

CTHULHU
Confidential

**ONE FOR
THE MONEY**



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ONE FOR THE MONEY

It seemed so illogical to punish some poor criminal for doing something that civilization taught him how to do so he could have something that civilization taught him how to want. It seemed to him as wrong as if they had hung the gun that shot the man.

— Chester Himes, *I, Too*

Rhino Jones needs a solid. Has hell frozen over? Can Langston get to the bottom of this, before he and his new “partner” are devoured by what man was not meant to know? The clock is running, and American lives and sanity are at stake, with the country’s new superweapon in the hands of its enemies.

Cast

Rhino Jones, 37, a local crime boss and bruiser who loves his country, but knows a black man needs money to get by in it. He got played by the Nazis, and can see the creatures in the Beyond due to his enhanced pineal gland.

Andrew J. May, 68 (1875-1959), war profiteer, congressman and chairman of the Committee on Military Affairs. May is in the pocket of a pair of New York businessmen, the Garssons, and arranged for the Tillinghast Resonator to be sold.

Murray Garsson, 53, (1890-1957), and his younger brother **Henry Garsson**, 47, (1896-1983), corrupt New York businessmen.

George John Dasch, 40, imprisoned German spy turned US informant.

Ulric Schmidt, 31, determined and brawny Nazi spy, seeking to finish their mission. Living as a

mailman, Henry Lawson.

Monika Weber, 33, brilliant, loyal and skilled Nazi spy living as Margaret Lee, a chemistry teacher at Woodrow Wilson High School.

Ernest Burger, 37, a Nazi spy, killed before the scenario begins. Living as Gary Peters, a machinist.

Wolfgang Fischer, 18, doubtful Nazi spy who thinks Dasch may be right, but knows Ulric will kill him if he flees. Living as Adam Stevens, an unemployed dropout in a flop house.

Charles Gent, 20, Wolfgang’s clueless roommate, with a vital clue.

Flora Jackson, 64, her grandson, John (“Deuce”), worked for Rhino and was one of the goons killed. She now hates Rhino, and is sending him letters demanding to know what happened.

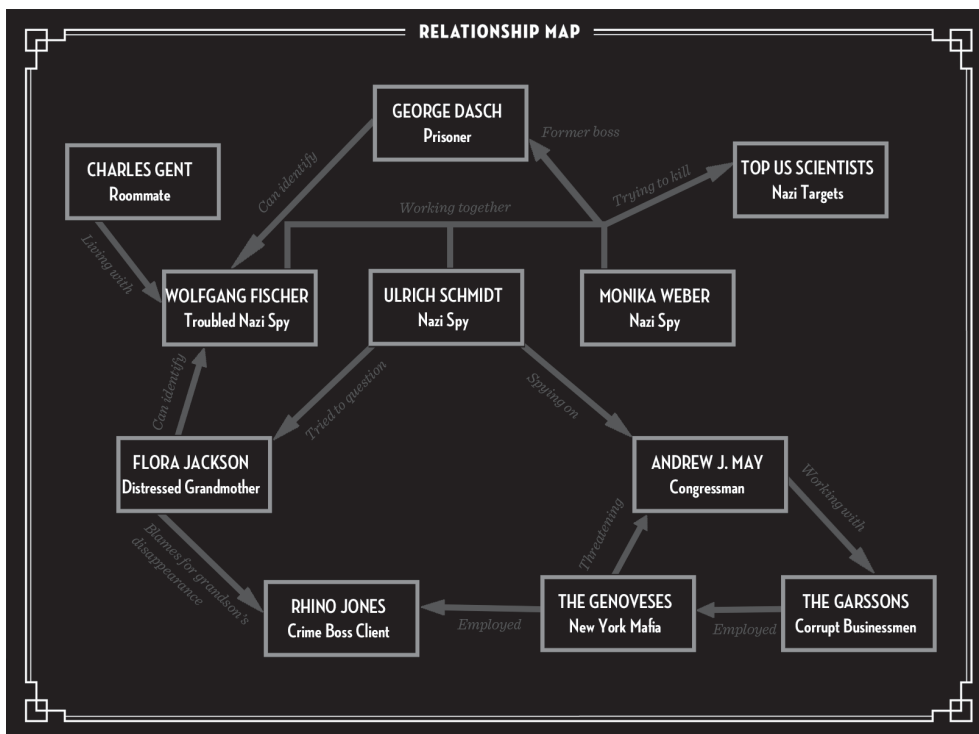
Private William Addams, an army transport driver based at Fort McNair in Washington, DC.

The Story So Far...

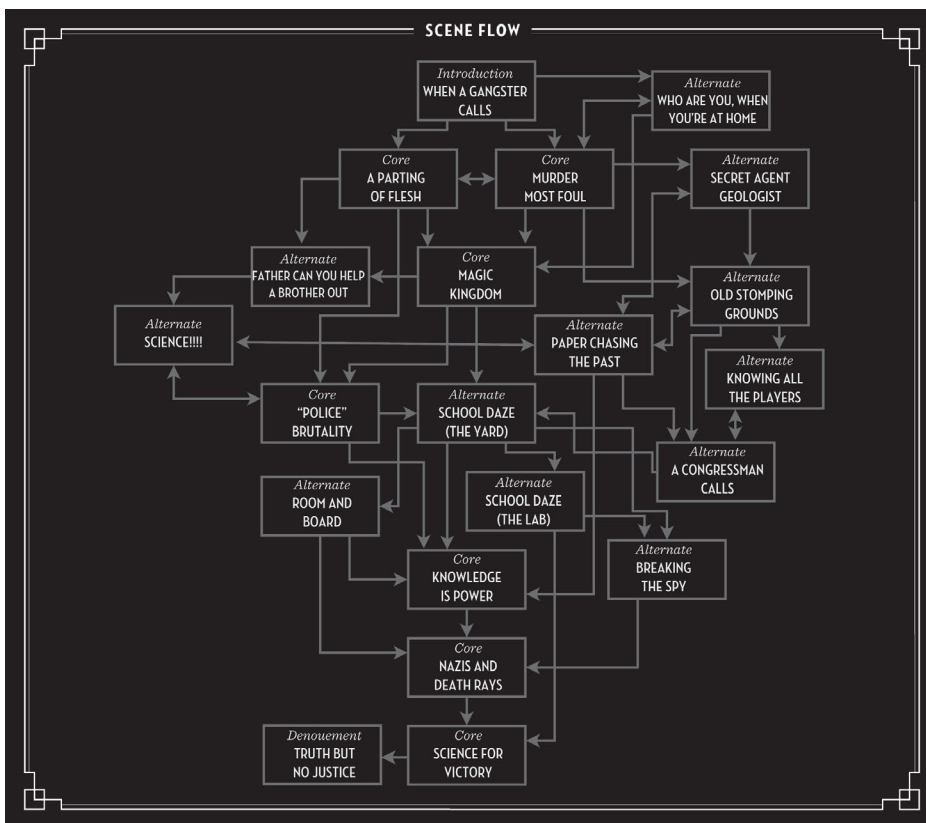
Andrew Jackson May, a Kentucky-born attorney, has served in Congress for the last twelve years. In 1938, he became the chair of the influential House Military Affairs Committee, which controls funding and oversight of the United States Armed Forces, supplies classified intelligence to operations, and decides which companies receive government contracts to make arms and munitions for the troops.

With the world spiraling into war, May became involved with a couple of New York businessmen, Murray and Henry Garsson, in a lucrative contracting fraud. May repeatedly telephoned army ordnance and government officials to urge them to award the Garssons more and more war contracts.

RELATIONSHIP MAP



SCENE FLOW DIAGRAM





LANGSTON MONTGOMERY WRIGHT

Private Eye

INVESTIGATIVE ABILITIES

Assess Honesty
 Bargain
 Chemistry
 Cop Talk
 Cryptography
 Evidence Collection
 Flattery
 Inspiration
 Intimidation
 Languages
 Oral History
 Physics
 Psychology
 Reassurance
 Research
 Streetwise

GENERAL ABILITIES

Athletics
 Cool
 Devices
 Driving
 Fighting
 Filch
 Preparedness
 Sense Trouble
 Shadowing
 Stability
 Stealth

STORY

Langston Montgomery Wright is an African American WWII vet who battled Nazis across Europe until he took shrapnel saving some GIs. He was honorably discharged, and sent home to Washington, DC, a city that's near busting. He's a second class citizen trying to make a place for himself in a world that challenges him at every turn. He uses his smarts, morals and willingness to do whatever it takes to make rent, solving cases and battling enemies, one Mythos threat at a time.

(As an African American in the 1940s, Langston has Interpersonal Abilities, but usually does not start with the upper hand in social situations. As such, he must pay 2 Pushes for his first Interpersonal challenge of any scenario).

The war is good for business, and munitions contracts have become the most profitable aspect of the Garssons' enterprises. May is looking for high value contracts with limited deliverables to give to his associates when he discovers X-987451 - a weapons project which has produced a prototype "death ray". Scornful that an actual, working death ray can ever be made, he tips off the Garssons that the government is pouring a steady stream of cash into X-987451 regardless. With their contacts in the Luciano crime family, they plot to steal the prototype, reverse engineer it to sell back to the government, and auction the original on the black market.

Meanwhile, on June 12th, 1942, George Dasch, a Nazi spy, landed with a team of German

agents on Long Island, New York. Intensively trained in espionage and sabotage by the German High Command, their mission was to disrupt war-related industries, and to cause terror by planting explosives in public places. Dasch lost his nerve soon after landing, and defected to the US, disclosing the safe houses of his team to the FBI.

Four of his team escaped Dasch's betrayal. Ulric Schmidt took charge, and insisted the remaining members double down on their mission. Having lost financing and supplies, they fled to Washington D.C., where they read in horror of the executions of their fellow saboteurs, while the traitor Dasch was sentenced to life in prison.

They revised their plan; they would lie in wait, letting the heat die down until an opportunity arose

How the Tillinghast Resonance Wave Effect Works

The new government “death ray” was built from the shattered remains of Crawford Tillinghast’s resonance wave device, and is more powerful. These remains were recovered from a crime scene, Tillinghast’s house, when the police were investigating the deaths of Tillinghast and his servants (“From Beyond”, H.P. Lovecraft).

When operating, the machine glows a sickly green as the array of glass bulbs fills, illuminating the wielder with a pale blend of colors. It creates a zone of enhanced resonance with a radius of one hundred feet, up to a maximum distance of 900 feet away (the further the distance, the smaller the area of impact). The weapon was created to overwhelm the senses of a platoon, or a mass of people, by over-stimulating all of the receptive organs at once, leaving the victim stunned, and requiring months to fully recover from the mental strain. It could be done slowly, making it harder to notice until too late, or rapidly, draining its chemical battery.

The death ray stimulates the pineal gland, rumored to be the greatest sense organ of all, and taps into past evolutions of humanity, turning what was invisible visible. The death ray also weakens the veil of reality so the ever-present creatures can see humanity, while it can also see them. The effect starts at a distance, then the victim can hear a flapping of viscous wings, the hairs on the back of their neck rise, and then there is absolute silence for a few heartbeats before a vortex of sounds, emotions and colors are transmitted to the brain.

Everyone affected by the machine sees a cyclopean temple, rising towards a dark sky in the distance, and feels their body becoming insubstantial as they fade into another world, leaving only their clothes behind. It is always night in the Beyond, where they now stand, and strange glowing spheres race across the heaven in unnerving movements. If the victim’s pineal gland has been enhanced (requiring multiple exposures, or a rapid attack), they can see flying gelatinous creatures filling all of the space, flowing through what should be solid objects. Any noise draws the creatures’ attention, and they attack. Whether visible or not, the creatures can see and hear the victim. Larger deadly creatures lurk deeper inside the Beyond.

to strike. They falsified records and created new identities, and for months, the group have hidden behind enemy lines in the American home front. Ulric became a postal worker; Monika Weber, a teacher; Ernest Burger, a machinist; and Wolfgang Fischer, a teenager, played an unemployed dropout. Wolfgang read furiously while they waited, and by the time the scenario starts, he is fully in love with the American Dream, and is looking for a way out of his mission.

Two months ago, Monika learned that some high-profile chemists, along with other top United States scientists, would be in Washington for a press conference in advance of the Third

Washington (“Trident”) Conference. Ulric realized that this was the opportunity he was looking for; he just needed a weapon. In a stroke of luck, going through Congressman May’s mail as Dasch had told him to do, he discovered the paperwork to get a classified deadly weapon transferred to a decommissioned site. He then set a plan in motion to steal the weapon, which he intends to use to create a wave of terror by publicly killing the scientists at their Lincoln Memorial press conference.

Timeline

The following events occur before Langston gets the call from Rhino:

- 41 days ago. On one of May's blitz calls, the "death ray" comes up, as well as the money being sunk into X-987451. May calls the Garssons about a new contract that could be a goldmine. The Garssons suggest stealing the current prototype to sell, as well as giving them the contract. In short, it would be a double payday for their efforts.
- 37 days ago. The Military Affairs Committee contracts the Garssons to begin building a new "death ray".
- 29 days ago. Ulric, as the postman Henry Lawson, discovers May's paperwork to get the X-987451 prototype transferred to a decommissioned site. He informs his cell.
- 21 days ago. Murray Garsson confirms what cut the Luciano crime family can take of the "death ray" sale, and leaves the theft's planning in their hands.
- 15 days ago. Rhino gets a call from an NYC connection to steal a crate from the back of a truck outside of DC.
- 11 days ago. The "death ray" is loaded onto an unmarked army truck with a driver (Pvt. William Addams) and a guard. Rhino and his crew intercept it, and pull off the heist without a hitch.
- 9 days ago. Rhino sends his crew to the drop site. The Nazis find and kill the lone mob enforcer before the meeting. Rhino's crew are killed, along with Ernest Burger, by the uncontrollable Tillinghast Resonator.
- 8 days ago. The police discover the crime scene and take the bodies to the station. Rhino learns of the deaths.
- 7 days ago. The Garssons call May to tell him the mob is not happy with this loss, and may act.
- 6 days ago. The Nazis continue to try and get the Tillinghast Resonator to operate properly.
- 5 days ago. Nazis steal electronics parts to repair the damaged resonator, and begin testing the Tillinghast Resonator on residents in an alley town located in Southwest.
- 4 days ago. The Nazis deduce Rhino must have stolen a part, and they torture him using the modified device for the first time. Rhino survives, but two of his mooks are swept up and obliterated.
- 2 days ago. The Nazis use the device on Rhino again, but it burns out the jury rigged piece before they can finish him off.
- 1 day ago. Two mafia goons try to take Rhino out for not delivering the crate and their missing man.

