

7902

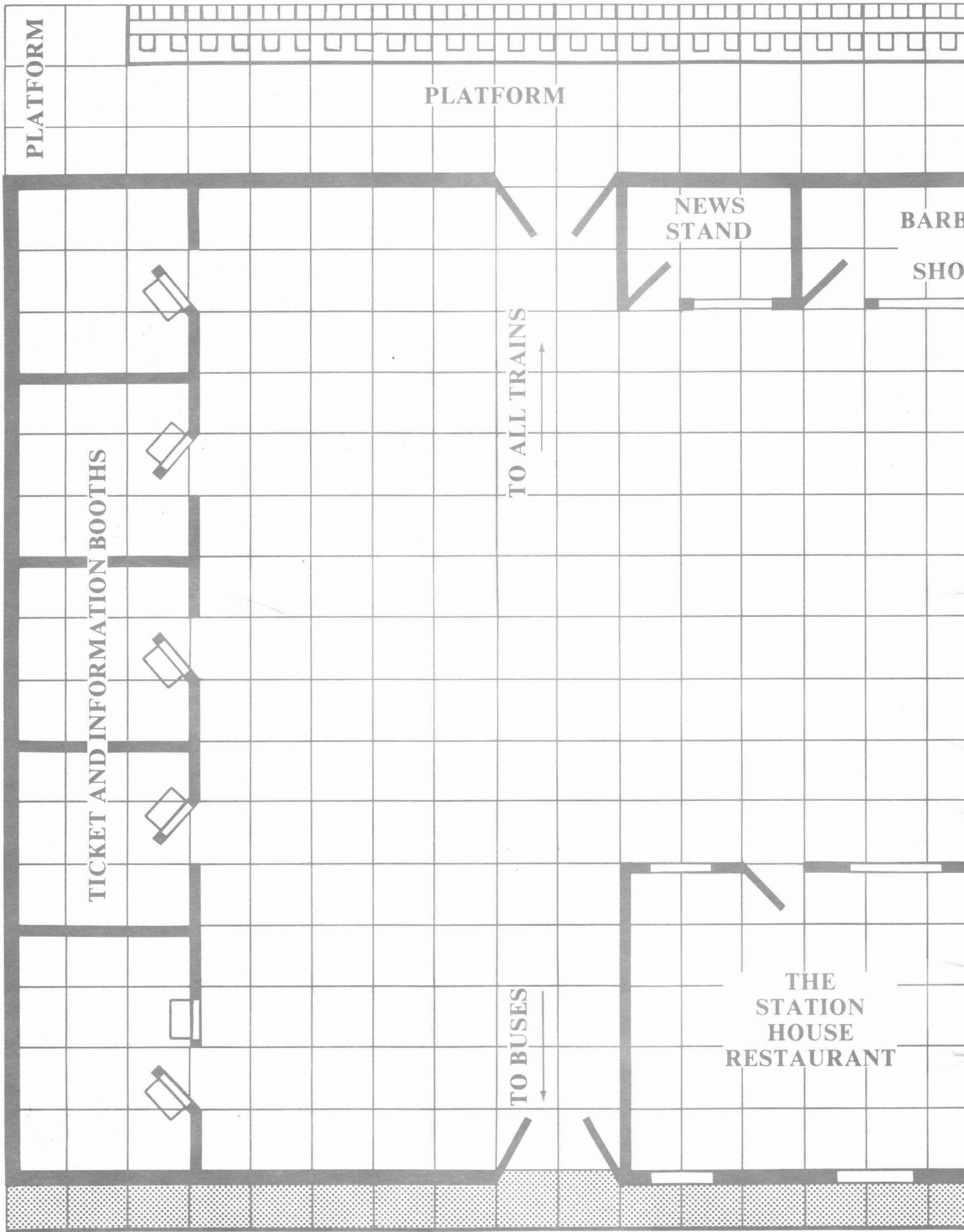
Module GB2

Gang Busters

Murder in Harmony

by Mark Acres





PLATFORM

PLATFORM

NEWS
STAND

BARB
SHO

TICKET AND INFORMATION BOOTHS

TO ALL TRAINS

THE
STATION
HOUSE
RESTAURANT

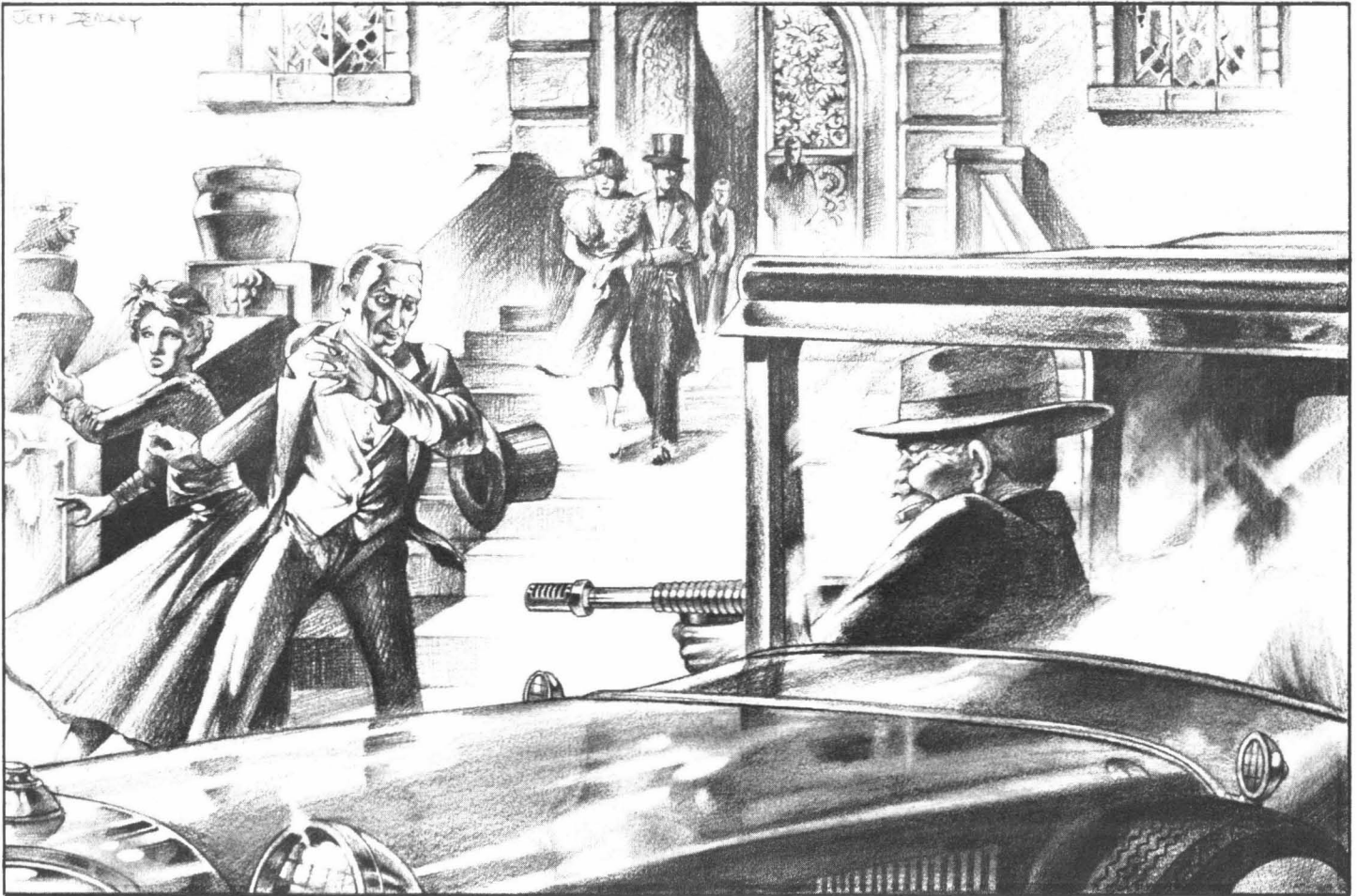
TO BUSES

GANGBUSTERS™ Module GB2

Murder in Harmony

by Mark D. Acres

An Adventure for Character Levels 1-3



Arthur Overton had everything...money...power...prestige...a mansion...a beautiful wife...lovely children...and an ENEMY who wanted him dead. your job: find out who killed him...

This module contains complete background information, game judge's notes, and maps for use with the GANGBUSTERS™1920's Role-Playing Adventure Game rules.

Be sure to look for other GANGBUSTERS™ Modules from TSR, THE GAME WIZARDS!

©1982 TSR Hobbies, Inc. All Rights Reserved.

Distributed to the book trade by Random House, Inc. and in Canada by Random House of Canada Ltd.

Distributed to the toy and hobby trade by regional distributors.

Distributed in the United Kingdom by TSR Hobbies (UK) Ltd.

GANGBUSTERS is a trademark owned by TSR Hobbies, Inc.

This module is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR Hobbies, Inc.

The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead is merely coincidental.



© 1980 TSR Hobbies, Inc. All Rights Reserved.

TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

Printed in the USA
ISBN 0-935696-85-7
394-52599-XTSR0500

GANGBUSTERS™

Module GB 2

Murder in Harmony

INTRODUCTION

Murder In Harmony is the second in a series of modules for use with TSR Hobbies, Inc.'s **GANGBUSTERS™** 1920's role-playing game. You **cannot** play this module without a copy of the **GANGBUSTERS™** rules.

Player Characters

This module may be played by two or more players. One player **must** serve as the game judge. The suggested number of player characters is three to six of first through third level. The module can be played by law enforcement, private investigator, and/or reporter characters. Criminal characters should play only at the discretion of the game judge and should be experienced role-players.

Cooperation and Competition

Player characters will probably find that solving the various mysteries in this adventure will require some cooperation. The PCs must also be aware that they are in a sense competing with one another. The game judge will divide experience points earned for the arrest of criminals among all the PCs contributing to the investigation. The degree to which PCs decide to cooperate with one another should be left entirely to the players. The game judge should neither encourage nor discourage player character cooperation.

STOP. The remainder of the material in this booklet is intended for the use of the game judge only. If you intend to be a player in this module, do not read any further. Doing so will only spoil much of the mystery and excitement of the module.

HOW TO USE THIS MODULE

This module is based upon a traditional murder mystery. The victim is Arthur Overton, musician and union president. While investigating the murder, your PCs will discover several other crimes, including a number of other murders. The module has been carefully designed to provide the players with both lots of action (fist fights, gun fights, etc.) and many chances to puzzle through a baffling mystery.

You, the game judge, must be thoroughly familiar with the contents of this entire module before beginning play. After reading the module, you should decide whether to use it as a separate adventure, or to incorporate it into an existing **GANGBUSTERS™** campaign.

Outline Of Contents

Each of the following sections in the module contains information needed by the game judge for play of the module.

Section III: THE MYSTERY summarizes the murder mystery and its various subplots. This section tells you who did it, how and why, and gives some information about related crimes and encounters.

Section IV: CHRONOLOGY gives a ready-reference summary of when each event in the module takes place. The timing of the various events can provide important clues to the PCs trying to solve the mystery. This is probably the most informative section of the module. The game judge should use this section to provide an overview to the sequence of events in the adventure.

Section V: ENCOUNTERS provides a series of action sequences which the game judge may include in the module at his or her discretion. The use of most of these encounters is optional, depending on the types of PCs in the adventure.

Section VI: EVIDENCE gives a listing of the people, places and things which could provide evidence to the PCs concerning any of the crimes in the module. This section may be used by the judge as a ready-reference when PCs discover evidence, and question suspects and witnesses. Whenever a piece of physical evidence is discovered in **CHRONOLOGY**, the judge should refer to this section for detailed information.

Section VII: KEY NPCs provides details about the major NPCs involved in the mystery and gives tips to the judge on how to play those NPCs. When a major NPC is introduced in **CHRONOLOGY**, the judge should refer to this section for a detailed description.

Section VIII: NPC STATISTICS provides the game judge with the necessary basic ability and special skill scores for all the NPCs mentioned in this module.

Maps

This module is designed to make maximum use of the maps included in the **GANGBUSTERS™** boxed set. Many of the buildings and businesses mentioned will be familiar to players and judges who have used the large 5' and/or 15' scale maps in the boxed set. This module includes maps of the Lakefront City train station and the ground and second floors of Harmony Manor.

Playing The Module As A Single Adventure

This module may be played as a single, unrelated adventure. In this case, players should follow the normal procedure and roll characters. Once the game judge feels he or she is familiar with the module, play can begin.

Incorporating The Module Into Your Campaign

The game judge should feel free to alter anything to make this module better fit the needs of his or her own campaign. However, all changes should be made very carefully to avoid upsetting either the play balance or the "web" of evidence related to any particular crime.

Judges who are running a campaign based on the Lakefront City campaign setting and using the Lakefront City information found in **GANGBUSTERS™** Module GB 1 *Trouble Brewing* should feel free to change any NPCs to mirror the campaign's current circumstances. For example, the Tolino syndicate from **GANGBUSTERS™** Module GB 1 may be used in place of the Scarlesi syndicate used in this module. Similarly, NPCs in stores, etc., should be changed to duplicate the reality of your own campaign.

The exact date of the Overton murder and related events should, of course, be set by the game judge to reflect the date in his or her campaign. This particular module **must** be set during the time that the National Prohibition Act is in effect.

Getting Started

Play of the module begins with the first encounter, **The Scene Of The Crime**. No more than two PCs should be involved in this initial encounter. Off duty beat cops will work best for this encounter, although any two PCs will do.

Other PCs may be brought into play as follows:

1. Private Investigators: If one or more PCs are a private investigator team, the team will be hired at 8:00 a.m. Saturday morning by Mrs. Betty Overton to find Will Fineman and get the documents he is using to blackmail her. She will offer the PCs a total of \$2,500 for this job, half in advance, plus any expenses.
2. Reporters: May on their own or at instructions of their editor investigate the Overton murder as they see fit.
3. F.B.I Agents: May be called in on the Overton case at the request of the local police department.

4. Prohibition Agents: As soon as any PCs discover that Overton was in some way involved with the O'Haney mob, or had information about them, prohibition agents may freely investigate the Overton murder in hopes of uncovering evidence about the O'Haney operation.

5. Criminals: Criminal players are on their own. They will have to use their ingenuity to get into play. It is not recommended that criminal characters be allowed in this adventure unless both the game judge and the players are very experienced at role playing games.

Awarding Experience Points

Experience points to PCs should be awarded using the standard rules. However, the total points earned for each arrest must be divided among all the PCs who discovered information leading to that particular arrest. The exact distribution of such experience points is left to the discretion of the game judge. In making this determination, the judge should take into consideration the intelligence displayed by the PCs and the risks they faced and overcame.

III. THE MYSTERY

The Murder

Murder in Harmony is a murder mystery interwoven with several related adventures. The primary goal of most player characters will be to solve this mystery. They will also stumble onto many crimes and will probably also reach a few dead ends in their investigations. This section explains the full mystery to the game judge, so that he is better able to run the adventure.

The murdered man was Arthur Overton, 47, a caucasian male of high social standing. Overton was the son of Ezra and Florence Overton, wealthy members of Lakefront City society. From them, he inherited both the family fortune and mansion, Harmony Manor. Overton was the first cellist for the Lakefront City Symphony Orchestra. More importantly, he was also the president of the Amalgamated Musicians' Union, a group struggling to secure decent wages for all musicians. Most of the union membership consists of musicians who play in nightclubs and speakeasies. A lucky few get hired to work for motion picture studios and/or for radio programs. The union membership chose Overton as president because they believed that a "high class" symphony musician would give their union respectability in the public eye.

The union members didn't know that Overton was a man in desperate financial straits. In the past few years he had squandered the large fortune left by his parents. Overton saw his chance to get more money when the O'Haney organized crime syndicate offered him \$50,000 to run the union "their way." Overton accepted the offer and for two years had been secretly turning over the union's hard-earned dollars to O'Haney. Overton, of course, took a cut of the syndicate's profits from the union racket. He also prevented union musicians from performing in clubs and speakeasies run by syndicate rivals of the O'Haney crime organization.

Then Overton made the mistake of becoming too greedy. He began to demand more and more money from the O'Haney syndicate in return for his services. When O'Haney refused Overton's final demand, Overton began to threaten O'Haney. Over a period of several months, Overton had collected information about O'Haney's bootlegging operations including the locations of O'Haney's breweries and stills, O'Haney's contacts with foreign distillers who weren't choosy with whom they did business, and even the schedule of shipments of booze from the Canadian borders to O'Haney's secret warehouses in Lakefront City. Overton had obtained this information by socializing with members of the O'Haney syndicate and listening carefully to their casual conversation. He recorded everything in a large notebook which he kept in a safe at his home. When O'Haney

refused to give Overton a greater share of the profits from the union racket, Overton threatened to turn this notebook over to the rival Scarlesi syndicate.

Naturally, Overton seldom met personally with O'Haney. Almost all contact between the two men was conducted through a third party, the highly respected lawyer, Richard Thorndyke. Thorndyke had made a small fortune by serving secretly as O'Haney's legal advisor. Thorndyke was also Overton's attorney, and was the man who had originally introduced O'Haney and Overton.

When Overton's threats grew serious, O'Haney gave Thorndyke an offer that he couldn't refuse: either get rid of Overton immediately or O'Haney would make both Thorndyke and Overton cease to exist.

O'Haney felt he had made a smart move in forcing Thorndyke to murder Overton. Although Thorndyke had never killed anyone, O'Haney felt he was too smart to botch the job! Furthermore, as Overton's attorney and advisor, Thorndyke would be above suspicion. Finally, neither the O'Haney syndicate nor the union would be linked to the killing. Consequently, there would be no investigation of the syndicate's activities in the union racket.

Thorndyke saw his opportunity when Overton invited him to a small cocktail party on a Friday night. He was very familiar with the Overton's stately home, Harmony Manor, at 218 Parkview Way. He knew the layout of the house from his frequent visits there, and he knew that Overton kept a loaded .38 revolver in the top drawer of the desk in his study. Thorndyke formed his plan. He contacted Johnny "The Weasel" Peruccio, an experienced thief and safecracker whom he had helped beat a theft rap three years ago. He paid Peruccio \$500 to go to Overton's house on Friday night, break into the basement, go to the fuse box, and kill the lights at precisely 10:05 p.m. Peruccio was then to sneak out of the house and keep his mouth shut.

On Friday night, Thorndyke arrived at Harmony Manor for the cocktail party. The party was being held in the drawing room, just across the hall from Overton's study. At about 9:40 p.m., Thorndyke left the drawing room. Unnoticed by any of the household staff or guests, he slipped into Overton's study. Using a handkerchief to avoid leaving any fingerprints, he opened the desk drawer and placed Overton's gun in the right pocket of his dinner jacket. Carelessly, he ground out his cigarette in the ashtray on Overton's desk. He returned to the drawing room and rejoined the party. At 10:05 p.m. exactly, the lights in Harmony Manor went out. Thorndyke quickly crossed the room in the darkness to a position directly behind Overton. Within seconds after the black out there was shot, followed by the sound of a crash as Overton's body collapsed over the drink tray. There was confusion and screaming for several minutes until Gardner, the Overton's butler, made his way by candlelight down to the basement and began replacing fuses. As the lights came back on, the screams grew louder, for the guests now saw Overton lying dead on the floor with a gunshot wound in his head. There was a loaded gun on the floor beside the body.

As the guests stood gazing at one another in horror, Gardner returned from the basement to find his master dead. The shock was too much for the faithful old servant; he ran screaming out the front door and into the street, crying for help. It is at this point that the first player character should appear on the scene.

The Overton Notebook

Thorndyke was silently congratulating himself on a job well done as he "consoled" Mrs. Overton and waited for someone to think of calling the police. He knew that most of the other people in the room had their own reasons for hating Overton. As the dead man's lawyer, he knew that he would be above suspicion. Also he knew that the next day he would come to call on the Overton family to "put Arthur's papers in order." At that time, he would steal the notebook full of information about O'Haney's bootlegging operation. O'Haney would be happy; the police would be puzzled, and he, Thorndyke, would be in the clear.

What Thorndyke did not know was that his friend and hiring Peruccio was not completely trustworthy. While the guests were screaming in horror and Thorndyke was smugly congratulating himself, Peruccio was practicing his old trade. Peruccio decided there was no point in letting a chance to rob a wealthy house slip through his fingers. After pulling out several fuses, Peruccio had slipped back outside, climbed to the second story of the house, and sneaked into an upstairs window. As an experienced thief, he "followed his nose" to the safe in Overton's bedroom, cracked it, and quickly removed the contents which included \$22,000 in cash, some stocks and bonds, and a big notebook. Pleased with this haul, and not yet knowing what was in the notebook, Peruccio went back out the window and beat a hasty get-away on foot through the neighborhood yards and alleys.

Sometime after midnight, Peruccio went over his haul in the privacy of his seedy room at the Lexington Hotel (shown on the maps included in your boxed set of **GANGBUSTERS™** game.) He discovered the contents of Overton's notebook. Peruccio was no fool; he knew that the notebook was dynamite. He also realized that Thorndyke would quickly decide he had it. Peruccio decided to try to make a quick sale of the notebook to the Scarlesi mob and then to leave town as quickly as possible.

At 6 a.m. Saturday morning Peruccio went to the Lakefront City train depot, where he bought a train ticket for Los Angeles and rented a luggage locker. He put the Overton notebook, the stocks and bonds, and all but \$2,000 of the cash in the locker. He then telephoned an old acquaintance, Antonio Vicenti, a loan shark for the Scarlesi syndicate.

