The house always wins

Prolog:

Dr. Henry Armitage pours himself a glass of pinot and sits down at his desk, gesturing for you to sit across from him. “I apologize for the short notice,” he begins. His face is pale, his forehead sweaty and wrinkled with worry.

Armitage—the head librarian of Miskatonic University, and a former mentor of yours—privately contacted you in the hopes of gaining your assistance. Eager to help, you made your way to his home in Southside. Upon entering , you were surprised to find his home in disarray. Books and notes litter his desk, and an empty bottle of wine has tipped over onto the ground by the fireplace. You’ d always known Armitage to be neat and well-organized.

The elderly man takes a moment to collect his thoughts. “I am looking for two of my colleagues—Dr. Francis Morgan, professor of archaeology, and Warren Rice, professor of languages. Warren was supposed to meet up with me over supper earlier today to discuss several important findings, but he has since gone missing. At first I thought nothing of it, but I have a nagging feeling something else is going on. A v e r y...familiar feeling.” You’ve never seen Armitage quite this worried before. His hands tremble as he reaches for the glass on his desk, and he sips from it nervously. “I tried to find Francis, hoping he knew where Warren was, but he too is out of touch. Francis has been spending a lot of time in some gambling den, or so I am told.

“I sent for you because I am worried Warren might be in trouble. I would appreciate it greatly if you could find him for me. You may also wish to ask Francis for help, if you can reach him.”

The House Always Wins

Dr. Armitage suggested you track down his associate Dr. Francis Morgan. He’s not sure whether Dr. Morgan is in trouble, but he’s not particularly happy with his colleague’s present choice of company. He’s in the Clover Club, a notorious gambling joint somewhere downtown. Finding the club’s exact location isn’ t easy—you have to grease a few palms just to learn which of the Downtown restaurants operates as the club’s front. That restaurant is La Bella Luna, a somewhat upscale Italian eatery by the theatre. You change into your Sunday best and make your way there.

In front of La Bella Luna stands a man in a pinstripe suit who sizes you up as you approach. “Enjoy yourselves,” he says with a snake-like grin as he holds open the restaurant ’s front door.

Agenda 1a

You have entered the Clover Club Casino in search of Dr. Morgan. The club is bustling at this late hour, with patrons looking to relax and drink or make it big. You don’t appear to be in much danger.

Act 1a

You need to find Dr. Morgan. The club is packed perhaps somebody knows where he is.

La Bella Luna was a “multipurpose” establishment.

*The music is cliché and they only serves spaghetti. As far as covers for underground speakeasys go it was not particularly creative.*

*Location: La Bela Luna*

*Rex: Dr. Christopher > Arcane Glyphs > Investigate pass (2) shortcut into lounge*

*Confortable leather couches, Mahogany furniture and an array of art greets gamblers, tempting them into the life of the would-be affluent.*

*Jenny: tap > Leo De Luca > tap > lone wolf*

*Enemy: n/a*

*Up Keep:*

*Mythos: (Rex) Arousing Suspicions (Jenny) Cursed Luck*

Jenny: As far as fronts go this place isn’t very creative is it.

Rex: Just keep your cool we are just hear to find Morgan. Let’s not stir up this hornets nest.

Jenny: I’m as cool as a cucumber Rex, maybe you aught a hide YOUR shaking hands.

Rex: Just don’t shoot anybody. I’m gonna head to the card room.

Jenny: You might want to hide that old book of yours all those arcane glyphs are gonna make em think your cheating.

Rex: I’m gonna hit the roulette table.

Jenny: Be careful that pit boss looks like a shady mook. I’ll be at the bar.

Rex: All on black.

Winner winner we have a winner.

Jenny: Barkeep gimmy something with a kick.

Bartender: Her you are miss.

Jenny: You seen any bookworm types in here tonight. I am looking for a professor form the university. I was told he was here.

Bartender: Was that your sister in here before?

Jenny: What do you mean.

Bartender: She was here just a bit ago, she just headed outside with a couple a rough fellas, looked just like you but younger.

Jenny: You say she went out front?

Bartender: Yeah.

Jenny: keep the change (pounds her drink)

Location: Clover Club Cardroom / Bar

Rex: Resource on Arcane Glyphs > Move to Card room > Gamble (Win big)

As you approach the Cardroom the clinking of poker chips and the shuffling of cards is punctuated by shouts of rivalry and frustration. Your thoughts are nearly drowned out by the racket.

Jenny: Move (Lounge) > Move (Bar) > Have a drink > tap

Shelves behind the bar sag beneath the weight of all manner of bootlegged drinks. Cheap ales, moonshine and expensive bottles of wine and aged whisky. If only you had a couple hours to kill.

Enemy: n/a

Up Keep: Searching for Izzy (La Bella Luna) Jenny hers about someone outside that meets Izzy’s description.