The Rhino Factor

This scenario features Langston and Rhino working together. As a companion, Rhino brings his own baggage with him. He is well known as a powerful fighter who is more inclined to solve problems with violence than words.

Any encounter with the police when Rhino is present has an increased intensity for the Handle with Care scenes. In any physical encounter, Rhino adds a +2 to Langston's rolls, as he fights, muscles or intimidates. But Rhino brings a -2 to any of Langston's Interpersonal rolls, as he urges the shamus to go faster, or glares at witnesses, or reloads his pistol.

Rhino is not a person to be trifled with; he is deadly, cunning, and will do whatever it takes to keep his empire flush. Langston should never feel at ease around the gangster – the situation is more like he is the frog, and Rhino is the scorpion on his back. He needs him, but it goes against Rhino's nature to be helpful. The gangster is a time bomb strapped to Langston.

Scenes:

WHEN A GANGSTER CALLS

Scene Type: Introduction

Lead-Outs: Murder Most Foul, A Parting of Flesh, Who Are You, When You're At Home

If this is your player's first time playing Langston, she must choose a starting Problem, like the four given in the opener for "Capitol Colour" (*Cthulhu Confidential*, p. 282). If you've already run at least one scenario for your player, the detective may have lingering Problems still in hand. In that case, write an introduction that connects the most salient of those Problems to the following assignment.

Langston responds to a call from Rena Smith, one of Rhino Jones's girls, about a case. If Langston has built a relationship with the crime boss from a previous case -- either by being a customer in need, playing a game of words while looking for clues, or even tangling with a couple of his goons in the alley, making good with knuckle sandwiches -- Rhino has a begrudging respect for the shamus, granting him a bonus to the first challenge. If not, he has heard about the black PI and figures he can use him.

Either way, Langston finds himself walking into Jackson and Sons' butcher shop a little after 0915. **Streetwise** remembers that the shop has been raided a couple of times by the police, but they haven't turned up anything. The shop operates around the clock, and is the only butcher shop during the rationing years that does that.

Once at the shop, a burly goon escorts Langston through a side door into the kitchen, revealing his client. Rhino, usually dressed in a tux, is currently shirtless, and wearing slacks and a butcher's apron as he guts a pig. The gangster wants a better feel for what Langston can handle before talking to him. His goons have the shamus stand close as Rhino butchers the pig; each cleaver hit gets closer and closer to Langston, testing what makes him jump.

BLOODY BUSINESS

Cool

Bonus: +1 If Langston has impressed Rhino on a previous case

Advance 5+: You watch stone-faced as Rhino eviscerates a pig with an overly violent cleaver. With each hit, he gets closer to throwing his back out with all that show. Gain Edge 1, "Survived the South".

Hold 2-4: Bits of blood splatter on you, and a quick flash of the battlefield plays through your mind. Maybe Rhino saw the flinch, maybe not.

Setback 1 or less: You step back and turn your head, as a gush of blood pours out of the pig onto the floor. Rhino just saw you buckle and has your number. Gain Problem 1, "Unhep Man...Uphep".

Spending Edges: Any

Extra Problem: Problem 2, "Hunger Pains"

The crime boss looks over to an enormous metallic fridge, which Langston knows is capable of hiding his body if this goes sideways, and smiles at the shamus. Now that Rhino is facing Langston, the veteran's keen eye notes three fresh bullet wounds running along Rhino's right arm. The crime boss locks eyes with the detective, his butchering almost methodical.

"Someone stole from me." **chop**

"Killed my men." **chop**

"Tried to kill me." **chop**

"You're going to find out who."

Rhino gives a brief overview of what led up to this:

- He was hired to steal a piece of equipment from the back of an unmarked military truck just over a week ago.
- (core, "Murder Most Foul") The truck was heading out of town when his crew hit them.

They knocked out the soldiers, and dumped them downtown. A few days later, they drove the truck to the drop site around Fort Stanton Park, to make the drop and get the cash.

- Turk, his second, was to meet him at the Bohemian Caverns nightclub after paying off the crew, but he never showed.
- He sent Little Bobby to go to the drop site, but he found it swarming with pounders, so he ran.
- (core, “A Parting of Flesh”) Three days ago, he discovered his crew were all in the morgue. The police found their bodies in Fort Stanton Park. The papers won’t say what happened, the cops won’t release the bodies, and his guy on the inside can’t access the morgue.
- Rhino has no idea about what was in the crate or where it is. But he can sweeten the pot if Langston finds it.
- (alternate, “Who Are You, When You’re at Home”) He completely trusted his right-hand man, Eddie Turk, and he considers his crew to be like a second family.
- (core, “Magic Kingdom”) Last night he was attacked in his home. “I was at home, and James, my butler, was turning the radio when a hail of gunfire destroyed the second story windows. I was hit as I raced to the window to shoot back. You’ve got all day. Go sleuth and come by my place with an update when you have news.” **CHOP**. “Don’t come back empty handed.”

Rhino is a psychotic killer and hard to read, but an **Assess Honesty** Push notes two lies in his story: he doesn’t care about the people who work for him, and he knows what was inside the crate.

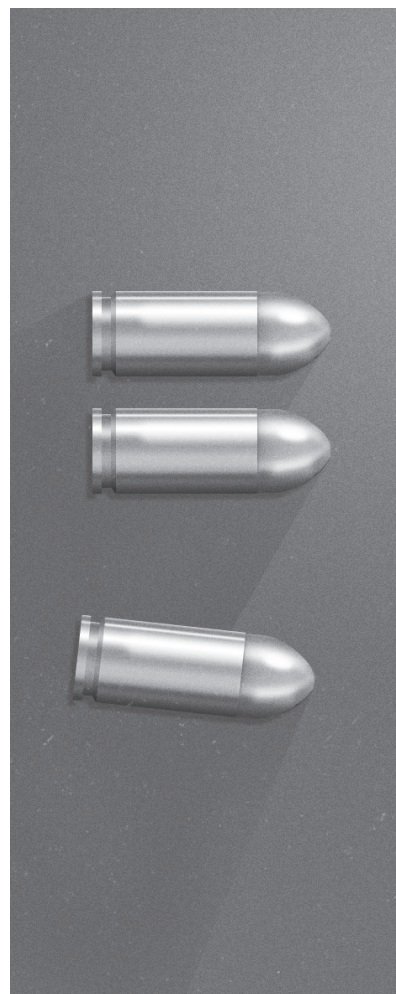
Psychology points to Rhino’s likely reason for hiring Langston, less about the attack on him. He looks weak right now; he can’t protect his own men, someone stole from him, and he is dodging bullets. The only way to save face is to kill whoever is responsible, and make right with his deal.

Rhino refuses to talk about who hired him unless Langston lays a little **Flattery** on him, saying that no-one know DC better than Rhino. After this, the crime boss talks about working with people from New York he wouldn’t normally deal with, but the money was too good. A **Flattery** Push gets him to mention the Luciano family by

name, and mention he doesn’t know why they couldn’t do it themselves. **Streetwise** recalls that the Lucianos are a mafia family from New York, currently run by Frank “the Prime Minister” Costello, as the crime boss, Charles “Lucky” Luciano, is in jail. Since his takeover, they stopped drug trafficking, and have vast political influence.

Bureaucracy comes up with two reasons for Costello not wanting to have his goons in DC. First, there are rumors of Hoover being on the take, which would mean he would want a cut of whatever this was. Or second, the reputation of Hoover being a mafia buster has him rattled. Neither reason is worth it, if he could risk someone else’s neck.

Once the conversation is done, two of Rhino’s remaining mooks escort the shamus from the backroom.



On the way out, Langston spots one of Rhino's log books lying on the counter in the outer shop. He knows Watts is gunning for Rhino, and has failed to find any dirt on the man. While a pain in the ass, Watts is a good cop. If Langston has Problem Card 7, "Favor for Watts", from "Capitol Colour" (*Cthulhu Confidential*, p. 254), he realizes that, while the book won't give Watts everything he needs, it would make Langston square with him.

If Langston tries to pocket the book, go to the "Debts Always Come Calling" Challenge, below.

DEBTS ALWAYS COME CALLING

Filch

Advance 5+: You slip the book into your coat with one fluid motion. Looks like all that time palling around with Scout is paying off. Once you hand the book over to Watts, discard Capitol Colour Problem 7, "Favor for Watts" if you have it. If Langston doesn't have Problem Card 6, he can gain some sway with his "friend" on the force by turning over the book. Gain Edge 14, "Wright and Watts".

Hold 3-4: Your butterfingers knock over a number of receipt books, and one of the goons glares at you. You still owe Watts a solid, and nobody's the wiser, but keep acting like this and Rhino may have his goons teach you some manners.

Setback 2 or less: You fat fingered it, and the two goons saw you. Spend a sustainable Interpersonal Push to get the goons to back down, or go directly to "Little Trouble in Big LeDroit Park", as they toss you into the street and the book falls behind the counter.

Spending Edges: Any

Extra Problem: Problem 3, "Wounded Vet"

LITTLE TROUBLE IN BIG LEDROIT PARK

Fighting

Penalty: -2 if Langston has Problem Card 41, "Tetanus Shot", from "Capitol Colour" (*Cthulhu Confidential*, p. 262)

Advance 8+: It's been ages since you had a straightforward fight. No guns, no bombs, snipers, or horrors man was not meant to know. There is something pure and simple in a fistfight. You unleash the fury of a lifetime under society's heel, and leave the two mooks down for the count. You put the fear in them and know they'll keep quiet - Rhino won't know what happened to his ledger. Gain Edge 2, "King of the Ring".

Hold 4-7: Two on one. Not the best odds, but not the worst you've had. A crowd gathers to watch you take some solid hits before beating feet back to Adelaide. That shiner will heal in a couple of days. You're sure they won't spill the beans that you're a bad thief if you keep your mitts to yourself.

Setback 3 or less: You wake up hours later in the alley beside the butcher shop. You lost valuable time and need to be at Rhino's soon. You can look into one of your leads before the meeting. You better pick wisely and hope those goons didn't rat you out to Rhino, or tonight's meet could be your last.

Extra Problem: Problem 3, "Wounded Vet"

MURDER MOST FOUL**Scene Type:** Core**Lead-Ins:** When a Gangster Calls, A Parting of Flesh, Who Are You, When You're at Home**Lead-Outs:** A Parting of Flesh, Who Are You, When You're at Home, Magic Kingdom, Secret Agent Geologist, Old Stomping Grounds

Langston makes his way to the drop site of Fort Stanton, a Civil War-era fort now fallen into disrepair. Many plans over the years to reinvigorate it all died on the track, victims of the war, like so many lives and buildings. Driving toward the site reveals the hard work performed by the Civilian Conservation Corps; numerous formerly-new buildings, now gathering dust; trees cut down and left in piles of lumber, and forgotten, half-constructed hopes and dreams.

The actual drop site is one of many secluded spots, and nearly impossible to find unless someone is looking for it – then, the recent tire tracks leading up to it signal the location. Langston comes up to a gathering of trees surrounding an open dirt area.

A canvass of the well-treaded spot with

Evidence Collection turns up a number of items missed by the police at the crime scene. Even the hardest of veteran cops must have been shaken by the murders, and the site's weirdness. It's been days since it happened, and Langston can still feel it, almost taste it in the air.

- (core, "A Parting of Flesh") Langston finds a rock flipped over with a single white finger phased into it. The two objects form one solid body. Langston knows that all of Rhino's crew are black. It might be worth checking out the police morgue.
- (alternative, "Old Stomping Grounds") In one of the muddy tire marks, a glint of rectangular metal catches Langston's eye. The piece of dented metal resembles his own dog tags, adhesive tape and all. While the tape kept the tags silent, it did make them stick to things. The name on the dog tags is Private William Addams. Langston knows Ft. Adair is the place

to go to check military records.

- **Chemistry:** (alternate, "Secret Agent Geologist") Walking around the site, Langston notes some rocks phased into trees, and a few holes, where trees appear to have been carved out of existence. The holes have no visible burns or hack marks, they're just...missing. Langston's friend Hartman may be able to help research this weird phenomenon.
- The footprints suggest that multiple people were at the site - Langston estimates at least double Rhino's four crew members.
- Following some particularly clear sets of footprints – it looks like three people left together - for a half mile leads Langston to a car stashed in a half-built stone building. Walking toward the car, he notices the missing license plates, repaired bullet holes riddling the body, and a miniature Statue of Liberty figurine on the dashboard.

WHAT'S IN THE TRUNK?

You find the car about half a mile away, with crimson streaks of red running down from the trunk. A stench fills your nostrils the closer you get. You're sure you know what's in the boot but you gotta check.

Cool

Advance 5+: The grisly sight washes over you. One of Rhino's mooks, stabbed eighty ways to Sunday, but that kind of thing happens in a town like this. Gain Edge 3, "Frosty".