Peruccio described the notebook and offered to sell it to Vicenti for \$10,000. Vicenti was very interested and suggested a meeting at Peruccio's hotel room that morning. Peruccio told Vicenti to be sure to bring the money. Vicenti agreed. Vicenti told Peruccio to be sure to have the notebook. Peruccio said he would.

Peruccio had been right. The Scarlesi mob was very interested in the Overton notebook. Vicenti got in touch with Scarlesi, who agreed to put up the money for the purchase. Vicenti was a very ambitious young hood, anxious to "make his bones" in the Scarlesi syndicate. He knew that bringing Boss Scarlesi something like the Overton notebook would make him a very big man in the organization. Like most gangsters, he was a greedy killer who had no intention of paying Peruccio for the notebook. He was sure Peruccio would have the notebook with him at the meeting. He planned to take the notebook from Peruccio, kill him if necessary, and pocket the money for himself.

Vicenti showed up at Peruccio's hotel room about 9:00 a.m. Getting down to business immediately, he showed Peruccio the cash and asked for the notebook. When Peruccio said he'd "have to go get it," Vicenti decided Peruccio was trying to double-cross him. He flew into a violent rage and beat Peruccio nearly senseless. Then he began tearing up the room, looking for the notebook. Peruccio grabbed for his .38 revolver, but was too slow. Vicenti saw him going for the gun and pumped four rounds from a .45 automatic into him. After another quick look around the room, Vicenti grabbed the \$10,000 and made a quick exit out Peruccio's window and down the fire escape.

Vicenti didn't have time to search Peruccio's body. If he had, he would have found a new book of matches from Velma's Restaurant, where Peruccio had stopped for coffee on his way back from the train depot. While he was there, Peruccio had taken the precaution of hiding the key to the train station luggage locker by sticking it with a piece of chewing gum underneath the sink in the men's restroom.

In the next few days, the O'Haney syndicate and the Scarlesi syndicate will frantically search for the Overton notebook. When they learn of its existence, law enforcement officers will join the search. O'Haney's men will be operating under orders to get the notebook and to kill anyone who may have knowledge of its contents. The Scarlesi mob will be trying to beat, bribe, or threaten information about the location of the notebook out of anyone they believe may have such information. The search for the Overton notebook will cause several more deaths, including Vicenti's, *Lakefront City Herald* crime reporter Bill Wilson's, and probably several more.

The Union

Under Overton's leadership and with the help of the "muscle" displayed by his "associates," the Amalgamated Musicians' Union had become an unusually strong union. With more than 7,500 members throughout the city and country, the union had an income of about \$600,000 per year. Of that amount, about \$50,000 over the last two years had gone to union affairs, with the remainder skimmed off by Overton and the O'Haney mob. Overton was getting a 10% cut for his efforts, or about \$55,000 per year.

Of course, there were those in the rank and file who knew and resented the mob influence in their union. Few protested, however, after seeing what happened to those who did raise their voices. Musicians are a relatively intelligent group of people who can quickly appreciate how hard it would be for a toothless horn player to get a job. Some left the union and struggled to make it on their own, but the union's growing power made it increasingly difficult to find work in the better clubs, hotels and halls. Overton's power seemed secure.

In fact, Overton had felt so secure in his power that he had become careless. He made little attempt to hide his thievery. Even a second rate bookkeeper could have uncovered it after spending a day going over the union's financial books!

Overton's death has created a power vacuum in the union. The O'Haney syndicate assumes that it can use its strong arm tactics to force the election of Michael O'Hara (one of their top lieutenants) to the presidency of Local 139. What the O'Haney's haven't counted on is the courage of Frankie Sansotta. Sansotta is an honest man who hates the mob. He intends to play one syndicate off against another to regain control of the union for its members. Sansotta will immediately begin working with the Scarlesi syndicate to help line up support for his candidacy and to provide a balance to the O'Haney muscle.

Until the election, the union's books will be placed in the hands of union's attorney, none other than Thorndyke.

The Loan Shark

Charles Overton, 22, the step-son of Arthur Overton and natural son of Mrs. Overton by a previous marriage, will be having problems of his own following Arthur Overton's murder. Charles, a student at a major university in the East, has been living a wild life and neglecting his studies. Although not a bad person, he has a weakness for gambling that now places in him a particularly vulnerable position. Two months ago, Charles ran up gambling debts of more than \$10,000. Unable to pay these debts, he turned to the loanshark, Vicenti, for help. Vicenti loaned Charles the money at 15% interest per week assuming that sooner or later Arthur would bail his son out. Now that loan is past due, and Vicenti is being pressured by his boss, Scarlesi, to collect. The death of Arthur Overton came at a convenient time because Charles will inherit at least one-third of his step-father's estate. However, considering the circumstances of Arthur Overton's death, it could take months for the estate to be settled. Neither Charles nor Vicenti have that kind of time. Boss Scarlesi has told Vicenti to collect the money...or else.

The Young Lovers

Shortly before his death, Arthur had told both Charles and his wife, Betty, that he was tired of Charles' irresponsibility and would no longer furnish him with funds. In fact, the day before the murder there was a violent quarrel over money between Charles and his step-father. The quarrel was witnessed by Gardner, the butler, and Mrs. Smedley, the housekeeper.

The Blackmailer

Betty Overton, at 43, is still a breathtakingly beautiful woman. Her high society friends all believe she came from a good family in Ohio. In fact, she was born into an impoverished western mining family. She ran away from home at 14, and at the age of 18 was working in a sleazy bar in Nevada, fast earning a bad reputation. It was there that she met and fell in love with a fast-talking, low-life gambler named Will Fineman. In a few weeks she was Mrs. Fineman and a few months later presented Fineman with a son, Charles. Fineman didn't like the idea of fatherhood and responsibility, so he deserted them both and disappeared. This filled Betty with a steely determination: she would become rich...any way she could...and live a life of respectability for the sake of her son. When the young and gullible Arthur Overton crossed her path, his money attracted her as much as her beauty attracted him. They were married, and young Charles was never told that Overton was not his father. As Overton's wife, Betty worked her way into the upper crust of Lakefront City society. She enjoyed respect, money, and all the power a wealthy woman could hope to have in the community.

Only one problem clouded Betty's life. About two years ago, Fineman reappeared. Hearing of Betty's good fortune (they were never legally divorced), he decided that he deserved a share in it. He has been blackmailing her for the past two years demanding payments of \$100 each week and occasional payments of as much as \$5000. It has taken all of Betty's native cunning to hide these payments from Arthur.

Now that Arthur is dead, Betty faces an even more serious problem. Fineman is now demanding an equal share of her inheritance. Betty knows that this is only the beginning; now that she controls the Overton fortune, Fineman will never let go. He'll be a financial drain on Betty for as long as he lives. If she refuses to share her inheritance, Fineman has threatened to reveal that her marriage to Overton was illegal. This would cause both her and Charles to lose their share of Arthur's estate, not to mention their carefully nurtured place in Lakefront City society.

For these reasons, Betty has decided to kill Fineman. They have been meeting weekly on Thursday at 7:30 p.m. in a courtyard on the grounds of the Church of the Beloved Disciple. The church is deserted at that time, and the courtyard is well screened from the street. This Thursday Betty will bring a surprise. She will meet Fineman, shoot him, and then flee before anyone attracted by the sound of the shots can get to the courtyard. She will get in her own car, parked several blocks away, and drive home immediately.

The one person who knows her secret will give her the gun...Gardner, the butler. Gardner discovered her past when he accidentally found a box of old letters in the attic. However, he is the soul of discretion and loyalty to those for whom he works. He has mentioned the letters to no one but Mrs. Overton. Sometimes, he has assisted her in meeting and paying off Fineman by telling Overton that she has gone to a woman's club meeting or other social event on Thursday evenings. Gardner hates Fineman for what he did to an obviously fine woman and for the threat he poses to the good name of the Overtons. At Betty's request, he will purchase a gun on Tuesday from Harshaw's Lumber and Hardware, registering it to himself. He will then give it to Betty. Upon her return home, he will drop the gun down the storm sewer outside the house.

Linda Overton, 18, daughter of Betty and Arthur, is madly in love with the Overton's chauffeur and handyman, Enrico Lombardi. She and Lombardi would already be married except that Arthur Overton violently opposes their union.

Lombardi, 24, came to work for the Overton's about one year ago. He is tall, dark, and handsome with a fiery Latin temper. Their attraction to one other was inevitable.

Linda and Enrico revealed their love for one another to Overton two months ago. At that time, Overton demanded that the relationship end at once and forbade Enrico to speak to Linda. Of course, the young couple ignored his orders. On the afternoon Overton was murdered, he found out that Linda had been visiting Lombardi in his room. In a blind fury, Overton summoned Lombardi to the drawing room, struck him several times in the face, and fired him. Lombardi spent the afternoon packing his belongings. After dinner he went up to the house to pick up his final pay check. He was waiting in the drawing room when the lights went out and the shot was fired.

Lombardi is a gun fancier and one of his favorite duties in the Overton household is cleaning, polishing and loading Overton's pistol. He had cleaned and oiled the pistol just before being summoned by Overton on that fateful Friday afternoon. His fingerprints can be found on the murder weapon. Refer to the **EVIDENCE** section.

IV. CHRONOLOGY



23 Years Ago:

Betty Wilson, bar girl in a Nevada dive, marries gambler Will Fineman. Gives birth to son, Charles. Fineman abandons his young wife and infant son.



22 Years Ago:

Arthur Overton returns to America after studying music in Europe. He takes a tour of the American West. Meets Betty, falls in love, marries. Family spends four years in the East, where Overton teaches music for prestigious college.



18 Years Ago:

Arthur's father dies. He inherits the mansion, Harmony Manor, and \$80,000. Arthur, Betty and Charles move to Lakefront City. Arthur and Betty's daughter, Linda, is born. Arthur teaches music at Lakefront City University and dabbles in investments. He meets Thorndyke and hires him as his regular attorney. Overton begins squandering the family money, slowly at first, but with then with less restraint as years go by. Income from investments is usually sufficient to replenish these losses.



2 Years Ago:

Overton's financial situation becomes critical. He becomes president of the Amalgamated Musicians' Union. The O'Haney syndicate buys him off for \$50,000. Thorndyke serves as go-between. Embezzlement of union funds by syndicate and Overton begins. Fineman arrives in Lakefront City and begins blackmailing Betty Overton.



2 Weeks Ago:

With Thorndyke acting as go-between, Overton demands more money from O'Haney syndicate; threatens to give information on O'Haney's bootlegging operations to the Scarlesi syndicate. O'Haney orders Thorndyke to "get rid" of Overton, or else!



1 Week Ago:

Overton invites Thorndyke and others to cocktail party the following Friday at 8 p.m. at his home. Thorndyke calls Peruccio in Jersey City, has him come to Lakefront City. O'Haney, via Thorndyke, tells Overton he needs more time to work out an acceptable deal.



Wednesday:

Peruccio arrives by train from Jersey City. Takes room 317 in the Lexington Hotel. Meets Thorndyke at 7 p.m. that night in the manager's office of Harrigan's, a speak owned by the O'Haney syndicate. Thorndyke pays Peruccio the promised \$500.



Thursday:

6:00 p.m. Overton, beginning to distrust O'Haney, calls Bill Wilson at the *Lakefront City Herald*. He tells Wilson of the existence of his notebook with details on the O'Haney syndicate's bootlegging operations. He does not tell Wilson how he got the information, nor does he tell Wilson about his own connections with O'Haney. He promises to give the information to Wilson, and wants Wilson to tell Betty about the notebook and get it from her if anything should happen to him (Overton). Of course, Overton is doing this just for "insurance" purposes; he intends to tell O'Haney what he has done so that O'Haney will be unable to take any action against him. Unfortunately for Overton, he never got that message to O'Haney in time.

7:30 p.m. Betty Overton meets Will Fineman at the Church of the Beloved Disciple. Pays him his weekly \$100 blackmail money.

9:00 p.m. Arthur, Betty and Charles Overton have a furious argument over Charles' spendthrift ways. Argument is overheard by Gardner and Mrs. Smedley.



Friday:

4:00 p.m. Mrs. Smedley informs Overton that Linda has been with Lombardi in his quarters. Overton flies into a violent rage and calls for Lombardi. Lombardi leaves the study where he has been cleaning and oiling Overton's .38 revolver and goes to see Overton in the drawing room. Overton hits Lombardi twice in the face. He fires him, and tells him to pack his things and be gone by evening. Lombardi says nothing, and leaves for his quarters.

8:00 p.m. Guests arrive at the Overton home for the Friday evening cocktail party.

9:40 p.m. Thorndyke gets Overton's gun from the study.

9:55 p.m. Peruccio breaks into the basement at the Overton home.

10:05 p.m. The lights go out at the Overton home. A shot is heard in the drawing room. Gardner gets a candle from the desk in the study, lights it, and goes to the basement to check the fuse box.

10:10 p.m. Gardner runs screaming from the house. Peruccio climbs to the window of the master bedroom on the second floor of the house.

Note: PC actions will begin at this point. The PC contacted by

Gardner will actually get to the front door of the house at 10:15 p.m. From this point on, the chronology may be changed to reflect the results of PC's actions.

10:20 p.m. Peruccio makes his escape.

12 Midnight Peruccio arrives at the Lexington Hotel. He leaves a wake-up call with the desk clerk for 6 a.m.



Saturday:

6:00 a.m. The desk clerk awakens Peruccio. Peruccio dresses, puts the notebook, \$20,000 of the \$22,000 and all of the stocks and securities into a small canvas bag, and takes a cab to the train depot.

6:30 a.m. Peruccio arrives at the train depot. He pays the cabbie, John Martin, with a \$100 bill and tells him to keep the change, keep quiet and wait. Peruccio then buys a train ticket for Los Angeles. He rents a luggage locker and puts the canvas bag in the locker.

6:45 a.m. Peruccio uses the pay phone at the train station to call Vicenti. Vicenti is very interested, agrees to come to Peruccio's hotel room at 9 a.m. that morning.

6:55 a.m. Peruccio takes the same cab to Velma's Restaurant. He arrives at 7:25 a.m.

7:00 a.m. Vicenti calls Scarlesi and tells him of the existence of the Overton notebook and Peruccio's offer to sell it. Scarlesi agrees to provide the money for the purchase.

7:25 to 8:00 a.m. Peruccio has a leisurely breakfast at Velma's. He buys a pack of gum, some cigarettes and a book of matches. Not fully trusting Vicenti, he hides the train station luggage locker key in Velma's men's room by sticking it underneath the sink with a piece of chewing gum.

8:00 a.m. Betty Overton calls any PC private investigators as detailed in **ENCOUNTERS**.

8:55 a.m. Vicenti arrives at the Lexington Hotel. He walks in the front door and goes up the stairs to Peruccio's room.

9:00 a.m. If Peruccio's burglary of the Overton safe has not yet been discovered, Thorndyke will now arrive at Harmony Manor to begin putting Arthur Overton's papers in order.

9:05 a.m. Witnesses in rooms next to Peruccio's hear sounds of a struggle.

9:10 a.m. Thorndyke and Betty Overton open the bedroom safe and discover the theft of the cash and papers. Only Thorndyke, of course, knows that the Overton notebook has also been stolen. Mrs. Overton telephones the police to report the theft. Thorndyke will remain until the police arrive to conduct their investigation on the scene. He does not tell Betty Overton of the existence of the notebook.

9:15 a.m. Witnesses in rooms next to Peruccio's and any PC cops on the beat, hear the sounds of four gunshots from Peruccio's room. **If PCs are involved in the Peruccio murder encounter, play that encounter now.** If not, Vicenti makes his get-away via the fire escape from Peruccio's hotel room.

10:10 a.m. The police finish their work at the Overton residence. Thorndyke returns to his office, calls O'Haney at 10:30 a.m., and informs him of the theft. Thorndyke tells O'Haney he believes Peruccio took the notebook, and that Peruccio is staying at the Lexington Hotel.

11:00 a.m. The O'Rourke brothers, Tom and Mike, goons for the O'Haney mob, arrive at the Lexington Hotel. They intimidate the desk clerk into telling them he saw Vicenti go upstairs before Peruccio was killed. They warn him to keep his mouth shut about the entire matter, and use the pay phone in the hotel lobby to report to O'Haney that Vicenti probably killed Peruccio and may know where the notebook is located.

12 Noon Frankie Sansotta has lunch with Boss Scarlesi at Tolino's Family Restaurant to discuss getting Scarlesi's support for the union presidency. The union election is to be held at 3 p.m. Monday. Scarlesi knows that this doesn't give him much time, but agrees to assist Sansotta with as much "muscle" as he can spare from other operations. In return for this help, Sansotta agrees to give the Scarlesi's a cut of the union funds if and when he takes over.

12:45 p.m. Scarlesi's man, Gritti, arranges to have Thorndyke's office burglarized by John "Scratchy" Fleming, a small time thief. Gritti agrees to pay Fleming \$250 plus anything Fleming gets from Thorndyke's safe, in exchange for the financial records of the Amalgamated Musicians' Union. Scarlesi figures that the books will show how the O'Haney's have been bleeding the union, and will be useful in several ways against this rival syndicate. Scarlesi assumes that Thorndyke grabbed the books after Overton's death to protect himself.

1:00 p.m. Betty Overton receives a phone call from Will Fineman. Fineman tells her he's glad that Arthur is dead, because now he can share her inheritance. He also tells her to be sure to show up Thursday at the church with a \$5,000 payment. He says they'll discuss his half of the inheritance at that time in greater detail. Betty decides that Fineman must disappear permanently.

1:30 p.m. Bill Wilson calls Betty Overton. He tells her of the existence of the Overton notebook, and asks if she knows where it is. She tells Wilson she doesn't know anything about it, and doesn't want to know anything about it.

2:00 p.m. Vicenti is standing in front of Levon's Pawn Shop on the corner of Broad and Maxwell Streets when the O'Rourke brothers show up and attempt to take him for a ride. Vicenti is killed in the ensuing gun battle unless PC actions prevent his death.

2:30 p.m. Thorndyke shows up at the office of the Amalgamated Musicians' Union to get the union's financial records until after the union election on Monday at 3 p.m. He takes the books back to his law office and stores them in his safe.

4 p.m. The afternoon papers hit the street. The *Lakefront City Herald* headlines read:

"DID BOOTLEGGERS KILL OVERTON?"

The story, by reporter Bill Wilson, says Overton was about to reveal to *The Herald* detailed information about the operation of a major bootlegging syndicate in the city. The story says all this information had been put together by Overton in a notebook, which has now disappeared. The story says Overton had contacted the paper because "he feared for his life because of what he knew." In a related editorial, *The Herald* calls for a crackdown on the gangsters and bootleggers "who have now obviously been involved in the murder of an outstanding citizen who risked his life to do his civic duty."

7:30 p.m. If there is a PC cop on the beat, or any other PCs are in the area of Tiffin Alley, they will be involved in the encounter "**Bill Wilson Takes a Beating**." Bill Wilson is being severely beaten in the alley by three thugs from the O'Haney gang. They have two purposes: to prevent Wilson from writing any more stories about the Overton case, and to find out if Wilson knows where the notebook is located. If PCs are not involved in this encounter, they will read about the beating of Wilson in the next morning's edition of *The Herald*.



Sunday:

9:00 a.m. to 12 Midnight Reports come in from numerous locations all over the city that members of the Amalgamated Musicians' Union being threatened and beaten by both Irish and Italian hoodlums. The reports are sketchy, but most street-wise individuals believe this violence by the O'Haney and Scarlesi mobs is related to the union elections coming up Monday afternoon.

2:00 p.m. Arthur Overton's funeral is held at the Church of the Beloved Disciple. Present are all family members, all members of the household staff, including Lombardi, all who were guests the night Overton was killed, and several hundred musicians from all classes. Bill Wilson is present despite his severe injuries. His wife assists him in walking.

2:30 p.m. As the crowd is leaving the church after Overton's funeral, a black limousine stops directly in front of the church. The O'Rourke brothers step out and fire Thompson submachine guns at Bill Wilson, who is standing on the sidewalk. If not stopped by PCs, the O'Rourkes will calmly get back into the car after Wilson is blown to bits. The car will then speed away driven by Pat Michelson, an O'Haney gang hoodlum.

5:00 p.m. O'Haney's bookmaking operation behind Hime's Barbershop is hit by the Scarlesi mob in retaliation for the hit on Vicenti. This hit is the signal for full-scale syndicate warfare between the Scarlesi's and the O'Haney's. See "**The Hit At Hime's**" in the encounters described later in this module.



Monday:

3 a.m. John "Scratchy" Fleming attempts to burglarize Thorndyke's office to get the financial record books of the Amalgamated Musicians' Union for Boss Scarlesi.

6 a.m. As the morning papers hit the streets, it is obvious that the entire city is up in arms over the syndicate violence of the past two days. Even someone as corrupt as Mayor Big Bill Johnson can't ignore the outrage of the public and the press. He orders a crackdown. Streets are to be closed by the local police. Top priority is given to capture of the O'Rourke brothers. The mayor makes a lot of noise about "driving every crook out of Lakefront City for good."

8:50 a.m. Thorndyke drops his laundry off at the Jankowitz Cleaners on his way to his office.

9:10 a.m. Thorndyke opens the safe at his office and discovers that the union financial records are missing. Also gone is \$500 in cash which was last week's payoff from the O'Haney mob.

12 Noon Thorndyke leaves his office for lunch telling his secretary that he'll be back in about an hour. He has decided that things are much too hot, and that he should get out while he can. He stops at the First National Bank and withdraws \$20,000 in cash. Then he drives to the train station, where he buys a ticket on the next train for New York City. The train leaves at 3 p.m.

12:35 p.m. Lombardi arrives at the train station and purchases two tickets for Niagara Falls on a train leaving at 3:30 p.m. that afternoon.

