

# THE DEVIL IN NYC



**THE180FANTASYPROJECT presents**

# **THE DEVIL IN NYC**

**a Weird Pulp scenario for Mythras**



# Upper Manhattan Map







# 1. Abduction in the Hudson Valley

## The Cottage

Pleasant **country hideaway** in the Hudson Valley **woods**, four hours drive north of New York City.

## 1 Bestial Abductor

That night, a **huge apish abductor** attempts to seize a party member OR a NPC with the party. It has **hands that could crush a skull with ease**.

- If the creature is **slain** it will deliquesce.
- If the creature is **driven off** it will melt into the woods.
- If the creature **succeeds** its victim will be taken to the **Old Indies Club**, NYC (**Location 3**).
- The PCs know/know of an **expert** in such occurrences: Professor Maxim Menshikoff (**Location 2**).

## Demon-Ape of Sretensk

<i>Characteristics</i>		<i>Attributes</i>	
STR: 16		AP	2
CON: 11		DMod.	+1d6
SIZ: 22		Movement	6
DEX: 7		Initiative/SR	+11
INT: 14		Luck	0
POW: 7		<i>Skills:</i> Brawn 68%, Endurance 5661, Evade 44%, Perception 51%, Stealth 68%, Willpower 54%	
CHA: 7			
<i>Abilities</i>	Frenzy, Formidable Natural Weapons		
<i>Armour</i>	Hairy Pelt		
<i>1d20</i>	<i>Location</i>	<i>AP/HP</i>	
01-03	Right Leg	2/7	
04-06	Left Leg	2/7	
07-09	Abdomen	2/8	
10-12	Chest	29	
13-15	Right Arm	2/6	
16-18	Left Arm	2/6	
19-20	Head	2/7	
Combat Style: Killer Ape 63%			
<i>Weapon</i>	<i>Damage</i>	<i>HP</i>	
Bite	1d8+1d6	As Head	
Talon	1d8+1d6	As Arm	

## 2. Union Theological Seminary, New York

### The Office

Large **academic office** in **main building, third floor**. **Door plate** reads: “Dr Maxim Menshikoff, Professor of Slavic Religion.”

Neat, lined with **books**, mainly in **Cyrillic script**. **Photographs** of young man in [White Russian] officer’s uniform. **Sabre** over fireplace.

- **Union Theological Seminary**: Non-denominational seminary that is the centre of Protestant intellectualism. Reinhold Niebuhr has just joined the faculty and the college has affiliated to Columbia. Massive library on theology and religious history. Runs a mission house for the poor.

### Professor Maxim Menshikoff

**Fit**, medium-height, hard-looking, middle-forties, **friendly**.

- **Occult specialist**. Previously known to characters.
- **Can identify** Bestial Abductor as related to **Demon-Ape of Sretensk**.
- **Knows** of medical research team - **Bronfman & Stewart** - at **Roosevelt Institute (Location 5)** interested in scientific explanation for “monsters”.
- **Knows** of researcher - **Goldsmith** - at **Women’s Hospital (Location 6)** interested in “monstrous births”.
- **Knows** of new occult activity in **Old Indies Club**, nr. Brooklyn Bridge (**Location 3**).
- **Heard** a new phrase in the past six months, **Pepo Mbaya**.

**If Menshikoff trusts the characters**, and if they are struggling.

- **Knows where to obtain** a Great War German **flamethrower** from a White Russian contact.
- **Will learn** that **Pepo Mbaya** is an **organisation** and rents a house neat Bellevue Hospital (**Location 10**).

## Maxim Menshikoff

<i>Characteristics</i>	<i>Attributes</i>	
STR: 15	AP	3
CON: 11	DMod.	+1d2
SIZ: 15	Movement	6
DEX: 14	Initiative/SR	+12
INT: 10	Luck	1
POW: 13	<i>Skills: Brawn 59%, Endurance 63%, Evade 70%, Willpower 44%, Influence 64%, Insight 45%, Perception 51%, Military Strategy 75%</i>	
CHA: 8	<i>Comparative Slavic Religion 121%, Occult Lore 109%</i>	
<i>1d20</i>	<i>Location</i>	<i>AP/HP</i>
01-03	Right Leg	-/5
04-06	Left Leg	-/5
07-09	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5
Combat Style: Former Officer 85%		
<i>Weapon</i>	<i>Damage</i>	<i>HP/Load</i>
Dagger	1d4+1+1d2	8/-
<i>Weapon</i>	<i>Damage</i>	<i>Cap./Reload</i>
.45 Pistol	1d8	7/3