Hold 3-4: You take a step back from the massacre before you. Some tough guy with more holes in him than a cheese grater. This is going to stay with you for a while, as the stink seems to be all around you.

Setback 2 or less: You can't get the image out of your head. Guys have stepped on mines and look more together than that...mess. Gain Problem 4, "Butcher of Washington".

Extra Problem: Problem 5, "Eye for an Eye".

A PARTING OF FLESH

Scene Type: Core

Lead-Ins: When a Gangster Calls,
Murder Most Foul, Who Are You, When
You're at Home

Lead-Outs: Father Can You Help a Brother
Out?, Murder Most Foul, Who Are You,
When You're at Home, Magic Kingdom,
"Police" Brutality

Handle with Care

- Langston may be harassed by the desk sergeant, and gain Problem 1, "Unhep Man... Unhep" if he can't keep his cool.
- Langston moving through the station draws the eyes of cops, and imposes a -3 to the "Dodging Watts" Challenge.

To get access to the morgue requires Langston to go downtown to the one of the police stations, a place a lot of black men never return from. He knows this, and has lived with this reality his entire life. Mechanically, this means that:

- Any Push Langston makes inside the station requires an extra spend.
- All tests suffer a -2 penalty, as Langston is on edge, and waiting for the shoe to drop.

If Langston has Problem Card 7, "Favor for Watts", from "Capitol Colour" (*Cthulhu Confidential*, p. 254), or if he has been seen with running the streets with Rhino, he knows Watts wants to shout at him, punch him for being a crook, and/or toss him in jail to have him clear his head.



DODGING WATTS

You move quickly through the precinct, spotting Watts turning a corner. You sprint to avoid him.

Athletics

Advance 8+: You hustle through the main lobby, go through the janitor's closet, sliding over the wet floor and down to the morgue. Gain Edge 4, "In the Groove".

Hold 4-7: You lock eyes for a fleeting moment before he is dragged into a meeting with the Captain. He saw you, and did not look happy. That is going to bite you in the ass later. But for now, getting down to the morgue is more important.

Setback 3 or less: Watts doesn't waste time talking. He is raging and socks you in the eye. The cops all cheer, watching one of their own let loose. He looks around at them and you, then stops and walks away. Gain Problem 6, "Rattled".

Spending Edges: Any

Extra Problem: Problem 7, "Liquid Courage".

Once he has escaped Watts, **Cop Talk** with a Push gets the junior attendant working the morgue to let Langston into the morgue for an hour while the Medical Examiner is out. Otherwise, he escorts the veteran around the morgue, as he knows Watts has asked for Langston's help in the past.

Either through questioning the attendant or reading the files, Langston learns the following:

- The police recovered two "bodies" weighing close to 400 lbs each.
- They recovered five sets of clothes; four sets of them are dark colored suits, which Langston recognizes as usually worn by Rhino's crew. One set is a mechanic's overalls, covered in dried blood.
- (core clue, "Police Brutality") They also found the driver's license of one of Rhino's crew, John Jackson, with an address. They haven't been to

see his family yet, as they don't know what to tell them.

Forensics reveals:

- (alternate, "Father Can you Help a Brother Out?") The examiner's preliminary report may hold a few clues, but Langston needs a trained doctor to piece them together.
- A jumbled pile of organs have been scooped out of the two bodies and put into sealed jars. Most of them appear fused together, and some appear charred.

When Langston goes to look at the bodies, run the following Challenge:

SEEING WHAT SHOULD NOT BE SEEN

You pull the sheet off one of the bodies to view it and instantly, the bile in your gut starts rushing for your throat. The attendant is calling the massive twisted pile of flesh an "unnatural abomination."

Stability

Advance 5+: You choke down your resolutions and look on at the horror before you. Gain Edge 3, "Frosty".

Hold 2-4: You try to choke down the bile in your gut, but lose the battle and race for the sink. You feel a bit wobbly but can get the job done, and turn back to the bodies.

Setback 1 or less: You try to choke down the bile in your gut but lose the battle and race for the sink. You puke out everything you've eaten the last few days and feel your hands shaking. It takes a concerted effort to keep it steady. Gain Problem 6, "Rattled".

Spending Edges: Any

Extra Problem: Problem 7, "Liquid Courage".

The bodies are a mass of body parts fused into a humanish shape, and each is a mix of black and white people.

- The first mass is a white torso with black legs and arms protruding from it. The first of the three left arms is directly in the center of the mass.
- The other mass is a black torso, with three black heads and one white head. The heads are all hollowed out and filled with a gelatinous substance, which the attendant says doesn't appear to be decaying.
- The bodies are still warm to the touch, as if they were just killed.


WHO ARE YOU, WHEN YOU'RE AT HOME

Scene Type: Alternate

Lead-Ins: When a Gangster Calls, Murder Most Foul, A Parting of Flesh

Lead-Outs: Magic Kingdom, Murder Most Foul, A Parting of Flesh

Langston has Eddie Turk's address, and may decide to check in on Rhino's right-hand man, who was supposed to return with the cash after the drop. The shamus finds himself on U Street, the city within a city. Segregation as the law of the land forces this area to work towards self-sufficiency, with its own stores and services. The address leads to the Idle Hour Billiard Parlor; Eddie's apartment is on the floor above. Langston can take the escape ladder up to go unnoticed, but would need to either break the window or pick the lock.

 If Langston contacts his Source, Cornelius "Scout" Moore, the lock-picking journalist can easily get the duo inside, and begins taking pictures. If Langston is aware of the ultraviolet light, he can instruct Scout on how to capture any residue.

Another option is to go through the front door and ask to be let upstairs. The grumpy looking manager, Rufus, a black man in his late 50s, is less than amused at being pulled away from his duties. But a little **Flattery** with a Push about the place, or spending some cash, gets Langston upstairs. If

Rhino is with him, he orders Rufus to let them up or he will break the man's legs, or just put a bullet in him. Rufus agrees and gives them the key.

Once in the three-bedroom apartment, it is apparent that it has been tossed multiple times, with everything smashed. Bookshelves are destroyed, clothes are scattered all over the floor, the bed is flipped over, and a couch cushion is cut open. **Streetwise** suggests a number of reasons why Turk's place may have been tossed. It could be someone looking for that strange jewel that Rhino stole, looking to kill off any support that Rhino has, or searching for information about the gang itself.

Rhino pulls his piece and looks around at the mounds of books. "If I knew he could read, I never would have hired him." He shakes his head and sniffs the air. "You can't trust a smart goon... they're duplicitous." If he knows Langston stole the journal, he eyes him and **Psychology** lets Langston know he just walked over his grave. Better solve this case sooner than later. "The dumb ones love you no matter what, just keep the green flowing."

Evidence Collection finds a few clues in the trashed room:

- The place was obviously ransacked twice. Small marks around the lock show the window was skillfully tampered with, and then relocked, behind one group of intruders, while the door was brutishly handled by another group - clearly little more than heavy-booted goons.
- A diary has had some pages torn out. Doing a rubbing reveals Rhino's address was on one of the missing pages.
- The second ransacking seemed to have happened within the last two days, based on a receipt from a local whites-only diner with that date.
- Langston is able to pull a fingerprint from a shard of a shattered beer mug. If he got an Advance in the "Dodging Watts" Challenge ("A Parting of Flesh", p. 13), he can ask Watts to run it for him.
- A Push turns up a roll of hidden cash, while Rhino, if he's there, has his back turned. If Langston takes the roll of cash, Gain Edge 7, "Deadman Pays the Bills".

If Langston questions Rufus about the apartment, the old man acts shocked. But **Assess Honesty** sees through the lie. A bit of **Intimidation** gets the manager to cough up the goods.

- A couple of white goons muscled their way in, and demanded to be shown the room.
- They didn't sound local. If Langston asks the old man to try and recount the accents, he places it as Upper North East, likely New Jersey or New York. And Italian sounding, he nods, conspiratorially. Could Turk have been secretly working for the Mob?
- The pair kicked the door in, and tossed the room, but they didn't seem to find whatever they were looking for. They said to leave it as is, as they may be back. "They said if I touched anything, no one would ever find my body."

If asked about the second break-in, Rufus is genuinely shocked - he knows nothing about it, and this time he's telling the truth.

MAGIC KINGDOM

Scene Type: Core/Antagonist Reaction

Lead-Ins: Murder Most Foul, A Parting of Flesh, Who Are You, When You're at Home

Lead-Outs: SCIENCE!!!!, Father Can You Help a Brother Out, "Police" Brutality, School Daze (The Yard), Paper Chasing the Past!

At any point after Langston has gathered some clues, remind the player that Rhino wanted a report back. Langston makes his way to Rhino's sprawling three-story brick house in Deanwood, at 50th and Hayes Street in Northeast DC. It's built on what was Suburban Gardens, the first and only major amusement park that was black-owned, which closed three years ago and was converted to housing. Looks like Rhino stepped in and built himself a mini-palace in the overcrowded city.

A rail-thin black man opens the door and allows Langston entry into the mansion. The man lets the shamus know he has an hour before the master is ready for him, and asks him to please wait in the study.

Walking around Rhino's luxurious apartment, Langston notes a few oddities with **Evidence Collection**:

- (core, "Police Brutality") There are a number of torn and burned letters near the fireplace. Taking a few moments to piece the remains together with **Cryptography** realizes they are from a grandmother pleading to know where her grandson, who worked for Rhino, is. **Psychology** can sense the rising desperation in each letter. Enough to drive someone to attempted murder? It might be worth visiting her – her address is on the letters.
- A cascade of bullet holes destroyed the windows, and Swiss cheesed the left wall of the second floor apartment. It was obviously from some type of automatic weapon, which is loud, and something that Rhino's crew doesn't use. **Cop Talk** knows that, with the active army presence in DC, no-one here would risk that level of heat – it must have been an out-of-town hit.

James, the butler, comes around after thirty minutes to see if Langston needs anything. If asked about the letters, he shakes his head no, but **Reassurance** of a promise not to discuss it with Rhino gets the old man to open up.

- Flora Jackson's grandson, John Jackson (who called himself "Deuce"), was one of the crew killed.
- Deuce was only 19, and Flora is worried as he hasn't come home; she's written a number of letters asking where he is.
- Deuce has been working for Rhino about a year. Rhino comes downstairs after an hour with a scotch in hand. If asked about the letters, he shrugs and then lies, "I sent out one of my boys to check in on the families of my people and they are worried. That is why you're here." **Assess Honesty** doesn't detect lie unless Langston spends a Push. If Langston lost the challenge "Little Trouble in Big LeDroit Park", Rhino is wary of him, and the lie is undetectable.

Rhino asks Langston to provide a rundown of the case so far. Unnoticed by the shamus, the colors in the room shift ever so slightly. If Langston lost the challenge "Little Trouble in Big LeDroit Park", Rhino doesn't warn him about what is happening,

What Rhino knows and what Rhino says:

- He will not mention the weird stone (p. 18), as he believes it to be a gem worth a lot of money.
- He is sure that the mafia has a couple of goons gunning for him.
- He has not decided whether or not to kill the goons, as he's unsure if NY would send more if he did.
- If Langston visits Rhino after he has been attacked with the Tillinghast Resonator below, Rhino refuses to stay home, and becomes Langston's not-so-silent partner.

and becomes very still. **Psychology** notices the crime boss tense up and stop moving, but maybe it's the part of the story Langston is telling?

THE OPENING VORTEX

The hairs on the back of your neck slowly rise, but you don't know why. The room feels a bit cooler. It would be almost unnoticeable, if not for Rhino's accompanying stillness.

Cool

Penalty: -2, unless warned by Rhino.

Advance 8+: You're unflappable. Gain Edge 5, "Disciplined Soldier".

Hold 4-7: Something is going on, but you don't know what. Rhino's not moving, and it's like this is not his first time. Maybe they spiked your bourbon.

Setback 3 or less: Take a -2 on Challenge "That Which Can't be Perceived".

Spending Edges: Any

Extra Problem: Problem 7, "Liquid Courage"

Rhino is mumbling over and over, almost inaudibly, "They are everywhere. I can see them. Everywhere." Somewhere from another part of the house, a scream echoes out from James, the butler.

You feel, more so than hear, the sound of gelatinous, flapping wings. You barely see the room has a slightly different tint to it. Then a shiver races up your spine. Suddenly the door swings open, and James runs into the room directly toward you, as if he is being followed. The right arm of his jacket is flapping, unoccupied by the limb that was once there. Right before you, he screams "Don't eat m..." Then he vanishes, leaving only a pile of clothes at your feet.

THAT WHICH CAN'T BE PERCEIVED

Stability

Penalty: -2, unless warned by Rhino.
-2 from Setback on Challenge,
"The Opening Vortex".

Advance 5+: You can't see anything, but feel that the world around you has opened up. Most people would be overcome with fear, but your curiosity has gotten the better of you. Your brain tries to see whatever is going on. Gain Edge 6, "Bookworm".

Hold 3-4: You can't see anything, but feel that the world around you has opened up. Most people would be overcome with fear, but your curiosity has gotten the better of you. Just watch and wait.

Setback 2 or less: You stand petrified, unable to move, just like Rhino. Anyone would, when exposed to the truth of their existence. Gain Problem 8, "Cosmic Truth".

Spending Edges: Any

Extra Problem: Problem 7, "Liquid Courage".

Just as suddenly as it started, it stops. A car revving outside disturbs the silence. Langston can race to the window, or out of the door, in time to see a car speeding off in the distance. While he can't reach Adelaide in time, he sees a motorcycle whose rider – one of Rhino's goons - is just getting off. Langston can give chase, or ask the witness what they saw.