12:45 p.m. Thorndyke calls O'Haney from the train station and tells him that he's going out of town for a few days on business. He says he'll return on Thursday and help O'Haney straighten out things with the local politicians. In response to O'Haney's questions, he says he'll be meeting with a corporate client in St. Louis to go over some important contracts.

12:50 p.m. Boss Scarlesi suddenly realizes that Peruccio must have dumped the Overton notebook somewhere between his hotel and the train station. He decides that the only logical place to have put the notebook was in a luggage storage locker at the train station. He takes his personal bodyguard and heads for the train station.

1:00 p.m. O'Haney, sensing that something is terribly wrong, starts for the train station. He intends to keep Thorndyke from leaving town. He takes his personal group of bodyguards with him.

1:00 p.m. Velma, of Velma's Restaurant, calls the First Precinct police station to report that she has just found a strange key in the men's restroom. It fits luggage locker number 137 at the Lakefront City train station. She thinks it might have something to do with the Peruccio murder, since he had breakfast in her restaurant the morning he was killed. The precinct captain sends word to the cop on the beat (if a PC) to get the key and meet the rest of the cops at the train station.

1:30 p.m. The O'Haney's, the Scarlesi's and the police all arrive in force at the train station.

3:00 p.m. The Amalgamated Musicians' Union election is held but only about 150 members are present for the meeting. The temporary chairman, Benny Miller, notes the absence of both major candidates for the union presidency, and says that there is not a quorum present for the election. He then reports that Thorndyke, who was supposed to turn over the financial records to the new president, is also absent. Miller adjourns the meeting after scheduling another meeting later in the week to settle the union's business.



Tuesday:

6:00 p.m. Gardner purchases a .38 revolver at Harshaw's Hardware and Lumber store.

8:00 p.m. If a PC private investigator has not been hired by Betty Overton, then an NPC private investigator will ransack Will Fineman's hotel room at this time, searching for the documents with which Fineman is blackmailing Mrs. Overton.



Wednesday:

8:30 a.m. If no PC private investigator is working for Betty Overton, Will Fineman will at this time call the police to report that someone has searched his room and stolen some papers and various other items.



Thursday:

7:30 p.m. Betty Overton meets Will Fineman in the courtyard of the Church of the Beloved Disciple and kills him.

V. ENCOUNTERS

This section provides details for most of the encounters included in the **CHRONOLOGY** section. Descriptions which should be read to the players are boxed and shaded. Information which is for the use of the game judge is printed unboxed.

I. The Scene of the Crime

This is the first encounter and begins the play of the module.

This encounter takes place at 10:10 p.m. the Friday evening of the murder of Arthur Overton. Any PC or PCs may be involved at the discretion of the game judge.

You are off duty (if a law enforcement officer), **unarmed**, and out for an evening stroll in a stylish residential section of the city. It is a little after 10:00 p.m. The night is damp; there has been a rainstorm earlier in the evening.

Suddenly, you hear a voice, apparently that of an elderly man, shouting, "Murder! Bloody murder! The master's shot! Help! Murder!"

Then you see an older man in a butler's outfit running onto the sidewalk from the front drive of 218 Parkview Way. Tears are streaming down the old man's face and his voice is cracking as he continues to cry for help. The man is clearly hysterical. He is now standing about 15 feet in front of you.

The man is, of course, Gardner, the Overtons' butler, who has just "cracked up" upon discovering that Arthur Overton has been brutally murdered. Gardner will remain incoherent until the PC or PCs agree to come into the house and help. Even then, he will cry and mutter and be unable to give them any useful information. If at least one PC does not come directly up the driveway and into the house, Gardner will break away and go running up and down the street, screaming and rousing the neighborhood.

PCs who try to sneak around the house will find the ground very muddy. Those who look through the french windows into the drawing room will see the people talking quietly, standing or sitting in the positions shown in **Diagram 1**. They will also see Overton's body lying on the floor. Any PC who goes immediately to the back of the house, searches thoroughly, and makes a successful Observation Check will notice mud at 2 to 4 foot intervals going up the trunk and branches of the large tree behind the back of the house. These are prints left by Peruccio as he climbed the tree to the master bedroom window.

PCs who follow Gardner into the house will come in the main door, be led by Gardner through the vestibule and to the front door of the drawing room, where they will see Overton's body in the middle of the floor, and people in the positions given in **Diagram 1**. (Page 31)

You are standing in the doorway to the drawing room inside the mansion of a wealthy family. In the center of the room is the body of a man in evening dress. The body is lying face down. It appears obvious that the victim was shot in the back of the head. Mixed with the blood is ice and booze from the drink tray over which the body apparently fell. Next to the body is a .38 automatic pistol.

As you step into the room, you quickly count 15 people present, not including yourself and the old man who brought you in. There are seven women, all but one dressed to the teeth in expensive evening gowns. The woman in the chair to your left is wearing what appears to be a maid's uniform. The woman standing in the middle of the room behind and to the right of the body is a real looker. There are also eight men, all in black tie except for one mug in a chauffeur's suit. The man standing next to the one knock-out dame is nervously smoking a cigarette, flicking the ashes into a deep white carpet that must have cost a bundle. There is a buffet table with hors d'oeuvres to your right. The rest of the room is richly furnished in expensive taste.

Complete descriptions of all the NPCs in the room are given for the game judge's use in the section **KEY NPC S**. PCs who question those present will get the initial statements given by the NPCs in the **EVIDENCE** section. All the people present, except the servants, have been drinking. Except for Gardner and the maid, everyone was in the room when the lights went out and the shot was fired. Gardner had just left the room to get some more ice. The maid says she was in the kitchen preparing some more hors d'oeuvres. The buffet table does seem rather empty. None of those present at the time the lights went out will be able to recall if anyone was standing next to Overton just before the blackout. All will agree that the shot was fired just a few seconds after the blackout. Other than that, everyone's memory will be hazy. All those present will be very cooperative with any PC law enforcement officer. Any PC private investigator will be asked by Mrs. Overton to wait in the parlor until the police have made their investigation. She will want to talk to them later. Any reporter on the scene will be asked to leave immediately, and will be "assisted" in leaving by all the men in the room if he or she refuses.

PCs who search the house **immediately** after looking at the scene in the drawing room may interrupt Peruccio in the master bedroom upstairs. Gardner will have recovered his composure enough to be telling the PC that someone had broken into the basement and

tampered with the fuse box. If the PCs do search, show them the map of the second story of the house. Give no clues as to where they should search first. If they go to the master bedroom first, they will enter just in time to hear the window slam. Those who run to the window will see a man, about 5'7", with slim build, half climb and half jump down the tree and begin running away toward the rear of the property. He is carrying some kind of sack or bag, although that is hard to make out distinctly in the darkness. The carpet of the master bedroom is covered with muddy footprints. They lead to the wall safe behind the painting to the right of the bed.

Note: The game judge should make every effort to be sure that Peruccio escapes. If he does not escape, the PCs will solve the mystery too quickly. If any PC should happen to find the footprints on the tree and then climb the tree himself or herself, Peruccio will fight his way out of the master bedroom using any means necessary. Peruccio has the following statistics:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
James Peruccio	67	92	94	4	93	38	21	3

The basement of the house is large, but Gardner is sufficiently recovered to point out the location of the fuse box. He is able to explain that he came down to check the fuse box, using a candle he got from the study for light. He found the fuses scattered about on the floor. He shows the PCs the window where someone has clearly broken in. The break looks like a professional job: the window pane was taped, then a small circle was cut and the glass was punched out quietly.

A search of the rest of the house will reveal nothing unusual, with one exception: any PC who makes a successful Observation Check while searching the study will notice an unusual brand of cigarette in the ashtray. Further questioning of the guests will reveal that only three of them smoke that brand. The three are Thorndyke, Dr. Bentley, and William Cranston. The cigarettes are a special blend imported from England. All three men will agree that Thorndyke started smoking them first, then introduced them to his friends, Bentley and Cranston, who have been smoking them for two years. All three men will state that they have not been in the study at any time during the evening. Questioning of Mrs. Smedley will indicate that she emptied all ashtrays in the house just a few minutes before the first guests arrived.

A search of the kitchen will reveal a tray of partially prepared hors d'oeuvres.

The complete list of all present in the drawing room when the PC or PCs enter is:

1. Enrico Lombardi, the fired chauffeur
2. Linda Overton
3. Richard Thorndyke
4. Betty Overton
5. Pauli Andreyevitch Bezuhov, musician
6. Mrs. Brezuhov
7. Dr. James Bentley, family physician
8. Mrs. Bentley
9. Charles Overton
10. Joseph Cranston, businessman
11. Mrs. Cranston
12. Frankie Sansotta, union official
13. Mrs. Sansotta
14. Anton Tchernigov, composer and musician
15. Mrs. Smedley, the Overton's maid

II. Mrs. Overton Hires A Detective

This encounter will begin at 8:00 a.m. on the Saturday morning following the murder of Arthur Overton. Only private investigator PCs should be involved. The game judge should take great care that only these PCs hear the details of this encounter. If necessary, the

players playing private investigators should be taken into a separate room and briefed on this encounter. They *may* share their knowledge with the other players if they wish.

Mrs. Overton will call the PCs at 8:00 a.m. Saturday morning and ask them to come to her home at 11:00 a.m. to discuss some business. The business will turn out to be recovering some documents from Will Fineman. Mrs. Overton will say she is not sure about the exact nature of the documents, but that they will probably pertain to her marriage to either Fineman or Arthur Overton. She will admit, if the PCs ask her, that she is being blackmailed by Fineman. She will offer the PCs \$2,500, with one-half paid in advance, to recover the documents. She will also agree to cover any expenses the PCs incur. If the PCs do not have a car to use, she will agree to provide one for them. The car will be a new two passenger coupe. She will not know where Will Fineman is staying or how he can be contacted. Mrs. Overton will tell the PCs that Fineman is financially well off and could therefore be expected to be staying at one of the better hotels in town. She will **not** reveal that she meets Fineman every Thursday evening at the church to make her weekly blackmail payments!

The game judge should note that the task Mrs. Overton is offering the private investigator's is illegal, as it involves the theft or extortion of private property. It is even possible that the PCs could come under suspicion by the police as accessories in the murder of Will Fineman.

If the PCs should actually meet Fineman at any time, roll for his reaction normally. Note however that he will immediately consider anyone who knows about his blackmail operation as a dangerous threat. He will use violence to keep from losing the marriage records which he is using to blackmail Mrs. Overton.

III. The Murder Of Peruccio

This encounter may involve any PC who is in the area of the Lexington Hotel at 9:15 a.m. Saturday morning. If there is a beat cop among the PCs, this area should be his assigned beat for at least this day.

The encounter begins when the PCs hear four loud explosions, sounding like gunshots, coming from an upper story of the Lexington Hotel. PCs who enter the front door of the hotel will find the desk clerk seated behind the desk, apparently unconcerned, until he sees a law enforcement officer. He will appear to cooperate with law officers, and will suggest that the sounds came from one of the third floor rooms. There will be shouts from the stairway shortly after the PCs enter, as voices cry, "Hey, someone's getting shot up here."

PCs who go to the third floor will be directed to the proper room by five unsavory looking men and two ugly women. All are in night clothes and have obviously been awakened by the sounds.

Read the following description to those PCs who enter room 317 at this time.

You see the body of a man sprawled over the mangled remains of the bedframe and springs. The body is a mass of blood; there are clearly multiple gunshot wounds in the abdomen and chest. The man appears to have been about 5'7", caucasian, with no distinguishing marks or scars. There are multiple bruises and cuts on the face, and blood from cuts on the lips and eyes. The body is lying face up with the feet extended toward the door.

The entire room has been torn apart. Dresser drawers have been pulled out and smashed on the floor. Furniture has been overturned; the only chair in the room has been slashed open; the mattress has been removed from the bed and part of the stuffing is ripped out.

On the wall to the left of the door the word "KEY" has been scrawled in blood. The window in the outside wall is open, and the curtains are fluttering in a mild breeze, revealing the fire escape just outside.



Any PC who runs to the window and looks out into Tiffin Alley below will see Vicenti running down Tiffin Way to Bixler Court. Unless fired upon, Vicenti will keep running, turn right on Bixler and go to Michigan Way. He will then turn left and duck in the back door of the Booth Building. He will run through that building, out the front door, across Maxwell Street and into the side door of Northside Moving and Storage. Any PC who attempts to enter Northside Moving and Storage will be met by two tough-looking NPCs, who will attempt by any means to stop the PC's entry.

If Vicenti is fired upon, he will turn around, fire four times with a .45 automatic at any PC target, then turn again and continue running. He has an Agility of 64.

The two men in the doorway at the Northside Moving and Storage Company are thugs for the Scarlesi gang, and the warehouse is the location of one of Scarlesi's breweries. The two men are Vito Alberti and Anthony "Hot Shot" Rafello. If a PC demands entry, they will first demand to see a search warrant. If the PC saw Vicenti running into the building, no warrant is legally required, for the PC is pursuing a fleeing felon. This argument will not impress the Scarlesi thugs, and they will resist the PC first with fists and then with gunfire if necessary. Alberti is armed with a .38 revolver. Rafello has a 9mm automatic. Any PC standing in the open doorway will smell the distinctive odor of hops from the brewery operation. If a fight should develop between the two thugs and a PC, the building will be empty of any other characters by the time that fight is ended.

The statistics for Alberti and Rafello are:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Vito Alberti	78	52	33	4	43	17	18	1
Anthony Rafello	51	93	82	6	88	09	20	2

A search of the hotel room will reveal only an opened suitcase and several changes of clothes tossed around the room. A search of the body will produce a wallet with \$1,923 in cash in it, and four drivers' licenses in various names. One of the names is James Peruccio. The others are Jimmy Parci, James Peru, and James Perdy. PCs who make a successful Observation Check will also find an ordinary cigarette, half smoked and allowed to smolder out on the carpet under the bed, a pack of cigarettes with only one cigarette gone, and a book of matches with only one torn out. The matchbook carries advertising for Velma's Restaurant.

Interviews with the people in the hall will produce no witnesses to the shooting. All will say the same thing: they were awakened by sounds of a struggle in the room, tried to go back to sleep, and finally heard the shots. The game judge should do his or her best to make it clear that these people are derelicts and others of lower caliber whose testimony would at best be of dubious value and who do not want to be involved with the police if they can avoid it.

If Vicenti should happen to be killed, his body will have on it full identification, some small change, and a packet of \$10,000 in small bills.

Note: If Vicenti is killed in this encounter, he cannot be used in any other encounters. Instead of Vicenti, use Rudolfo Gritti, Scarlesi's right hand man, for all other encounters needing Vicenti.

Questioning the desk clerk will at first reveal nothing of interest. The clerk, Willy Jones, will claim to have seen nothing unusual and to have noticed no one coming or going. If successfully "persuaded" or bribed to talk, he will give the testimony listed in the **EVIDENCE** section, telling police Vicenti's identification and a full description, as well as detailing Peruccio's movements into and out of the hotel since midnight last night.

This is what actually happened:

Scarlesi gave Vicenti the \$10,000 to buy the Overton notebook. He also wanted Vicenti to impress upon Peruccio the necessity of silence about this matter. Vicenti, however, had his own game plan. He was sure Peruccio would have the notebook with him. Upon entering Peruccio's room, he started to make the deal as planned. Peruccio said the notebook wasn't there; Vicenti would have to wait while Peruccio went and got it for him. Vicenti did not believe Peruccio and flew into a violent rage. He pistol whipped Peruccio, then tore up the room looking for the notebook. When he couldn't find it, he demanded that Peruccio tell him where it was. Peruccio refused and started to go for his gun. Vicenti gunned him down, pumping four slugs into Peruccio's jerking body. Vicenti then pocketed the \$10,000, as he had always planned to do anyway, and made his exit via the fire escape. In his dying moments, Peruccio used his own blood to write on the wall a clue to the reason for his murder and the name of the killer. He died before he could finish. Of course, the PCs will probably be able to piece only part of this together.

IV. Vicenti Is Offered A Ride

When O'Haney learned that Vicenti, a member of the Scarlesi organization, had probably murdered Peruccio, he feared that Peruccio had told Vicenti the location of the Overton notebook before he died. He ordered the O'Rourke brothers to pick up Vicenti, beat the location of the notebook out of him, and then kill him as a warning to Scarlesi to stay out of O'Haney's business. This encounter can be played with any of the PCs. It takes place at 2 p.m. Saturday at the corner in front of Levon's Pawn shop. Any PCs involved should be given a good reason for being there unless they just happened to be there as a result of their own actions. The game judge should position the PCs at the start of the encounter as he sees fit.

A black limousine pulls up and parks on the right side of Maxwell Street near the corner with Broad Street. Vicenti, whom you recognize from police descriptions which have been broadcast on the public radio, is standing at the corner. Two large men get out of the car and approach Vicenti. They say a few words to him while taking up positions on both sides of him. Vicenti looks angry and unhappy. Then the three men start walking together toward the car. Suddenly, Vicenti spins away from the other two, backs off about 15 feet, and draws a pistol. The other two men start reaching inside their coat pockets.

You are walking on Broad Street near the alley between the First National Bank and Harshaw's Lumber and Hardware. You hear muffled voices coming from the alleyway. There are several grunts and groans, and it sounds like there may be a fight or a mugging taking place.

The two men are the O'Rourke brothers, Tom and Mike. At this point, let your PCs react and begin playing the encounter in one second game turns. On the first turn, Vicenti will fire on one of the O'Rourke s while they both draw weapons. The O'Rourke s and Vicenti will have a gun battle in the street until either Vicenti is dead, the O'Rourke s are dead, or PCs take some action to interfere. On the third turn of the encounter, another man in the back seat of the limousine will stick the barrel of a Thompson submachine gun out the window and start firing bursts at Vicenti. He is Jimmy O'Conner, a young tigger man just along for the ride. The driver of the limousine, Pat Joyce, will draw his .45 automatic when the shooting begins, but will fire only if fired upon, and then only a characters who are firing at him.

If PCs become involved in the gun fight, O'Conner will continue firing at Vicenti until he is dead, while the O'Rourke s will fire at the PCs. Vicenti will not quit firing until he is dead or out of ammunition. He will not fire at the PCs unless they fire on him. If PCs fire on Vicenti use a random dice roll to determine who he will shoot at each turn. The O'Rourke s will continue the gun battle until Vicenti is dead. Once Vicenti is dead, they will count on O'Conner cover them while they get back in the car. The car will then accelerate and speed away as fast as possible.

These are the statistics for the NPCs involved in this encounter:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Antonio								
Vicenti	77	64	48	7	56	48	20	3
Tom								
O'Rourke	89	73	22	6	48	25	22	2
Mike								
O'Rourke	62	57	82	5	70	33	17	2
Jimmy								
O'Conner	48	86	54	3	70	17	19	1
Pat Joyce	35	75	88	2	82	38	16	1

If any of the NPCs are killed and their bodies searched, PCs will find full identification on all and their weapons and ammo, but nothing else of significance except on Vicenti. Vicenti will have \$10,000 in \$100 bills in his suitcoat inside pocket.

Any law enforcement PCs involved in this encounter will recognize all the NPCs involved. Vicenti is known to the police as a loan shark for the Scarlesi organization. The O'Rourke s, O'Conner and Joyce all have previous records and are known members of the O'Haney crime syndicate PCs who are not law enforcement officers will recognize Vicenti and will quickly find out about the other NPCs when police arrive in response to the shooting.

V. Bill Wilson Takes A Beating

This encounter takes place at 7:30 p.m. in the alley between Harshaw's Lumber and Hardware and the First National Bank. Any PCs who are in the area may participate in this encounter. If there is a PC beat cop, that character should participate in this encounter.

There is, in fact, a fight taking place. As soon as a PC has a field of vision down the alley, he or she will see three men attacking a fourth man. The victim is Herald reporter Bill Wilson. He is being held by one attacker while the other two are punching him in the stomach, ribs and face. The attackers can be heard apparently muttering some kind of question at Wilson, and he appears to be refusing to answer.

O'Haney didn't want to risk any of his good men on a petty job like this so he hired some punks. The attackers are Joey D'Angelo, Larry Shike, and Wally "The Rat" Engel. They will attempt to flee at the approach of any police officer. If a warning shot is fired, or if they are fired upon, they will immediately turn around with their hands in the air. They are unarmed except for a pair of brass knuckles worn by Shike. Any PC who makes a successful Observation Check before being spotted will understand one of the questions muttered to Wilson to be, "Where's the notebook?"

Wilson will be badly injured but able to talk. He will tell any law enforcement officer that he was simply walking down the street to Velma's Restaurant when he was jumped by these street punks, beaten, and persistently asked where the Overton notebook is located. Wilson says he doesn't know where the notebook is.

Of course, Wilson has by now figured out that the clue to the notebook's location may be in Velma's Restaurant. That's why he was headed there, but he will not tell this to any PCs.

The street punks are all first level criminals. If "persuaded," they will reveal that they were hired to beat Wilson up and find out what he knew about the location of the notebook by "Fat Patty" Smith, the bartender at Harrigan's speakeasy. A search of them will reveal that each has a \$20 bill in addition to a few crumpled one dollar bills.

VI. The Murder Of Bill Wilson

This encounter takes place at 2:30 p.m. Sunday. All PCs who are attending Overton's funeral, plus any PC beat cop, should be involved in this encounter.

There is a large crowd in front of the Church of the Beloved Disciple as mourners continue to leave the Overton funeral service. Among those leaving is reporter Bill Wilson. Wilson is barely able to walk, but is being assisted by his wife, Mary. Suddenly, there is the screech of tires as a large black limousine comes to a abrupt halt in front of the church. Two men leap out carrying Thompson submachine guns. There is much screaming and confusion and the staccato tap of the Chicago typewriter (tommy gun) rings in your ears. As the crowd flees in panic, you hear a wail louder than the others as Mary Wilson falls to her knees to cradle her husband's shattered body in her arms. You work your way through the crowd in time to see the two men turning to step back into the car.