### 3. Old Indies Club, nr Brooklyn Bridge

#### Clubhouse

The clubhouse had **seen better days, paint is peeling, the front door is locked** and the only **light is guttering on the second floor.**

#### Upstairs Room

Up **darkened staircase.** The lit room was plainly once the library of the club, a function announced by a **sign above the double doors.**

#### 1 Naked Adonis

**Naked Adonis strangling a red-haired girl** illuminated by the **roaring fireplace** of the room.

- **If killed, Adonis** will rise from the floor ... **changed.** The beautiful youth, becomes a **huge leprous white devil**, its **suppurating torso** topped with a regrown **head that consisted mainly of teeth and fangs.**

#### 1 Redhead

**Red-haired girl** dressed in **frowsy décolletage.**

- **Prostitute**
- **Name:** Joan from Toledo

#### 3 Armed Spectators

Two carry **pistols** and the third is armed with a **sawn-off shotgun.**

- **Clue:** Pistoleer carries a sheet of **headed notepaper** originating from an address on the **Lower West Side (Location 4).**

## White Devil

<i>Characteristics</i>	<i>Attributes</i>	
STR: 19	AP	3
CON: 16	DMod.	+1d4
SIZ: 18	Movement	10
DEX: 19	Initiative/SR	+16
INT: 13	Luck	0
POW: 7	<i>Skills:</i> Brawn 62%, Endurance 52%, Evade 68%, Perception 44%, Track 68%, Willpower 68%	
CHA: 7		
<i>Ability</i>	Frenzy	
<i>Armour</i>	White Skin	
<i>1d20</i>	<i>Location</i>	<i>AP/HP</i>
01-03	Right Leg	1/4
04-06	Left Leg	1/4
07-09	Abdomen	1/5
10-12	Chest	1/6
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	1/4
Combat Style: Dangerous Killer 75%		
<i>Weapon</i>	<i>Damage</i>	<i>HP</i>
Bite	1d4+1d4	As Head
Talon	1d6+1d4	As Arm

## The Devil in NYC

### Joan

Characteristics	Attributes	
STR: 9	AP	2
CON: 5	DMod.	-1d2
SIZ: 10	Movement	6
DEX: 9	Initiative/SR	+6
INT: 12	Luck	0
POW: 6	<i>Skills: Brawn 21%, Endurance 22%, Evade 18%, Willpower 22%, Influence 35%, Insight 25%, Blowjob 35%</i>	
CHA: 13		
1d20	Location	AP/HP
01-03	Right Leg	-/3
04-06	Left Leg	-/3
07-09	Abdomen	-/4
10-12	Chest	-/5
13-15	Right Arm	-/2
16-18	Left Arm	-/2
19-20	Head	-/3
Combat Style: None		
Weapon	Damage	HP
None		

### Gunmen

Characteristics	Attributes	
STR: 17	AP	2
CON: 12	DMod.	+1d4
SIZ: 15	Movement	6
DEX: 13	Initiative/SR	+11
INT: 9	Luck	0
POW: 13	<i>Skills: Brawn 70%, Endurance 65%, Evade 50%, Willpower 55%, Perception 45%</i>	
CHA: 8		
1d20	Location	AP/HP
01-03	Right Leg	-/6
04-06	Left Leg	-/6
07-09	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6
Combat Style: Mercenary 60%		
Weapon	Damage	HP
Baton	1d6+1d4	8
Weapon	Damage	Cap./Reload
9mm Pistol	1d6+1	8/3
Sawn-off Shotgun	3d6	2/3



## 4. Meatpacking District, Lower West Side

Meatpacking district around the **former Ganservoort Market**. Relatively **busy**, even at night.

### Townhouse

The address the characters have is a **brownstone on a side street, well kept but darkened**.

- However, as the characters approach a **man screams inside**
- If the characters listen carefully they can hear **another voice under the screams, possibly that of a child**.

### The Room

The screams are coming from a room to the **rear of the first floor**.

Open the Door/Look through keyhole: The **screaming man** is **tied to a chair**. He is being **caressed by the feelers of a ... thing**.