Mythos: (Both) Twist of Fate 1 damage each.

-----------------------------------------------------------------------------------------------------------------------

Location: Clover Club Cardroom

Rex: Gamble fail > Gamble fail > resource on Arcane Glyphs

Jenny: Move (Lounge) > move (La Bella Luna) > investigate (car drives away) > move (Lounge)

Enemy: n/a

Up Keep: n/a

Mythos: Flip

Your questioning has drawn the attention of several men, hired thugs by the look of em. “Francis doesn’t want to be bothered” one of them says “We suggest you leave the premises before we have to force you to leave.”

Most of the patrons seem oblivious to the mobsters and goons closing in around you. But you recognize this for what it really is – your about to get roughed up.

(Rex) Cursed Luck (Jenny) Rats

Location: Clover Club Cardroom

Rex: tap > Gamble fail > draw card

Jenny: Fight rats killed > Move Cardroom > Gamble win (flip act1a) > Hard Knocks

After speaking to a number of gamblers and servers it seems as though Dr. Morgan has had quite the run lately. Instead of cashing out his winnings he was convinced to double down. He was last seen entering the guarded hall at the back of the cardroom. Act1a flip darkened hallway. Spawn Mobster in hallway.

Enemy: n/a

Up Keep: n/a

Mythos: (Rex) Mobster (Jenny) Hunted Down Mobster Hit Leo 1 dam

Location: Clover Club Cardroom

Rex: Move darkened hallway > move VIP room > investigate pass

The door slams behind you and you are left in silence. The area of the club is lonesome devoid of warmth and color, somehow the spotless floor and walls seems sinister.

The coppery smell of blood assaults your senses. The floor is littered with broken glass. The upholstery is torn to shreds. Where is Dr. Morgan.

Jenny: Attack Mobster (Quick thinking) 1dam > Attack Fail > Attack kill Mobster > tap > engage Mobster (Elusive to Lounge) Pit boss engage.

A heavy oak door stands in a secluded area of the club. As you approach it the air grows heavy and the clamor of the cardroom fades behind you.

Enemy: Pit boss attacks Jenny

Up Keep: n/a

Mythos: (Rex) Arousing Suspicion (Jenny) Hunted Down Mobster attacks

-----------------------------------------------------------------------------------------------------------------------

Location: Clover Club Cardroom

Rex: Investigate fail > investigate pass > play scavenging

Jenny: Elusive to darkened hallway (disengage Pit boss and Mobster) > Move (Art Gallery) > Investigate pass > investigate fail

Enemy: n/a

Up Keep: n/a

Mythos: Flip agenda 2a

You hear a crash from somewhere outside and screams of pain from the lounge. A terrible monstrosity crashes through the front of the club. Crushing the stairwell and knocking over gangsters and patrons alike.

Amidst the chaos and confusion, the strange abominations attack everyone in the club. Screams echo through the halls and blood begins to spray.

(Rex) Twist of Fate (Jenny) rats

Location: Clover Club Cardroom

Rex: parley success > parley fail > parley success Dr. Morgan is awake.

Flip act 2a

You find Dr. Morgan gambling in one of the VIP rooms, but he appears to be playing cards with two unconscious bodies, his pupils dilatated as if in a trance. He can’t seem to stop laughing and smiling and chatting with the other players.

Jenny: Fight kill rats > investigate pass > move hallway > move VIP Room.

Enemy: conglom eats Pit boss and Mobster

Up Keep: n/a

Mythos: (Rex) Cursed Luck (Jenny) rats

Location: Clover Club Cardroom

Rex: Move hallway > move alley > investigate get all clues

Jenny: machete > kill rats > move hallway > move alley

Enemy: Conglom gets closer in hallway

Up Keep: n/a

Mythos: (Rex) thug (Jenny) Arousing Suspicion

Location: Clover Club Cardroom

Rex: draw > draw > resign

Jenny: resign

Enemy:

Up Keep: n/a

Mythos:

You escape the club doing your best to look inconspicuous as several cars pull up near the street. A handful of grim-faced men and women run for the restaurant entrance to take control of the situation. One of the catches your eye his hand on the grip of his .38 but thankfully he turns his attention back to the rest of his crew and follows them into the club, you breath a sigh of relief…

“What in the world...?” Dr. Morgan finally breaks out of his daze as you make your way to safety. You ask him what he remembers, and he sputters and shakes his head. “It’s all a haze,” he explains, visibly exhausted. “I was having the run of my life! Perhaps I had one too many shots. But, those creatures—I haven’ t seen anything like that since...” He trails off, and you can tell that his mind is racing. His eyes widen with realization and his face pales. “I may not be in the best shape, but I’ ll help with your investigation. W hatever it takes.”