If the O'Rourkes are still alive, the two men should be the O'Rourkes. If not, use the two thugs provided. If Pat Joyce is still alive and not seriously wounded, use him as the driver. If not, use the driver provided. If PCs open fire, the hoodlums will not fire back; instead they will get in the car as best they can and try to get away. The car is the same one used in the encounter **Vicenti Is Offered A Ride**. If that car crashed, use a similar car with a different license number. If any PC gets the license number and checks it, he will find the car is registered to Mr. Jonathan Crews of 119 Maple Way. Further checking will reveal Mr. Crews has been dead for four years.

If any of the NPC criminals in this encounter are killed, a search of the body will reveal a complete set of identification with the criminal's real name plus a driver's license in the name of Jonathan Crews.

If any PCs become involved in a car chase with the criminals, the criminals will try to get to either Miller Brothers Trucking Company or the Northside Moving and Storage Company. They will attempt to get their car into the warehouse or garage space of either of these businesses while they are not in the field of vision of any PCs.

Assume that the criminals have the same weapons as in the previous encounter involving the O'Rourke s and O'Conner. Here are the names and statistics for the substitute NPCs, if needed:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Joe Reilly	62	54	37	8	46	09	17	1
Pete Sullivan	89	71	55	5	63	41	21	1
Tim Dooley	44	63	98	4	81	21	17	1

VII. The Hit At Hime's

This encounter takes place at 5:00 p.m. Sunday evening at the bookmaking establishment behind Hime's Barber Shop. Any PCs in the area may be involved. The Scarlesi syndicate has decided to hit the bookie joint, run by the O'Haney's, in retaliation for the attempted kidnapping of Vicenti. After placing the PCs somewhere near the scene of the action, begin the encounter.

The Scarlesi's will arrive in one car. The "hit team" will consist of the following:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Rico Donelli	47	55	76	5	66	15	16	1
Michael Savanni	63	59	52	4	56	26	18	1
Giuseppe Rivero	97	61	31	7	46	41	21	2

Donelli and Savanni will be armed with Thompson submachine guns and .9mm automatic pistols. Rivero will be armed with a double-barrelled shotgun and a .45 automatic. He also has a piece of lead pipe stuck in his belt which he can use for fistfighting. There is only one 50-round drum of ammo for each Thompson. The men are carrying unlimited supplies of ammunition for the other weapons. Rivero also has 5 sticks of dynamite.

Donelli will drive the sedan carrying the men into the paved area behind Harshaw's Lumber and Hardware. Once the car is parked, all three men will quickly jump out. Savanni, who has a lockpicking skill of 92, will attempt to pick the lock on the back door. If he cannot, Rivero will shoot off the lock.

Once the door is open, Donelli will be the first man in, followed by Savanni and then Rivero. Both Donelli and Savanni will fire bursts at anyone they see in the room. Their intention is to kill anyone present. Rivero, who has safecracking skills of 34 and explosives skill of 88 will attempt to crack and then blow the safe with dynamite.

If the safe is opened successfully, there will be \$4,500 inside. The windows will all be empty, as the place is closing for the day and all the money had just been put in the safe.

Inside the bookie joint are the O'Rourke brothers (unless they were killed or badly wounded in a previous encounter) and the head bookie, Bob Reilly. Reilly is behind the windows in the area of the safe. **Note:** If the O'Rourke brothers have been killed in a previous encounter, use the substitutes provided in **Encounter VI**. If those NPCs have also been killed or badly wounded, use archetypes as provided in the Appendices to the game rules.

The O'Rourke s are both armed with pistols as noted in the previous encounters. There is a shotgun in the office by the safe which Reilly can use. The box of shells is on top of the safe.

These are Reilly's statistics:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Bob Reilly	35	89	91	3	90	36	18	3

Reilly will peek out the door of the office and over the counter to see what's going on once the shooting starts. If the O'Rourke s are dead or already badly wounded, he will try to hide in the office behind the desk with the shotgun and the box of shells and pick off anyone who comes through the office door. He will also, if time permits, try to telephone O'Haney for help.

The two groups of gangsters will fight each other to the death.

The O'Rourke s and Reilly will not fire upon any PCs who intervene in this hit **unless** they are law enforcement officers. They will surrender to the law officers only if the Scarlesi men are dead or already surrendered and they themselves are badly wounded. The Scarlesi's will attempt to get away in their car at the first sight or sound of law officers. They will surrender to the law officers if badly wounded. For purposes of this encounter, a character is "badly wounded" if that character has taken hit points of damage equal to or greater than one-half the character's hit points.

A search of the bookie parlor by the PCs will reveal nothing except the large board used to display race odds and track results, and the racing wire machine. However, if the safe is opened, the PCs will find the bookie joint's complete financial records together with the day's betting slips and tickets. This will be sufficient evidence to arrest Reilly. The O'Rourke s are, of course, already wanted for the murder of Bill Wilson. The financial books will mention payments of a large percentage of the profits to "Management," but will not name O'Haney himself.

VIII. Break-In At Thorndyke's Office

This encounter takes place at 3 a.m. Monday morning at the Helmsley Office Building on Market Avenue. Thorndyke's office is on the top floor in suite 410. Any PC in the area may participate in this encounter. **Note:** It is unlikely that any PCs except a beat cop on night shift will be involved in this encounter.

Read the following description to any PC who happens to be in the encounter area at 3 a.m.

The streets are quiet and almost deserted on this dark night. Only a few cars pass by, carrying late night revelers in search of a speaks still open after the mayor's orders to crack down. As you approach the middle of the block on Market Avenue between Maxwell and Canal Streets, you notice what appears to be a derelict who has passed out in the gutter.

If the PC investigates further, continue the description.

The derelict looks like an older man, perhaps in his fifties. He is unconscious. He is wearing no coat, only work clothes. Cradled in his arms is a half-full bottle of very cheap bootleg whiskey. His shirt is soaked with whiskey, and his breath smells of it. The man is clean shaven. There appears to be a lump swelling up on one side of his head.

If the PC attempts to rouse the man, he will wake up slowly and complain of a terrific headache. As his head clears, he will exclaim, "Hey! Somebody hit me! What am I doing here?"

Upon being questioned, the man will identify himself as Charlie Davis, the night janitor at the Helmsley Building. He will say he was just cleaning up when he heard some rattling at the front door and came out to investigate the noise. That's the last thing he remembers. He will then notice that his key ring is missing. He will tell the PC that the key ring has keys to all the offices and as well as to the front and back doors.

If the PC searches the building, he will eventually find that the door to suite 410 is slightly ajar. The office is dark. This is Thorndyke's office, and it is being burglarized by John "Scratchy" Fleming, a small time thief who was hired by the Scarlesi's to get the Amalgamated Musicians' Union's financial books out of Thorndyke's safe. By the time the PC gets to the top floor, Scratchy will have successfully opened the safe and taken not only the books but also \$2,500 in cash.

These are Scratchy's statistics:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
"Scratchy" Fleming	56	82	73	4	77	41	19	1

When judging this encounter, let Scratchy make an Observation Check as the PC approaches the door of the office unless the PC has the stealth skill and is using it. If Scratchy does not hear the PC before the PC can see in the doorway, he will still have his flashlight on and this light will be seen clearly by the PC. If Scratchy hears the PC in time, he will turn the light off and try to hide in the office behind the curtains. If the PC begins a thorough search, Scratchy will attempt to run for the door, get downstairs and out the front door.

Scratchy is not armed. He will attempt to fistfight or break free from law officers if he has to, but he will not engage in any gun fights and will surrender immediately if a warning shot is fired or if he is fired upon.

If Scratchy is caught and searched, he will have on him the books and money taken from the safe, plus \$250 in tens and twenties, a book of matches with a phone number, PEN-2210, scrawled in pencil on the inside cover, and the address of the Helmsley building with the note "Ste. 410"

If successfully persuaded to talk, Scratchy will give the evidence listed under "Scratchy Fleming" in the **EVIDENCE** section. Scratchy should be considered loyal, however, to Boss Scarlesi, and thus for purposes of persuasion has a Presence score of 9. Scratchy can be charged with assault and battery, breaking and entering, and grand theft.

If checked, the telephone number will be found to be the number of Little Augie's, a speakeasy known by police to be part of the Scarlesi organization's bootlegging network.

IX. The Great Train Station Shoot-Out

This is the climactic encounter of the adventure. It will occur **whenever** any PC first figures out that the Overton notebook must be at the train station and goes there to get it. If it has not already occurred by 1:30 p.m. Monday, it will happen then.

The Scarlesi men, the O'Haney men, the PC or PCs involved, and any police involved will all arrive at the train station at about the same time. Allow any PCs to arrive before anyone else arrives. The Scarlesi men will enter the train station through the doors marked "To Taxi's." The O'Haney men will arrive through the doors leading to the street, and the police will arrive through those same doors about two minutes (or five turns, if the shooting has already started) behind the O'Haney's.

The O'Haney gang consists of the following:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
James Patrick "Boss" O'Haney	56	73	91	8	82	16	18	3
Special Skills:	Stealth, 54;		Accounting, 49;		Lockpicking, 89.			
Robert W. "Ice" Coughlin	52	88	75	5	82	31	19	2
Special Skills:	Stealth, 72;		Auto Theft, 37.					
Michael "Hit Man" O'Hara	93	897	49	6	68	33	23	2
Special Skills:	Shadowing, 63;		Boxing, 92; (for use with Expert) rules only)					
Harry "Speed" O'Hanlahan	36	84	97	3	91	46	17	1

The Scarlesi gang will consist of the following men:

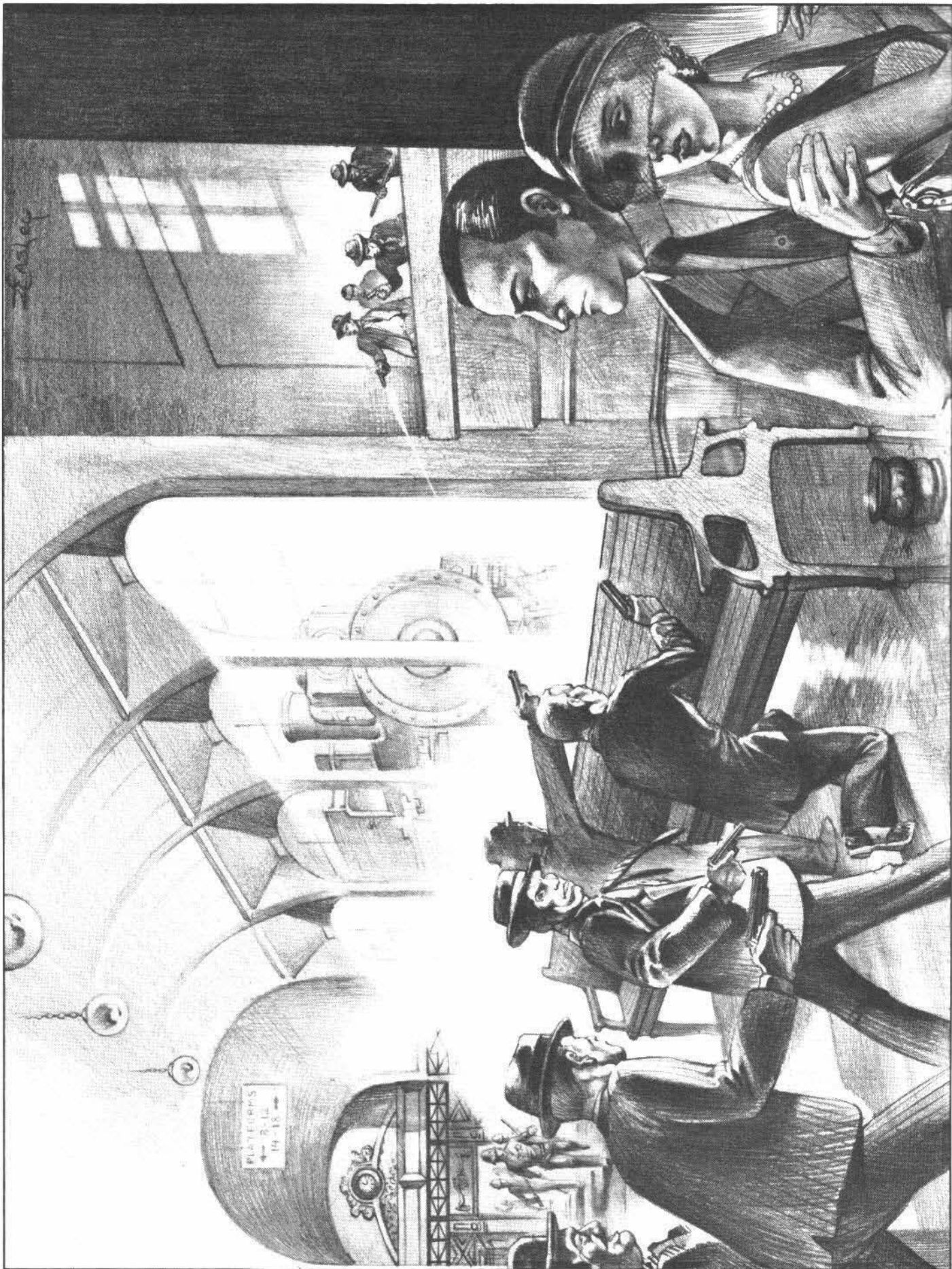
Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Vincent "Boss" Scarlesi	48	92	74	9	83	16	19	3
Special Skills:	Shadowing, 61;		Forgery, 53;		Lockpicking, 74.			
Rudolfo Gritti	86	75	98	7	87	33	22	2
Special Skills:	Accounting, 88;		Auto Theft, 29.					
Albert Dinasti	54	62	57	5	60	44	17	2
Special Skills:	Wiretapping, 74; Martial Arts, 58 (for use with Expert rules only.)							
Joey "Wheels" Lucca	29	82	99	3	91	24	17	1

The uniformed police officers who arrive will be the following:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Bob Jameson	48	52	56	5	54	23	15	1
Scott Wilkins	67	72	31	4	52	36	19	2
Tony Vicotta	78	81	66	6	74	15	21	2
Sgt. John Woscinski	92	62	58	7	60	43	21	3
Pete Smith	65	54	71	5	63	34	17	1

All members of the Scarlesi and O'Haney organizations will be carrying .45 caliber automatic pistols under their suit coats. All police officers are armed with standard .38 caliber revolvers. In addition, Tony Vicotta will be carrying a double-barrelled shotgun as will Scott Wilkins. Both officers will have enough ammo on them to reload continuously for the length of the encounter.

The Scarlesi gang will attempt to talk to the man at the luggage locker rental booth in an effort to find out which luggage locker Peruccio rented. The O'Haney's will plan to do the same thing, but will instead open fire upon seeing the Scarlesi's. The police will rush in and open fire on both gangs. The game judge may use his or her own judgement or random dice rolls to determine exactly who is firing at whom on any given game turn. Both gangs and the police will attempt to stop anyone who actually takes the notebook from luggage locker 137. If the police get the notebook before any of the PCs, this will significantly lower the experience point awards the PCs can expect to earn.



During the course of the gunfight, any Scarlesi gang member who takes wound damage equal to or greater than one-half his hit points will attempt to surrender to the police, *except* Boss Scarlesi. He will attempt to get out the door marked "To Taxi's" in an effort to escape. The O'Haney's will all fight to the death, and so will the police.

Richard Thorndyke is also at the train station, waiting for his 3:00 p.m. train. He will be seated in the first chair of the train station barbershop at the time the PCs enter. Roll a secret Observation Check for each PC with a modifier of -20. If the check is successful, the PC has spotted Thorndyke. Thorndyke will leave the barbershop and attempt to hide in the men's restroom as soon as the Scarlesi and O'Haney men enter the building. He will try to stay hidden there until the entire shoot-out is over, avoiding being noticed by the police. He is unarmed, and will not resist law enforcement officers. He will resist any non-law enforcement PCs, at first verbally and then, if necessary, with his fists.

Linda Overton and Enrico Lombardi are also at the train station, sitting in the waiting area marked "A" on the map included in this module. Like most of the other NPCs in the train station, they will dive for cover when the shooting starts. They are there waiting for the train which will take them to Niagara Falls for their wedding and honeymoon. They will be noticed normally by the PCs, unless the shooting starts before the PC would naturally notice them. In that case, the PC must make an Observation Check with a modifier of -20.

The train station does have four security men of its own. However, they will take no part in this encounter, preferring to dive for, and remain behind cover until the shooting is all over. (The PCs, of course, will not know this until it happens.)

The train station will be very crowded at all times except between 1 a.m. and 6 a.m. A large number of NPCs will be present who are just average people, there to get on or off a train, meet their families and friends, etc. Due to the large number of guns involved in this encounter, there is only a five percent chance that one such NPC will attempt to intervene on the side of the police. If the dice roll indicates such intervention, use the following NPC:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Level
Pete Smith	65	54	71	5	63	34	17	1

Smith is a salesman who hates criminals. He will attempt to fistfight the first criminal he can reach, and will continue fighting until the criminals are all dead or captured. If he has the chance to pick up a gun, there is a 50% chance that he will do so.

The NPC at the locker rental booth will be unable to give any information to help pinpoint which locker was rented by Peruccio. The lockers themselves can be easily opened by shooting off the lock, using the lockpicking skill, or the key, if the PC has it.

The luggage locker banks are eight feet high and will provide total cover to characters who stay behind them.

X. Will Fineman Gets A Divorce

This encounter takes place at 7:30 p.m. Thursday evening at the Church of the Beloved Disciple. There is a small courtyard on the church property, well concealed from the street. There is no one in the church at this time except one priest who is working in an office. The office does not have a view of the courtyard.

This encounter may involve any PC who happens to be in the area of the church for any reason at this time of the evening. Some suggestions for getting PCs to the area are:

- * A PC beat cop could be near the area while walking his beat.
- * Private investigator shadowing Mrs. Overton's movements would naturally be there.
- * Other PCs might be in the area after eating a late dinner downtown and then going for a walk or heading for home, etc.

Note that PCs who have definitely made other plans for this time will not be in the area and therefore will not be involved in this encounter.

Begin the encounter by telling the PCs to be involved that they hear the sound of a single gunshot from the area of the church. When they come to investigate the courtyard, use the following description:

You see a small enclosed courtyard. There is a paved cobblestone walkway which forms a rough square around a fountain in the center of the courtyard. The entire courtyard is shielded from view on all sides by the eight foot high hedges. In the southeast corner of the courtyard there is the body of a caucasian male lying face down. The body has apparently fallen off the bench which is directly behind it. You see blood on the ground in the area beneath the body's chest. There is a bundle of \$100 bills still clutched in the corpse's left hand. The dead man's clothes appear to be well made and expensive.

Closer inspection of the body will reveal a set of identification for Will Fineman. In addition to the driver's license, the wallet on the body will contain \$178. There will be a key to room 215 at the Lexington Hotel, and several recent betting slips from a local racetrack. The body has been shot once, directly in the heart, apparently from very close range. The bundle of \$100 bills contains a total of \$5,000. There are no footprints in the area and no signs of any other person.

The game judge should make the usual check to see if there were any witnesses to the shooting of Fineman. If witnesses are indicated, assume they are small children who were playing on the church property at the time. Have them come out when the PCs arrive, crying and terrified, talking about the real pretty lady who wasn't nice at all! They will respond favorably to any PC who offers them some consolation. They will eventually be able to give a good description of the "pretty lady." If they see Betty Overton in a line-up or a photograph of her, they will definitely be able to identify her as the killer.

If no witnesses are indicated, Betty Overton will escape to her car, which is parked in front of Hime's Barber Shop.

If a PC private investigator has already attempted to "scare" Fineman out of his blackmail scheme, he will have moved in the last 24 hours to a room in the Lexington Hotel. If no PC private investigator has contacted Fineman, Fineman will still be listed as guest in the Grand Hotel, one of the swanky hotels in a part of downtown not shown on the maps. This information will be provided within a few hours (judge's discretion) by beat cops trying to get more information about the murdered man. Other items pertaining to Fineman are detailed in the **EVIDENCE** section.

VI: EVIDENCE

This section contains a summary of most of the evidence pertaining to the Overton murder and to other crimes committed in the module. It does **not** contain a listing of all the evidence the PCs might be able to dig up on the O'Haney's and the Scarlesi's. This type of evidence will have to be improvised by the game judge as the need arises. Note that it is unlikely that PCs will take actions which would make this necessary.

Example: A PC prohibition agent decides to concentrate on breaking up the O'Haney bootlegging operation rather than on the murder case. He or she decides to stake out Harrigan's and then follow the beer delivery trucks back to the warehouse and brewery where they are filled. Should this happen, the game judge should use his knowledge of the O'Haney syndicate and the NPCs provided in the module to allow the PCs to raid the brewery.

It is very important that the game judge read this entire section carefully before attempting play of this module. He should know it well enough to be able to refer to the various parts of it quickly should need arise during the play of the module.

Statements By Overton's Guests

Each guest at the Overton cocktail party will give two statements. The first is a preliminary statement, such as might be given to a police officer at the scene of the crime. The second is a more detailed statement which become available only if the guest is questioned in detail, or if a PC has a contact with the police department who can get copies of the detailed statements given to police detectives.

Betty Overton's Statements

PRELIMINARY STATEMENT: "I was talking with one of the ladies, I believe it was Mrs. Sansotta, when the lights went out. Naturally, it was impossible to see much of anything in the dark for a few seconds. Then there was the sound of a gunshot, followed by a crash. There was a great deal of screaming. I suppose I might have screamed myself; I don't remember. I do remember calling for Gardner and asking what had happened. Then the lights came back on and there was Arthur in that terrible mess on the floor."