### 1 Tentacled Cancer

The thing is a cancer of the universe, a **mass of seemingly diseased tissue**, but with a **mouth like a huge venus fly trap** and **multiple tentacles** that writhe. Each time a tentacle touches the man his whole body contorts in agony. The thing emits the sound of **bubbling, childish laughter**.

### 1 Tethered Man

The man is now **irredeemably insane**, he cannot communicate, merely **babble**.

- Name sewn into suit lining: **Jacob Bronfman (Location 5)**.
- Carries: cloakroom **ticket** stub for **Pelican Club (Location 11)** in suit **pocket**.

## The Devil in NYC

### Tentacled Cancer

<i>Characteristics</i>	<i>Attributes</i>	
STR: 13	AP	3+1 per tentacle
CON: 13	DMod.	+1d6
SIZ: 25	Movement	6
DEX: 13	Initiative/SR	+13
INT: 12	Luck	0
POW: 7	<i>Skills:</i> Brawn 58%, Endurance 66%, Evade 33%, Perception 68%, Willpower 54%	
CHA: 0		
<i>Regeneration</i>	1HP per round per hit location	
<i>Armour</i>	Fibrous Growths	
<i>1d20</i>	<i>Location</i>	<i>AP/HP</i>
01-03	Front Right Leg	3/7
04-06	Front Left Leg	3/7
07-12	Tentacles	3/8 each
13-15	Rear Right Leg	3/7
16-18	Rear Left Leg	3/7
19-20	Body Mass	3/9
Combat Style: Writhing Tentacles 45%		
<i>Weapon</i>	<i>Damage</i>	<i>HP</i>
Bite	1d6+1d6	As Head
Tentacle x 5	1d4+1d6	As Tentacle

## 5. Rockefeller Institute

### Reception

The receptionist will be happy to confirm that there is a research team headed by Drs Bronfman and Stewart. She will invite callers to leave a message.

- **Telephone:** In the **NYC telephone directory**. Bronfman and Stewart are listed in the Manhattan **telephone directory**. Call will yield a **worried-sounding woman** at the Bronfman number and a **worried-sounding man** at the Stewart residence. (With the right expertise or contacts it is possible to work out an address from a telephone number - **Location 7**).
- **The Rockefeller Institute:** Advanced medical research institute pioneering the study of DNA.



## 6. Women's Hospital

### Reception

The receptionist will confirm that Dr Goldsmith is in her office (if the visit is made during work hours). She will call up. Dr Goldsmith is happy to receive callers on the subject of “monstrous births”.

- **Women's Hospital:** Famed for vaginal surgery but does not boast about its experimental development using unanaesthetised black woman.

### Dr Miriam Goldsmith

Young, confidence of wealth, talkative, looks like Lulu.

- **Knows Bronfman and Stewart** well; all three have **houses looking over Central Park** (she knows where they live) (**Location 7**).
- **Knows** that there have been a deluge of **rumours** about “**monstrous births**” in the past six months.
- **Believes** that “**monstrous birth**” tales - historically and currently - are a coping strategy for disturbing **still-births**.
- **Suspects** illegal abortion clinic in **hall on East Shore** (**Location 9**).
- **Heard** the phrase **Pepo Mbaya** linked to rumours
- **Fears** “monstrous birth” tales will make her patients even more **worried** than they already are **about intercourse**.

## Dr Miriam Goldsmith

<i>Characteristics</i>	<i>Attributes</i>	
STR: 9	AP	3
CON: 9	DMod.	-1d2
SIZ: 9	Movement	6
DEX: 16	Initiative/SR	+16
INT: 16	Luck	3
POW: 16	<i>Skills:</i> Brawn 18%, Endurance 22%, Evade 36%, Willpower 58%, Drive 32%, First Aid 95%, Influence 65%, Insight 59%	
CHA: 17		
	Perception 44%, Ride 40%, Stealth 32%, Dance 75%, Medicine 100%, Gynaecology 112%	
<i>1d20</i>	<i>Location</i>	<i>AP/HP</i>
01-03	Right Leg	-/4
04-06	Left Leg	-/4
07-09	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4
Combat Style: Go Girl! 40%		
<i>Weapon</i>	<i>Damage</i>	<i>HP</i>
Scalpel	1d4+1-1d2	8
<i>Weapon</i>	<i>Damage</i>	<i>Cap./Reload</i>
.32 Pistol	1d6-1	7/3

## 7. Stewart Residence

### Townhouse

The address the characters have is a **brownstone overlooking Central Park**; if at night **carriage lights outside, interior lighting**.