CHASING THE DEVIL

The motorcyclist sees you race from Rhino's toward the bike and nods, handing over the motorcycle, almost as if this was second nature for one of Rhino's goons.

Drive

Penalty: -2, if suffering from Problem 8, "Cosmic Truth".

Advance 5+: You don't catch the car, but get a good look at the sign above it - Woodrow Wilson High School Student Driver. Gain a Push.

Hold 2-4: You spin the bike out of control, and manage to stop before crashing into a mailbox. You did see a student driver sign on top of the car before it raced away.

Setback 1 or less: You spin the bike out of control, crashing it into a mailbox. You roll a couple of times and bruise a couple of ribs. You did see the student driver sign on top of the car before it raced away. You'll live and need to pay for the bike. Gain Problem 9, "Another Expense".

Spending Edges: Any

Extra Problem: Problem 3, "Wounded Vet".

If Langston questions the witness outside, they claim it was a student driver car that pulled up about a little ago. Then a minute ago, a pale greenish light came from the car and washed over Rhino's place. **Streetwise** guesses that using a driver's ed school car draws less attention from the military, as rationing has teachers just trying to get by in these tough times.

After either questioning the witness, or chasing after the attackers, Langston returns to the mansion to find Rhino standing over the clothes that were once James, his face cold and hard. **Psychology** notes an air of determination. **Evidence Collection** notes no damage done to James' clothes, no ashes of any kind. **Physics** knows that energy can never be destroyed, just transformed into something else. It is as if the man was obliterated – Langston needs to analyze the remains in his lab (“SCIENCE!!!!”) for more details.

Rhino produces a fist-sized crystal from a wooden box he retrieved while Langston was gone. The shamus likely has questions, and Rhino may provide the following information based on Langston's questions.

- If pressed about where he got the stone, Rhino admits to having been at the initial robbery to make sure his boys didn't kill any of the soldiers.
- He took the diamond-like gem from the back of the truck. It was in a side box in the crate with some kind of metallic movie projector with a bunch of glass fuses. Instead of film, it had some weird stinky battery attached.
- An **Assess Honesty** Push gets him to admit he steals something from every run he has done. It's kind of a good luck charm for him.
- “I can feel power coursing through it and it glows in the dark.”
- Turning off the lights, only Rhino can see the glow from the crystal, as it is soaked in ultraviolet energy.
- He lets Langston examine it, but won't let it out of his sight.
- (alternate, “Paper Chasing the Past!”) “I can feel it when it's active and see these... these... creatures... weird shaped things that exist all around us.” Langston's mind instantly races

to his Source, Rosamund Carter, at the talk of invisible supernatural creatures. Maybe she has something in Howard's rare book archives.

- “Those things can kill you, if you see them or not. This is the third attack on me.” If pressed, Rhino reveals having first seen the creatures days ago, when he watched two of his crew obliterated before it stopped. Then, he saw them again the night before. But he didn't move, and it just stopped.

Rhino shows Langston out after answering the last of his questions, and leaves himself. He tells the shamus he'll be at his office in back of the butcher shop tomorrow morning.

Langston may need to hit the streets for a while to figure out where the student driver car is from. He loses half a day doing research if he didn't get an Advance on the “Chasing the Devil” Challenge (p. 17), but a little **Oral History** and a couple of bucks eventually gets him the knowledge that Woodrow Wilson High School uses that make of car for their student drivers (“School Daze (The Yard)”, p. 24).

“POLICE” BRUTALITY

Scene Type: Core

Lead-Ins: A Parting of Flesh, Magic Kingdom, SCIENCE!!!!

Lead-Outs: School Daze (The Yard), Knowledge is Power, SCIENCE!!!!

The humble home of Rhino's man, John Jackson (“Deuce”), is little more than an aluminum shed of four rooms. An elderly woman in her 60s is in the front room, enjoying the simple joy of her rocking chair. If Rhino is with Langston, she burns holes into him with her eyes, and points an accusatory finger at him. **Psychology** senses she is about to give Rhino a piece of her mind. A **Reassurance** Push gets her to stay her wrath for a few minutes. Otherwise, she unleashes a fury of frustration at the man she blames for her grandson's disappearance.

Turning the conversation to her grandson with **Inspiration** gets Flora to smile wistfully, and talk about how gifted a boy he was until he started

working for shady bastards. She wasn't at all surprised when the police came asking questions about John's relationship to Rhino.

Langston knows that the police have not yet visited Deuce's family ("A Parting of Flesh", p. 13). If questioned about the police visit, Flora shares it with a **Bargain** Push, or persuading Rhino to pay her family's bills. She can then provide the following information.

- There were two of them, one older, and one younger. They sounded American, but the younger one's accent kept fluctuating towards... European?
- (alternate, "Knowledge is Power") She can provide a thorough description of the younger one. He sounded like a movie villain, and looked too disheveled to be a cop. She was struck by the fact he was wearing the same badly-made shirt her nephew wears. He lives in an alley city in SW. It might just be a coincidence, but she can give him an address.
- They wouldn't tell her what happened to John, or where he was. They kept asking her about some machine, and saying the power source was missing. They searched the bedroom, but found nothing.
- (core, "School Daze (The Yard)") When she looked out the window after they'd left, she noticed they got into what looked like a driver's ed car.

PAPER CHASING THE PAST!

Scene Type: Alternate

Lead-Ins: SCIENCE!!!!, Magic Kingdom, Secret Agent Geologist, Old Stomping Grounds

Lead-Outs: Secret Agent Geologist, Old Stomping Grounds, Knowledge is Power, A Congressman Calls, SCIENCE!!!!

Langston has experienced the effects of something unusual, and has Rhino talking about invisible creatures. He knows one person that may be able to provide him some insight, and that calls for a trip to Howard University to see Professor Rosamund Carter.

If Langston arrives during the day, Rosamund is lecturing to an atrium full of students. She nods slightly to acknowledge him, and finishes shortly after. If Rhino is in tow, the students look concerned as they pass the two men. A few of them nod to him in deference, as if he may have employed them.

Once she knows why he is here, she asks Rhino to wait in her office, while the two old friends go to the rare books collection. She doesn't wish the secrets of the Mythos to be let loose on just anyone, as that knowledge can shatter a mind - and the world.

They scour the rare books collections for hours, looking for something that matches the vague description provided by Rhino, and the sensations that Langston experienced. Finally, they discover a slim journal, transcribed by an alienist in a mental hospital in Philadelphia in 1920. Some decades old, the journal recounts the experiences of an unknown narrator with one Crawford Tillinghast.

The narrator talks about an unusual machine that Tillinghast had been working on. Once turned on, the machine generates a whine, which quietens to become a soft, nearly silent sound. A pale, indescribable color fills the area, making ultraviolet visible to the naked eye. The resonance awakens thousands of long-dead cells and senses that evolution had moved past. Tillinghast claimed that the device "revealed the truth of all existence". Once the process begins, he said, it starts with the ears, due to their closeness to the dormant organs. He believed the pineal gland to be the only real sense organ, and that it would send images to the brain once regressed back to how it was millennia ago. This extra sense allows humans to see the Beyond. Rosamund with her Occult Knowledge points out that the pineal gland is known as the seat of the soul.

The narrator describes what happens when he has been swept up by the waves, and sees into what he refers to as "the Beyond". "A feeling of being intangible overtakes me. The world has died away, and only a structure can be seen in the distance. And creatures. Unholy abominations!"

The narrator's previous trips have taught him that the creatures from Beyond can see him, even if he can't see them. The gelatinous creatures ooze

in and out of each other, and fill the air all around him. Remaining still and quiet is the single way not to be discovered - silence is the only shield against them. When they strike, part of the victim is just obliterated. The narrator worries that they are merely the first to be seen of the countless horrors from Beyond.

- (core, “Knowledge is Power”) Rosamund looks thoughtful for a minute, and recalls stories of a “deadly machine” from relatives in an alley city in SW – she’d dismissed them as mere stories, but there might be something to them?

Rosamund offers the following conclusions:

- It appears that any sound, once in this unnatural light, draws them.
- The only way to possibly see them is to permanently alter your pineal gland.
- The narrator survived being exposed to the waves, but it appears to have shattered his mind.
- (alternate clue, “SCIENCE!!!!”) She thinks the USNO lab Langston works in might be able to provide more clues, if he has any material which has been exposed to the waves.
- (alternate clue, “Secret Agent Geologist”) There may be more information if Tillinghast is researched – his OSS buddy Hartman might have heard of him.

Once back in her office, Rhino is there, in a heated poker game with Rosamund’s now empty bottle of vodka and two of her grad students. He shakes the bottle at her, as sign of requesting more.

FATHER CAN YOU HELP A BROTHER OUT?

Scene Type: Alternate

Lead-Ins: A Parting of Flesh, Magic Kingdom

Lead-Outs: SCIENCE!!!!

✚ Langston may want to consult his Source Reverend Ernest Thompson, a retired army doctor turned holy man, with a copy of the medical records he borrowed from the precinct. If Rhino is traveling with him, he comments about needing a car like Adelaide, “Any chance you want to sell it?”

Walking up the steps of the Nineteenth Street Baptist Church, Rhino quips, “It’s been a long time since I’ve been in church.” Whenever they arrive, Ernest is moving a set of pews by himself. He smiles at Langston and says “Is it Tuesday already? I’ll get the chessboard ready.”

Ernest gladly offers to look at the medical records, and reading through the files with his **Medicine** knowledge, Ernest notes:

- The doctor describes an unusual sheen on the organs, almost as if they were internally heated, but not to bursting.
- There was only enough blood found for three people; it is possible the rest was boiled away, based on the skin blisters.
- There is no difference in the body pieces; each fits neatly into the next, with no break in the skin.
- The doctor notes that the Caucasian head has dental work which was not done in the United States.
- There are no other obvious wounds to the bodies, other than being fused together. No cut marks, no bullet holes and no bruising. That means this happened almost instantaneously.
- (core, “SCIENCE!!!!”) Ernest recommends Langston take a closer look in his lab - that would be likely to provide more answers.

If asked about the pineal gland, Ernest mentions it produces melatonin, and aids amphibians and reptiles changing the color of their skin. There were also some experiments with skin treatment after World War I, but he is not sure about what happened with those.

If Rhino came with, or followed, Langston, he can be found drinking from a flask, sitting on a pew, looking up at the stained glass window, having scared off a few parishioners coming to pray. “Your friend there doesn’t remember me, but he buried my brother a few years ago. Good guy. Not like me.” He stands, wobbly, still lost in thought.

SECRET AGENT GEOLOGIST*Scene Type:* Alternate**Lead-Ins:** Murder Most Foul, Paper Chasing the Past!**Lead-Outs:** Old Stomping Grounds, Paper Chasing the Past!

✪ Langston may have some things to review with his Source, Lt. Col. Melvin Hartman, or need resources he can only access through the OSS. He knows that Rhino can't go here as the office is in an undisclosed location. Langston needs to make a plan to stash Rhino, if he has been partnered up with him, and he needs a good excuse, as Rhino only goes solo at night, when he goes to a hotel to stay. An Interpersonal Push satisfies the crime boss; otherwise, he follows Langston next time he needs to go somewhere alone.

Hartman is knee-deep in files when Langston turns up, as they are in the middle of an operation. But he says he needs to take a break to clear his head.

Langston may have brought the stone with the finger ("Murder Most Foul") to Hartman, whose knowledge of Geology notes the rock's shape is unusual. It does not show any erosion effects of water, breaks, or a way that a finger would be perfectly fused to it.

Tillinghast, the death ray, and Pvt. William Addams (from the dog tags he found), all fall within the OSS research arena. Pvt. Addams is quickly identified as being stationed at Fort McNair in Washington, DC and is a transport driver ("Old Stomping Grounds").

There's very little information on Tillinghast other than he died in 1920 due to a heart attack. His "work" was collected by the police, and later transferred to the War Department, and became incorporated into some secret project to create a weapon, designated "X-987451". As of 1942, the government had spent nearly a quarter of a million dollars to make it operational.

OLD STOMPING GROUNDS*Scene Type:* Alternate**Lead-Ins:** Murder Most Foul, Secret Agent Geologist, Paper Chasing the Past!**Lead-Outs:** Paper Chasing the Past!, A Congressman Calls, Knowing All the Players

Now knowing that Pvt. Addams is stationed at Fort McNair, Langston makes his way over and is allowed on base with no issue unless he has Problem 19, "GI Blacklist" from "Capitol Colour" (*Cthulhu Confidential*, p. 268). In that case, it takes an appropriate story with an Interpersonal Push, after which he is pointed toward the barracks where Pvt. Addams is recuperating from being attacked a few days ago.

If Langston has Rhino with him, Pvt. Addams instantly goes for his side arm.



SHOULD HAVE THOUGHT THIS THROUGH

You barely notice the young private's movements out of the corner of your eye. He pulls his pistol to shoot.

Sense Trouble

Penalty: -2, if holding Problem Card 3, "Wounded Vet".

Advance 9+: You know that reflex too well. Seeing an eye and popping a shot before they can go for you. But you know fighting a white soldier on an army base will go sideways for you. Your Commanding Officer instincts kick in. As a ranking Captain, you shout at the Pvt. to stand down. Gain Edge 8, "Pulling Rank".

Hold 2-4: You know that reflex too well. Seeing an eye and popping a shot before they can go for you. But you know fighting a white soldier on an army base will go sideways for you. You dive on top of Rhino, knocking him prone. Pvt. Williams is standing over both of you with pistol drawn. Better start talking, fast.

Setback 1 or less: You start to move, but the shot rings out as Rhino ducks behind the car door, and the second shot slams into Adelaide as Rhino draws his piece. You leap in between the two of them, arms raised. Go to Challenge "Playing My Last Card". Gain Problem 10, "Adelaide's New Window".

