, buzzing with flies. Others only rattle with a carpet of bones.

Every passage pulses with eerie blue light radiating off the grotesque symbols painted on the walls. Though each design seems to point towards some central location, using them to navigate the labyrinth is infuriatingly difficult.

## *Navigating the Tunnels*

Travelling through The Cattle Tunnels should be like navigating a nightmare. Each tunnel courses with the magical energy of a million sacrifices and hidden threats. Getting through will not be easy.

When players move through the tunnels, the GM should conduct the game in turns and tell everyone how many successful "movement tokens" are required before reaching the center hinted at by the glowing blue runes (**Location 13, p.19**). At the end of each turn, the GM should consult the following table, either picking what comes next or rolling a d10 at random.

At this point, there are a number of options. Things could be as simple as making the characters roll some sort of Navigation skill for each turn and providing tokens for success. For a longer game, GM's might only allow players to move towards the center on repeated numbers. For example, the second time a 2 is rolled would count for a movement token. To really challenge the group, require that players roll all their successful turns in a row, starting over each time the group is led astray.

Regardless of how the threats are arranged, any confrontations with the Cham-Vi Juntan should be as psychologically damaging as they are deadly. GM's should adjust other threats and impediments according to how challenging they wish the game to be.

## 13. THE RED TOWER

Characters that reach the center of the maze will be alarmed to find an oddly beautiful sight: a massive, circular basin with an ornately carved dome up top. Here, all the runes scrawled in blue phosphorescent paint converge, meeting in a nexus of four blood stained pillars with chains attached. The chains themselves hum with the same eerie azure glow as they dangle from a hole some twenty feet upwards.

If the characters have somehow avoided contact with the Cham-Vi Juntan, they will not be able to continue to do so. The creatures will defend this inner sanctum to the death, and desperate adventures must choose between fighting their way back into the tunnels or attempting to climb the chains to safety.



### d10 Random Encounters

- 1: The tunnel is completely empty and without threat. Gain a token.
- 2: Strange sounds (chittering, a baby crying, wet slaps, etc) lead characters astray, losing a token.
3. Characters come across a tunnel clogged with mounds of dead cows. If they do not cross, they lose a successful token. If they do climb over the piles, they are attacked by a Cham-Vi Juntan hidden amongst the carcasses. Those that survive or escape gain a token.
4. Characters discover the remains of a man who appears to have been eaten alive. While horrifying to behold, his hand encloses a useful item. Gain a token.
5. A series of dizzying intersections bewilders the travelers. Players must either all lose a successful turn or make a skill check. Anyone failing the check becomes separated from the party. No tokens can be gained, even for successful checks.
6. Characters come across a tunnel clogged with mounds of dead cows. If they do not cross, they lose a token. If they do climb over the piles, they find that the stacked corpses nearly reach the ceiling. Characters must make a check to squirm through before succumbing to disgust, wretched stench or clouds of flies. Failed checks result in items lost in haste, damage, panic, or suffocation.
7. The tunnel is carpeted in skeletons. Falling could cause severe puncture wounds. The clatter of the dry bones accompanying every footstep is maddeningly loud. While it may or may not attract unwanted attention, the noise is enough to damage any character's composure.
8. Stampede! Driven mad by starvation, thirst, and terror, a herd of cows barrel down the tunnel in a panicked sprint. Characters should make checks to sense the danger and flee from it. Those caught in the stampede suffer severe damage. Everyone loses a token.
9. This tunnel goes so deep it touches on the water table. An underwater river is eroding the floor into precarious ledges. Traversing the area is extremely dangerous. If players turn back, they will lose a token. Those that risk the crossing can gain two tokens at once, but failed checks send characters into the current to be swept away and drowned.
10. Characters come across a massive antechamber where the dozens of Cham-Vi Juntan are feasting. It is a challenge just to remain sane after seeing such a horrific, disgusting sight, and now players must decide what to do about it. Going back costs a token, whereas forging ahead can earn three tokens. Getting through the feasting ground requires a number of checks in order to avoid detection. Those discovered by the Cham-Vi Juntan must either try to lose them in the tunnels or engage in a nearly hopeless combat with the monsters

Those that flee upwards won't be pursued, but they will finally find themselves inside the Chambliss Meat-packing Plant. The once busy killing floor and cannery has been completely cleared out; even players with access to a light source will find inky darkness cloying to them in the cavernous space. The interior has been converted into some sickening cross between a tomb and womb. Sickly, grey flesh clings to every surface with an almost fungal consistency, black veins languidly pumping some viscous fluid into strange organs. Pustules of flesh pop open with a fetid hiss when characters go past, offering up strange artifacts that are simultaneously alive and rotting: ashen lumps in the shape of faces, miniature caskets made of bone, perfect heart-shaped lockets that bleed pitch when opened. Whispers fill the darkness, and characters constantly feel something skittering across their skin.

Staying sane inside Chambliss's living monument is a moment-by-moment struggle. Retreat is not an option; Cham-Vi Juntan guard the only exit. At this point, players must either defeat Chambliss, become him, go incurably mad, or face the ravenous hunger of the creatures below.

## ENDGAME

There are few “victory” scenarios in *The Red Tower*; the game is meant to present groups with a confusing web of human intrigue that leads them into an incomprehensible terror. However, there are a few ways to survive the ordeal and defeat the monsters festering underneath Chicago.

Characters that found the Banishment spell located in Cyryl Borkowski’s room (**Clue 11.a, p.18**) may use the spell to destroy Chambliss’s presence once inside the Meatpacking Plant. The ritual will take time, and players not involved with the casting will likely have to defend a final onslaught of the Cham-Vi Juntan as they scramble up the chains to defend their god. If successful, the spell causes horrific gales to tear through the interior of the plant, winds so strong they punch holes through the bricks and start a collapse. The Cham-Vi Juntan will flee in terror, and any surviving characters must make checks to escape collapsing chunks of the ceiling and walls.

Similarly, characters that have discovered the Become the Godhead spell in Chambliss’s old home (**clue 9.b**) can save themselves from the dark magic and nightmare creatures by doing what Andrew Chambliss did in 1906: taking over. Again, any characters not involved in the casting will have to defend against a final attack from the Cham-Vi Juntan. If the caster is successful, Andrew Chambliss’s ghostly presence quietly dissipates and the Cham-Vi Juntan stop their assault, bowing to the caster before slinking into the darkness. Physical death can be avoided by this route, but the person in charge of the spell will have become incurably insane, obsessed with killing themselves to erect a new temple of flesh elsewhere. In a sense, this solution merely defers the hellish ecosystem of the Cham-Vi Juntan to another time and place.

Finally, characters always have the option of blowing the damn place up. Whether breached from the inside with explosives or from outside with heavy machinery, Chambliss’s ghost can’t survive the cleansing presence of sunlight. Destroying the Meatpacking Plant will end the dark god, but how the Cham-Vi Juntan will react



to this brute victory is uncertain. It is up to the GM whether they quietly slink back into the shadows or go on a kill-crazy rampage through the city streets.

If all the characters flee or die, the status quo will continue in Chicago until the Borkowski’s money dries up. With the cattle unavailable, who knows what new depravities Chambliss and his minions will concoct to feed their insatiable hunger for death?