FULL STATEMENT: "Arthur and I were married in Nevada 22 years ago. We have a daughter, Linda, and a son, Charles. I don't know much about Arthur's business affairs and never did want to know. I'm not interested in business as long there's enough money to supply my needs. I was always very frank with Arthur: I married him for his money and made no secret of it. He inherited a goodly fortune from his father, and apparently had several outside investments. At any rate, there was always enough money for anything we wanted. I've never been interested in Arthur's musical career...people said he was very good. I just wouldn't know. As far as I'm concerned, he was a temperamental, cranky man whom I never loved. The only reason I stayed with him was because he kept dishing out the dough to me. I suppose that's what you wanted to know. I didn't kill him...I had no reason to. But I won't say I'm sorry he's gone. Now I'll have the money and won't have to put up with him along with it."

Mrs. Overton will not remember much about where people were standing when the lights went out and will treat such questions as silly. She will not tell anyone about her marriage to Will Fineman except a PC private investigator if the game judge decides to have her hire one. She will not volunteer any information about family problems other than those hinted at in the above statement, but she will answer truthfully any questions about Arthur's arguments with Charles, Linda and Lombardi. She will natter on at great length about how everyone thought Arthur was a dedicated musician, when he was really a rogue who had the audacity to waste as much money on himself as he did on his wife. Only his infatuation with her allowed her to manipulate him to get the money she wanted.

Charles Overton's Statements

PRELIMINARY STATEMENT: "I was sitting alone in the chair in the corner when the lights went out. I had been drinking quite a bit, and was rather preoccupied with my own thoughts, so I didn't notice much about what the guests were doing. All I know is the lights went out, there was a shot and then a lot of screaming. Somebody...it must have been old Gardner...went and fixed the lights. When they came on, I saw Dad with his head smeared all over the floor. That's it."

FULL STATEMENT: "You probably heard that Dad and I had quarreled. I suppose I loved him. I mean, you have to love your father...it's a law or something. But I didn't love him much that night. We had just quarreled over money earlier in the week. Sometimes, Dad was a greedy bum. Mom could always get dough out of him, but I never had her knack. Anyway, I guess I'm sorry he's gone."

Charles will never willingly reveal to the police the fact that he was in debt to loansharks, but if asked directly about it will eventually break down and confess that he owes \$10,000 to a local loanshark. He will confess that he borrowed the money to cover his gambling debts. He will admit that he knew where the gun was kept, but will insist that everyone in the household knew that. Other questions he will answer truthfully, but will not appear overly concerned with finding the killer. In fact, he will say, "Anyone in the room could have done it, and no one would have really cared either."

Linda Overton's Statements

PRELIMINARY STATEMENT: "I was standing by the loveseat when the lights went out. You know the rest of what happened. I screamed when I heard the shot and the crash; I didn't know what was happening. I reached out and grabbed Enrico. Thank goodness, he was there near me. Then when the lights came on and I saw poor Daddy. Well, it was horrible, just horrible."

FULL STATEMENT: "I'm sure someone by now has told you about the awful quarrel between Daddy and Enrico on Friday afternoon. It was awful, just awful. I mean, I love them both so much, and there was Daddy hitting Enrico and everything. Enrico didn't do anything but I could tell how mad he was by the look in his eyes. All Latin men have that look, you know. I suppose now that you'll all think poor Enrico had something to do with this, but that's just simply impossible. You see he was right next to me the whole time. Anyhow, some of those old fogies had plenty of reasons to want my Daddy dead. Bezuhov wants his seat in the orchestra, and Sansotta want to be president of the union, and who knows what business Daddy had with those other old men?"

Linda will continue to defend Enrico. She will also suggest that sometimes "poor, dear Daddy" may have been "a little silly about money" and generally waste the PC's time with irrelevant chatter.

Enrico Lombardi's Statements

PRELIMINARY STATEMENT: "It's just like everyone else has said. The lights, they go down. Then the lights, they come up, and Linda's daddy, he's dead on the floor. Shot close up, I think. I had just come into the room. That's when it all happened."

FULL STATEMENT: "I tell you straight. I hated his guts. I wanted him dead. I love Linda. I want to marry her. He said 'No.' He called me bad names. He told me I was not good enough for his daughter. He hit me many times in the face. I came back to the house that night to get my final check after he fired me; also to see Linda alone, to plan how to meet her after I had gone.

"I cleaned the gun Friday. I was in a hurry when I did it. Mr. Overton was yelling for me to come at once to see him. So I did a hurry-up job on the gun. I clean, I oil real fast, I put back in desk where it belongs. This is part of my job here. I like guns. I am real good shot.

"As for me, I am glad he is dead. Linda will get over it. He was a bad man. All of us be better off without him. But I did not kill him."

Enrico will answer any questions from police or other PCs truthfully.

Pauli Andreyevitch Bezuhov's Statements

PRELIMINARY STATEMENT: "It is like everyone else here can tell you. I sit in chair, lights go out, poof! My old rival is dead. Personally, he was overrated as a cellist. The orchestra will hardly know that he is gone when I take his chair. As for what happened,

well, he was shot, that's all. Women were screaming and people were running around, bumping into one another. Me, these things do not upset me so much. In old country, this sort of thing happen at parties all the time."

FULL STATEMENT: "So, Overton is dead and you want to know what I can tell you about it? I tell you this...I admire the man who killed him. Overton was a capitalist exploiter of the working class and he deserved to die. Good to let some of his capitalist friends see the type of violence they do to freedom-loving workers everyday in their sweatshops and factories. Imagine, a man of his wealth as a union president! I say he sold them out. He sold them out to the club owners and bootleggers. I spit on him. It is only justice that now that capitalist pig is dead, a good communist like myself should inherit his chair with the orchestra. We revolutionaries know how to make use even of music to support our cause. As for Overton, that greedy swine, I did not kill him. But I wish I had."

If pressed for more details, Bezuhev will finally get around to saying that he believes Overton had connections to some crime syndicate and that he was using the musicians' union to further the aims of that syndicate. Bezuhev does not know, however, with which syndicate Overton was involved, nor does he have any proof that this is true. It is apparently a common belief among the "freedom-loving workers" who are members of the union.

Richard Thorndyke's Statements

PRELIMINARY STATEMENT: "I'm afraid I can't tell you much more than you already know. As everyone here can testify, we were all just talking and having some social drinks, then the lights went out. There was a shot, then the sound of someone falling, and when the lights came back on, we saw Arthur lying on the floor quite dead. The gun was beside him. I tried to suggest that no one move or touch anything, but that was hopeless; the ladies were quite hysterical by then and there was a great deal of screaming and running about. I doubt that any of us could reconstruct our positions at the time the shot was fired. I myself was just getting a fresh drink."

FULL STATEMENT: "I have been Arthur Overton's attorney ever since he first came to live here in Lakefront City, some 19 or 20 years ago. In that time, Arthur and I became close friends. I know that many people perceived Arthur as being somewhat, well, to be perfectly blunt, irresponsible with money. I would have to say that that's true. Arthur could be greedy at times...he liked to waste money on himself. But he was still a marvelous person. He was a community-minded man, the sort who was always willing to help those less fortunate than himself. Look, for example, at how he took the presidency of that tacky little union. He only did it to give his fellow musicians a chance for a better life. Little thanks he received for it, I might add.

"Arthur probably had enemies, but I can't imagine that anyone in the room that evening would actually shoot him. Nevertheless, I feel it is my duty to tell you all I know about this unfortunate matter. Regretfully, I must reveal to you the sad fact that Arthur's marriage was not a happy one. Mrs. Overton did not return Arthur's affection; she was quite open about being interested only in a good life for herself and her son. As the person who drew up Arthur's will, I can assure you that she will now have a very good life indeed. She stands to inherit one-third of Arthur's total estate, some \$250,000 counting the value of the real estate. I must add that I do not for one minute believe she killed Arthur just to get her hands on that money. However, as a criminal lawyer, I have seen just exactly that kind of thing happen in the best of families.

"Personally, though, I'm betting that Bezuhev did it. He's a known radical, a communist, and he often accused Arthur of "selling out"

the union, whatever that quaint expression is supposed to mean. It is very well known that those types of people are perfectly willing to use violence to terrorize the American business and legal community."

If questioned in detail, Thorndyke will be able to give a summary of Overton's stock holdings, bank accounts, etc. It is not necessary to give the players the details of this information; simply tell them that Thorndyke gives them the information and there doesn't seem to be anything unusual about it. If PCs get Overton's personal financial records, however, they will find some important differences between what Thorndyke said and what Overton's personal records show. These are detailed under the heading **Financial Records**

Frankie Sansotta's Statement

PRELIMINARY STATEMENT: "I come to see Overton about some union business. He was havin' this shindig, so I figgered this was as good a time as any. Overton was... well, never mind all that now. Anyhow, the lights went out and then there was a shot. Then the lights was on an' he was dead, see? I don't remember where I was when it happened, exceptin' that I was here by the sofa with a bourbon."

FULL STATEMENT: "I'm Frankie Sansotta. I play a horn and sing a little. I been a member a' this union here for two years, an' I don't like the way Overton's been runnin' it, see? Seems to me like us members put in a lot of money and I hear tell that money ain't there no more. Now that ain't right. What's happened to that money, huh? That's what I want to know, an' if you asked me, I'd tell yuh that Boss O'Haney is the one with all the answers. Overton was crooked, see. This big time high society guy was as crooked as the punk on the corner knockin' off grandmas for their purses and pocket change. So anyhow, Overton's been kinda' bein' Mr. Niceguy to me lately, see, made me a officer in the union. So now I'm Vice-President in charge of pickles at the Christmas party, or whatever. Big deal! Well, that won't keep me quiet. I'm a square guy, see, an' I don't go for that kind of stuff. I say Overton was bleedin' the union, and that's a dirty, rotten thing to do, an' if I wasn't an okay guy I mighta' killed him myself, see? But I didn't."

If questioned further, Sansotta will tell PCs that Overton was rumored to have been seen in the company of O'Haney on more than on occasion at speakeasies run by the O'Haney syndicate downtown in the first ward. Sansotta will answer most questions from PCs honestly to the best of his ability. He will not, however, reveal his plans to get the help of the Scarlesi syndicate in a bid for the union presidency.

Gardner's Statements

PRELIMINARY STATEMENT: "I had been serving drinks to the guests in the drawing room. I saw that we needed more ice and vermouth on the drink tray, and had just turned around to go and get some when the lights went out. Almost immediately after that, there was a sound, like a gunshot, followed by screams from the ladies and a loud crash. I looked around, but could see nothing in the dark. Naturally I decided the first logical thing to do was to restore the lights. I went into the study, lit a candle, and headed to the basement. There I found that the fuse box had been tampered with, as there were several fuses lying on the floor.

"I replaced those fuses, and heard even louder screaming than before from upstairs. I rushed back upstairs to the drawing room, where I saw poor Master Arthur dead upon the floor. The experience was quite too much for me. I'm ashamed to say that I lost my head. I ran to the street for help in a state of near hysteria. I'm feeling much better now, thank you."

The Gun

The gun found by the body of Arthur Overton is a .38 caliber revolver. Any PC who picks up the gun, examines it closely, and makes a successful Observation Check will notice that the last person who cleaned and oiled the gun did a sloppy job. There are traces of gun oil still showing on the barrel and on the handles.

This oil is a major clue. Unknown to the murderer, there are minute traces of gun oil on his handkerchief and on the inside of his right front jacket pocket.

If the gun is checked for fingerprints, experts will find a few smudged prints all over the gun. These will match the prints of Enrico Lombardi. However, a fingerprint expert who makes his or her skill check will also be able to tell that the gun was wiped with a cloth before being dropped on the floor.

Ballistics tests will show that Arthur Overton was killed by a bullet fired by this gun. Close examination of the bullet will reveal that the top of the bullet was nicked or carved out to make the bullet expand on impact, thus causing even more damage than usual. If the serial number of the gun is traced, it will be found that the gun is registered in the name of Arthur Overton.

The Body

The coroner who examines Overton's body will conclude that Overton was killed by a single .38 caliber bullet which entered his head at the base of the skull and exited through the front top of the skull. The bullet expanded on impact, causing massive brain damage and instant death. Extensive powder burns found on the back of the head indicate that the bullet was fired from point blank range.

Thorndyke's Cigarettes

PCs who search the study carefully and make a successful Observation Check will notice one cigarette of a different brand from all the others in the ashtray in the study. Interrogation of the housekeeper, Mrs. Smedley, will reveal that the ashtray was emptied that evening just before the first guests arrived. All of the cigarettes, except one, are of the same brand. Both Mrs. Smedley and Gardner confirm that this was the favorite brand of both Mr. and Mrs. Overton. The one odd cigarette is of a special brand. Further interrogation of the guests will reveal that this brand is smoked only by Thorndyke, Cranston, and Dr. Bentley. The cigarettes are imported from England. Thorndyke began smoking them several years ago and introduced the brand to Cranston and Dr. Bentley. All three men have cigarettes of this brand on their person.

Peruccio's Footprints

As noted in the description of **The Scene of the Crime** in the **ENCOUNTERS** section, PCs can find Peruccio's footprints in the master bedroom and around the back of the house in the muddy lawn. The prints are deep enough so that casts of them may be made. When Peruccio's body is found, PCs will see mud on the shoes. The shoes will fit the prints found around and inside the Overton home.

Thorndyke's Oil-Stained Laundry

The traces of gun oil which can be found on Thorndyke's handkerchief and inside right front jacket pocket are too minute to be detected by any but a trained eye. Thus, they will be noticed **only** if:

1. A PC obtains either the jacket or handkerchief, examines them with great care and makes an Observation Check with a modifier of -30; **or**
2. A PC happens to talk with the cleaner, Jankowitz, after Thorndyke drops his laundry off Monday morning. Jankowitz will automatically notice the oil stains. He is a talkative fellow, and, if asked, will definitely mention them. There is a 25% chance that the oil stains on Thorndyke's laundry will automatically come up in casual conversation with Jankowitz. If this happens, he will say something like this, "You can't imagine what we cleaners have to put up with. Take for instance those things that came in this morning. The customer didn't even notice that they were stained with oil. But us professional cleaners, we notice things like that. Do

you know how hard it is to get oil out of an inside pocket of a dinner jacket? Not just plain oil either...this has to be gun oil! Do you have any idea how hard it is to get gun oil out of something?" Thorndyke's handkerchief and jacket will be at the cleaners and may be confiscated as evidence by any law enforcement officer. Other PCs may obtain the items by bribing Jankowitz and promising to return them in time for him to clean them and give them back to Thorndyke.

Peruccio's Body

Peruccio's body is found sprawled back face up on the bare springs of the bed in his room at the Lexington Hotel. There are massive gunshot wounds in the chest and abdomen, and cuts and bruises on the head and face. A coroner's examination of the body will find that death was caused by one of the four gunshots, the bullet which entered the heart causing massive tissue and muscle damage. A second bullet in the chest broke a rib and lodged in the right lung; two other bullets were found in the abdomen where they caused massive tissue damage. The body is dressed in casual work clothes. The only unusual feature is the muddy pair of shoes. If Vicenti's .45 automatic is obtained and a successful ballistics test is made, that test will show that Vicenti's gun fired all four of the bullets which entered Peruccio's body.

Peruccio's Belongings

Aside from his clothes, Peruccio has the following items on or near his body:

1. A wallet with \$1,923 in cash
2. Four driver's licenses in the wallet, in the names of James Peruccio, James Peru, Jimmy Parci, and James Perdy
3. A pack of cigarettes with one cigarette missing
4. A book of matches with advertising from Velma's Restaurant
5. A train ticket for Los Angeles on the train leaving at 3:00 that same afternoon.
6. A half-smoked cigarette of the same type as those in 3 above. It had smoldered out beneath the bed.
7. A pack of chewing gum with one stick missing.

The Luggage Locker Key

The key to the luggage locker rented by Peruccio is stuck underneath the sink in the men's restroom in Velma's Restaurant. The key is for locker number 137 at the Lakefront City Train depot. (This information is engraved on the key so any PC who finds the key will know immediately what it is for.) A successful check for fingerprints on the key will reveal two clear prints matching those of Jimmy Peruccio.

Fineman's Body

The body is that of a caucasian male approximately 45 years of age. Death was caused by the entry of a .38 caliber bullet into the heart, causing massive damage to the left auricle, left ventricle, and the blood vessels within the heart muscle itself. Death occurred at approximately 7:30 p.m. Thursday evening. The victim died within a few seconds of the shot which caused the wound.

Found on the body was one man's wallet containing a driver's license for William "Will" Fineman, \$178 in cash, a receipt for room 215 at the Lexington Hotel, and seven losing betting tickets for Monday afternoon's races at the Lakefront City Race Track. In the right hand of the body there was a bundle of 50 \$100 bills.

There were no other distinguishing marks or scars on the body. However, there were signs of premature aging in the wrinkling of the skin, graying of the hair, and condition of the lungs. The victim was apparently a heavy smoker, as indicated by the condition of the lungs and nicotine stains on the fingers. A sample of tissue from the victim's liver indicates that the victim consumed excessive quantities of alcohol.

The clothing on the body at the time of death was of the highest quality. The victim wore a yellow gold wedding band on the fourth finger of the left hand and diamond tie tack.

The Gun That Killed Will Fineman

The gun is a new .38 caliber revolver. It was purchased by Gardner Tuesday afternoon at Harshaw's Lumber and Hardware store. If Mrs. Overton is caught before she returns home from the scene of the crime, the gun will be in her purse on the front seat of the car. If she is not caught, she will hand the gun to Gardner as he opens the front door for her. Gardner will then place the gun in his pocket, walk casually to the corner, and drop the gun down the storm sewer. It is very unlikely that PCs will think to look in the storm sewer system. If they do, they will need the cooperation of the city because the storm sewer pipes will have to be dug up and examined. This will cost the city a great deal of time and money, and will **not** be done unless requested by a police officer of at least the rank of Captain. If the gun is recovered, a successful ballistics test will show that this gun fired the shot which killed Will Fineman.

If Gardner is questioned about his gun before the murder of Fineman, he will willingly produce it and explain that he bought it to help protect the household. He will say this was a natural reaction since the household had just suffered a murder and a burglary.

If questioned about his gun after the murder of Fineman, Gardner will say that he accidentally left it in the garage while doing a chore out there and that he supposes Lombardi, who had been back to the house, stole it or at least took it from the garage.

Train Passenger Lists

The tickets sales agents at the ticket windows at the train station will have records of the sale of one ticket to a James Peru for the train leaving at 3:00 p.m. for Los Angeles. The agents will also have records of the sale of a ticket to New York to Richard Thorndyke also on the 3:00 p.m. train. Once they are at the train station, it will take the PCs about ten minutes to check with all the tickets agents and get this information.

Will Fineman's Marriage Certificate

Fineman is staying in room 215 of the Lexington Hotel. Any PC who searches his room and makes a successful Observation Check will find a small metal lockbox hidden beneath some clothing in a dresser drawer. The lock may be picked or shot off. Inside the lockbox there is an old marriage certificate from the State of Nevada. The certificate shows that Will Fineman and Betty Wilson were married 23 years ago in Nevada. There is also a birth certificate showing the birth of Charles Fineman to Will and Betty Fineman. Finally, there is a letter from J. Freney, Attorney, in Lakefront City dated November 22, two years ago, which reads as follows:

"After an exhaustive search of the records of all relevant states, I am pleased to inform you that there exists no record of any divorce proceedings between yourself, Will Fineman, and your wife, the former Betty Wilson. Thus, you are still legally married to Mrs. Fineman, and any marriage she may have entered into subsequent to your separation is null, void, and bigamous in the eyes of the law."

Financial Records

The Overton Family's Financial Records

Arthur Overton kept careful records of all his finances and holdings in stocks, bonds and real estate. Because he had considerable income from illegal sources, and did not want that income to be known, he kept his record books and a great deal of cash in a safe deposit box at the First National Bank of Lakefront City.

The bank will require a court order before Arthur's Overton's safe deposit box can be opened. The game judge should assume that no court will issue an order to open Overton's safe deposit box unless the police have arrested a suspect in the Overton murder case and can give reasonable proof that evidence relevant to that murder is in the safe deposit box. If the court does issue an order to open the box, the

contents of the box are kept by the court under its protection until no longer needed as evidence.

The box contains a set of 15 bound ledger books, several notebooks, and other bits of paper with notes and figures. A character with the accounting special skill who spends at least three hours going through these records and then makes a successful accounting check will be able arrive at the following account of Overton's finances.

Arthur Overton inherited a small fortune of \$80,000 plus the family mansion, Harmony Manor, from his father. He foolishly squandered a good deal of the money on trips, parties, lavish gifts, and gambling. As a result, his financial situation became critical about two years ago. Overton saw that he could no longer maintain appearances: the household servants would have to go, maintenance on the mansion would have to be put off, there would be no more lavish parties, etc. It was at this point that O'Haney approached Overton with an offer of \$50,000 plus a 10% cut a year if Overton would help O'Haney milk the union.

In the past two years, Overton took in the initial \$50,000 plus about \$25,000 per year more. With some lucky stock purchases and a little shrewdness, he had turned this into a total fortune of \$250,000. Of this amount, \$22,000 was in the household safe, \$5,000 was in a bank savings account, \$100,000 in cash was kept in the safe deposit box, while another \$123,000 was tied up in stocks. The mansion, Harmony Manor, had an estimated value of close to \$400,000. There was also a life insurance policy for \$100,000. Thus, Overton's total estate when he died came to \$750,000. His will provided that Betty, Charles and Linda's shares would all be equal. This will come as a surprise to both Betty and Linda, who assume the inheritance will be split between Betty and Charles.