Spending Edges: Any

PLAYING MY LAST CARD

Your only hope to get out of this is to be a hep cat. You gotta control the narrative.

Cool

Bonus: +2, if holding Edge 3, "Frosty", or Edge 4, "In the Groove".

Penalty: Lose one die if holding Capitol Colour Problem Card 19, "GI Blacklist".

Advance 6+: You have your army identification ready and you're steady as rock. The MPs overrun the area and have rifles drawn before anyone can move. Your calm words and veteran status get a few laughs and it is one of those rare moments where service outweighs color. Gain Edge 9, "Band of Brothers".

Hold 3-5: You have your army identification ready and try to stay steady. The MPs overrun the area and have rifles drawn before anyone can move. They understand it was a misfire, but will escort you off the base. Gain Problem 11, "Thrown Off Base".

Setback 2 or less: You have your army identification ready and try to stay steady. The MPs overrun the area and have rifles drawn before anyone can move. They understand it was a misfire but pat you down and will escort you off the base. Gain Problem 12, "Weaponless".

Spending Edges: Any

If Langston gets to question Pvt. Addams, the young man is less than happy to be speaking to a colored soldier, much less an uppity one that got to serve overseas while he is here driving trucks around. A **Flattery** or **Intimidation** Push gets him talking anyway.

- He got the order to move X-987451 from Washington, DC to Columbus, Ohio.
- (alternate, “Knowing All the Players”) The order was signed off by the Military Affair Committee a couple of months ago.
- They barely got out of town before they spotted a car having trouble. It’s against regulations to stop, but this pretty blonde seemed to need some help. When they got out, she held them up, and some black goons robbed them. They knocked them out, stole the truck, and dumped the soldiers in front of a bar downtown.
- The police returned the truck a couple of days ago.
- Addams is waiting for a court martial for going against regulations.

A CONGRESSMAN CALLS

Scene Type: Alternate

Lead-Ins: Paper Chasing the Past!, Old Stomping Grounds, Knowing All the Players

Lead-Outs: School Daze (The Yard)

If the player is stumped after “Paper Chasing the Past!” “Knowing All the Players”, or “Old Stomping Grounds”, Langston gets a message to come to the Veterans’ Hospital alone to meet a contact with information about the case.

Langston may want to ditch Rhino to avoid the difficulties which ensue when his tail is around. If this is the first time in the scenario that Langston has tried to leave Rhino, the crime boss is fine with it. Otherwise, start “The Rhino vs. The Panther” Challenge.

THE RHINO VS THE PANTHER

You follow more than hide, but unusual cases call for unusual norms. You take a few different trolleys, a bus, and wander into a crowd of blacks folks on U Street.

Stealth

Penalty: - 2 if holding Problem Card 3, “Wounded Vet”

Advance 4+: You lost Rhino a few blocks back, and will take your time getting back to him as you go to your meeting first. Gain a Push.

Hold 2-3: You barely lost the crime boss, but think you may have locked eyes for a second.

Setback 1 or less: You’re sure you lost him, and go to your meeting. The crime boss wanders in 20 minutes later, smiling. Gain Problem 13, “Rhino Crashes the Party”.

Spending Edges: Any

Having shaken off Rhino, Langston arrives at the Veterans’ Hospital alone. A smartly-suited man shows him into a private room. There, a balding man he recognizes as Congressman May lights a cigarette, and looks directly at the private eye.

“Son. You don’t know me, but I know you and that you served our country. You serve it just how I do. We are both soldiers of this free nation. It looks like a weapon has gone missing, and it needs to be returned home. You are already looking into it, and together we can make this mess go away, and make sure some young soldiers don’t serve jail time.” He pauses for a moment to let that sink in.

(core, “School Daze (The Lab)”) “I’ve heard rumors that there’s a chemistry teacher in Woodrow Wilson High School who’s been requisitioning unusual materials. Maybe she’s trying to do something with the device in the school. How about you go and check it out, and if you find it, you bring it by the office, coming in through the back door of course. I can have someone walk you up.” Smiling.

“Do this for the country, do it for yourself, and I can pull some strings. Maybe get you another day a week at that observatory you work in.”

If Langston got a Setback on the “The Rhino vs. The Panther” Challenge, Rhino arrives in at this point. Either way, after the Congressman finishes speaking, he gets up and strolls casually out into the halls of the hospital, where he speaks to the Chief of Staff in front of a few photographers.


KNOWING ALL THE PLAYERS

Scene Type: Alternate

Lead-Ins: A Congressman Calls, Old Stomping Grounds

Lead-Outs: A Congressman Calls

Langston may be curious about the Military Affairs Committee, or Congressman May if they have met. The Congressman laid a veiled threat at his door about being a good soldier, and referenced where he works. Langston’s administrative Source, Myrna Cohen, is a call away if he wants to ask her any questions.

 Myrna, with her encyclopedic knowledge of the Washington, DC power players, provides Langston with the following **Bureaucracy** insight.

- Congressman Andrew Jackson May is chair of the Military Affairs Committee. They jump when he says jump, and he is known to play loose with government contracts.
- May usually takes multiple trips to New York a year, and has been seen having dinners with the Garsson brothers.
- Myrna doesn’t know much about the Garssons, but there are rumors they have Mafia ties in New York.
- He has been in Congress for over a decade, is firmly entrenched and has powerful friends.
- He would be a bad enemy to have.

Myrna doesn’t ask Langston what he plans to do, just asks him to watch his back.

SCHOOL DAZE (THE YARD)

Scene Type: Core

Lead-Ins: Magic Kingdom, “Police” Brutality, A Congressman Calls

Lead-Outs: School Daze (The Lab), Room and Board, Knowledge is Power, Breaking the Spy

Once Langston has found out about Woodrow Wilson High School, either from the driver’s ed car (“Magic Kingdom” and “Police” Brutality”), or from Congressman May’s tip-off about Margaret Lee (“A Congressman Calls”), he can make his way to that side of town. He knows it’s a dangerous area for a black man to go, much less trying to get into a segregated high school. A few blocks from the school, the flashing lights of a patrol car indicate they want the PI to pull over.

If Langston decides to try and lose them, go to Challenge “Greased Lightning”. If Langston stops, go to Challenge “Black, Blue and Green”.

GREASED LIGHTNING

Driving

Advance 8+: You pull to the side of the road and wait for the cop to stop. The moment he steps a foot out of the door, you gun Adeline’s engine, and the car roars to life, quickly outpacing the cop before he can catch up. You lost him, and make it to Woodrow Wilson High School. Gain Edge 4, “In the Groove”.

Hold 3-7: You take a left and then a right turn through the Northwest streets. The cop is good, but you’re better, and lose him in Dupont Circle, as you turn around and head back to the school

Setback 2 or less: You gun the engine and hear an odd noise in response. It’s a rattling sound that is almost deafening, but Adelaide pulls through and you lose the law man. Gain Problem 16, “Flat Footed”.

Spending Edges: Any

BLACK, BLUE AND GREEN

Cool

Penalty: -4 if Rhino is with Langston, as he antagonizes the cop.

-2 if Langston got a Setback in the “Dodging Watts” Challenge.

Bonus: +1 if Langston has Edge 3, “Frosty”.

+2 if Langston has Edge 5, “Disciplined Soldier”.

Advance 5+: You smile, nod, answer the barrage of questions and insults about how your race shouldn’t be allowed to drive. But in the end, the cop decides he would rather not waste any more time with you. Gain a Push.

Hold 2-4: You play the part of the good “boy” for his amusement. You know that a larger game is at stake. He holds you up for over an hour, but lets you go with a warning; he’s watching you.

Setback 1 or less: The cop doesn’t believe you should be here, and yanks you out of the car. He slams you onto the ground and cuffs you, while he ransacks Adelaide looking for evidence. It looks like you found an honest cop. He doesn’t plant anything on you, but wastes a couple of hours. Gain Problem 14, “Law of the Land.”

Spending Edges: Any

Extra Problem: Problem 15, “Sucker Punched.”

A sprawling brick building greets Langston as he arrives at the school. If during the day, class is in session with staff and students everywhere. As the first set of eyes fall on him some 200 feet away, they point, and more heads turn toward him. Everyone looks at Langston as if he is some kind of abomination from the pits of hell.

Handle with Care


- When the students see Langston, they begin taunting him, comparing him to an animal. The closer he gets, the louder they get, drawing everyone’s attention for blocks. The heightened awareness imposes a -2 on the “The Little Rascal” Challenge.
- The students launch globs of white paint at the PI from the cans that they are using to paint the school sign. Gain Problem 29, “Red, White and Black”.

Moving toward the front door gets him hostile looks, and eventually one of the teachers in a group of ten shouts, “Keep stepping and you’re gonna regret it.” If Langston tries to go through the front door, he is attacked by the staff. Gain Problem 1, “Unhep Man...Unhep”.

A likely course of action for Langston is to go around back and see if he can blend in with the staff. A little **Flattery** or **Oral History** with an explanation gets Langston in through the back with the help of Sal, a black man in his late 30s with a friendly smile who says he has an eye for good people. A Push on an Interpersonal skill also gets him one of Sal’s spare maintenance uniforms. If Rhino is with Langston, he gives him his last spare, and is really hesitant but does mention that he asked to hire someone else.

Without Sal’s uniform, Langston needs to sneak through the school either by hiding or by walking with direct purpose and trying to be invisible in plain sight. This is a harder task in his suit, and even more so with Rhino; go to challenge, “The Little Rascal”.

If Langston goes to the school at night, he needs to break in, running the risk of making a noise that could draw the attention of the police, a patrolling army vehicle, or a group of people on their way to work the nightshift on an assembly line somewhere.

 The easiest way to get in is to persuade Scout to come along, and use his **Locksmith** to get into the school unnoticed. Scout has severe reservations about breaking into a school, but follows Langston’s lead. If Rhino is with them, he mumbles under his breath about those who walk with the devil.

THE LITTLE RASCAL

Your mind flashes back to your training to hide behind enemy lines. Then, you were low crawling and staying out of sight. Here, you are being invisible in plain sight. Two different wars, but both for freedom and equality.

Stealth

Penalty: -2 if Rhino is with Langston
-1 if holding Problem 3,
“Wounded Vet”

Advance 6+: You keep your gaze barely above the ground, making sure to avoid eye contact. You turn down halls that look like they require a janitor’s touch and slip past the armed truancy officer. Gain Edge 10, “Ghosting”.

Hold 2-5: You keep your gaze barely above the ground, making sure to avoid eye contact. You turn down halls that look like they require a janitor’s touch and bump into the armed truancy officer, who you would have seen if you looked up. He glares at you and looks at your uniform suspiciously. You likely just screwed Sal, but you make it pasted.

Setback 1 or less: You keep your gaze barely above the ground, making sure to avoid eye contact. You turn down halls that look like they require a janitor’s touch, and slam into the armed truancy officer, knocking him to the ground. He shouts curses at you, and moves towards the principal’s office. Gain Problem 17, “Got Sal Fired”.

Extra Problem: Problem 18, “Ripped Uniform”.

Once inside the locked area with the six student driver cars, Langston can sleuth for clues after finding the correct car, by spotting burnt out electrical wires and glass shards in the passenger seat. If Rhino is with Langston, he walks over to the

fourth car without prompting and points it out to the PI. Asking him how he knows, the crime boss responds with, “I can see the waves coming off of it this close.”

Evidence Collection detects:

- (alternate, “School Daze (The Lab)”) On the floorboard in the back is an inky greenish substance. **Chemistry** deduces it’s residue from battery acid, which could be easily made in a high school chemistry lab
- (alternate, “Room and Board”) Under the car seat is a tattered copy of *The Last Tycoon* by F. Scott Fitzgerald. Written on the inside cover: “Property of Charles Gent” and “Please return if lost to Trask Housing.”
- (alternate, “Breaking the Spy”) Marking a page is an impromptu bookmark - a newspaper clipping of George John Dasch’s arrest, in June of 1942. Someone has drawn crosshairs over Dasch’s photo and scrawled the German word “*Eidbrecher*” – “oath breaker” – across it. Langston knows Dasch was considered a traitor by his fellow Nazis; but they should all be in prison.
- (core, “Knowledge is Power”) Langston is sure the glass shards belong to some bulb that exploded from a power flux and can only be sourced from electrical or hardware stores.

Streetwise recalls a recent spate of robberies of those supplies in an alley city in SW, which outraged the already impoverished locals.

SCHOOL DAZE (THE LAB)

Scene Type: Alternate


Lead-Ins: School Daze (The Yard)

Lead-Outs: Breaking the Spy, Knowledge is Power, Science for Victory

The chemistry lab is on the second floor of the school, and the first door to the left. The name “Margaret Lee” is painted on the glass. If Langston goes to the lab during the day, a class is ongoing, and he can’t go in. He needs to return a few hours later, when the room is unoccupied.

Once inside, the smell of chemicals is pungent and clings to him. The lab has a large wooden desk beside the door, as well as twelve work stations with beakers and burners. The walls are lined with cabinets full of chemicals, containers and office supplies.

Chemistry notes that the same battery acid mixture as was in the car (“School Daze (The Yard)”) is being made on the wooden desk.

 If Scout is with Langston, his **Craft** skill spots an unusual wood bump under the desk. He thinks it’s a secret drawer, and with some fiddling, identifies the pressure needed to open it safely. Gain Edge 11, “You Have a Bomb.”

Otherwise, go to the “Sometimes You Can’t Get Rid of a Bomb” Challenge.

If Langston got a Hold or an Advance on “Sometimes You Can’t Get Rid of a Bomb”,

Evidence Collection turns up a journal taped to the underside of the secret drawer, which was the trigger for the bomb. It appears that whoever installed the bomb had it pressure rigged so that even the slightest movement of the secret drawer would make it go off.