As the characters approach the house **four figures** emerge carrying a large, **heavy bundle**.

### 4 Shadowy Figures

Coats with **collars turned up**, trilbies.

The fourth figure looks different. Although dressed similarly to his fellows there is something ... **inhuman** ... about his **tall frame**.

- Described under Warehouse nr Manhattan Bridge.
- If not stopped the four will place their bundle in the back of a large **Packard** and drive to a **warehouse near Manhattan Bridge (Location 8)**.

### 1 Heavy Bundle

Morbidly obese **human**.

- Name: Dr Leo **Stewart**

### Other Townhouses

The Stewart townhouse as a location is interchangeable with the Bronfman or Goldsmith townhouses.

- **Bronfman residence**: Mrs Bronfman is a **worried wife** because Dr Bronfman did not come home from a meeting last night. She does not know where he is.
- **Goldsmith residence**: See **Women's Hospital (Location 6)** for **Miriam Goldsmith**. If she has invited the characters, fine. If she feels threatened she will call the police (who will attend). The house is owned by her parents.



## 8. Warehouse, nr Manhattan Bridge

### Warehouse

In lee of the **Manhattan Bridge**.

**See:** **Main floor** is **empty** but for one chair to which a **hooded man** is being/has been **tied** by **three** tough looking **gunmen**. They are supervised by a **black-skinned inhuman**.

**Hear:** **childish laughter** from **dark corner**.

### 1 Black Devil

**Face** is **mouthful of fangs** that can rip an arm at the shoulder.

- **Moves** with bewildering and **inhuman speed**.

### 3 Gunmen

**Armed** with **pistols**.

### 1 Tentacled Cancer

**Charges** out of its corner **laughing maniacally**.

### 1 Hooded Man

**Hooded** and **bound**.

- **Speaks:** Dr Leo Stewart
- **Carries:** Driver's license, cloakroom **ticket** stub for **Pelican Club (Location 11)**

### 1 Suppurating Corpse

**Find:** if not recovered earlier, **suppurating corpse** in **dark corner**. Dr Jacob **Bronfman**.

## The Devil in NYC

### Black Devil

Characteristics	Attributes	
STR: 19	AP	3
CON: 16	DMod.	+1d4
SIZ: 18	Movement	10
DEX: 19	Initiative/SR	+16
INT: 13	Luck	0
POW: 7	<i>Skills:</i> Brawn 62%, Endurance 52%, Evade 68%, Perception 44%, Track 68%, Willpower 68%	
CHA: 7		
<i>Ability Armour</i>	Leaper Glistening Hide	
1d20	Location	AP/HP
01-03	Right Leg	2/4
04-06	Left Leg	2/4
07-09	Abdomen	2/5
10-12	Chest	2/6
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	2/4
Combat Style: Dangerous Killer 65%		
Weapon	Damage	HP
Bite	1d4+1d4	As Head
Talon	1d6+1d4	As Arm

### Gunmen

Characteristics	Attributes	
STR: 10	AP	3
CON: 10	DMod.	-0
SIZ: 16	Movement	6
DEX: 16	Initiative/SR	+16
INT: 16	Luck	0
POW: 10	<i>Skills:</i> Endurance 45%, Evade 48%, Willpower 55%, Perception 83%, Streetwise 80%	
CHA: 12		
1d20	Location	AP/HP
01-03	Right Leg	-/6
04-06	Left Leg	-/6
07-09	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6
Combat Style: Gangster 49%		
Weapon	Damage	HP
Dagger	1d4+1	8
Blackjack	1d6	8
Weapon	Damage	Cap./Reload
.38 Pistol	1d6	8/3

## Tentacled Cancer

Characteristics	Attributes	
STR: 13	AP	3+1 per tentacle
CON: 13	DMod.	+1d6
SIZ: 25	Movement	6
DEX: 13	Initiative/SR	+13
INT: 12	Luck	0
POW: 7	<i>Skills:</i> Brawn 58%, Endurance 66%, Evade 33%, Perception 68%, Willpower 54%	
CHA: 0		
<i>Regeneration Armour</i>	1HP per round per hit location Fibrous Growths	
1d20	Location	AP/HP
01-03	Front Right Leg	3/7
04-06	Front Left Leg	3/7
07-12	Tentacles	3/8 each
13-15	Rear Right Leg	3/7
16-18	Rear Left Leg	3/7
19-20	Body Mass	3/9
Combat Style: Writhing Tentacles 45%		
Weapon	Damage	HP
Bite	1d6+1d6	As Head
Tentacle x 6	1d4+1d6	As Tentacle

