

ACT II – MALTA

ARRIVAL

- *Prop: Arrival of the Silver Saber in Malta*

VALETTA MOOD

HOPEFUL BEATS

- Gulls sing and cry over the harbor, drifting through the air on invisible currents, careless and free. It's a lovely day.
- An old couple plays chess outside of a tiny Baroque café. The woman makes a joke in Maltese and they both laugh and smile.
- The wind carries the smell of spices and tea down from an open window. Someone is plucking idly at a guitar up there.
- The blue of the bay peeks out between buildings, dotted with little white triangular sails and big red container ships. It is a peaceful day, or just another business day, for some of the souls of Valletta.

SINISTER BEARS

- A storm blows in, its thunderhead rolling in dark and low, lightning splaying across the sky and touching the sea.
- A dead gull lies rotting in the street, half-crushed by passing cars, its feathers matted and sticky with blood.
- An old woman in a black shawl glares at you with an evil eye, then, abruptly, laughs you out of her thoughts.
- As you walk the streets of Valletta at night, bulbs hiss and sputter. Just as you stop to light a cigarette, a bulb nearby pops and goes dead.

VALETTA NPC NAMES

Male: Adam, Alessandru, Alfred, Anglu, Baldassar, Cikku, Duminku, Fernardu, Giovanni, Gwann, Gabriel, Karmenu, Lawrenz, Manwel, Mark, Nestu, Valentin, Xandru

Female: Anna, Angela, Elena, Duminka, Gulina, Koncetta, Lela, Leonarda, Lorenza, Pawla, Stella, Marija, Liena, Spira, Tereza, Zeza

Last: Balzano, Calleja, Callus, Dandria, Danza, De Petri, Galdes, Muscat, Odoart, Sapienza, Scicluna, Simler, Talavera, Triesten, Triolo, Ubaldini, Visinch, Vizarri, Xriha

PROACTIVE NODES

PROACTIVE 1: SIR GODFREY WELLES (Scene 12)

- Monitoring Montgomery Donovan
- Provides them an avenue of escape
- Approaches them with information

PROACTIVE 2: DIANA HANTZ

- Sends assassins to kill the PCs if she becomes aware of them
- Sends assassins to kill Donovan while the PCs have him under surveillance

REVELATION LIST – NODES

NODE 0: INVESTIGATING DONOVAN

NODE 1: DONOVAN’S TOWNHOUSE

- Investigating Montgomery Donovan
- Surveillance Record of Montgomery Donovan (Warehouse)
- Interrogating Monte, Jr.

NODE 2: DONOVAN’S YACHT

- Researching Montgomery Donovan
- Spotter at Townhouse
- Photo at Townhouse
- Interrogating Monte, Jr.

NODE 3: THE WAREHOUSE

- Investigating Montgomery Donovan
- Interrogating Monte, Jr. / Alexis
- Interrogating Dr. Solazzino
- Tracking Diana Hantz’ Assassins

NODE 4: THE FREIGHTERS

- Warehouse Surveillance
- Nectar Ledgers of Malta (Warehouse)
- Nectar Shipping Schedule (Warehouse)

NODE 5: HOSPITAL SUPERBISSIMA

- Researching Maltese Nectar Trade
- Tracking Montgomery Donovan
- Nectar Ledgers of Malta (Warehouse)
- Surveillance Record of Montgomery Donovan (Warehouse)

NODE 6: HOSPITALLER SHRINE

- Sir Godfrey Welles

NODE 7: VALETTA CATACOMBS

- Sir Godfrey Welles
- Exploring from Warehouse

NODE 8: MALTESE NECTAR TRADE

- Researching Nectar in Malta
- Tracking Diana Hantz

REVELATION LIST – NPCs

MONTGOMERY DONOVAN

- LOS ANGELES: Trammel's Testament (mentions Montgomery by name)
- BANGKOK: Nectar Note from Savitree

DIANA HANTZ

- Interrogating Montgomery Donovan
- Interrogating Diana Hantz' Assassins
- Investigating the Warehouse
- Backtracking assassins (*Proactive 2*)
- Researching Nectar Trade in Malta

DOCTOR SOLAZZIO

- Researching Maltese Nectar Trade
- Investigating the Hospital
- Nectar Shipping Schedule

ALEXI THE ORPHAN

- Investigating the Hospital
- Asking Questions Near the Warehouse

MONTE DONOVAN, JR.

- Investigating the Hospital
- Nectar Ledgers of Malta
- Tracking Montgomery Donovan

SIR GODFREY WELLES

- Proactive Node 1

REVELATION LIST – MISC.

PORTIA DONOVAN DIED

- Researching Montgomery Donovan
- Tracking Montgomery Donovan
- Interrogating Montgomery Donovan / Diana Hantz / Victor Prescott
- Questioning Monte Donovan, Jr.

PROACTIVE 1: SIR GODFREY WELLES

See *NPC: Sir Godfrey Welles*.

- He's monitoring Donovan and his operations. Will become aware of PCs if they interact with the cult in any significant way.
- They might see him as a mysterious figure watching cult areas or personnel.
- He'll approach them with information once he can trust them.
- Or he'll provide an avenue of escape if the investigators get in over their head.

PROACTIVE 2: DIANA HANTZ' ASSASSINS

(Scene 20)

RESPONSE TEAM

- Diana Hantz responds to the investigators by sending an assassination team.
- If Donovan is assisting them, the assassins might target him instead.
- She might just send them to assassinate Donovan while the investigators have him under surveillance.

CLUES

- **Interrogation:** Diana Hantz hired them. She can be found in a warehouse on Newcastle in Paola (*Node 3: The Warehouse*).
- **Streetwise:** Can identify them as being seen around the Warehouse by canvassing the streets.