The coded journal is hard to make out.

Languages deduces the code is German in origin, and a **Cryptography** Push can translate enough of the code to piece together a few clues:

- Three different people are referred to in the text – they seem to be working together.
- (alternate, “Breaking the Spy”) George John Dasch, in prison for treason, was their commander.
- (core, “Knowledge is Power”) A list of electrical items, which they seem to have stolen. A **Science** Push deduces they used those parts as a power sources for the resonator – but that fix could only last for three or four uses before burning out. They’ve been running tests in an alley city in SW.
- (core, “Science for Victory”) Their primary targets will arrive soon.
 - **Physics** recognizes some of the names – Jesse Beams and Walter Tank are leading physicists, while Victor Jackson is a physicist and scientific military intelligence expert. Heath Ziegler is an electrical engineer.

SOMETIMES YOU CAN'T GET RID OF A BOMB

People always think a hidden compartment will keep their secrets safe. But you know better.

Devices

Advance 9+: You hear the click of a mechanism as you are searching the desk, and instantly know it’s a bomb. You see the countdown spiraling down to zero quickly, and it looks like it has a 30 second timer. It’s just enough time for a teacher to get out the door, or students to reach their desks before... BOOM, killing them. You quickly rearrange the wires, and stop the clock. Gain Edge 11, “You Have a Bomb”.

Hold 4-8: You hear the click of a mechanism as you search the desk, and instantly know it’s a bomb. You see the countdown spiraling down to zero quickly, and it has a 30 second timer. It’s just enough time for a teacher to get out the door, or students to reach their desks before...BOOM. You slow the timer, giving you a little over two minutes before it blows. You better beat feet because the heat’s coming.

Setback 3 or less: You hear the click of mechanism as you search the desk, and instantly know it’s a bomb. You see the countdown spiraling down to zero quickly, and it looks like it has a 30 second timer. It’s just enough time for a teacher to get out the door, or students to reach their desks before...BOOM. It’ll take too long to disarm but you gotta try. You yank a couple of wires, and lose some seconds, to no avail; and you start to run. You slam the wooden door closed behind you as a wave of force and fire washes over you. Gain Problem 19, “Blown Up... Again”.

Extra Problem: Problem 20, “Electrical Burns”.

- **Chemistry** recognizes the names Jocelyn Black and Patrick Sheen, who are both top chemists.
- If Langston has been to the USNO ("SCIENCE!!!!", p. 28), he recognizes the whole list as the Trident scientists who his USNO colleagues will meet at the Lincoln Memorial press conference.

SCIENCE!!!!

Scene Type: Alternate

Lead-Ins: Father Can You Help a Brother Out?, Magic Kingdom, "Police" Brutality, Paper Chasing the Past!

Lead-Outs: Paper Chasing the Past!, "Police" Brutality

Walking into the classified United States Naval Observatory (USNO) building where he works, Langston overhears a few of his colleagues talking about meeting some visiting scientists. If he inquires, he is greeted by cold stares and silence. A Push gets him the news that six scientists are in DC to do some work for some secret project, and key personnel from the USNO will meet them at a press conference at the Lincoln Memorial.

While he only works one day a week, he can slip in and out with little harassment. If Rhino is with him, it requires an Interpersonal Push to get them both inside.

(alternate, "Science for Victory") Once in his shared lab in the basement, he sees that all of his co-workers have an event on their calendars to meet the six scientists at the press conference – he seems to be the only staff member not invited. They are the leading scientists in their fields, and vital to the government's war effort:

- Jesse Beams - Physicist
- Jocelyn Black - Chemist and physicist
- Patrick Sheen - Chemist
- Walter Tank - Mechanical engineer and physicist
- Heath Ziegler - Electrical engineer
- Victor Jackson - Physicist and scientific military intelligence expert

While his colleagues are distracted by the excitement of the meeting the scientists, Langston can use the USNO labs to run a barrage of tests on items impacted by the resonator. With a Push on a science ability, he gets the following results:

Tests Run on James's Clothes

- The ultraviolet light is causing rapid photodegradation of the clothes; they have faded by 20%.
- The tensile strength of the fabric appears weaker than you would expect.
- The clothes appear to test as fifty years old, even though they were made three years ago.

Tests Run on the Resonator's Fluxuator

- The jewel Rhino stole from the truck is unlike any gemstone Langston has ever seen.
- The Fluxuator is dosed in ultraviolet radiation.
- It appears to draw in ultraviolet light, even when not activated.



Poisoning Yourself:

✚ Langston knows enough about what happened to Rhino that, with Ernest's help, he can create a shot to enhance his own pineal gland to mirror Rhino's from a sample of Rhino's spinal fluid, and some additional cells. Ernest warns against such actions. If Rosamund is consulted, she also recommends not doing so because the pineal gland is the third eye, and once it is open, it can never be closed. If Langston does dose himself, he gains Problem 28, "From Beyond". He can now see what Rhino sees.

Tests Run on Rhino

- Rhino has an enhanced level of vitamin D, and his bone strength is 17% denser than a normal human of his age and physical fitness.
- Rhino has 20/6 vision, the best Langston has heard of.
- Rhino's blood seems to be an enhanced disinfectant.
- His epidermis is beginning to show signs of radiation burns, similar to those of the organs from the morgue.
- Rhino's cells are mutating and multiplying rapidly, which will likely lead to cancer within the next decade, if he keeps being exposed to the Tillinghast Resonator.
- Rhino's enhanced level of melatonin means:
 - He only needs to sleep for an hour or two a day.
 - He appears to have a higher pain threshold, but still suffers injuries normally.

(alternate, "Paper Chasing the Past!") It doesn't take many tests for Langston to realize he's investigating something beyond his own experience, and his mind turns to his Source, Rosamund Carter. Maybe she has something in Howard's rare book archives.

KNOWLEDGE IS POWER

Scene Type: Core

Lead-Ins: "Police" Brutality, School Daze (The Yard), School Daze (The Lab), Paper Chasing the Past!, Room and Board

Lead-Outs: Nazis and Death Rays, Breaking the Spy

The Nazis are doing their control testing of the Tillinghast Resonator in an alley city in SW, as detailed in the journal in "School Daze (The Lab)" (p. 26).

Walking up to the alley city, if Rhino is with him, he slows and takes a deep breath before entering. **Psychology** notes his concern. Assuming Langston inquires, Rhino says "The government doesn't give a damn." **Assess Honesty** doesn't detect any falsehood, but Rhino is an exceptional liar. At the last minute, he goes back down to the car to wait for Langston.

If Langston has Problem 28, "From Beyond," he sees the entire area is saturated in ultraviolet radiation. Those who can see the Beyond feels the otherness all around them, and understand the horror they are about to step into. This place has been bathed in the Resonator at least half a dozen times.

On a side street in the alley city, Langston spots a set of empty clothes, crumpled onto the ground, and sees a child running toward home with part of his body just gone, similar to what happened to James.

Questioning Flora Jackson's nephew, Rosamund's relatives, or anyone in the area, with

Oral History reveals:

- About a week ago, it started in short spurts.
- (pipe, "School Daze (The Yard)) A Push has someone recall it lasts about 15 minutes each time, and then it suddenly stops. If Langston knows of the broken bulbs and burned out electrical wires in the driver's ed car, his **Physics** deduces that the gem Rhino has must be a power source; without it, the machine can only operate for 15 minutes at most.
- People see a cascade of colors and are overwhelmed by silence. They speak about a

night blacker than black, with nothing visible other than a temple in the distance.

- Family members have seen loved ones vanish before their eyes; only their clothing remains. They have reported it to the police, but no one believes them.
- (core, “Nazis and Death Rays”) **Evidence Collection** turns up a letter that has been trampled to a nearly unreadable state; the address is in a white neighborhood in Dupont Circle.
- (alternate, “Breaking the Spy”) A number of people mention having seen three white strangers hanging around the area recently and acting suspiciously. One local jokes, “We call ‘em the Nazis, cos of how they speak German to each other.” Langston’s **Streetwise** recalls George Dasch, a Nazi spy who turned himself in, leading to the capture of nearly a dozen spies less than a year ago. Hoover claims to have caught everyone who was involved. But what if he missed a few?

They take Langston to one wooden shack with a rope tied around the door, holding it shut. Looking inside, he sees the walls have rough mattresses attached to them. Half a dozen people driven mad by the ultraviolet slam themselves into the makeshift padded walls. He knows those poor souls are beyond help, and that’ll happen to everyone not obliterated. It is a living death trapped in your own body.

If Langston hasn’t been to Woodrow Wilson High School yet (“School Daze (The Yard)”), a few people mention seeing a student driver car around the area.

ROOM AND BOARD

Scene Type: Alternate

Lead-Ins: School Daze (The Yard)

Lead-Outs: Knowledge is Power, Nazis and Death Rays

If Langston researches the “Trask Housing” mentioned in Charles Gent’s copy of *The Last Tycoon* (p. 24), he discovers it’s in NW DC, on P and 28th street, a stone’s throw from the Georgetown Presbyterian Church.

Awaiting the PI at that address is a three-story ramshackle apartment building, overflowing with people. A sign in the window says “No Coloreds Allowed.” Circling the building from a safe distance, Langston finds that the few staff are all white. Getting access to the building takes a little creativity. One possible way, although still dangerous, is using **Oral History** with a dollar to persuade a down-on-their-luck hobo to go into the building, and ask them to send Charles Gent downstairs. If Rhino is in tow, it requires a Push to get the help.

Handle with Care

- A patrol car rides by as Langston is waiting for Charles to come down. An Interpersonal Push gets the car to drive past and for him to appear to be moving along. Otherwise, the car stops and questions Langston for a lengthy chunk of time. If Rhino is in tow, gain Problem 14, “Law of the Land,” as the man takes extra interest in you two.

Once Charles comes downstairs, he approaches Langston warily. If shown the book, Charles smiles and says it went missing a week or so ago. If asked about Woodrow Wilson High School, he claims to have no idea of why his book would be there – he has never attended that school. He came into town about six months ago looking for work from Indianapolis. **Assess Honesty** notes the young man is telling the truth. **Languages** does not pick up any trace of German in his voice, just a Midwestern twang. He turns to leave but adds that his roommate Adam might have borrowed it - he came home the other day with a stack of books from the Woodrow Wilson library.

Inspiration with a good story gets Charles to open up a bit about Adam.

- Adam claims to be a native of DC, but doesn’t have any family there, or know where anything is.
- Adam seems to always be hard up for cash, but never has problems paying the rent.
- Charles and he have been roommates for four months. Adam showed up an hour after Charles’s previous roommate didn’t return from his shift at work.
- (alternate, “Knowledge is Power”) Adam has been looking more disheveled and scared

recently. Charles wonders if it's because he's been spending so much time in an alley city in SW – he's starting to blend in.

- (alternate, “Nazis and Death Rays”) Charles once saw Adam go into a house in Dupont Circle, and some burly man opened the door. When he asked him about getting drinks in that neighborhood later, he claimed to have never heard of it.
- Adam is always reading books. Anything he can get his hands on.

BREAKING THE SPY

Scene Type: Alternate

Lead-Ins: School Daze (The Yard), School Daze (The Lab), Knowledge is Power

Lead-Outs: Nazis and Death Rays

A number of clues point toward Nazi spies at large. If he hasn't already picked up the newspaper clipping (“School Daze (The Yard)”, p. 24), seen Margaret Lee's journal (“School Daze (The Lab)”, p. 26) or spoken to Flora Jackson (“Police Brutality”, p. 18), Langston's Source Hartman will suggest that, if there is a missing weapon, it may be worth checking in with George Dasch.

Langston's **Streetwise** recalls Dasch, a Nazi spy who turned himself in, leading to the capture of nearly a dozen spies less than a year ago. Hoover claims to have caught everyone who was involved. But what if he missed a few? A call to Hartman can get Langston an interview with Dasch. Rhino can't accompany him to the site.

Handle with Care

- One of the guards escorting you soldier-checked you into the door to establish his dominance. You can see the hate in his eyes at some “uppity” colored man. It could be worse, he could tip off the Feds and who knows what hell Hartman would have to pay. Gain Problem 3, “Wounded Vet”.
- They patted you down and searched your car. Gain Problem 12, “Weaponless”.

OSS TRAINING

Cool

Bonus: +1 if holding Problem 5, “Eye for an Eye”.

+1 if able to describe the “young policeman” (“Police” Brutality, p. 18).

+1 if holding Edge 4, “In the Groove”.

Advance 6+: It takes a little time, but you crack him. Gain a Push.

Hold 4-5: You spend nearly the entire hour badgering, staring at, and harassing him until eventually he breaks and talks. You have ten minutes for questioning before they toss you out.

Setback 3 or less: You spend nearly the entire hour badgering, staring at, and harassing him until eventually you start making a couple of promises to sweeten the deal in the heat of the moment, and he breaks and talks. You have ten minutes for questioning before they toss you out. Gain Problem 21, “Made Promises You Can't Keep.”

Spending Edges: Any

Extra Problem: Problem 1, “Unhep Man...Uphep.”

The guards warn him not to touch the prisoner, and tell Langston he only has an hour. Dasch, a man in his 40s, stares at Langston silently, refusing to speak. Langston either needs to stare the man into submission, or break him with words.