## Dr Leo Stewart

Characteristics	Attributes	
STR: 5	AP	2
CON: 5	DMod.	0
SIZ: 17	Movement	4
DEX: 9	Initiative/SR	+6
INT: 17	Luck	0
POW: 6	<i>Skills:</i> Brawn 21%, Endurance 22%, Evade 18%, Willpower 22%, Influence 35%, Insight 25%, DNA Research, 140%, Medicine 75%	
CHA: 13		
1d20	Location	AP/HP
01-03	Right Leg	-/3
04-06	Left Leg	-/3
07-09	Abdomen	-/4
10-12	Chest	-/5
13-15	Right Arm	-/2
16-18	Left Arm	-/2
19-20	Head	-/3
Combat Style: None		
Weapon	Damage	HP
None		



## 9. Pepo Mbaya Hall, East Shore

### Meeting Hall

- Low-rise
- Deserted
- **Find:** old desk draw contains cable addressed to **address** further up the river **near Bellevue Hospital (Location 10)**.

## 10. Pepo Mbaya House, nr Bellevue Hospital

### Big House

Rear of house dark and deserted.

Lights on in front parlour.

### 2 Figures

One very tall, one dwarfishly short.

- Black Devil & Green Devil

Dragging barely-conscious man up the front steps.

### Front Parlour

Pungent aroma of human faeces permeates the area.

Inside: Naked semi-conscious men manacled to the walls.

If tall figure and short figure are inside they are manacling man to the wall.

- New victim will start screaming, “Pelican Club, Pelican Club.” (Location 11).

## The Devil in NYC

### Black Devil

Characteristics	Attributes	
STR: 19	AP	3
CON: 16	DMod.	+1d4
SIZ: 18	Movement	10
DEX: 19	Initiative/SR	+16
INT: 13	Luck	0
POW: 7	<i>Skills:</i> Brawn 62%, Endurance 52%, Evade 68%, Perception 44%, Track 68%, Willpower 68%	
CHA: 7		
<i>Ability</i>	Leaper	
<i>Armour</i>	Glistening Hide	
1d20	Location	AP/HP
01-03	Right Leg	2/4
04-06	Left Leg	2/4
07-09	Abdomen	2/5
10-12	Chest	2/6
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	2/4
Combat Style: Dangerous Killer 65%		
Weapon	Damage	HP
Bite	1d4+1d4	As Head
Talon	1d6+1d4	As Arm

### Green Devil

Characteristics	Attributes	
STR: 17	AP	3
CON: 9	DMod.	+1d2
SIZ: 9	Movement	6
DEX: 16	Initiative/SR	+16
INT: 16	Luck	0
POW: 16	<i>Skills:</i> Brawn 45%, Endurance 22%, Evade 36%, Willpower 58%, Deceit 70%, Insight 59%, Perception 44%, Stealth 32%	
CHA: 3		
1d20	Location	AP/HP
01-03	Right Leg	-/4
04-06	Left Leg	-/4
07-09	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4
Combat Style: Nasty Little Bastard 65%		
Weapon	Damage	HP
Dagger	1d4+1+1d2	8

## 1 1. The Pelican Club, Harlem

### The Pelican Club

**Ground floor** of commercial building.

**Secure entrance** with small grille for speaking.

**Dancing waiters** serve **dubious skee**.

**Woman holding court**.

- **The Pelican Club** is a well-known, even notorious, **night spot in Little Africa**.

### 1 Big Bouncer

Will attempt to **prevent** unknown people **approaching** the **Woman Holding Court**.

### 1 Woman Holding Court

Handsome, **hard-faced** woman.

- **Name:** Peggy Black
- **Role:** **Mistress** of Cal Carmichael, the owner of The Pelican Club.