HIRED ASSASSINS: Athletics 8, Disguise 4, Firearms 5, Fleeing 8, Health 7, Scuffling 7, Weapons 7

Alertness Modifier: +1 (cunning)

Stealth Modifier: +1

Weapon: +0 (dagger)

NODE 0: INVESTIGATING DONOVAN

RESEARCHING DONOVAN

- **Library Use @** City Records: Lots of property and paperwork in Montgomery's name – specifically a harbor-view townhouse in western Valetta near the Great Siege Road, the yacht *Elegance* (registered in Donovan's name), and a warehouse owned by him in the western end of the southern harbor. But there's nothing particularly revealing about any of the information. The records paint a picture of a very wealthy man with almost no legal footprint.
 - **Interpersonal Ability @** Records Office: Lower-tier officials deny knowing Donovan and simply say “if it's not in the records, it's not in the records” and they're telling the truth. Higher-tier officials say the same thing, but **Assess Honesty** reveals they're lying.
 - **Interrogation / Credit Rating 1 (rating 6+)**: Montgomery spends handsomely for his privacy. / “Whatever he ships out of that warehouse of his is legal... as far as I know.”
- **Library Use @** Local Library: Has kept himself out of the papers almost entirely.
 - **Library Use 1: Prop: Photo of Donovan and His Wife.** (The only appearance in any local paper. Printed a little over a year ago.)
 - **Flattery / Credit Rating @** Royal Opera House: Donated a generous but not record-breaking sum of money almost a year ago (“before poor Mr. Donovan was widowed”).
 - **Photography / Library Use**: Tracks down freelance photographer Jerome Humphrey. Doesn't recall much in particular about the Donovans except that they were having a nice night and that Mr. Donovan didn't want his name in the paper. (“His wife, though, she said it was fine. She wanted him to relax and have fun.”)

DONOVAN – CANVASSING THE STREETS

- **Oral History 2 / Streetwise 2** one of these clues.
- If they have a **photo** of Donovan, -1 to the spend.
- If they are specifically canvassing near one of Donovan’s properties/interests, -1 to the spend.
- Determine which clue they get randomly (as appropriate).

AROUND THE TOWNHOUSE

1. **Old men playing chess in the nearby piazza:** *“Of course we’ve seen him. He always looks like he’s hiding, but it’s hard to miss him with those seven or eight fellas he travels with. Lives right over there, he does. He’s a rich one.”*
2. **The starving wild-haired artist in the piazza, sketching portraits for coin:** *“Oh, yes. I drew his wife and their son, some months ago. Portia and Monte, I think their names were. Haven’t seen either of them lately, but they always traveled with a handful of people. Staff, I guess? He does, too. On days when he comes out, he heads southeast through the city with, I don’t know, half a dozen people? Must be important, I guess?”*
3. **The elderly gardener woman in the nearby park:** *“I know him. Englishman. Lives just there. Can’t say much about him. Don’t know him. Don’t know anybody who does. Snappy dresser, though.”*
4. **The young barista in the café just up the street:** *“Sure, he comes in from time to time. Gets an espresso with lemon. Used to come in with his wife. Not seen her in some time, and he’s quite the sorry one lately, isn’t he? Is she gone? Is he all right?”*

AROUND THE YACHT

5. **Grizzled, salty fisherman with lines cast off the pier:** *“Ah, the Brit. That’s his yacht out there and this here’s his pier. He almost never uses it, and it’s a good spot. Why, is he complaining that we fish here? Hardly says anything to anyone; I’d be surprised if he gave two damns.”*
6. **Waiter at the café across from the pier:** *“Ah, sure. He’s the English gentleman who comes by with his retinue now and again. Banker or businessman, I guess. Keeps his yacht anchored out in the harbor and goes out there on a little boat, now and again, in the evenings. Spends some nights out there, I think.”*

AROUND THE ROYAL OPERA HOUSE

7. **Maître d’ at a posh nearby restaurant in a 17th-century building:** *“That’s Mr. Donovan. He has a regular table with us. Comes in now and again. I’m not in a position to say anything more about him, I’m afraid.”*
8. **Usher at the Royal Opera House, smoking in a nearby alley:** *“Oh, sure. Mr. Donovan. He and his wife used to come by all the time. He still does, but hardly ever makes it through a show anymore. Something happen to them? A shame, if so. Nice folks.”*
9. **Classy waiter at a cozy café nearby:** *“Ah, yes. Mister Donovan comes and enjoys an espresso here sometimes, usually on the patio with his entourage, before he heads to the hospital. I don’t think I should say more. Nice fellow and it’s not my place.”*

AROUND THE WAREHOUSE

10. **A dockworker smoking outside a nearby warehouse:** *“Oh, yeah. He owns that warehouse over there. Comes in a fancy car, sometimes, to inspect whatever it is they house over there. Ships come and go from their private dock. Did he do something? Always seemed sort of scared to me, traveling with all those guys. His warehouse people carry rifles, too. Must be high end, whatever his business is.”*
11. **A dockworker sitting on a bench near the warehouse fence:** *“I don’t know him, and I don’t know what makes him so special. Went up to one of his guys once, to get a light, and I thought he was going to pull his gun on me. Had it in a shoulder holster under his jacket. Those guys at that warehouse... they’re hiding something. But I’m not getting involved.”*
12. **A homeless man fishing:** *“He owns that warehouse. He’s usually only down here in the afternoons, although sometimes he stays late. Only time I saw him around here in the morning was when that kid got mauled by a wild dog. Heard the most godawful screams coming from the warehouse. About 30 minutes later, there was an ambulance from the Hospital Superbissima and a kid was loaded into it. Donovan showed up about halfway through. He was shouting and yelling, but I couldn’t make anything out.”*

TRACKING DONOVAN

- **10:00 AM – OPTION A:** Donovan departs townhouse on foot with 6 guards. Stops at nearby café or bakery for an espresso and a pastry. Reads the paper.
- **10:00 AM – OPTION B:** Heads southeast through Valletta towards Republic Street and the Royal Opera House. He walks by a donor wall and touches a plaque. (It reads, “In loving memory of Portia Donovan.”) He might speak to the usher. Then he proceeds to a cozy café nearby and has an espresso.
- **11:00 AM – OPTION A:** He has a lunch meeting with some local dignitary, politician, or business person. (Investigating these people is generally a dead end. They aren’t directly involved in Donovan’s Nectar operations.)
- **11:00 AM – OPTION B:** Walks northeast to a small private garden cemetery, unlocks the gate, enters without entourage. The garden cemetery is walled in stone and wrought iron and contains the grave of Portia Donovan.
- **NOON:** Arrives at *Node 5: Hospital Superbissima*. Entourage takes up positions at the entrances of the third-floor Intensive Care Ward. Donovan visits boy in Room #304. At the Donovan townhouse, his car and driver depart for the hospital.
- **1:30 / 2:00 PM:** Donovan meets car downstairs. Departs with three guards. (Other three guards are released and return to the townhouse in the evening around the time Donovan gets there.) Car drives southwest, around the Grand Harbor, and back northeast to *Node 3: Warehouse* on Newcastle Drive.
- **2:30 PM:** Donovan drives through checkpoint in the warehouse fence line. Donovan remains inside warehouse for 1-6 hours overseeing Nectar production or fretting in his office.
- **3:30 to 8:30 PM:** Donovan departs warehouse and gets into his car, possibly with a box of Nectar (“for personal use”, although it actually just ends up in his secret room).
- **EVENING:** Either stops for supper (25%) or proceeds directly home (75%). At home he’ll dine, read, listen to the radio, and burn photographs until odd hours.