Financial Records of the Amalgamated Musicians' Union

These records are kept in the union hall, a small rented office in the Speer's Building. Thorndyke will pick them up at 2:30 p.m. Saturday. They will be in the safe at his office from then until they are removed by Scratchy Fleming at 3 a.m. Monday morning. Neither Thorndyke nor the manager at the union hall, Casey Johnson, will willingly allow any PC to examine the books. PCs may get the books by either getting a subpoena through the District Attorney (if they are law enforcement officers) or by stealing them. PCs may examine the books if they catch Scratchy stealing them. If Scratchy gets away with the theft, the books will be in the hands of Boss Scarlesi. He will not let anyone except members of his own syndicate and Sansotta examine them, for the time being. Scarlesi will keep the books in the safe at his office at Little Augie's.

Any character with the accounting special skill who examines the books and makes a successful accounting check will be able to tell that the union has taken in a total of about \$250,000 per year for the last two years in membership dues. This money is supposed to be used for union expenses, organization drives, and to start a small pension fund. Instead, the books will reveal that most of the money which should be in the pension fund has gone to buy stock in Restaurant Suppliers, Inc. About \$25,000 of the money has gone each year directly into Overton's pocket as reimbursement for "expenses on behalf of the union." The game judge may tell PCs that a simple phone call to the state capital (to the offices of the Secretary of State or the Secretary of Commerce) will reveal that the president of Restaurant Suppliers Inc., is James Patrick O'Haney, better known to the local police as "Boss" O'Haney of Irish bootlegging syndicate.

Thorndyke's Financial Records

Thorndyke's personal financial records are kept in the locked desk in his study at his apartment in the Bayshore Apartments. (Thorndyke's apartment 501 occupies all of the top floor of the building.) These records may be obtained in any way the PCs see fit. Obviously, Thorndyke will not willingly show them to anyone.

Thorndyke's records will show that he has an annual income of about \$60,000. Of this amount, about \$5,000 comes from his law practice, and the rest comes from his services to the O'Haney syndicate. He

serves as a go-between for the syndicate and important politicians in the city, arranging graft, negotiating payoffs, etc. **Note:** If the game judge is incorporating this module into an existing campaign, he may expand upon this idea by having the books name specific politicians, high ranking police officials, etc. In such a case, the actual text of Thorndyke's notebooks and ledgers should indicate that these people have been bribed without constituting absolute proof, which would be acceptable in a court of law. That would make getting the politicians and police involved convicted much too easy for the PCs.

The financial records books will also have one entry which pertains directly to the Overton murder. It reads:

Peruccio: \$500 plus expenses for job at O's."

The Overton Notebook

The Overton notebook contains the following interesting items:

1. A statement by Overton confessing his own involvement in the union racket with the O'Haney syndicate, along with full details of how he and the O'Haney's stole about \$1,100,000 from the union. This portion of the notebook would be admissible in court as evidence against "Boss" O'Haney.
2. The location of O'Haney's brewery is identified as the Miller Brothers Trucking Company warehouse. It has an output of 500 barrels per day. The brewery is guarded at all times by two O'Haney gorillas. The game judge may pick any two of the O'Haney syndicate who are still alive as guards should the PCs raid the brewery.
3. O'Haney buys most of his whiskey and other hard liquor from the Old Regal Distillery Company in Canada. The liquor is shipped across the border each month in trucks with the help of two bribed border guards in the town of White Elk, several hundred miles north of Lakefront City. The liquor is then brought to Lakefront City, where O'Haney stores it at Matheson's Ice House and Storage. From there it is distributed to O'Haney's speaks. The liquor is always heavily guarded by armed men. Each shipment consists of 500 cases, and there will always be that amount in Matheson's if the PCs decide to pull a raid.
4. The notebook states that O'Haney is paying off the District Commissioner of the Bureau of Prohibition, the Chief of Police, the Mayor, and several dozen beat cops and Prohibition Agents.

Note: The contents of the notebook would probably be admissible as evidence in court. However, many of the details are left open here. The game judge may use the notebook in one of two ways. If this module is being played as a "oneshot" adventure, he can use the information in the notebook to wrap up any loose ends about the murder mystery and related crimes. If the module is part of a continuing campaign, the game judge can fill in the details needed to let PCs act on the information contained in the notebook. While these actions are beyond the scope of this module, they do form a natural springboard for continued campaign play.

VII. STATEMENTS BY MINOR NPC'S

This section contains the statements made by various minor NPC's who are witnesses to crimes or who have information which may be of value to PCs. They are given in brief summary form; it is up to the game judge to breathe life into these characters by providing each with a distinct personality as the NPC's play their minor roles in the unfolding drama.

A Bouncer At Harrigan's

Sean Casey is a 22 year old who quit college and went to the city to see what "real life" was like. Economic necessity forced him to take a job as a bouncer in Harrigan's speakeasy. However, Casey is a basically honest person who dislikes being associated with criminals. He sees nothing wrong with violating the National Prohibition Act but he is bothered by the other crimes committed by the people who run Harrigan's and their hangers-on. Casey has seen some things which

he believes have some bearing on the Overton case or at least the killing of Peruccio. He will volunteer this information to the first law enforcement officer who comes into Harrigan's. He will take that officer aside, arrange to meet him in an hour or so outside, and tell him that he saw the murdered man, Overton, meet with Thorndyke and O'Haney on several occasions in the office at Harrigan's. He does not know what was discussed at these meetings. Casey will also say that he saw Thorndyke meet Peruccio in the manager's office at Harrigan's on the Wednesday before he (Peruccio) was killed. Casey believes there must be some connection here, because O'Haney is a big bootlegger, and there's something peculiar about meetings between respectable people like Mr. Thorndyke and Mr. Overton and crooks like O'Haney.

After providing this information to any law enforcement officer, Casey will disappear. He has left town for his own protection.

Johnnie Martin, Cab Driver

Martin is the cab driver who drove Peruccio to the train station Saturday morning. He will try to contact the beat cop Saturday afternoon after seeing Peruccio's picture in the afternoon papers and reading about his murder. Martin will tell police the following:

"I seen this here Peruccio guy's picture in the papers, where he got shot and all. I thought I better tell you guys, he was in my cab this morning. He hailed me down about 6:10 a.m. in front of the Lexington. Says get to the train station, but no hurry. We get there about 6:30 a.m. Now I notice that this guy seems all excited in a kind of nervous way, but he's keepin' real quiet. Anyway, we gets to the train station and whaddaya think? This guy gives me a C-note, a \$100 bill, and says, 'Keep the change and keep yer yap shut. Wait for me.' So I wait. He comes out and says he wants to go back downtown to Velma's. He goes into Velma's and that's it. Then this afternoon I see this picture in the papers, and I figure, maybe you guys want to know about this."

If questioned about the bag Peruccio was carrying, Martin will remember seeing it when Peruccio first got in the cab and that he did not have it with him when he came out of the train station.

Bill Wilson, Ace Crime Reporter

If questioned by PCs prior to his beating, Bill Wilson, the chief crime reporter for the *Lakefront City Herald*, will give the following statement:

"I was in my office last Thursday (the Thursday before Overton was shot) when Mr. Arthur Overton telephoned me at about 3 p.m. Mr. Overton said that he had stumbled on what he thought was valid information about the bootlegging activities of one of the major syndicates in the city. I would prefer not to mention which one. After all, there's no point in giving this story to the other papers! Overton said he believed his information was accurate, and that he feared for his life. He said he had written down all this information down in a notebook, which he kept in his safe at home. If anything should happen to him, I was to inform Mrs. Overton of the existence of this notebook and see to it that the contents were made public. I think Mr. Overton must have been a very brave citizen to have exposed himself to such danger. His untimely death is a tragedy for our community."

If questioned after his beating on Saturday evening, Wilson will reveal that the syndicate discussed in the notebook is the O'Haney syndicate. He will continually press the police or any PCs investigating the Overton murder for information they have obtained, but will prefer to keep anything he may know to himself. If persuaded to talk, Wilson will actually know nothing more than has already been given in his statement.

Willy Jones, The Desk Clerk, Lexington Hotel

Willy is a shady character, a coward with the greed of a robber baron. Whenever he is questioned by the police, he will reveal nothing whatsoever willingly. He will claim to have seen nothing unusual, noticed nothing, etc. There are two ways the PCs can get information

out of Willy. When questioning him about the murder of Peruccio, they can attempt to "persuade" Willy to talk. In this case, Willy uses Vicenti's Presence score of 7 rather than his own, because he knows Vicenti and is terrified of him. If the police are questioning Willy about Fineman, they can attempt to persuade him using his own Presence score, which is only 3. Any PC can attempt to bribe Willy for information. When he is talking with non-law enforcement PCs, Willy will hint that he knows more than he's telling and is willing to talk if the price is right. Willy will not talk about Vicenti for *less* than \$1,000. He will talk about Fineman for *only* \$50.

Once Willy is talking, he will tell PCs that he saw Peruccio come in the hotel about midnight Friday night with a canvas bag. Peruccio stopped at the desk and asked to be awakened at 6 a.m. Willy did wake Peruccio up the next morning, and saw him leave with the bag. He saw Peruccio come back in about 8 a.m. without the bag. Shortly before 9 a.m., Willy saw Vicenti walk into the hotel and head up the stairs. At 9:15 a.m., Willy heard four gunshots from somewhere upstairs. Willy didn't do anything right away; he figured it would be a lot smarter to show up on the scene after whomever was doing the shooting had had a chance to get away. Willy will definitely identify Vicenti for the police, provided his identity is not revealed. He will absolutely refuse to testify in court about this matter, and will lie to avoid doing so.

Statements By Criminals

This section contains the information which may be obtained from the various criminals in the numerous encounters in this adventure. Note that this information can be obtained only if the criminals are captured alive. In many cases, this will happen only if the criminals can be knocked out. Specific instructions for handling each NPC criminal is given in this section. Note that Thorndyke and the other major suspects are not included in this section; they are described in detail in the section **KEY NPC'S**.

Vito Alberti and Anthony Raffello

In the unlikely event that these two are taken alive, they will immediately demand permission to make a telephone call. They will refuse to cooperate or answer any questions until they have made their phone call. They cannot be persuaded to talk either before or after they have made their phone calls. They will call the bartender at Little Augie's and say, "This is Vito and Tony. We're in the slammer. You know what to do."

Within one hour of the time these two make their telephone call, a lawyer will show up at the precinct police station to arrange their release, post any bail which may be needed, etc. The lawyer, Max White, is well known to police as a hireling of the Scarlesi mob.

Antonio Vicenti

Vicenti is a vicious young hoodlum...perhaps even psychotic. He, too, will demand to make a phone call, although he will call lawyer Max White directly. White will do anything necessary to get Vicenti released. Vicenti will refuse to answer any questions without his lawyer present. When his lawyer is present, he will take the Fifth Amendment and refuse to answer any questions on the grounds of self-incrimination.

Tom and Mike O'Rourke

If either of the O'Rourke brothers are captured alive, they will refuse to talk and will demand their phone call. They will call Thorndyke. He will agree to take their cases and will attempt to expedite bail.

Tom, the older of the two brothers, is a hardened criminal and cannot be persuaded to talk under any circumstances. Mike, on the other hand, has less stomach for involvement with the police. He can be persuaded to talk. If a persuasion attempt is made, use Boss O'Haney's Presence of 9, as Mike is loyal to him. If Mike does talk, he will first attempt to plea bargain, or perhaps gain immunity from prosecution in exchange for providing information about the O'Haney gang.

Mike's information includes:

1. Boss O'Haney ordered the abduction or killing of Vicenti in an effort to get back the Overton notebook. Mike doesn't know what is in the notebook.
2. O'Haney runs a bookie joint behind Hime's Barber Shop. Mike has been in there many times, seen bets taken, seen the money received. He has hand-delivered brief cases full of cash from the bookie joint to Boss O'Haney.
3. If captured after the murder of Bill Wilson, Mike will admit that the murder was ordered personally by Boss O'Haney. PC law enforcement officers should know or be told by the game judge that this is sufficient grounds for charging O'Haney with first degree murder.
4. O'Haney has a brewery set up at the Miller Brothers Trucking Company producing 500 barrels of beer per day. The beer is delivered by the Miller Brothers to speak in the First Ward. O'Haney owns Harrigan's speakeasy, and sometimes uses the office to conduct other criminal business.
5. O'Haney is trying to get Michael O'Hara elected president of the Amalgamated Musicians' Union. The Boss has been taking a big bite out of union funds ever since Overton became the union president.

Jimmy O'Conner

Jimmy is a cheerful, jaunty fellow of 22 who enjoys having a good time and also likes to shoot people. He is also a coward when confronted in a situation where he does not have an advantage, and can rather easily be persuaded to talk, either by violence or by money. However, Jimmy is intelligent, and won't talk to non-law enforcement PCs for any less than \$1,000. The PCs won't get much for their money. A year ago Jimmy helped the O'Rourke brothers hijack one of the Scarlesi booze shipments. He occasionally does small jobs with the O'Rourke s when they want someone good with a Tommy gun. He doesn't know Boss O'Haney personally; in fact he has never met him. He doesn't know why Vicenti was being kidnapped. He will state that the O'Rourke s told him to shoot to kill if anything went wrong.

Pat Joyce

Joyce is a nobody, a 19-year-old punk who sometimes works for the O'Rourke s as a driver. He doesn't know anything at all about the O'Haney gang's operations, and he doesn't have any idea why the O'Rourke s wanted Vicenti or Wilson.

"Fat Patty" Smith

"Fat Patty" Smith, or just "Fats," is the bartender at Harrigan's. He knows O'Haney, but not well. "Fats" will deny any knowledge of O'Haney, Bill Wilson, or the street punks who beat Wilson up. If arrested on suspicion, he will wait the 24 hours and then have to be released for lack of evidence, unless he is arrested on a Prohibition-related charge. In that case, he will call Thorndyke to defend him and get him out of jail as soon as possible.

Reilly, Sullivan and Dooley

These NPCs are used only if the O'Rourke s and company get badly injured, captured or killed in the encounters which call for them. These three are all workers in the O'Haney organization, and can be persuaded to talk. If any one of them does talk, he will reveal that O'Haney gave the orders for whatever they were doing when they were caught. They will know nothing about O'Haney's operations, except for the location of the brewery in the Miller Brothers Trucking Company warehouse.

Donelli, Savanni And Rivero

These three are "enforcer" types for the Scarlesi organization. Rivero, the leader of the three, is the only one who has had any contact with the group's boss, Rudolfo Gritti. Rivero is thoroughly professional and will not talk under any circumstances. Donelli and Savanni, however, will talk if they believe doing so will keep them from going to jail. Before they will talk, they must be threatened with a long prison term for their part in the raid on the bookie joint behind Hime's.

If Donelli and Savanni do talk, they will reveal only that Rivero promised them \$1,000 apiece to hit the bookie joint behind Hime's. They know that the orders came from Boss Scarlesi but they can't testify to that in court because no one has ever directly told them that. All their orders came from Rivero.

Bob Reilly

Reilly is a professional bookmaker. He will be reluctant to talk, because he will believe that Boss O'Haney will find some way to get him out of his predicament. He should be treated as loyal to O'Haney (Presence 9 for purposes of persuasion). If he does talk, he will reveal that the O'Rourke's were guards for the bookie joint and took the receipts each day for delivery to "the Boss." Reilly knows that O'Haney is "the Boss" but has never met him and has never seen O'Haney personally receive any of the money from the bookie joint.

Scratchy Fleming

Scratchy is a ratty, little man with a long record of arrests for burglary and related crimes. He must be persuaded to talk. Treat him as loyal to Boss Scarlesi (Presence of 9 for purposes of persuasion). If Scratchy does talk, he will reveal that he was called by Rudolfo Gritti and asked to steal a set of books from a safe in Suite 410 of the Helmsley Building. He does not know what the books contain. Scratchy will reveal that he was to be paid \$500 for the job: \$250 in advance and \$250 upon delivery of the books to "Big Belly Bagranza," the bartender at Little Augie's.

"Big Belly" Bagranza

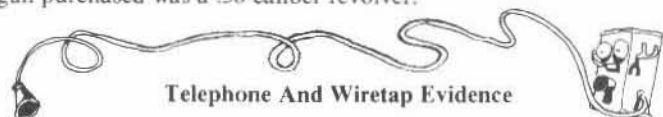
"Big Belly," whose real first name is Marcello, works for the Scarlesi syndicate as the bartender at Little Augie's. He will deny all knowledge of Scratchy Fleming and financial books. He can be persuaded to talk, using Boss Scarlesi's Presence of 9 or bribed for \$3,000 or more. If "Big Belly" does talk, he will blow the lid on Gritti, revealing that he heard Gritti call Fleming from Little Augie's and hire him for the burglary. "Big Belly," himself, gave Scratchy the \$250 down payment for the job. He will also reveal that Gritti is Scarlesi's right hand man, and give away the location of Scarlesi brewery at the Northside Moving and Storage Company warehouse. If bribed to talk, "Big Belly" will take the money, and leave town for good.

The Gangs At The Train Station

None of the men who come to the train station with Boss O'Haney and Boss Scarlesi will ever give any information to either PCs or NPC police. They can **never** be persuaded to talk. If brought to trial, they will hire the best lawyers and if necessary "take the Fifth" to avoid giving evidence about their criminal activities. If caught by non-law enforcement PCs, both Boss O'Haney and Boss Scarlesi will attempt to use threats and bribes to get out of the situation. They will offer any PC up to \$10,000 to "forget" all about them and their activities.

Sam Harshaw, The Clerk At Harshaw's

If questioned at any time after Gardner has bought a pistol for Mrs. Overton, the clerk at Harshaw's Lumber and Hardware will be able to check the records of recent gun sales and discover the name of James William Gardner. Sam Harshaw will be able to give a fairly accurate description of Gardner. The sales records will show that the gun purchased was a .38 caliber revolver.



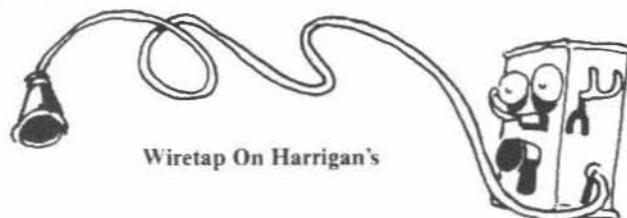
Telephone And Wiretap Evidence

One important item of evidence in the case are the telephone company records. Other evidence may be accumulated by characters who set wiretaps. The wiretaps which will prove to be valuable are ones placed on the telephones of Thorndyke, Betty Overton, Boss O'Haney (who uses the phone in the manager's office at Harrigan's) and Boss Scarlesi (who uses the phone in the manager's office at Little Augie's).

Telephone Company Records

The long distance records at the telephone company may be checked by any law enforcement PC or by any other PC who can successfully bribe a telephone company employee. Assume that most such employees are first level with a Presence of 4 in determining the results of bribe attempts.

A check of the records can be made *only* if the PC specifies whose long distance records he or she wants checked. Only the records of Attorney Thorndyke will provide useful information. Those records will show that Thorndyke usually places many long distance calls each week to numbers all over the country. The only one which will be unusual will be one to a private residence in Jersey City, N.J. made the Friday prior to the murder. A check of the number called will reveal that it is the telephone number of Johnny Peruccio's apartment.



Wiretap On Harrigan's

A wiretap on the phone at Harrigan's will reveal a number of interesting conversations. The earliest time the wiretap could be installed is early Saturday morning. If the phone is successfully tapped, the wiretappers will overhear the following conversations. The game judge may, at his discretion, add others to suit his or her own tastes.

Saturday, 10:30 a.m.

"Hello. Harrigan's."

"The boss there?"

"Yeah. Hang on. He'll take it in the office."

"Yeah. Whaddya want?"

"This is Dick. The stuff is gone from Overton's safe. I don't want to go into details on the phone, but I think a guy named Peruccio has it. He's at the Lexington."

"You better hope he's got it." Click.

Saturday, 11:10 a.m.

"Hello. Harrigan's."

"This is Tom. Tell the boss we think Vicenti, some Scarlesi goon, bumped Peruccio just a while ago. He may have it, or know where it is."

"Okay. Jus' a minute."

"This is the boss. Get Vicenti. Find out where it is. Then take him for a nice long ride in the country."

"Check." Click.

Monday, 12:30 p.m.

"Hello. Harrigan's."

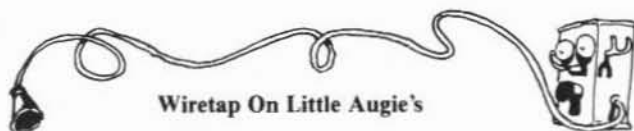
"This is Dick. Let me talk to the boss."

"Hang on."

"Right. What's on yer mind today, Dickie me boy?"

"I have to be out of town on business for a couple of days. Got a trial and some contracts to go over in St. Louis. Just wanted to let you know. I should be back Thursday. Then I'll help you deal with the locals, you know, get things straightened out."

"Why sure, Dick. that will be just fine. Have a safe trip." Click.



Wiretap On Little Augie's

The phone at Little Augie's is often used by the Scarlesi mob. Sometimes Boss Scarlesi uses it himself to arrange various business matters.

Saturday, 7:00 a.m.

"Little Augie's."

"This is 'The Shark.' I need to talk to the top."

"So what do you need, my ambitious young friend?"

"Ten grand to buy you something you need. A book...a book with numbers and dates in it. A book that O'Haney wouldn't want you to know about."

"How good? For ten grand, it's gotta be real good."