Once broken, **Reassurance** keeps Dasch talking. He will reveal the following in answer to specific questions:

- Dasch told the FBI that they missed four spies who landed off the coast of Maryland. Showing the man the horrific effects of the resonator, or a **Reassurance** Push gets him to talk. He names the missing members of his team and their primary skill set:
- Monika: Scientist with a talent for anything electrical

- Burger: Sniper and the deadliest of the group
- Schmidt: The group's head, with a talent for pinpointing targets
- Wolfgang: Face with a friendly demeanor
- If Langston has the description of Adam from Flora Jackson (p. 18), Dasch nods and identifies Wolfgang. He says that he's "a good kid" and that Wolfgang "never wanted to do this. He would rather be reading a book someplace. He was likely frightened into staying true to the motherland."
- The four likely don't have any money or supplies.
- Dasch was provided a list of potential targets to hit. He gave Ulric Congressman May.
- They're probably desperate, as their original aliases are known by the FBI.
- (core, "Nazis and Death Rays") He provides Langston three likely safe houses for them.

NAZIS AND DEATH RAYS

Scene Type: Core/Antagonist Reaction

Lead-Ins: Room and Board, Knowledge is Power, Breaking the Spy

Lead-Outs: Science for Victory

It takes a couple of hours, but Langston eliminates the other two likely safe houses for the Nazis, leaving only the house in Dupont Circle. The warm and inviting one story house has a brown picket fence around it, and a victory garden growing in the front yard. A mailman's bicycle is on the front porch.

If Rhino is there, he nods that this is the house; he can see the waves coming off of it. He doesn't see any creatures right now. Rhino doesn't wait and rushes the door, which shatters under his mass. Fortunately, the sound is covered by a radio playing, and the duo are greeted by the voices of The Andrews Sisters, singing their new song "Pistol Packin' Mama".

If alone, Langston can either contact his Source, Scout and use his **Locksmith** ability to gain entry. If Langston has Problem 5, "Eye for an Eye", or the player doesn't want to wait, Langston can either shoot the lock or rush the door or, if weaponless, he can shatter the window and crawl in.

Once away from the noise of the radio, three distinctive different voices echo up from the basement and **Languages** notes they are speaking German.

Langston has a number of options before him. He can trick one or two of the Nazis to come upstairs, lock them in the basement by securing both entrances, or simply call the police and wait for them to arrive. Whatever he does, Monika always escapes with the Resonator ("Science for Victory", p. 33). If the Nazis are alerted to Langston's presence, move to Challenge "Shoot First, Ask Questions Later".

Standing at the top of the stairs, Langston can try and sneak down (go to Challenge, "Ambushing is Always Best") or just go in fighting (go to Challenge, "Shoot First, Ask Questions Later").

AMBUSHING IS ALWAYS BEST

Stealth

Penalty: -2 if Rhino is with Langston

Advance 5+: You slowly work your way down the stone stairs into the basement. The youngest member of the trio spots you. You expect him to shout; instead, he distracts the burly mailman. Gain Edge 12, "Unexpected Ally".

Setback 4 or less: You slowly work your way down the stone stairs into the basement, and make it to the bottom of the stairs, but knock over a spanner which rings out. All eyes turn towards you, and the Nazis dive for cover. Go to "Shoot First, Ask Questions Later" Challenge. Gain Problem 22, "Bad Vantage Point".

Spending Edges: Any

Extra Problem: Problem 3, "Wounded Vet."

SHOOT FIRST, ASK QUESTIONS LATER

Fighting

Penalty: -3 if unarmed

Bonus: +4 if Rhino is here
+3 if Langston charged down the stairs.

Advance 9+: The battle is quick and heated. In the end, two of the three are bested, but the woman escapes with the death ray during the battle.

Setback 8 or less: A hail of bullets bites into the stone outcropping, and three slip through into your gut. All three spies escape. The bleeding is heavy, but you're still moving...for now. Gain Problem 23, "Gut Wound".

Spending Edges: Any Fighting or General/Physical

Extra Problem: Problem 24, "Bad Luck or No Luck."

Langston needs evidence to prove that the Nazis have committed a crime. If Rhino is in tow, he wants to fight and pulls out a sawed-off shotgun and charges - go to Challenge, "Shoot First, Ask Questions Later".

Searching the house turns up a number of clues with **Evidence Collection**:

- A set of orders, labeled "Operation Pastorius", which detail a Nazi plot to destabilize the United States with saboteurs. The folder appears to have been updated, listing only four, and then three, active agents and noting that they lost all of their supplies.
- (core, "Science for Victory") A hand-written list of names has been added to the folder:
 - Jesse Beams
 - Jocelyn Black
 - Patrick Sheen
 - Walter Tank
 - Heath Ziegler
 - Victor Jackson

If Langston has been to the USNO ("SCIENCE!!!!", p. 28), he recognizes the whole list as the Trident scientists who his USNO colleagues will meet. The attack must be planned at the press meeting at the Lincoln Memorial. If he has not been to the USNO, the folder also contains a newspaper clipping, with details of the press conference.

The time his colleagues were scheduled to meet the scientists is just far enough in the future for Langston to finish off any loose ends the player wants to, but then he must go straight to the Lincoln Memorial.

SCIENCE FOR VICTORY

Scene Type: Conclusion

Lead-Ins: Nazis and Death Rays, School Daze (The Lab)

Lead-Outs: Truth But No Justice

Langston arrives at the western end of the National Mall, directly across from the Washington Monument. Hundreds of people are gathered at the bottom of the steps of the Lincoln Memorial.

The assembled crowds are watching twelve men, six of whom are looking upward at the stone-carved Lincoln, and the other six of whom are watching the crowd, and the first six - Langston's **Cop Talk** suggests they are G-men, assigned to protect the scientists. A ring of members of the press stand between the gathered crowd and the scientists, camera bulbs flashing.

If Langston has been repeatedly exposed to the Resonator, or created a shot for himself ("Poisoning Yourself", p. 29), or Rhino is with him to point her out, he spots Monika and the Resonator instantly, a short distance from the crowd. Go to Challenge, "Running to the Beyond".

If he can't see the waves, or is alone, the tree she is hiding behind makes Monika nearly invisible, if not for the ever increasing faint green glow of the Resonator.

DEADLY CAT AND MOUSE GAMES

Sense Trouble

Bonus: +1 if Langston has Problem 28, "From Beyond"

+2 if Rhino is with him

Advance 10+: You spot the pale green color some hundred yards from you, and a couple of hundred yards from the scientists. If you're fast enough, you can reach her before she increases their level of exposure. Gain Edge 4, "In the Groove".

Setback 9 or less: The group of scientists and their G-men are swept up into the Beyond, as ultraviolet pours over them. You watch as she turns the power up, the machine shudders and they scream. Get a -2 penalty on "Running to the Beyond".

Spending Edges: Any Fighting or General/Physical

RUNNING TO THE BEYOND

Your body is moving before you know it. She is too well covered to shoot, and at this range the shot would go wild.

Athletics

Bonus: +1 if Rhino is with Langston

Advance 5+: You're almost on top of her and the Tillinghast Resonator. She adjusts her aim, and the beam also encompasses you along with the scientists. Gain Edge 5, "Disciplined Soldier".

Setback 4 or less: She sees you and you're not fast enough. She adjusts her aim and the beam also encompasses you along with the scientists. She then turns it on to full power. Move to the "Beyond Your Ken" Challenge, with a -4 penalty.

Spending Edges: Any General/Physical

Extra Problem: Problem 3, "Wounded Vet"



BEYOND YOUR KEN

The world falls away, and you know you're moving in the right direction, but the creatures will be able to see you soon. Do you stand still? Do you move? Is it too late?

Cool

Bonus: +1 if Rhino is with Langston
+4 if Langston has Problem 28,
"From Beyond"

Advance 7+: You trust your gut and go for it.

Hold 5-6: You cautiously move forward, keeping breathing to a minimum. She is about to turn up the power again.

Setback 4 or less: You come to a complete stop. You've seen the creatures erase people who were running from existence. Maybe if you just don't move, the G-men will save the day. Gain Problem 25, "Waiting for Godot".

Spending Edges: Any

Extra Problem: Problem 7, "Liquid Courage"

INTO THE BEYOND

Stability

Bonus: +1 if Rhino is with Langston
+4 if Langston has Problem 28,
"From Beyond"

Advance 5+: You watch the spiraling creatures from the Beyond. They inhibit every particle of air for the briefest of moments, before flowing into different shapes. Your scientific mind clicks their movements into a pattern. Gain Edge 6, "Bookworm".

Setback 4 or less: You are swept up into the Beyond. For the first time, you see it. The temple against the blacker-than-night sky, the strange stars of in the heavens of a world not your own, and the gelatinous winged things obliterating each other from existence, and then flowing through a wall in your world. A solid wall! Gain Problem 8, "Cosmic Truth", and pass out.

Spending Edges: Any to Stability

Extra Problem: Problem 7, "Liquid Courage"

If Langston survived the assault of the Tillinghast Resonator without passing out, and he doesn't have Problem 12, "Weaponless", he realizes he has two choices. He can shoot the device or the spy operating it (go to Challenge "Shooting Monika"), or hope to deactivate it by wrestling it away from Monika (go to Challenge "Brilliance of a Bygone Decade").

If Langston passed out from the Tillinghast Resonator in the "Into the Beyond" Challenge, he wakes a while later to see the Nazis have all been gunned down by the remaining G-men. Four of the scientists have survived, but Psychology notes their humanity has been burned away, and their minds are broken. Yet the press celebrate the FBI for breaking another Nazi plot. The spies' bodies are taken away; the shattered remains of the Resonator, believed to be a camera, is left behind. Only Congressman May is left to be dealt with.

SHOOTING MONIKA

Fighting

Penalty: -3 if Ulric wasn't killed or locked in the basement, as he is shooting at Langston

-1 if Wolfgang wasn't killed or locked in the basement, as he distracts Ulric

Bonus: +1 if holding Problem 5, "Eye For an Eye"

+3 if Rhino is with Langston

Advance 9+: You unleash a fury of hot lead toward the Nazi. You almost feel like you're back with your squad. Monika slumps over dead on top of the Resonator, deactivating the device. Gain Edge 13, "Hard as Nails."

Hold 4-8: You take a couple of quick shots, and Monika slumps over dead, slamming the Resonator to the ground. A number of glass tubes break, deactivating the device.

Setback 9 or less: Your shot goes wild as you feel freezing breath on the back of your neck, then claws ripping through your back, and part of your torso cease to exist. Then whatever it was goes toward the G-men. Gain Problem 26, "Dead Man Deducing".

Spending Edges: Any Fighting or General/Physical

Extra Problem: Problem 8, "Cosmic Truth"

BRILLIANCE OF A BYGONE DECADE

Devices

Advance 12+: You and Monika wrestle with the device, the wave resonance ripping through your bodies. The entire insignificance of humanity, and your finite understanding of the universe, becomes your new reality. You see all the creatures, the hundreds of stars surround earth. The expanse of everything begins to unfold before you. But you push it all aside to turn off the device. Gain Edge 13, "Hard as Nails".

Hold 6-11: You and Monika wrestle with the device, the wave resonance ripping through your bodies. The entire insignificance of humanity, and your finite understanding of the universe, becomes your new reality. The device burns out and Monika (and the other Nazis, if here) drop to the ground, their minds broken. You know you will be haunted by what you saw.

Setback 5 or less: You and Monika wrestle with the device, the wave resonance ripping through your bodies. The entire insignificance of humanity, and your finite understanding of the universe, becomes your new reality. The device burns out and Monika (and the other Nazis, if here) drop to the ground, their minds broken. Gain Problem 27, "Shattered Reality".

Spending Edges: Any Cool or Stability

Extra Problem: Problem 8, "Cosmic Truth"

TRUTH BUT NO JUSTICE*Scene Type:* Denouement

Langston finds himself in Congressman May's office. If the Tillinghast Resonator survived and Langston picked it up, Langston could play ball, and hand it over to the Congressman, becoming like every other sap to tangle with him. To make this deal for a favor down the road, Langston becomes complicit in the death of good men overseas fighting for America. Gain Edge 15, "Favor for a Favor."

If the weapon was destroyed, or Langston doesn't have it, May glares at the PI. Langston has a chance to make a speech – maybe about the greater good and what America stands for. While he doesn't have any proof, he knows May is dirty.

Either way, after all of that, he has to leave through the servants' entrance back onto the streets.



ANTAGONIST REACTIONS

Trigger	Reaction	Setback	Hold	Advance	Extra Problem
Langston has the Problem Card “Favor for Watts”, and is seen working with Rhino.	Watts rolls up on the pair at the most inappropriate time, giving them the full cop car light display. <i>Cool</i> .	1 or less: Problem 15, “Sucker Punched”.	2-5: Langston talks Watts down, even as hate is coming off of him in waves. Watts is going to get even.	6+: Langston talks Watts down and he leaves; unhappily, but not mad. Gain Edge 4, “In the Groove”.	Problem 12, “Weaponless”.
If Langston took Rhino to “Police Brutality” and did not spend a Reassurance Push.	Deuce’s cousin tries to run over Rhino one night in retribution. <i>Athletics</i>	3 or less: Problem 6, “Rattled”.	4- 5: Langston shoves Rhino out of the way.	6+: Langston spots the speeding lights and pushes Rhino to safety. Gain Edge 9, “Band of Brothers”.	Problem 24, “Bad or No Luck”.
Anytime after “Magic Kingdom”. “	The two mafia thugs attempt a drive-by shooting (multiple times unless stopped). <i>Sense Trouble</i>	2 or less: Gain Problem 23, “Gut Wound”.	3-4: The hail of tommy gun bullets misses you but hits everyone around you.	5+: You duck behind a trash can at the sound of tommy guns.	Problem 3: “Wounded Vet”.
Langston has Problem 8, “Cosmic Truth” and goes to “Knowledge is Power”.	Langston tries to free the victims who have seen the Beyond. <i>Stability</i>	1 or less: Gain Problem 7, “Liquid Courage”.	2-5: The people see you try to open the door and tackle you to the ground. You shake off the urge to free them.	6+: Langston resists opening the door to allow the victims to escape. “Gain Edge 3, “Frosty”.	N/A
Langston has Problem “Got Sal Fired”.	Sal calls on Langston because his rent is due and he needs money. <i>Cool</i>	1 or less: Sal and his family are kicked out onto the street. Gain Problem 24, “Bad Luck or No Luck”.	2-5: Sal is harassed by his landlord.	6+: Langston gets Sal a new job at the Uptown Theater.	N/A

One For the Money Problem Cards

PROBLEM 1

Unhep Man...Unhep

You're a shmuck. You buckled, and everyone knows it. That ball of shame in your gut is going to take some time to pass.