TAILING DONOVAN:

- **Shadowing** (difficulty 3 + 1 per stop) test per stop.
 - +1 difficulty if guards are wary
 - +1 difficulty for conspicuous/inappropriate clothing
 - +1 difficulty if character has been previously seen/spotted by guards
- **Swapping Tails:** Reset difficulty to 3.
- **Response:** Quietly ask them to leave and threaten to call the police. If they persist, the guards will rough them up (using fists to drop them to 1 or 2 Health).

MONTGOMERY DONOVAN: Athletics 4, Credit Rating 7, Driving 2, Firearms 3, Fleeing 7, Health 10, Magic 3, Riding 6, Scuffling 2, Sanity 2, Stability 5, Stealth 5

Alertness Modifier: +1 (paranoid)

Weapons: -2 (fists)

DONOVAN’S PERSONAL GUARDS: Athletics 8, Credit Rating 4, Driving 5, Health 6, Firearms 8, Scuffling 8, Weapons 5

Alertness Modifier: +0 (+1 if wary)

Weapons: -2 (fists), -1 (trench knife), +0 (automatic pistol)

NODE 1: DONOVAN'S TOWNHOUSE

(Scene 3)

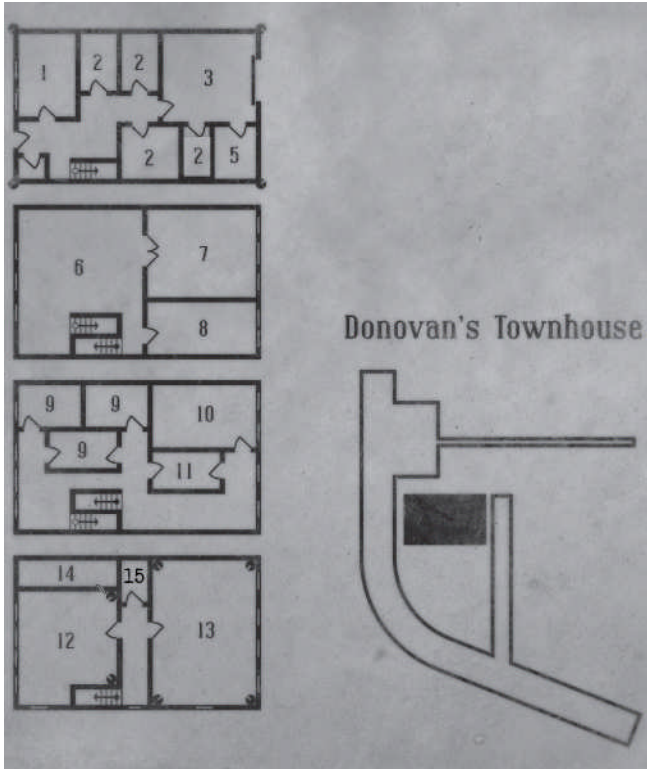


THE TOWNHOUSE

- Located in northwest Valetta, on Windmill Street on the bluff overlooking the Great Siege Road.
- 17th century construction, renovated in the early 20th century. Structure of solid stones and sturdy bricks. It's terraced housing, standing flush with the buildings to either side (although its four storeys stand one floor higher than its neighbors).

SURVEILLANCE (see *Node 0: Donovan's Schedule*)

- The curtains are kept drawn except for the fourth floor. A roving sentry looks out the windows on that floor facing the street (area 12).
 - **Simple Search:** The sentry on the fourth floor occasionally uses a pair of binoculars to look out at the harbor. (He's looking at *Node 2: Donovan's Yacht*, which they might be able to figure out through triangulation or the like.)
- **Sense Trouble** (difficulty 8): To see a Mouth momentarily manifest on a gargoyle.
- **Electrical Repair:** Electricity is a relatively recent addition, running in conduits along the walls and ceiling.
 - **Electrical Repair** (difficulty 5): To cut power to the building.
- **Crafts / Explosives:** The doors to the townhouse have been reinforced against blasts, fire, etc.
- **Occult:** The decorative symbols in the house's stonework are variations on protective glyphs and wards against the evil eye.
- **Architecture:** The gargoyles at the top of the townhouse, one on each corner of the building, are antiques, but appear to be recent additions to the house, probably imported from Germany.
- **Evidence Collection:** Building has been carefully scrubbed outside – clean to an unusual degree.
 - *GM Background:* Donovan wants to make sure no one is placing nectar signs on the building.



1. Kitchen
2. Staff Quarters
3. Garage
4. Cellar Stairs
5. Utilities
6. Living Room
7. Dining Room
8. Lounge
9. Guest Rooms
10. Monte's Room
11. Bathroom
12. Master Bedroom
13. Library
14. Secret Room
15. Donovan's Bathroom

ROSTER – DONOVAN AT HOME

Donovan	Area 6/7 or 12/13, crying in 10
Valet	First Floor
Cleaning Lady	First Floor (75%) or random floor (25%)
Cook	Area 2 (50%) or Area 1 (50%)
Driver	Area 2 (75%) or Area 3 (25%)
2 guards	Entrance (1 st Floor)
1 guard	Area 3
1 guard	Area 6
1 guard	3 rd Floor Hall
3 guards	4 th Floor Hall
1 guard	Area 12

ROSTER – DONOVAN AWAY

Donovan	Area 6/7 or 12/13, crying in 10
Valet	First Floor
Cleaning Lady	First Floor (75%) or random floor (25%)
Cook	Area 2 (50%) or Area 1 (50%)
Driver	With Donovan, or Area 2 (75%) or Area 3 (25%)
1 guard	Entrance (1 st Floor)
1 guard	Area 6
1 guard	Area 12

50% chance each staff member has left the house for some reason.