"It's good. I'm no dope. I'll check it out first. I just need to know-are you interested?"

"Sure, sure. Of course I'm interested. Come on by. We'll talk. I can make the financial arrangements if it looks like a good deal."

"Right. How's eight o'clock this morning?"

"Fine, fine. Just take it easy. I'll see you then right here."

Saturday, 10:30 a.m.

"Yeah."

"So I'm talking to Scarlesi?"

"So who wants to know?"

"Frankie Sansotta."

"Okay, so you're talkin' to Scarlesi. What can I do for you?"

"I think we could get together concerning a mutually beneficial arrangement to improve the quality of musical entertainment in certain businesses in this city. I was thinkin' maybe we have lunch together?"

"So is that an invite? You want lunch, with me, you come alone to Tolino's Restaurant at noon."

"Yeah, I'll be there."

Saturday 12:45 p.m.

Sounds of phone dialing out.

"Hello?"

"Hello, Scratchy. This is Gritti. I want to talk to you."

"I ain't been messin' with you guys. I ain't touched you guys."

"Nah, nah. Nothin' like that. Just a little business we might throw your way. Stop by this afternoon. You can wet your whistle and we'll talk about it."

"Sure, sure. I'll be around. See ya."



Wiretap On Harmony Manor

Saturday, 8:00 a.m.

Note: This conversation will take place **only** if Mrs. Overton has not already hired a PC private investigator.

Sounds of phone dialing out.

"Hamilton Detective Agency."

"I'd like to speak with Mr. Hamilton, please."

"May I say whose calling?"

"I want to talk to him, not to you, sister. If your boss wants to make some big money, put him on. If not, hang it up."

A long pause:

"Hamilton here."

"Mr. Hamilton, this is Mrs. Arthur Overton. I was wondering if you could come by Harmony Manor at 218 Parkview Way at 11:00 a.m. this morning to discuss a business matter."

"Overton, huh? Arthur Overton. Say, didn't your husband get bu..., I mean, wasn't your husband, uh,...."

"Mr. Overton was shot dead last night. He's still quite dead this morning."

"You sound pretty cool about that."

"My personal feelings are not your concern, Mr. Hamilton. You were highly recommended to me, although I must say I'm beginning to wonder why."

Okay sister, okay. I'll be there. 11 o'clock."

"Thank you very much Mr. Hamilton. I'll be expecting you."

Saturday, 1:00 p.m.

This is the telephone call made by Will Fineman to Betty Overton the day after Arthur Overton's murder. Fineman has read about the murder in the papers, and plans to cash in on Betty's share of the inheritance.

"Hello. This is the Overton residence."

"Hello. I'd like to speak to Mrs. Overton please. Don't worry about who's calling, Gardner. I'm sure she'll be real happy to hear from me."

"Certainly, sir. One moment, please."

"Hello. Who is this?"

"Why sugar, I'm surprised you had to ask a silly little question like that. How's my little bankroll doing today? Got it all counted yet?"

"You slimy creep. I expected you to call earlier. But then I forgot, things that live under rocks aren't early risers, are they?"

"Never mind the lip. Just be at the usual place at the usual time. And since Milady is now a wealthy widow, bring along a little bonus. Shall we say \$5,000? We can talk about the split then."

"I see."

"You better see. You know what happens to all that nice money if you don't. Better half than none, wifey dear, and I intend to have my half. Be there."

"Oh, I wouldn't miss it for the world. And I will bring a little something extra for you...something special."

"That's more like it. But don't waste time in the kitchen baking cookies; just bring the money." Click.

Cars, License Plates And Registrations

There are numerous cars used in this adventure by the various criminals and other NPCs. The game judge should feel free to describe any car as to year, make, and type according to his or her own tastes. Criminal's cars which are used in the commission of crimes should be either registered under fictitious names, or be found on the list of stolen cars maintained by the police department. In no case should any car be traceable directly to either Boss O'Haney or Boss Scarlesi.

KEY NPC'S

This section contains a capsule description of each of the major NPCs in the module, with tips on how the game judge should play each of them. Read these sections carefully. Adding depth to your play of these NPCs will greatly increase the fun and excitement you and your players get from this module.

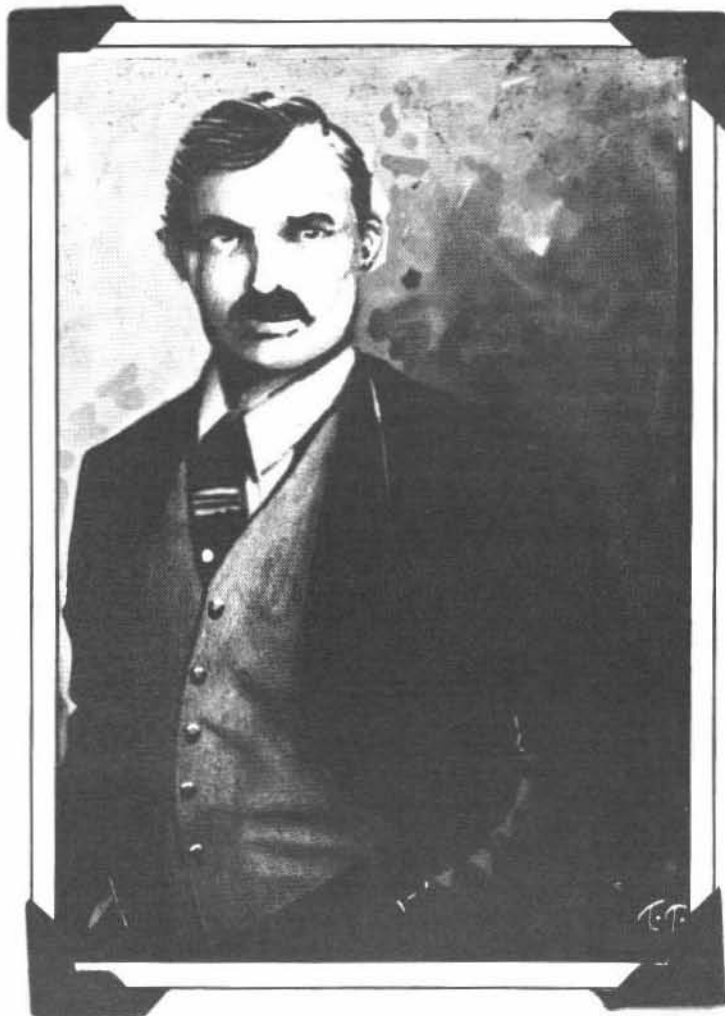
Mrs. Arthur (Betty) Overton

Betty Overton is a 43 year old knock-out who looks about ten years younger than her actual age. She is a tall, slender redhead with delicate features and cold green eyes. Her voice is deep for a woman, husky, but not unpleasing. She could probably have almost any man she wanted. She has impeccable taste in clothes, and looks like she just stepped out of a fashion magazine even when just lounging about the house. Everything about this woman screams "class".

Mrs. Overton has two chief goals in life: the acquisition of money and material objects, and achieving and maintaining a position of total respectability for herself and her son, Charles. Having clawed her way up from the bottom, she is capable of using the language and tactics of the gutter just as effectively as the fine speech and ruthless manipulations of the upper classes.

Despite her extreme toughness, sometimes brutal honesty, and burning ambition, she does have two weaknesses. Her Achilles heel is Charles. If anything were to happen to him, she might very well suffer total emotional collapse. Her second weakness is for glamorous men, high rollers who can look with equal calm at a losing throw of the dice or down the barrel of gun two inches from their face. One reason she has so little respect for Arthur, her late husband, is the fact that he panicked when he had squandered much of the family fortune. If he had toughed it out, he might have won her respect and even her love.

Betty Overton has little feeling for her daughter, Linda. She always saw Linda as "Arthur's child" rather than as her own. As for Linda's relationship with Lombardi, her mother thinks it is incredibly stupid but doesn't care enough to interfere.



Richard Thorndyke

Richard Thorndyke is a 48 year old lawyer who likes to think of himself as a 30 year old, wealthy playboy. His association with the O'Haney gang and his own natural abilities as a lawyer have made it financially possible for him to sustain that illusion. He is of medium height and build, and has very little gray in his dark brown hair. These physical attractions and the size of his wallet make him very attractive to a certain type of woman.

Thorndyke has only one problem: he is a greedy coward. The mere thought of what the O'Haney's might do to his playboy face over the Overton matter was enough to drive him to murder. As the adventure develops, he will quickly decide that the things are definitely taking a turn for the worse, grab all the money he can, and quickly get as far away as possible. He would prefer being a wealthy, expatriate lawyer in South America to even the slightest chance of a prison term in the United States.

Outwardly, Thorndyke is very smooth and sophisticated. He is a skilled liar, who can deceive others with even more ease than he deceives himself. Thus members of the police force who know him will grudgingly like and respect him, despite his association with some of the very criminals they would most like to capture. His reputation among his associates is excellent. Almost no one will be able to believe that this fine, outstanding citizen could have anything to do with organized crime, much less with the murder of a pillar of the community like Arthur Overton.

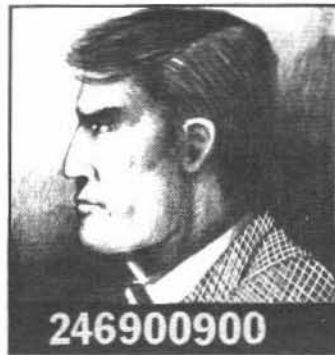
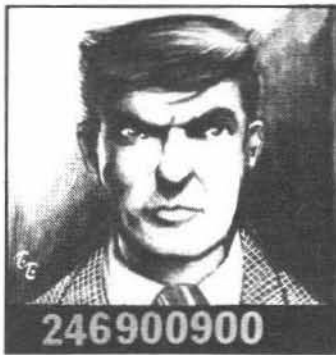
In the event that the action of the module should take an unforeseen turn, Thorndyke should be played as an intelligent, slick, very cowardly crook who will do anything to preserve his health, wealth and freedom.

Vincent "Boss" Scarlesi

Scarlesi is an up and coming Italian-American criminal with delusions of godfatherhood. He likes to be treated with respect, and expects his orders to be carried out to the letter. He is much more shrewd and subtle than his chief rival, O'Haney, and less prone to use violence unless absolutely necessary. In his view, any attack by an O'Haney syndicate member on a Scarlesi syndicate member does make violence absolutely necessary.

Scarlesi's great ambition at the present time is to put the O'Haney organization out of business permanently, thereby consolidating his own hold on bootlegging operations in the downtown First Ward area. Until now, Scarlesi has not felt strong enough to challenge the O'Haney's in open gang warfare. He has also attempted to avoid adverse public reactions to gangland style activities, realizing that public outrage is bad for business.

Scarlesi feels that the O'Haney attack on Vicenti leaves him no choice but to become involved in a full scale war with the O'Haneys. However, he is perfectly willing to pay off the police in any "reasonable" amounts necessary to prevent the kind of crackdown which will be harmful to his business interests.



James William Gardner

Gardner, 64, is the very soul of decency, propriety, and manner. He has been a butler all of his adult life, and is extremely devoted to the family he serves, despite the fact that they are not very lovable. Gardner is completely honest, but will not willingly divulge information which might be detrimental to the public image of the family.

Gardner's greatest weakness is Betty Overton. Although their relationship has always been strictly formal, Gardner is in love with Mrs. Overton although he doesn't realize it himself. He sees in her the paradox of the self-made great lady...a person he cannot understand intellectually, but one which his love of beautiful things cannot help but appreciate. This is why he has never revealed to anyone the fact that she is being blackmailed by Fineman, and why he is willing to become an accomplice to murder in order to help her out of this difficulty.

When playing Gardner, the game judge should at all times maintain a show of respectful reserve, except in the opening encounter, when the poor man has temporarily "gone to pieces."

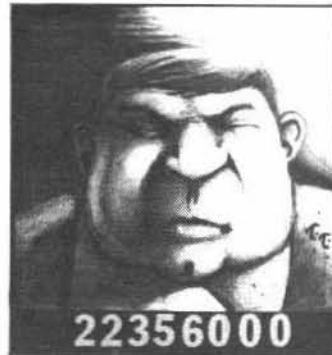


James Patrick "Boss" O'Haney

Boss O'Haney is a 56 year old Irish gang leader who has fought his way to the top in a rough business. While he is not overly intelligent, he is brutal and ruthless. His willingness to employ deadly force to achieve his ends has sufficiently impressed the members of his organization that his power with them is secure.

O'Haney is the type of man who takes insults neither easily nor well. Above all, he is determined to protect his position as a major bootlegger and criminal power. That is why he is willing to risk almost anything to obtain possession of the Overton notebook. The contents of that notebook could cost him everything he has.

When playing O'Haney or deciding on his actions in unforeseen circumstances, assume that O'Haney will settle for a violent solution to a problem rather than a well thought-out one that would take longer to plan and execute. O'Haney is regarded as viciously unpredictable even by other criminals. Members of other syndicates tend to adopt "kid-glove" methods when dealing with O'Haney. Other syndicate heads an independent criminals consider O'Haney ruthless and wanton tendency to violence to be "bad for business."

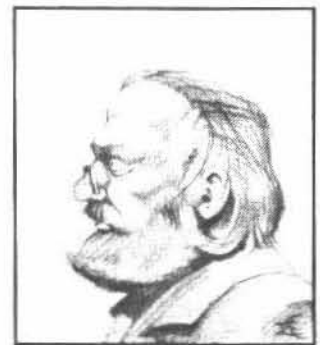


Pauli Andreyevitch Bezuhov

Bezuhov is a Russian immigrant with the appearance of the classic revolutionary. He is 58 year old, short, stout, pot-bellied, belligerent and wild-eyed. Capping this appearance are his thick glasses which often slide down on his stubby nose and his long dark hair and long, thick, full black beard.

Bezuhov came to this country in 1912, hoping to find a better life for himself and his large family. As a professional classical musician, Bezuhov has done well in the United States, but he has also adopted the Leninist line of a world revolution of the working classes, and spends most of his spare time trying to spread Red propaganda. No one takes him very seriously, although he does have a violent temper and has been arrested several times for assault after political arguments have turned into fist fights.

Bezuhov's primary goal is to become president of the union. He will spend most of his time on Saturday and Sunday prior to the union election trying to round up support for himself as a "true representative of the working classes." Naturally, no one will vote for him.



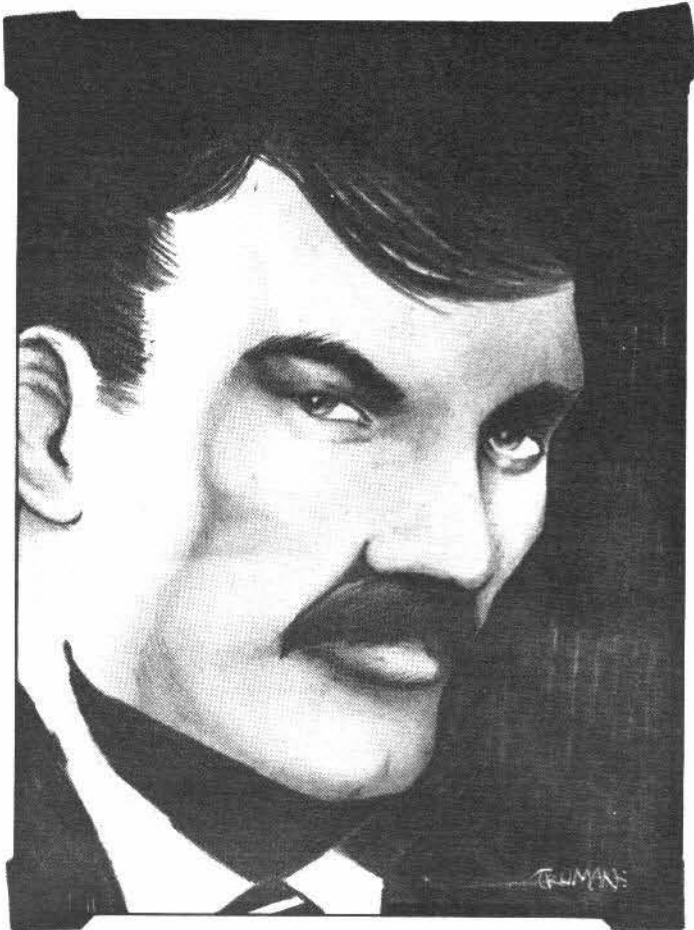
Charles Overton

At 23, Charles Overton has become a spendthrift. While not really a bad person, he is self-indulgent, wasteful, undisciplined, and headed for trouble in life. He seems to have acquired his father's taste for wild living and his mother's taste for the fine things in life. Unfortunately, he has neither his father's talent nor his mother's dogged determination and ruthlessness. The fact that he is graduating college this year is in itself a minor miracle.

Charles does not know that Arthur Overton is his step-father. He only knows that his father is rich and can't understand why Dad is becoming so stingy in his old age. Charles is also worried about his debt to the loan shark Vicenti, but he has the confidence of youth that everything will somehow work out all right.

The youth sees his mother as his friend and protector. He thinks she is a little hard-nosed at times, and can't understand why she, too, complains about his wild times.

Play him as an immature college man who acts as though he has almost unlimited quantities of money, wit, and charm.



Linda Overton

Linda Overton is a beautiful 18 year-old strawberry blonde with flashing green eyes who resembles her mother in all things except for a lack of Betty's iron will. Acutely aware of her mother's obsessive love for her step-brother, Charles, she has compensated by becoming a "Daddy's Girl". Her only rebellion against Daddy's wishes has been her romantic involvement with the family chauffeur, Enrico Lombardi. Enrico's dark Latin good looks and fiery temperament created an overwhelming attraction for Linda against which the proper and rather stuffy sons of Lakefront City high society cannot compete.

Linda should be played as the very essence of the spoiled, self-indulgent society girl, accustomed to having every wish granted and every desire gratified. She has a tendency to flirt with every man she meets and to affect "baby talk" when trying to get her own way.

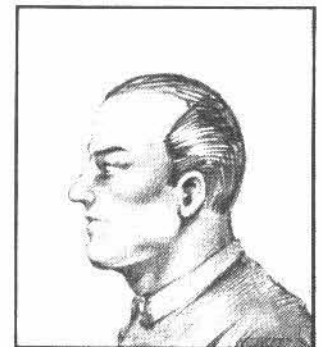
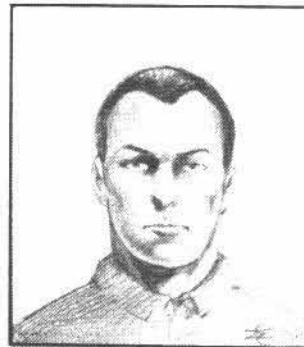


Enrico Lombardi

Enrico Lombardi, the Overton's chauffeur and handyman, is a 24 year old Italian immigrant with a passionate Latin temperament and dark good looks. Although uneducated, he has a strong desire to better himself and to take advantage of everything his new country offers. He is a fancier of beautiful women, fast cars and expensive guns. Enrico is genuinely in love with Linda Overton. Whether he loves her for her beauty or money is a question not even he can answer. He wants to marry her and will be a good and faithful husband to her should he get his wish.

Enrico was in the process of cleaning and oiling Mr. Overton's pistol when Mr. Overton called him into the drawing room, cuffed him around and discharged him. He was in the drawing room the night of the murder to pick up his final check. His smudged fingerprints are on the murder weapon.

Enrico should be played as a hot-tempered young man who feels Arthur Overton has done him an injustice. He can't understand why in the "land of opportunity" anyone should hold his family background against him. He is a basically honest and decent man who simply wants to marry Linda and live the good life.



CREDITS

Design: Mark Acres

Development/Editing: Deborah Campbell Ritchie

VIII. NPC STATISTICS

This section contains a quick listing of all NPCs named in the module along with their ability scores and other vital information. It may be used by the game judge for quick reference during play. The list is arranged in groupings which correspond to the use of the NPCs in the encounters provided in this module.