Any Interpersonal Push for the next two scenes costs an extra point. Then discard this Problem.



PROBLEM 2

Hunger Pains *Continuity*

Rationing is in full force, and that gnawing in your belly is messing with your brain. It's been weeks since you had any meat, much less fresh.

Take a -1 to General/ Mental tests until you Take Time to cash in a ration book for some grub.



PROBLEM 3

Wounded Vet

You did it again. You got sent back Stateside for a reason, not a damn vacation.

Shrapnel has a way of sticking to your ribs, you know? Your war wound may not be visible, but damn, if that doesn't smart when you get moving. Fist fighting may not be in the cards for you, but you know your way around a pistol, that's for sure. Take a -1 penalty to all General/ Physical tests, and you can only achieve a maximum of a Hold on Challenges until you Take Time at the doctor's or the hospital. Then discard this Problem.



PROBLEM 4

Butcher of Washington

It's not the horrific death of the nameless mook that's getting you, but the flood of images you fight to keep at bay. The exploding grenades and flying shrapnel cutting people to pieces...

-2 penalty on all General/ Mental Challenges until you Take Time to play cards with Reverend Thompson or get blind drunk.



PROBLEM 5

Eye For an Eye *Continuity*

Nobody should die like that. Hacked, stabbed, and cut into pieces by a fanatic. Left to rot in a metal box.

You are gonna put down the dog that did this!



PROBLEM 6

Rattled

That really hit you hard, and you can't quite shake it off. Your hand is trembling, and it may be a good idea to take it easy for a bit.

-2 penalty on all General/ Physical Challenges for the next two scenes. Then discard this Problem.



PROBLEM 7

Liquid Courage

Something about this case seems different than the others. There is a constant specter of something just ever-so-slightly beyond your reach, with its foul clutches ready to strike. A stiff drink will put it right. Take a drink. Take two.

Drunks are easy marks and everyone knows how to play them. For every two Liquid Courage cards in Langston's hand, the player suffers a cumulative -1 to all rolls until Taking Time to sober up.



PROBLEM 8

Cosmic Truth*Continuity***Mythos Shock** 

You were supposed to find out the truth and save people, like in the war, but when you failed, you let fear rule you. You've spent a lifetime seeking truth; now it burns inside you, and it's too much. You're left questioning your every move and everything you know.

-2 penalty on all Cool and Stability tests until countered. Counter by taking a risk to save someone from a supernatural threat.



PROBLEM 9

Another Expense*Continuity*

You wrecked that motorcycle and nearly broke your back. Rent is due, and with having to pay this, too, it looks like you're in the hole before pay day.

You gotta pay them back before the end of the case, or your name is mud.



PROBLEM 10

Adelaide's New Window*Continuity*

That trigger happy GI just blew out your windshield. Take a -2 on all **Drive** rolls until repaired.

That's gonna take some cash and time.



PROBLEM 11

Thrown Off Base

Well, that could have gone better. You just got tossed off base, and that will go into your file.

Talking to any military person requires an extra Push.



PROBLEM 12

Weaponless

Shit. They took your piece, and it's gonna cost a pretty penny to get a new one anytime soon.

Counter by spending a Push to get Rhino to provide a piece, or spending Edge 7, "Deadman Pays the Bills".



PROBLEM 13

Rhino Crashes the Party

You thought you could get a little time to do some more delicate work, and not offend everyone. But Rhino is smarter than he looks.

Your next action requires you spend a Push and you can only get at best a Hold Result.



PROBLEM 14

Law of the Land

You're steaming from being shoved around by the man. Happy at least that you're not going downtown. But being black in America has never done you any favors. The rage is radiating off of you.

Any Push for the next two scenes costs an additional point. Then discard this Problem.



PROBLEM 15

Sucker Punched

Sometimes you just gotta take a hit. That shiner will be gone in a couple of days.

-1 on General/Mental tasks for 24 hours.



PROBLEM 16

Flat Footed

Adelaide's a beautiful machine that Donovan gave you. But she's freckled when you don't drive right. Now she's just a hunk of junk until you can fix her.

Looks like you're walking or taking the bus for the next 48 hours.



PROBLEM 17

Got Sal Fired
Continuity

Looks like you hurt another person who helped you out. You gotta make this right or you won't be able to sleep at night. He's got a wife and three kids.

You have to get him a new gig, or give him a roll of cash to get him on his feet.



PROBLEM 18

Ripped Uniform

Sal loaned you a spare uniform he pays for out of pocket. You just ruined it with a massive rip, and now he's gotta make it through the week with only two sets of clothes.

Take a -1 on all rolls until you're back in your own clothes.



PROBLEM 19

Blown Up...Again

Your mind flashes back to the grenade, shielding your squad, and the shrapnel that penetrated the metal door you slammed shut behind you.

The force of this explosion hurls you down the hall, burning your clothes. The ringing in your ears deafens you to everything else. You only caught the tail end of the blast - looks like it was aimed towards where the students would be.

-2 on all tasks for the next three scenes, and you need a new suit.

PROBLEM 20

Electrical Burns

There was a current running through those wires. When you tried to pull them, it burned your fingers and deadened the nerves.

Take a - 2 to all fine motor skills for 48 hours, or until you can Take Time at the doctor's.

PROBLEM 21

Made Promises You Can't Keep
Continuity

You needed information, and time's running out. So, you promised everything short of the moon to get him talking. You're an analyst, not an interrogator.

You better do Dasch a solid, or he might sell you out to the FBI.

PROBLEM 22

Bad Vantage Point

You managed to grab some cover, making you harder to hit. But you can't see the Nazis so... good and bad.

-2 next Fight Challenge

PROBLEM 23

Gut Wound

You want the good news or the bad news? Gut wounds hurt like hell. The good news is you won't die right away. Take Time at the doc's or pastor's to get patched up.

If you have this card at the end of the game, you bleed out and die.

PROBLEM 24

Bad Luck or No Luck

Sometimes the universe just doesn't play fair. Your gun jams, your girl leaves you, or you get kicked out onto the street.

Lose one die off of your next Challenge and then discard this Problem.

PROBLEM 25

Waiting for Godot

You think waiting for the device to fizzle out is the best plan. But as the colors recede and the creatures begin coming into the world, you know this was a mistake.

You suffer a penalty die on your next Challenge.



PROBLEM 26

Dead Man Deducing

Those claws cut deep; with each step you feel your spine shift. You have maybe thirty minutes left.

Then you die.



PROBLEM 27

Shattered Reality

You flip every switch on the device, frantic to save the scientists. But Monika punches you and you hit the wrong button, turning the device onto maximum effect and overwhelming the two of you. It shatters your mind; you will live the rest of your days in an asylum, praying for death.



PROBLEM 28

From Beyond
Continuity

You just poisoned yourself despite everyone's protest. Now you have to live with it. You can see waves rippling off of objects that have recently been exposed to the Tillinghast Resonator, giving you some time to prepare. But the creatures appear faster than you can process.

+2 on Cool tests when swept up into the Beyond.

-3 on Stability tests to resist seeing the creatures once in the Beyond.

This effect is permanent. .



PROBLEM 29

Red, White and Black

You're a patriot, and just got painted against a wall. Those privileged, racist little monsters soured your day and your mood.

Spend a Push to get any success higher than Hold on your next Challenge.



One For the Money Edge Cards

EDGE 1

Survived the South

You grew up in the Jim Crow South and know what true fear is; if that didn't break you, this sure as hell won't.

Discard to gain an extra die on Cool or Stability tests.



EDGE 2

King of the Ring

You've spent your life fighting and no one can get the better of you. The rush of victory is flowing through your veins, and for a moment...the world makes sense.

Spend this card for an extra die on any Challenge, then discard, otherwise discard after 24 hours.



EDGE 3

Frosty

It's obvious you keep it together when the bodies start piling up, and that can turn people's heads.

Spend for an Interpersonal Push..



EDGE 4

In the Groove

You caught a lucky break, and are riding high right now. Nothing but clear skies and a moment in the sun.

Spend for a Push of any kind, or an extra die on any test.



EDGE 5

Disciplined Soldier

Years of training have taught you to keep it together and trust your gut.

Spend for an extra die on Cool or Stability tests, or a +2 bonus to any General/Mental or General/Manual test.



EDGE 6

Bookworm

Science is your best friend. You believe everything should be researched and logged.

Others would be horrified or in a heap on the floor in this situation, but this is fascinating for you.

Spend to Counter a Mythos Shock, or add an extra die on any Devices Challenge.



EDGE 7

Deadman Pays the Bill

You just got a pay day from Rhino's dead right hand man. You feel a cringe of regret, robbing the dead of their dough. But...you gotta eat.

Spend to Counter an expense or gain an Advance on any social challenge, as you bribe someone to help. Or spend to buy a new gun.



EDGE 8

Pulling Rank

You were an officer, and that shows.

Spend for an extra die on any Mental task, or to command someone to follow one simple order.



EDGE 9

Band of Brothers

You're used to working with other people and excel at it. The army wasn't about one person, but a squad. Whenever you are teamed up with one or more people, gain a +1 on that action, or you can spend this card for an extra die on any action.



EDGE 10

Ghosting

You're basically invisible in the US, as long as you act the part of a beaten-down second class citizen. It hurts to admit, but there's a power in being underestimated.

Spend for an extra die on any Stealth roll. Discard after 24 hours.



EDGE 11

You Have a Bomb
Continuity

You have a BOMB!

Spend to win any one Fight Challenge or open any door. Discard once used.



EDGE 12

Unexpected Ally
Continuity

It looks like Wolfgang Fischer has had enough, and uses the wrench on the burly looking mailman. You swoop in and put him down -- no muss, no fuss.

The young spy gives up, and you have another Dasch on your hands. You can take the credit for turning him in, and gain a favor from some high powered political types, or turn him over to the FBI and hope Hoover forgets your name. (If you do, discard Capitol Colour Problem 40, "Hoover Knows Your Name", and this Edge)..



EDGE 13

Hard as Nails

You did it. Heroes come in all hues, shapes, genders and sizes. But right now, the hero is you.

Spend to Counter any one Mental or Physical Problem Card or Mythos shock.



EDGE 14

Wright and Watts*Continuity*

You did Watts a solid. He may not like you, but he sure as hell respects you, and he owes you one. Just one. You call and he answers if it's legal or in his power.

Discard after using for one of the following effects:

- +4 on any one Fight check
- Have someone arrested for 24 hours
- Access a police file, station or crime scene unmolested
- Get out of jail

EDGE 15

Favor For a Favor*Continuity*

You're as good as a traitor. You know the Congressman's dirty and giving the troops faulty gear. But you let him walk and now he owes you.

Spend for anyone one favor from Congressman May.





LANGSTON MONTGOMERY WRIGHT

Private Eye

INVESTIGATIVE ABILITIES

Assess Honesty

Bargain

Chemistry

Cop Talk

Cryptography

Evidence Collection

Flattery

Inspiration

Intimidation

Languages

Oral History

Physics

Psychology

Reassurance

Research

Streetwise

GENERAL ABILITIES

Athletics

Cool

Devices

Driving

Fighting

Filch

Preparedness

Sense Trouble

Shadowing

Stability

Stealth

STORY

Langston Montgomery Wright is an African American WWII vet who battled Nazis across Europe until he took shrapnel saving some GIs. He was honorably discharged, and sent home to Washington, DC, a city that's near busting. He's a second class citizen trying to make a place for himself in a world that challenges him at every turn. He uses his smarts, morals and willingness to do whatever it takes to make rent, solving cases and battling enemies, one Mythos threat at a time.

(As an African American in the 1940s, Langston has Interpersonal Abilities, but usually does not start with the upper hand in social situations. As such, he must pay 2 Pushes for his first Interpersonal challenge of any scenario).

SOURCES



ROSAMUND CARTER, Professor

Anthropology, Archaeology, Art, Cthulhu Mythos, History, Occult, Research.

Brilliant and sharp-eyed. When not in her office or working with undergrads, she is nearly always found in the library, studying and working on her plan to become Dean.



MYRNA BETTY COHEN, Bureaucrat

Accounting, Architecture, Art History, Bureaucracy, Flattery, Law.

She is always in the know about various aspects of the war, based on the comings and goings of foreign diplomats.



REVEREND ERNEST THOMPSON, Pastor

Biology, Medicine, Oral History, Pharmacy, Theology.

The reverend is a wall of a man: once all muscle, he has turned slightly soft with the passing of decades. The two have spent many evenings drinking, playing cards and talking about war.



CORNELIUS "SCOUT" MOORE, Journalist

Assess Honesty, Cop Talk, Craft, Locksmith, Photography.

He is on a crusade for that groundbreaking story that will jumpstart his career, whether it's about Axis spies, corrupt police, questionable politicians, or gangsters shooting up soldiers.



LT. COL MELVIN HARTMAN, Military

Anthropology, Archaeology, History, Languages, Oral History, Theology.

People rarely notice him, and if they do, they underestimate how smart he is — a fact he has used to his advantage to move up the ranks. He is always dressed in his uniform.