Staff each get 1 day off each week: On chauffeur's day off, the guard in area 6 drives the car.

DONOVAN'S STAFF

- **George Husington, the Valet:** English. Has been in Donovan's employ for fifteen years. Speaks English and French. Awareness Modifier: +1
- **Margarite Delacourt, the Cleaning Lady:** French. Has been in Donovan's employ for four years. Speaks English and French.
- **Silvio Salvano, the Cook:** Maltese. Has been in Donovan's employ for 18 months. Speaks Maltese, English, and French.
- **John Lucas Brichard, the Driver:** Maltese. Has been in Donovan's employ for two years. Speaks Maltese, English, and Italian.

STAFF: Athletics 3, Credit Rating 3, Driving 2, Fleeing 4, Health 2, Scuffling 2, Weapons 2
Weapons: -2 (fists), -1 (improvised weapon)

INTERROGATING STAFF

- Loyal to Donovan (particularly after his wife's death).
- Know he's a businessman in imports/exports. (Some might suspect he traffics in illegal goods, but he's a good man.)
- Believe townhouse to be haunted.
- Don't suspect Donovan of being a sorcerer, cultist, or narcotics dealer.

INTERROGATING GUARDS

- Ex-military mercenaries from England or the United States, recruited by Donovan during various business dealings.
- Well paid, well trusted, and well trained.
- **Cop Talk / Intimidate / +8 points in Firearms:** Intuit that these men are military trained from the way that they move.
- **Assess Honesty 2 / Streetwise 2:** Identify two guards who might be susceptible to bribing. (Requires a Credit Rating 3 spend to bribe one guard or Credit Rating 4 to bribe both.)
- **Intimidate 1:** Know that he's involved in "weird shite"
 - Can relate the details of his daily routine.
 - Know location of the warehouse. (And they share in the profits from his drug trade.)

GARGOYLES

- If the outdoor gargoyles witness anyone entering the house by means other than the front door or garage, they manifest Minor Mouths on themselves and the gargoyles in the house.
 - Hit, spit, attack, and cry out for attention from the human guards.
- *GM Background:* Donovan imported German gargoyles then mystically enchanted them with a Grant Sight to Stone combined with Nectar.

GARGOYLE MOUTHS: Health 5, Scuffling 5

Hit Threshold: 3 (stationary)

Alertness Modifier: +1 (mystically enhanced)

Weapon: -1 (bite), -3 (spat Nectar; victims considered to have ingested a dose of Nectar)

Armor: None

Stability Loss: +1

ENTRANCES

- **Front Door:** Reinforced against explosions or physical assault (requiring spend).
- **Garage Door:** Reinforced against explosions or physical assault (requiring spend).
- **Windows:** Locksmith / Filch (difficulty 5) to open.

INSIDE THE TOWNHOUSE

GENERAL

- **Simple Search:** Papered walls dotted and streaked here and there with stains the maid is unable to combat.
 - **Chemistry / Pharmacy:** Thin deposits of Nectar. (If they've seen Mouths manifest in other scenes, they can surmise that these are Mouths beginning to form.)
- **Art History / Anthropology / Archaeology:** Donovan has a considerable art collection, made up mostly of gray-market artifacts from Egypt and Rome, landscape paintings, and, lately, Baroque antiquities from around Malta.

AREA 2 – STAFF QUARTERS

- **Anthropology:** Surmise Credit Rating and background of Donovan's staff from their possessions and lifestyles.

AREA 12 – MASTER BEDROOM

- **Gargoyles:** There are two gargoyle statues flanking the door to the room and a small bust of a gargoyle on the bedside table.
 - 2 stand guard in this room. If strangers enter the room they trigger independently of the other gargoyles (without alerting them) and attack indiscriminately (including any staff or guards)
- **Door to Secret Room**
 - **Architecture 1:** Donovan's bedroom is not as wide as it should be given its place in the house.
 - **Evidence Collection / Craft:** Scuff marks on the floor.
 - **Simple Search** (looking for mechanism): Small bust of a gargoyle on the bedside table can be twisted, causing a bookcase to swing open.
- **Fireplace:** Contains flat, black ashes.
 - **Photography:** Ashes are burned photographs.

AREA 13 – DONOVAN’S LIBRARY

- **Gargoyles:** 4 stand guard in this room.
- **Books:** A variety of valuable history texts and rare books worth a middle-class salary, but no evidence of esoteric or occults titles.
 - **Theology:** The exception is what appears to be a rare copy of the *Gateway to Godhead* (which was banned by the Vatican and placed on the *Index Librorum Prohibitorum* in 1875). Inspection, however, reveals that it is only the dust jacket for that book, disguising a thin ledger describing an occult rite.
 - *Reference: Grant Sight to Stone*
- **Desk:** Neatly arranged, with a number of blank notebooks and other office supplies.
 - *Prop: Photo of Portia Donovan* (this has been turned face down)
 - *Prop: Photo of Monte, Jr.*
 - *Prop: Photo of the Elegance*
 - **Ledger:** A summary of Donovan’s finances.
 - **Accounting:** It’s almost certainly a dummy. If nothing else, the ledger doesn’t indicate that he’s bringing in enough money to for all of his guards and staff.