**Talks:** loudly.

**Knows:** a lot.

- “**Esangbedo** has taken a piece of the action from Cal. He claims to be a **big Ju-Ju Man**, he’s certainly a **pantywaist**. **Good looking** guy, **well muscled**, makes the acquaintance of **white guys** in here, entertains them in the **private lounge**, they leave not looking as healthy as they were going in.”
- **Esangbedo** flaunts his links with **Pepo Mbaya**.
- **Pepo Mbaya** means “**wicked devils**” in Swahili. They are a **cult** led by **Ju-Ju men**.
- **Esangbedu** calls his **leader Pepo Mafuta** (“fat devil”).
- **Esangbedu** is based at an **African Junk Shop** in Little Africa (**Location 12**).

## The Devil in NYC

### Bouncer

Characteristics		Attributes	
STR: 17	AP	2	
CON: 12	DMod.	+1d4	
SIZ: 15	Movement	6	
DEX: 13	Initiative/SR	+11	
INT: 9	Luck	0	
POW: 13	Skills: Brawn 70%, Endurance 65%, Evade 50%, Willpower 55%, Perception 45%		
CHA: 8			
1d20	Location	AP/HP	
01-03	Right Leg	-/6	
04-06	Left Leg	-/6	
07-09	Abdomen	-/7	
10-12	Chest	-/8	
13-15	Right Arm	-/5	
16-18	Left Arm	-/5	
19-20	Head	-/6	
Combat Style: Bouncer 60%			
Weapon	Damage	HP	
Blackjack	1d6+1d4	8	

### Peggy Black

Characteristics		Attributes	
STR: 9	AP	3	
CON: 9	DMod.	-1d2	
SIZ: 9	Movement	6	
DEX: 16	Initiative/SR	+16	
INT: 16	Luck	0	
POW: 16	Skills: Brawn 18%, Endurance 22%, Evade 36%, Willpower 58%, Drive 32%, First Aid 35%, Influence 85%, Insight 70%		
CHA: 17	Perception 44%, Stealth 32%, Dance 75%, Streetwise 75%		
1d20	Location	AP/HP	
01-03	Right Leg	-/4	
04-06	Left Leg	-/4	
07-09	Abdomen	-/5	
10-12	Chest	-/6	
13-15	Right Arm	-/3	
16-18	Left Arm	-/3	
19-20	Head	-/4	
Combat Style: Protect Yourself 40%			
Weapon	Damage	Cap./Reload	
.32 Pistol	1d6-1	7/3	

## 12. African Junk Shop, Little Africa

### African Junk Shop

Down a depressing alley flanked by tenements.

In an equally depressing yard.

Sign: “African Art” next to the door.

Grimy, barred window to the left of the entrance.

Inside:

- Full of **curios spread out on textile covered tables** or hung on the walls.
- **Glass-fronted service counter** with a cash register.
- **Internal door** behind service counter.
- **Find: Large mask** with attached **note to Esangbedo** specifying that the object should be delivered to a **Mr L. Dutta** at the **Hotel Stuart** near City Hall (**Location 14**).

### Room Behind Junk Shop

The **room behind the door** presents a contrast to the shop. It is **beautifully presented** in a **modernist style**.

**Find:** On a **neat desk** is laid out an **architect’s plan** of a building near Carnegie Hall.

- The **architect’s plan** is for the **modification** of the **clubhouse of the Tropics Club (Location 13)**. The plan shows how to add an **additional storey** to the building, **invisible to the street, lacking windows** but with a sophisticated **ventilation system**. The plan is of **recent date**. Too recent to have been acted upon.



## 13. The Tropics Club, nr Carnegie Hall

### Elegant Three-storey Clubhouse

Fine front **door** is **unlocked**. **Seemingly empty**.

**Book shelves** with works on Africa.

**Maps** on the walls.

**Portraits** of explorers.

**Hear: ululation** from upstairs.

### Third-floor Room

**Sign:** "Upper Committee Room".

**Door:** Polished double door; locked.

**Hear:** Loud **ululation**.

- **Inside:** six **males**; shelves of **leather-bound minute books**; **rugs** on wood floor.

### 1 Green Inhuman

**Suffocating** well-built man; athlete running to fat.

- **Name:** Fen **Anderson**, former baseball player.

**Three already dead men**, their **faces horribly contorted** lie on the floor.

### 1 Human

**Watching** the strangulations.

**Tall, handsome, beautifully-dressed male.**

- **Name:** Esangbedo.
- **Carries:** Luger
- **Emits:** blood-curdling **ululation**. **Three** corpses re-animate as **zombies**.