The following abbreviations are used:

Mu=Muscle	HP=Hit Points
Ag=Agility	Eth=Ethnic group
Ob=Observation	Pro=Profession
Pr=Presence	Age=Age
Dr=Driving	Lev=Level
Lu=Luck	

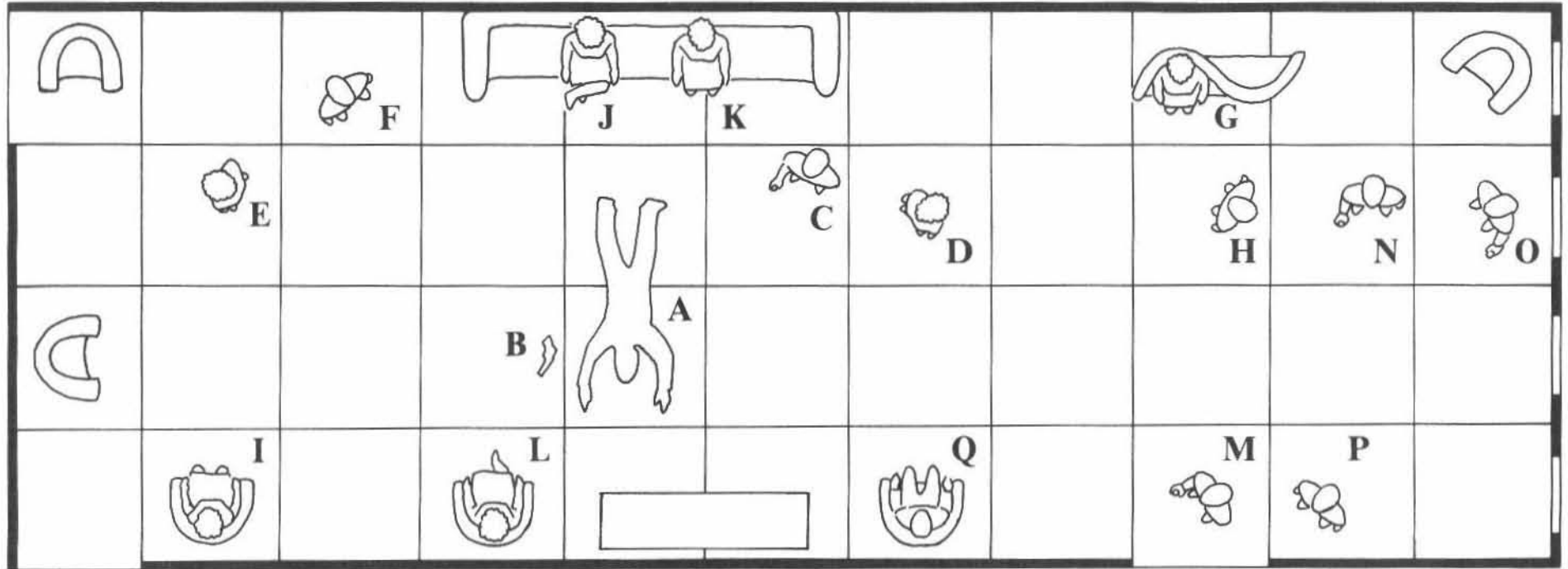
Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lev	Pro	Eth	Age
James William Gardner	54	35	66	6	51	13	14	1	Butler	Asm.	64
Enrico Lombardi	58	87	72	4	80	18	20	1	Chauf.	Ital.	24
Linda Overton	32	57	49	6	53	39	14	1	None	Asm.	18
Betty Overton	48	63	92	10	78	25	17	1	None	Asm.	43
Richard Thorndyke *	43	51	99	8	75	33	15	3	Lawyer	Asm.	48
* Special Skills: Law Degree, 87; Accounting, 64.											
Pauli A. Bezuhov	38	67	64	3	66	14	16	1	Cellist	Rus.	58
Frankie Sansotta	65	47	72	5	60	32	17	1	Mus.	Ital.	32
Mrs. Smedley	53	27	46	4	37	09	13	1	Maid	Asm.	54
Dr. James Bentley	60	41	83	8	62	38	16	4	Doctor	Asm.	49
Joseph Cranston *	51	55	68	6	62	41	16	4	Bus.	Asm.	52
* Special Skills: Accounting, 78; Public Relations, 49.											
Anton Tchernigov	38	29	78	5	54	12	13	4	Mu.	Rus.	38
Mrs. Bezuhov	63	48	53	4	51	22	17	1	None	Rus.	56
Mrs. Sansotta	41	37	52	4	45	10	13	1	None	Ital.	25
Mrs. Bentley	42	36	74	7	55	27	13	3	None.	Asm.	45
Mrs. Cranston	24	32	40	5	36	48	11	1	None	Asm.	51
Johnny "Weasel" Peruccio *	67	92	94	4	93	39	21	3	Crim.	Ital.	25
* Special Skills: Safecracking, 77; Pickpocket, 92; Stealth, 56. Police Record: Numerous arrests for petty theft, grand theft, and burglary. One conviction at age 24; served 2 years prison term. Last arrested in Lakefront City 3 years ago; no conviction; defense attorney was Richard Thorndyke. Last known whereabouts: Jersey City, New Jersey.											
Antoni Vicenti *	77	64	48	7	56	48	20	3	Crim.	Ital.	33
* Special Skills: Stealth, 64; Shadowing, 92; Accounting, 49. Police Record: No arrest record. Known to police as a loan shark for the Scarlesi syndicate. Believed to be vicious, possibly psychotic, killer.											
Vito Alberti *	78	52	33	4	43	17	18	1	Crim.	Ital.	28
* Police Record: Three arrests for breaking and entering; served two years in prison. Known to be working for Scarlesi mob.											
Anthony Rafello *	51	93	82	6	88	09	20	2	Crim.	Ital.	27
* Special Skill: Auto Theft, 82. Police Record: Well known as an auto thief, although never convicted despite five arrests. Now believed to be thief and general gunman for the Scarlesi syndicate. Consider armed and dangerous if encountered.											

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lev	Pro	Eth	Age
Robert W. "Ice" Coughlin *	52	88	75	5	82	31	19	2	Crim.	Irish	51
* Special Skills: Stealth, 72; Auto Theft, 37. Police Record: Arrested 19 times on various charges, including assault, assault with a deadly weapon and with intent to kill, grand theft, auto, armed robbery, and suspicion of murder. One conviction of illegal possession of a firearm; no prison time served. Nicknamed "Ice" by police for coolness under interrogation. Believed to be professional killer for O'Haney syndicate, second only to Michael O'Hara.											
Tom O'Rourke *	89	73	22	6	48	25	22	2	Crim.	Irish	31
* Special Skills: Stealth, 66; Lockpicking, 43. Police Record: O'Rourke has been arrested in the past for assault with a deadly weapon, assault with intent to kill, attempted murder, and burglary. Finally convicted on a minor theft charge and served one year of time in prison. A hardened professional criminal. Consider armed and extremely dangerous. In any gunfight, shoot to kill.											
Mike O'Rourke *	62	57	82	5	70	33	17	2	Crim.	Irish	26
* Police Record: Brother of Tom O'Rourke. No arrests.											
Jimmy O'Conner	48	86	54	3	70	17	19	1	Crim.	Irish	22
Pat Joyce	35	75	88	82	38	16	1	Crim.	Irish	19	
Bill Wilson	63	51	72	7	62	05	17	2	Rep.	Asm.	35
Mary Wilson	32	59	89	5	74	31	14	1	None	Asm.	33
Joey D'Angelo	74	62	39	2	51	27	19	1	Crim.	Ital.	19
Larry Shike	63	48	26	2	37	13	17	1	Crim.	Asm.	18
Wally Engel	85	59	33	2	46	29	20	1	Crim.	Asm.	20
Joe Reilly *	62	54	37	8	46	09	17	1	Crim.	Irish	29
* Police Record: Known member of O'Haney syndicate.											
Pete Sullivan *	89	71	55	5	63	41	21	1	Crim.	Irish	28
* Police Record: Known member of O'Haney syndicate.											
Tim Dooley *	44	63	98	4	81	21	17	1	Crim.	Irish	19
* Police Record: Known member of O'Haney syndicate.											
Rico Donelli *	47	55	76	5	66	15	16	1	Crim.	Ital.	31
* Police Record: Several arrests for petty theft; has served total of three years in prison on miscellaneous minor charge. Believed to be working now for Scarlesi organization. May be armed.											
Michael Savanni *	63	59	52	4	56	26	18	1	Crim.	Ital.	32
* Police Record: No previous arrests. Known member of Scarlesi crime syndicate.											
Giuseppe Rivero *	97	61	31	7	46	41	21	2	Crim.	Ital.	32
* Police Record: Prime suspect in three unsolved gangland style murders. No record for arrests or convictions. Known to be gunman for the Scarlesi syndicate. Believed to be armed, ruthless and extremely dangerous.											
Bob Reilly *	3	89	91	3	90	36	18	3	Crim.	Irish	44
* Special Skills: Bookmaking, 73; Forgery, 54. Police Record: Known bookmaker. Used to operate independently or in conjunction with various criminals bankers. Now tied in with Boss O'Haney's mob.											
Charlie Davis	49	53	32	5	48	22	51	1	Jan.	Asm.	45
John "Scratchy" Fleming *	56	82	73	4	77	41	19	1	Crim.	Asm.	41
* Special Skill: Safecracking, 83. Police Record: Long record of arrests (13 in all) for petty theft, grand theft, and burglary. Has served a total of six years in prison on theft or theft related charges.											

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lev	Pro	Eth	Age
James Patrick "Boss" O'Haney	56	73	91	8	82	16	18	3	Crim.	Irish	56
Special Skills: Stealth, 54; Accounting, 49; Lockpicking, 89.											
Police Record: Never arrested. Listed in police files as known leader of an Irish-dominated bootlegging syndicate. Believed to be involved in various types of racketeering, including union rackets. Believed extremely violent, possibly psychotic.											
Michael "Hit Man" O'Hara	93	87	49	6	68	33	23	2	Crim.	Irish	38
Special Skills: Shadowing, 63; Boxing, 92 (for use with Expert rules only).											
Police Record: Known to be professional killer and general "trouble shooter" for the O'Haney syndicate. Arrested 3 times for suspicion of murder, but never tried due to lack of evidence. Consider armed and extremely dangerous. In any gunfight, shoot to kill.											
Harry "Speed" O'Hanlahan	36	84	97	3	91	46	17	1	Crim.	Irish	25
Police Record: Known to be a chauffeur for "Boss O'Haney. No record of arrest. Consider armed and dangerous in any situation. Expert driver.											
Vincent "Boss" Scarlesi	48	92	74	9	83	16	19	3	Crim.	Ital.	41
Special Skills: Shadowing, 61; Forgery, 53; Lockpicking, 74.											
Police Record: No record of arrest. Known to be head of the notorious Scarlesi syndicate, bootlegger, racketeer and loan shark banker. Believed to have strong political connections. Consider as high city official; not to be ticketed or harrassed.											
Rudolfo Gritti	86	75	98	7	87	33	22	2	Crim.	Ital.	39
Special Skills: Accounting, 88; Auto Theft, 29.											
Police Record: Arrested at age 22 for petty theft; charges dropped by complainant under suspicious circumstances. Believed to be a major leader in the Scarlesi syndicate. Has strong ties to the business and political community. Not to be harrassed.											
Albert Dinasti	54	62	57	5	60	44	17	2	Crim.	Ital.	35
Special Skills: Wiretapping, 74; Martial arts, 58 (for use with Expert rules only).											
Police Record: Former federal Prohibition agent, now known to be part of the Scarlesi syndicate. Believed to have turned to crime after rejected for employment by F.B.I. Confidential tip indicated Dinasti was too unstable to hold any sensitive position. Believed to have killed at least 3 men. Consider armed and dangerous.											
Joey "Wheels" Lucca	29	82	99	3	91	24	17	1	Crim.	Ital.	24
Police Record: Known to be driver for "Boss Scarlesi. No record of arrest.											
Bob Jameson	48	52	56	5	54	23	15	1	Cop	Asm.	25
Scott Wilkins	67	72	31	4	52	36	19	2	Cop	Asm.	27
Tony Vicotta	78	81	66	6	74	15	21	2	Cop	Ital.	26
Sgt. John Woscinski	92	62	58	7	60	43	21	3	Cop	Pole	46
Pete Smith	65	54	71	5	63	34	17	1	Bus.	Asm.	36
"Fat Patty" Smith	88	50	53	5	52	29	19	1	Crim.	Asm.	48
"Big Belly" Bagranza	69	39	86	4	63	08	16	1	Crim.	Ital.	53
Will Fineman	52	78	91	7	85	48	18	1	Crim.	Asm.	49
Special Skills: Gambling, 74.											
Police Record: No record of arrest. Once known as a major gambler in the west; present status and occupation unknown.											
Sean Casey	78	92	86	5	89	31	22	1	Bouncer	Asm.	22
Max White	31	44	97	4	71	14	13	3	Lawyer	Asm.	43
Special Skills: Law Degree, 87; Accounting, 61.											
Police Record: Known to be associated in some way with Scarlesi crime syndicate.											
J. Freeney	61	45	72	8	59	28	16	2	Lawyer	Asm.	57

DIAGRAM I

THE SCENE OF THE MURDER

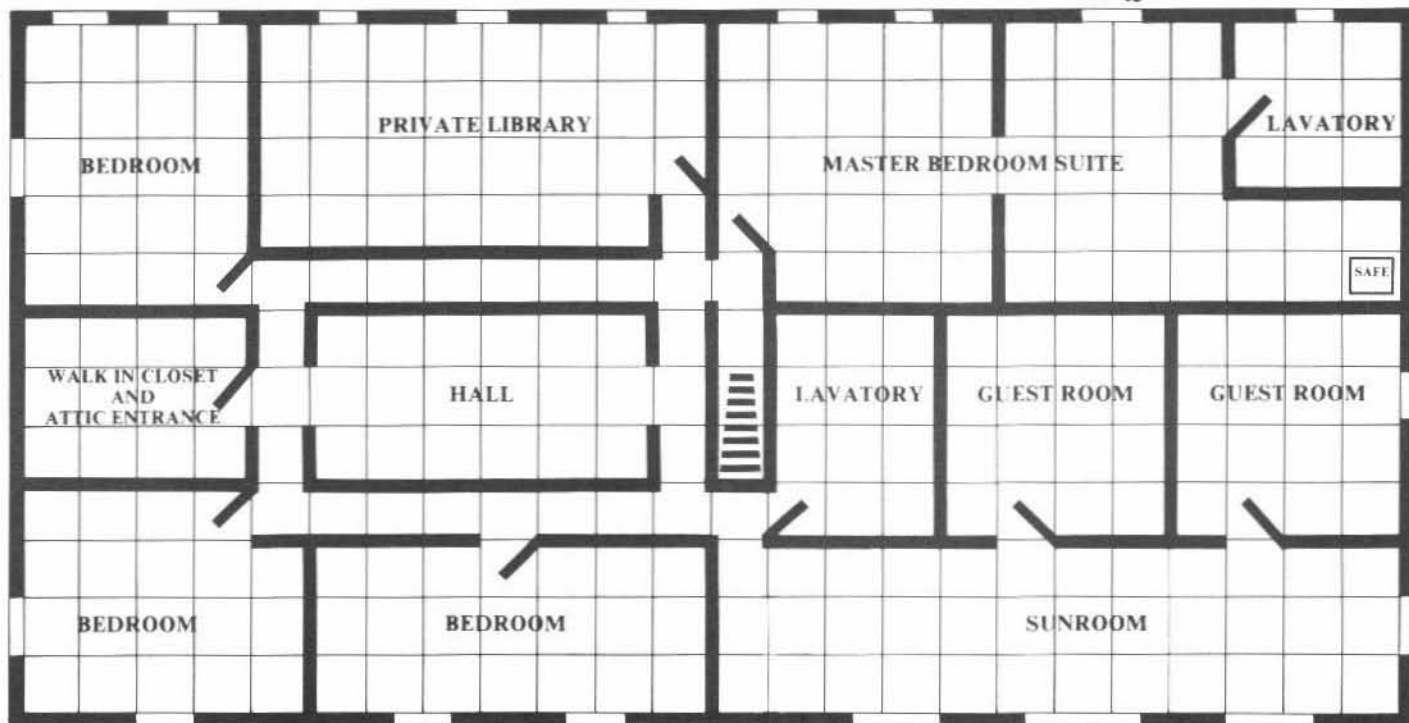


SCALE: 1 SQUARE = 5 FEET

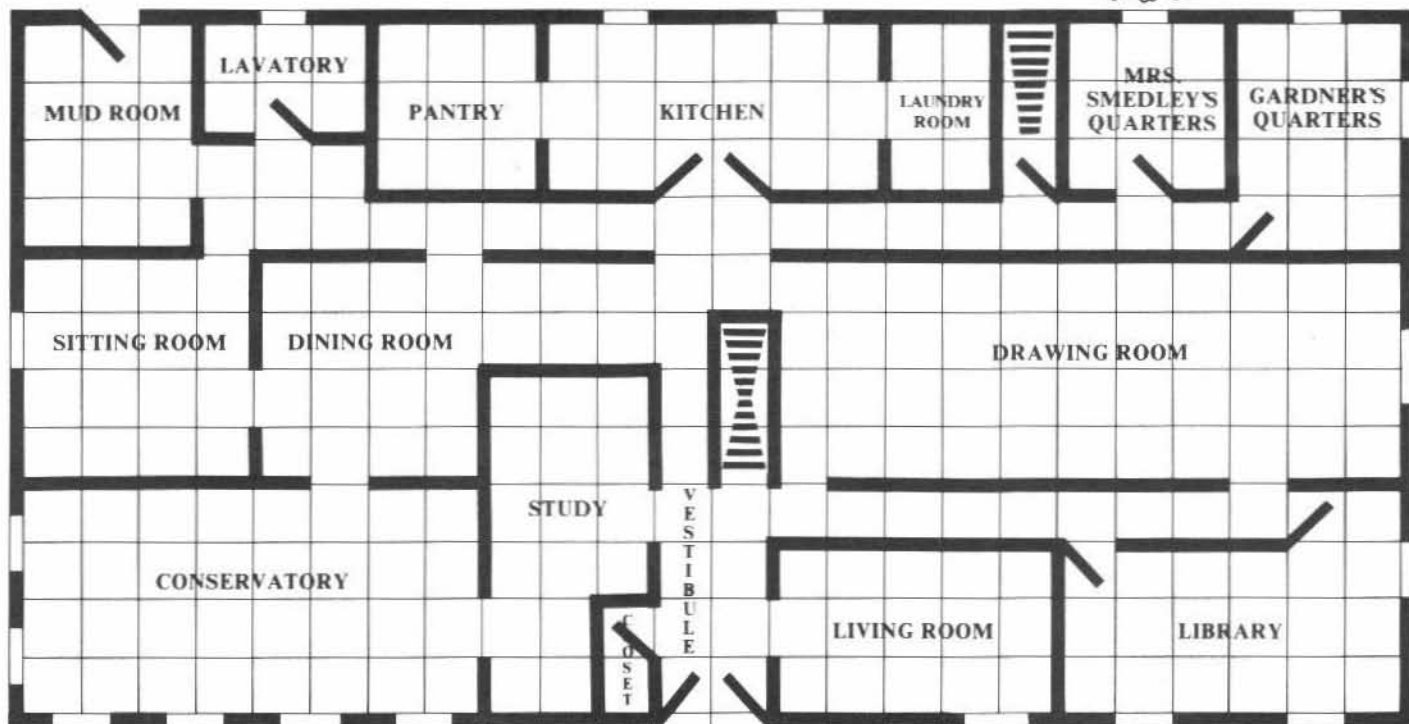
A. OVERTON'S BODY
 B. GUN
 C. THORNDYKE
 D. MRS. OVERTON
 E. LINDA OVERTON
 F. ENRICO LOMBARDI
 G. MRS. SANSOTTA
 H. SANSOTTA
 I. MRS. SMEDLEY

J. MRS. BEZUHOV
 K. MRS. BENTLEY
 L. MRS. CRANSTON
 M. ANTON TCHERNIGOV
 N. JOSEPH CRANSTON
 O. DR. BENTLEY
 P. BEZUHOV
 Q. CHARLES OVERTON

HARMONY MANOR — SECOND FLOOR



SCALE: 1 SQUARE = 5 FEET



SCALE: 1 SQUARE = 5 FEET

HARMONY MANOR — GROUND FLOOR



R SHOP
&
SHINE

MAUDE'S
GIFTS

STATION
MANAGER

LOCKER
RENTAL
BOOTH

1 to 20
61 to 80

121 to 140
181 to 200

LUGGAGE LOCKERS

21 to 40
81 to 100

141 to 160
201 to 220

TO STREET

41 to 60
101 to 120

161 to 180
221 to 240

TOTAXI'S

TAXI DRIVE

SCALE: 1 SQUARE = 5 FEET

Arthur Overton was the man who had everything...



Arthur, Age 8, at the Lake Geneva Summer House...



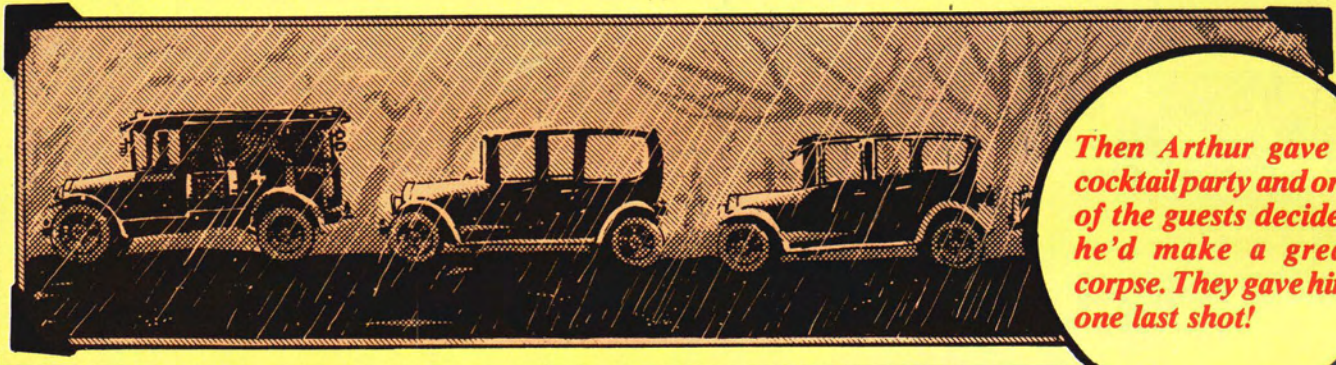
Arthur and Betty, on their honeymoon...

Invited by the family of Doctor Bentley...



William Orchestra

*When he was born, his wealthy parents decided he'd make a great son. They gave him every advantage.
When he was a child, his teachers decided he'd make a great musician. They gave him a first class education.
When he was grown, the sultry Betty Wilson decided he'd make a great husband. She gave him her hand in marriage.
When he had married, his father decided he'd make a great heir. He gave him a fortune.
When he sought a career, the Symphony Orchestra decided he'd make a great lead cellist. They gave him a job.
When he grew older, the Musician's Union decided he'd make a great spokesman. They gave him their presidency.*



Then Arthur gave a cocktail party and one of the guests decided he'd make a great corpse. They gave him one last shot!

Arthur Bary Symphony

WHO KILLED ARTHUR OVERTON??

TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