AREA 14 – DONOVAN’S SECRET ROOM

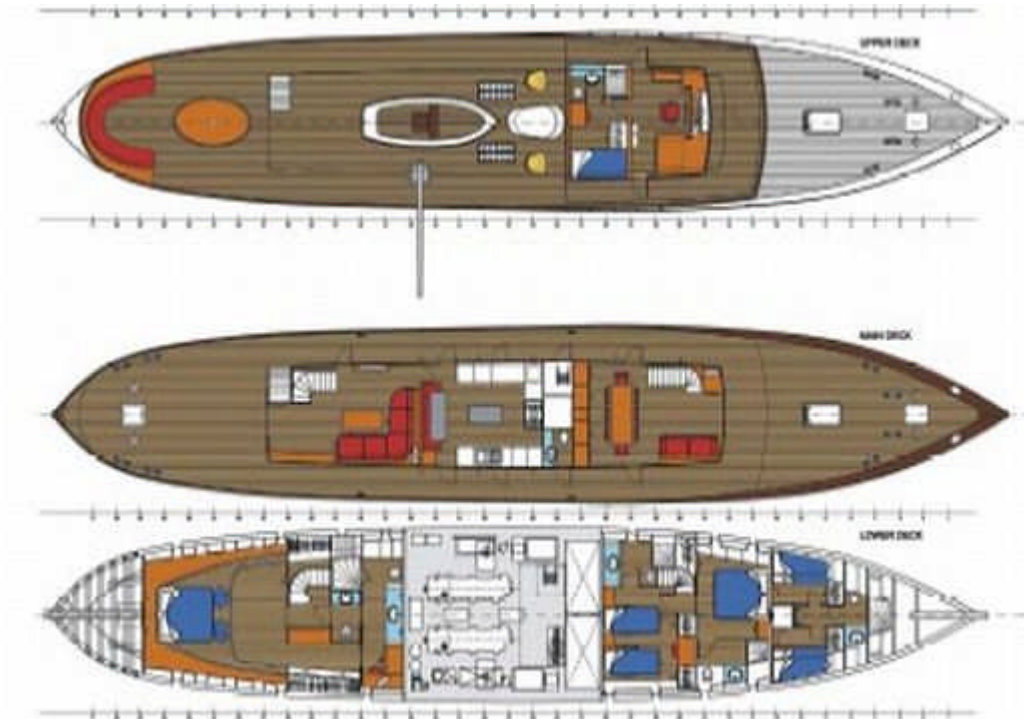
- Stacked with case after case of bottled nectar, literally gathering dust.
- Shelf at the back of the chamber contains black archival boxes.
 - Half of the boxes are empty. The other half contain both professional and amateur pornographic photos.
 - **Library Use:** Roughly half of the photographic material is purely exhibitionist smut. The other half appears to be labeled and categorized for its use as blackmail material.
 - **Library Use 1:** To figure out Donovan’s system of notation. Grants a 2-point dedicated pool for appropriate Bureaucracy, Cop Talk, or Intimidation checks in Los Angeles and Malta.
 - **Photography:** The photographs match the ashes in the bedroom fireplace.
- *Prop: Letter from Brooks to Donovan*
- *Prop: Donovan’s Unfinished Suicide Note*

AREA 15 – DONOVAN’S BATHROOM

- Toilet is stained and streaked orange.
 - **Chemistry / Pharmacy:** Someone has been flushing Nectar.

NODE 2: DONOVAN'S YACHT

(Scene 3)



THE ELEGANCE

- *Prop: Photo of the Elegance*
- Anchored short distance off northwestern Valetta coast.
 - **Outdoorsman:** It's blocking shipping lanes into the harbor, which means it's getting some kind of special treatment.
 - **Swimming:** Athletics (difficulty 5; -1 Health on failure and make another check)
 - **Motorboat:** Credit Rating 3+ can rent it easily.

TOWNHOUSE SPOTTER

- **Spotter:** Yacht is visible from Donovan's townhouse. A spotter periodically checks on it with binoculars.
 - **Stealth** (difficulty 6, difficulty 5 at night) to avoid detection.
- **Response Team:** 2 security men come out in motorboat to scare off intruders. If they don't return, a half dozen men from the townhouse notify the police and arrive.

DONOVAN'S PERSONAL GUARDS: Athletics 8, Credit Rating 4, Driving 5, Health 6, Firearms 8, Scuffling 8, Weapons 5

Three Things: Well dressed. Quiet. Unflappable.

Alertness Modifier: +0 (+1 if wary)

Weapons: -2 (fists), -1 (trench knife), +0 (automatic pistol)

INSIDE THE ELEGANCE

- Four modest cabins, a galley, a sitting room. Ship has an upper deck and a lower sitting area.
 - *Prop: Photo of the Elegance (Interior)*
 - *GM Background:* The yacht reminds Donovan of his wife. After going on several drinking binges there, he had the whole thing cleared out and essentially abandoned.

SITTING ROOM

- **Simple Search:** Bar is all but dry. Row after row of empty bottles, suggesting that someone has drunk the supply down to nothing.
 - Unwashed glasses and mugs are scattered around the boat.
 - **Chemistry / Pharmacy:** Used for alcohol, mostly without mixers.
- **Art / Art History:** Mountings for paintings and prints on numerous walls, all of them empty now.
 - There are symbols painted on the walls behind the empty picture frames in an almost-clear liquid, visible only at certain angles.
 - **Occult:** Symbols are wards against witchcraft and magic.
 - **Chemistry / Pharmacy:** The substance is watered-down nectar.
- **Evidence Collection:** Also notices the nectar-painted symbols.

MAIN CABIN

- **Simple Search:** The closet in the main cabin is crowded with fine dresses, both for formal and casual.
 - **Craft / Flattery:** These are the work of top-tier designers from France, Italy, and the Americas.
 - *GM Note:* These are the only clothes left on the yacht.

OTHER CABINS

- Decorated with generic nautical tchotchkes and bare beds.
- Empty closets.
- **Simple Search:** Wedged under a mattress in one of the cabins is a copy of *The Cat Who Went to Heaven* (a children's book involving an artist whose cat dies of joy when he paints her into a picture with the Buddha).
 - *GM Note:* That cabin was Monte, Jr.'s. The book was one of his favorites.

GALLEY

- Cleaned out. All that's left on the shelves are popular novels – mild romantic dramas and children's adventure stories. Most of the shelves are completely empty.

NODE 3: THE WAREHOUSE

(Scene 5-6, 17-18, 19)

THE WAREHOUSE

- On Newcastle Drive, in the town of Paola (on the far side of the Grand Harbor to the southwest of Valletta).
- A simple, cement-and-corrugated metal building with a few entrances and high, closed windows. (At night, light pours through the dirty windows.)