## Esangbedo

Characteristics	Attributes	
STR: 15	AP	3
CON: 11	DMod.	+1d2
SIZ: 15	Movement	6
DEX: 14	Initiative/SR	+12
INT: 10	Luck	0
POW: 13	<i>Skills:</i> Brawn 59%, Endurance 63%, Evade 70%, Willpower 44%, Influence 64%, Insight 45%, Perception 51%	
CHA: 8		
<i>Ability</i>	Reanimation	
1d20	Location	AP/HP
01-03	Right Leg	-/5
04-06	Left Leg	-/5
07-09	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5
Combat Style: Evil Exploiter 80%		
Weapon	Damage	HP/Load
Dagger	1d4+1+1d2	8/-
Weapon	Damage	Cap./Reload
9mm Pistol	1d6+1	8/3

## Green Devil

Characteristics	Attributes	
STR: 17	AP	3
CON: 9	DMod.	+1d2
SIZ: 9	Movement	6
DEX: 16	Initiative/SR	+16
INT: 16	Luck	0
POW: 16	<i>Skills:</i> Brawn 45%, Endurance 22%, Evade 36%, Willpower 58%, Deceit 70%, Insight 59%, Perception 44%, Stealth 32%	
CHA: 3		
1d20	Location	AP/HP
01-03	Right Leg	-/4
04-06	Left Leg	-/4
07-09	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4
Combat Style: Nasty Little Bastard 65%		
Weapon	Damage	HP
Dagger	1d4+1+1d2	8

## Zombie

Characteristics	Attributes	
STR: 9	AP	2
CON: 9	DMod.	-1d2
SIZ: 11	Movement	6
DEX: 9	Initiative/SR	+10
INT: 11	Luck	0
POW: 9	<i>Skills:</i> Brawn 40%, Endurance 58%, Evade 38%, Willpower 48%, Perception 40%, unarmed 58%	
CHA: 9		
<i>Ability</i>	Undead	
1d20	Location	AP/HP
01-03	Right Leg	-/4
04-06	Left Leg	-/4
07-09	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4
Weapon	Damage	HP
Hands	1d3-1d2	As arms

## 14. Hotel Stuart, nr City Hall

### Elegant Hotel

The old-fashioned elegance of the **Hotel Stuart**.

### Reception

If visited **AFTER** The Tropics Club

Bald **receptionist** expresses his regret that Mr **Dutta** has **checked out**. However he offers a **letter** that Mr Dutta has left for the characters.

- Envelope and letter written in a **copperplate hand**. “**I regret that I am unable to receive you in person on this occasion. Please rest assured that we will meet in due course, at which time I will flay the skin from your bones and feed your heart to a demon.**”

If visited **BEFORE** The Tropics Club.

Bald **receptionist** **calls up** to Mr Dutta’s room, listens, tells them to go up to **Room 11**.

### Room 11

**Standard room** on **second floor**. Door is **unlocked**.

- **Inside: Pepo Mafuta**, a big devil

### Pepo Mafuta

**Raging devil**, huge, **dewlaps of fat**, black, warty skin, red eyes, **many tusks**.

- **Attacks immediately**. Good luck!

## Pepo Mafuta

<i>Characteristics</i>		<i>Attributes</i>	
STR: 22	AP	2	
CON: 19	DMod.	+1d10	
SIZ: 25	Movement	6	
DEX: 13	Initiative/SR	+12	
INT: 11	Luck	0	
POW: 11	<i>Skills:</i> Brawn 77%, Endurance 68%, Evade 46%, Willpower 52%, Deceit 70%, Perception 62%, Stealth 64%,		
CHA: 7			
<i>Abilities</i>	Shapeshifting, Formidable Natural Weapons, Grappler		
<i>Armour</i>	Thick Warty Hide		
<i>1d20</i>		<i>Location</i>	<i>AP/HP</i>
01-03	Tail	2/9	
04-05	Right Hind Leg	3/9	
06-07	Left Hind Leg	3/9	
08-10	Abdomen	3/10	
11-14	Chest	3/11	
15-16	Right Arm	4/8	
17-18	Left Arm	4/8	
19-20	Head	4/9	
Combat Style: Big Fat Bastard 75%			
<i>Weapon</i>	<i>Damage</i>	<i>HP</i>	
Bite	1d8+1d10	Head	
Claws	1d8+1d10	Arms	
Tail	1d6+1d10	Tail	