RESEARCH

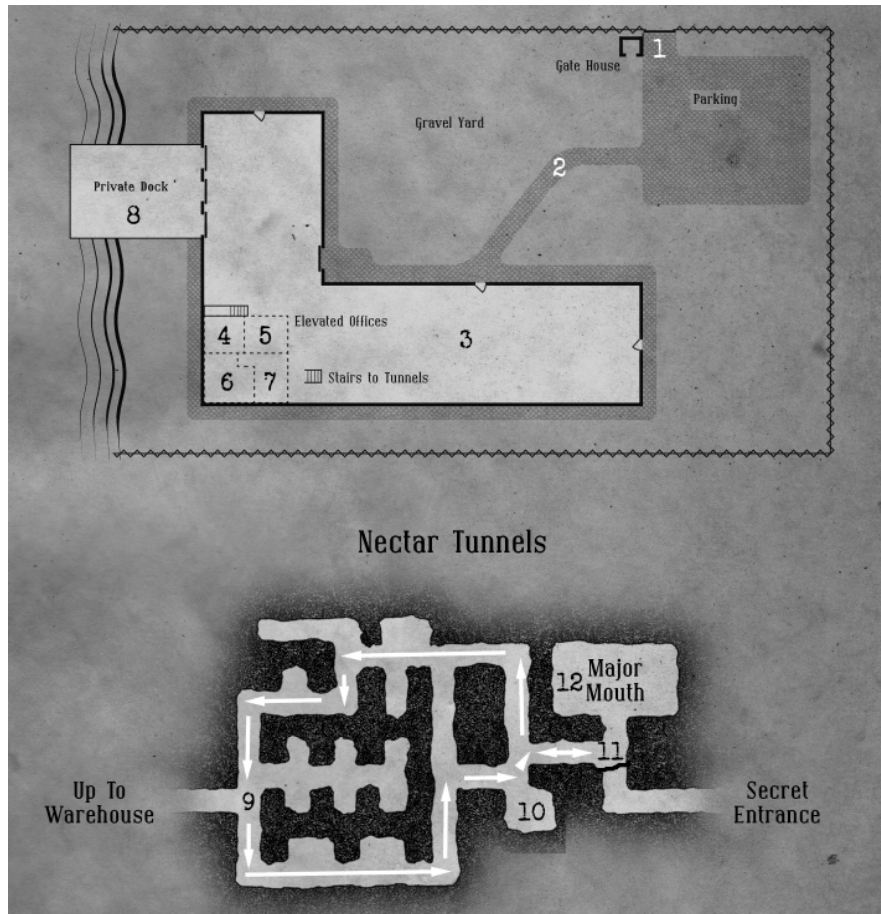
- **Bureaucracy @ Harbormaster:** Warehouse is owned by Montgomery Donovan and overseen by Diana Hantz. No business name or other permits are on file.
 - **Assess Honesty / Streetwise:** Harbormaster has taken a bribe to not care about that.
- **Bargain / Streetwise / Credit Rating 1 (bribe @ harbormaster):** A freighter named the *Thyrus* is due to arrive at the warehouse dock from Italy in three days and to stay for about 24 hours before departing for France.

SURVEILLANCE

- Warehouse is especially active in the evening. Works begin arriving around 4:00, for a shift that apparently starts at 4:30. This activity lasts until midnight.
 - There are several dozen workers.
 - The number of guards is increased.
- The guards patrolling the yard always stick to the dirt path cleared through the gravel-covered yard.
- Once per week, on a random day, Diana Hantz leaves the warehouse with two crates guarded by a half dozen guards.
 - *GM Background:* She's going to deliver Nectar to the local dealers as the "Blonde Lady" (see Researching the Malta Nectar Trade).

THE FREIGHTER

- The *Thyrus* arrives three days after the PCs arrive in Valletta at 8:00 pm. It departs 24 hours later. Another freighter arrives one week later.
 - If the freighter is docked during an assault on the warehouse, its crew will stay aboard and not get involved. If it looks like things are going badly, they may try to set sail.
- See *Node 4: The Freighter Thyrus*.



ROSTER – LOADING TIME (4:30pm to Midnight)

2 guards	Area 1
3 guards	Area 8
3 guards	Patrolling Outside
2 guards	On Roof
10 guards	Area 3 (2-4 on elevated walkway)
15-20 workers (8 with rifles)	Area 3
5 workers (2 with rifles)	Area 12
10 workers	Cycling from 3 to 10 to 12
Diana Hantz	Area 3 (75%) or Area 7 (25%)
Victor Prescott	Area 2 (25%), Area 3 (50%), Area 6 (25%)

ROSTER – QUIET HOURS

2 guards	Area 1
2 guards	Area 8
6 guards	Area 3 (2-4 on elevated walkway)
4 workers (with rifles)	Area 3
4 workers	Area 12
Diana Hantz	Area 3 (25%), Area 7 (50%), Absent (25%)
Victor Prescott	Area 3 (50%), Area 6 (25%), Absent (25%)

If Donovan is present (see his schedule), either in Area 3 (50%) or Area 10 (50%)

AREA 1 – GATE AND FENCE

- **FENCE:** White, diamond-cut fence about 8 feet high. Ruddy rust peels away the paint at every riveted joint.
- **GATE:** Barred from the inside. A small wooden shack for guards just inside.
- **PARKING LOT:** Bare dirt surrounded by the gravel yard. Not many of the workers drive, so there's usually no more than a half dozen vehicles here. During loading time.

AREA 2 – FIELD OF MINOR MOUTHS

- **PATH:** Bare dirt forming a clear path in the gravel lead.
- **GRAVEL YARD:** The entire field of gravel conceals a multitude of minor mouths. (Every area within the fence except the parking lot and the path.)
 - **Athletics / Fleeing** (difficulty 5): To sprint across the field.
 - Mouths begin to scream if disturbed.
 - Fighting individual mouths is only useful for the sake of getting free.
 - Mouths shred the tires of any vehicles driven over the field.
 - *Note:* Field withers and dies if the Major Mouth is destroyed.
- **MINOR MOUTHS:** Athletics 3, Health 3, Scuffling 5
 - **Hit Threshold:** 4 (small)
 - **Alertness Modifier:** +1
 - **Weapons:** -1 (bite)
 - **Special:** PC injured by the field becomes psychically connected to the Major Mouth; convinced that it lies nearby. (Churning, gushing, gurgling, gargling.)

AREA 3 – WAREHOUSE FLOOR

- Huge stacks of crates.
 - Mostly filled with glass bottles (those nearest the dock loaded with nectar; those on the opposite side of the warehouse empty).
- Long, battered wooden worktables taking up the midsection of the warehouse floor.
- Loud jazz music plays from an open window in the elevated offices.
- Stone stairway drops through the floor of the warehouse.
- **ELEVATED WALKWAY:** Runs around the perimeter of the “Elevated Offices”.
 - *GM Note:* Usually 2-4 guards posted up there with rifles.

AREA 4 – PUBLIC OFFICE

- A couple threadbare chairs. A stained and worn carpet.
- Record player on a small, poorly varnished table in front of an open window. Blaring jazz music into the warehouse.

AREA 5 – PRIVATE OFFICE

- Cheap desk of metal and veneer.
- *Prop: Nectar Shipping Schedule*
- *GM Note:* Diana Hantz primarily uses this office.

AREA 6 – VICTOR PRESCOTT’S ROOM

- **Gun Rack:** With space for 30 rifles.
 - *GM Note:* These are the rifles used by the guards and workers.
- **Bed:** A scrap of filthy mattress slung onto over-strained springs.
 - Under the bed there’s a battered travel chest with several changes of clothing, a shaving kit, and the like.

AREA 7 – DIANA HANTZ’ ROOM

- A lion-skin rug defines the center of the room. An immaculately made bed with silk sheets.
- **Armoire:** Filled with a wide variety of clothes.
 - *Prop: Surveillance Record of Montgomery Donovan*

AREA 8 – PRIVATE DOCK

- A stubby slab of concrete that only pushes a few feet out into the water.
- *GM Note:* The waters at the Malta docks are quite deep. (The Palumbo Shipyards are just up the coast.) It doesn’t require a long dock to facilitate very large ships.

AREA 9 – NECTAR TUNNELS

- Tightly fitted stones with rubber mats on the floor for traction.
- Electric lamps hang every few feet on cabling hung from the mortar of the ceiling. Bare bulbs bathing the place in harsh light; casting sharp shadows.
- Crates, barrels, metal drums, and the like are stacked along the tunnels and shoved back into small alcoves and the like.
- *GM Note – The Nectar Loop:* Nectar comes out of the mouth. Workers scoop it into jugs and drums that are hauled upstairs. From those, it’s pumped into bottles and then packed into crates for shipping.

AREA 10 – DONOVAN’S WAREHOUSE OFFICE

- Thin wooden door for privacy.
- A bit of art deco modernity in the midst of ancient stone.
- **Desk:** Contains various receipts and papers that have not yet been filed into the cult’s ledgers.
 - **Accounting:** There are receipts for glasses, barrels, crates, shipping, and the like. But there’s nothing to suggest any sort of chemistry or other drug manufacturing process.
 - **Occult:** Recognizes some occult symbols among the various papers.
 - *Prop: Donovan’s Spell to Open the Sky*
- **Bookshelf:** Contains a small selection of books dedicated to local laws and businesses practices. (Nothing of particular worth or note.)
 - *Prop: Photo of Portia Donovan (Sultry)*
- **Safe:**
 - **Locksmith / Explosives** (difficulty 5)
 - *Prop: Nectar Ledgers of Malta*

AREA 11 – TUNNEL TO CATACOMBS

- Fragile wooden wall blocks passage leading to the catacombs.
- A trickling stream of raw Nectar flows down the slanted floor from area 12 and under the wooden wall.

AREA 12 – MAJOR MOUTH

- Once some kind of shrine or sanctuary, constructed of the same sturdy brown stones as the passage outside.
- Walls are adorned with flaking plaster painted with a stylized mural of the Knights of Malta battling the Ottoman fleet during the Great Siege.
- **Floor of Nectar:** The sunken floor is flooded knee deep in raw Nectar. A foul, frothy soup that overflows the room and goes flowing down towards area 11.
- **Major Mouth:** Grows out of the center of the arched ceiling. Thirty feet wide. Dribbles, belches, spews Nectar forth.
 - *Prop: Photo of the Major Mouth*

THE MOUTH OF MALTA: Athletics 10, Health 30, Scuffling 25

Hit Threshold: 2 (very large)

Alertness Modifier: +1

Armor: -3 vs. any (dry, thick flesh and solid, stone-like teeth)

Weapons: +4 (bite), -2 (tongue)

Special: Instead of dealing damage with tongue, can hoist struck foe to its hideous, enormous mouth. Automatically deal biting damage each round unless target succeeds on Athletics test (difficulty 4) to escape.

Spray Nectar: Automatically spew Nectar at one target in the room. Athletics or Fleeing test (difficulty 4) to avoid ingesting mouthfuls of hot, new Nectar.

Stability Loss: +2

NODE 4: THE FREIGHTERS

(Scene 7, 21)

FREIGHTERS

- *Thyrus*: Piraeus, Greece → Valletta, Malta → Marseilles, France → Valetta, Malta
- *Odysseus*: Valletta, Malta → Nador, Morocco → Rotterdam, Netherlands → Hamburg, Germany
- *Fatima*: Valletta, Malta → Alexandria, Egypt → Tripoli, Libya → Bizerte, Tunisia
- *Sea Empress*: Valletta, Malta → Genoa, Italy → Algeciras, Spain → Felixstowe, England

FREIGHTER THYRUS

- *Prop*: Photo of the Freighter
- Carries a load of textiles for cover, but these never actually get off-loaded anywhere. (Dust-covered, interior of crates have dated shipping documents, etc.)

CREW

CAPTAIN ALDOVAR:

- *Prop*: Photo of Captain Aldovar
- Athletics 5, Credit Rating 5, Driving 4, Electrical Repair 3, Firearms 4, Fleeing 4, Health 8, Mechanical Repair 7, Piloting 5, Scuffling 5, Weapons 4
- **Alertness Modifier**: +1
- **Weapons**: -2 (fists), -1 (bowie knife), +1 (pistol)

FREIGHTER CREW (x12)

- *Three Things*: Foul mouthed. Itchy. Quick to mock each other.
- Athletics 4, Credit Rating 3, Driving 2, Electrical Repair 4, Firearms 2, Fleeing 4, Health 4, Mechanical Repair 6, Piloting 5, Scuffling 5, Weapon 3
- **Weapons**: -2 (fists), -1 (improvised club)

INTERROGATING / EAVESDROPPING ON CREW

- The ship docks in Piraeus, Greece; Marseilles, France; and here in Malta.
- They're not allowed inside the warehouse. The suppliers are very protective of the recipe and don't let any outsiders see how it's made.
- They know that there are other ships (although not what they are or where they go, exactly). The suppliers must be getting filthy rich off this stuff.
- The crew is all addicted to the Nectar. (Aldovar is not, acting as a dealer of sorts onboard and further enriching himself.)
- It's not illegal, but it's probably only a matter of time: Once the cops get wind of it, they'll lock down. But for right now, the gravy train is flowing. Gray markets are great for business.

ONBOARD THE SHIP

- **Account Books:** In the captain's office.
 - **Accounting:** Captain has Credit Rating 5, his crew Credit Rating 3. Their share of the Nectar they're shipping is making them rich. (The next trip to Marseilles, France will dial their Credit Ratings up by one for a year.)
- **Navigation Charts:** In boardroom.
 - **Outdoorsman / Library Use:** The ship cycles from Piraeus, Greece to Valletta, Malta to Marseilles, France and then back again.

NODE 5: HOSPITAL SUPERBISSIMA

(Scene 8-11)

THE HOSPITAL

- Constructed as a sprawling mansion in the 18th century, replacing a few 16th century buildings.
- Renovated into a modest, private hospital in 1901.
- Six storeys tall, made of sturdy stone.
- Interior hallways are cramped and dark.
- Wards are located along the outer walls, with large windows letting in a great deal of light.
- May notice nurses going by with vials, bottles, or syringes filled with what appears to be Nectar.

QUESTIONING STAFF

- **Montgomery Donovan:** Sponsored the Donovan Wing of the hospital.
 - **Any Interpersonal 1:** To get them to mention that his son is a patient in Room #304.
- **Nectar:** Nurses are using Nectar to treat patients.
 - **Medicine / Streetwise:** They call it “orange juice”. It doesn’t have an official name yet; it’s an experimental treatment that Dr. Solazzio is testing. It gives patients “a little extra pep”. They use small amounts mixed with saline.
 - **Intimidation:** Solazzio is testing them on behalf of a donor.
 - **Intimidation 1:** The donor is Montgomery Donovan.
- **Doctor Solazzio:** He oversees experimental drug trials (see Nectar, above). He’s only been at the hospital about a year. He only has two patients at the moment.
 - **Medicine 1 / Intimidation 1:** One of the patients is Monte, Jr., the son of Montgomery Donovan (Room #304). The other is a boy named Alexi (in Room #303).

HOSPITAL SECURITY

- **NURSES:** Collectively at Awareness +2 to notice suspicious activity or unauthorized individuals. (Awareness +0 individually.)
- **HOSPITAL SECURITY:** 2 guards in lobby. 1 guard at nurse’s desk on each floor.
- **DONOVAN’S GUARDS:** If Donovan is on the premises, his guards are stationed at the entrance to third-floor Intensive Care Ward.

HOSPITAL SECURITY: Athletics 6, Health 4, Scuffling 5, Sense Trouble 5, Weapons 2

Three Things: Crisp uniforms. Humorless. Proud.

Alertness Modifier: +1

Weapons: -2 (fists), -1 (billy clubs)

DONOVAN’S PERSONAL GUARDS: Athletics 8, Credit Rating 4, Driving 5, Health 6, Firearms 8, Scuffling 8, Weapons 5

Alertness Modifier: +0 (+1 if wary)

Weapons: -2 (fists), -1 (trench knife), +0 (automatic pistol)

DR. SOLAZZIO'S OFFICE

- Supplies of Nectar, upon which he appears to be performing chemical experiments.
 - **Chemistry / Medicine:** The “experiments” have no true purpose or direction; they’re the equivalent of a nine year old making “potions” on the kitchen stove.
- *Prop: Rite of the Liar’s Blessing*
 - **Occult 1:** It’s less a spell than it is a ritual chant of some kind. The spend allows you to interpret the characters closely enough to figure out how to pronounce the chant.
 - **Cthulhu Mythos** (3 Stability, 1 Sanity): The chant costs 1 Stability if read aloud. It gives the nearest Major Mouth the option of making a target sick – if the Mouth’s not interested, nothing will happen.
 - *GM Note:* The spell is stopping Alexi and Monte, Jr. from getting better (although Solazzio doesn’t know that).

ROOM #303 – ALEXI

- See *NPC: Alexi the Orphan*
- **Medicine (Charts):** A mess of overlapping drugs and flailing treatments. Initially admitted for the bite wound on his arms, those have long since healed. As far as you can tell from the charts, it looks like there’s nothing wrong with him despite the treatments he’s receiving, most notably periodic doses of something labeled “N”.
 - **Medicine 1 / Medicine (Comparing Monte’s Chart):** Alexi is being treated for Monte’s symptoms as a test case.

ROOM #304 – MONTE, JR.

- See *NPC: Monte Donovan, Jr.*
- **Medicine (Charts):** Overlapping mess of treatments, drugs, and flailing would-be remedies. The chart paints a picture of a mysterious illness and a doctor over his head. Periodic doses labeled “N” aren’t helping, but they’ve never been abandoned (unlike the other endless rotations of drugs). He’s also receiving “Special Treatment” sessions from a Dr. Solazzio.

NODE 6: HOSPITALLER SHRINE

(Scene 13)

REACHING THE SHRINE

- Lies beneath a very nice (if somewhat musty) 18th century mansion of modest proportions that belongs to Sir Godfrey.
- Also lies at the heart of a maze of tunnels beneath the city.

THE SHRINE

- Four-foot cross stands at one end of the candlelit shrine, behind a modest altar.
- Long wall painted with lovely fresco depicting Knights of Malta on a long spar of rock battling a dark and shapeless foe with many heads and black, grasping limbs.
 - **Art History:** 16th century. Symbolism: Spar of rock is the Xiberras Peninsula, on which Valletta was built, and the monster is some nebulous idea of evil. (Sir Godfrey identifies this bulging evil as a depiction of Nyarlathotep.)
 - **Biology:** The sea surrounding the spar of rock is filled with imaginary sea-beasts.
- **Architecture / Archaeology:** Shrine dates to 16th century. Stonework typical of Christian catacombs of the era.

SIDE CHAMBER – LIBRARY

- Small, alcove-like chamber filled with books on shelves and in stacks. (A variety of Christian theological texts mixed in with a few odd occult tomes and historical records of the Knights.)
 - **Theology / Occult:** The occult understanding of the Knights of Malta is muddled and confused through a hazy lens of Christian faith and ignorance. It is apparent that a wide variety of Mythos entities, creatures, and occult forces are being grouped together and collectively referred to as “Nyarlathotep” (which also appears to be a name they apply to Satan or the Great Adversary of God).

SIDE CHAMBER – COTS

- A half dozen cots and footlockers. Dusty.

NODE 7: VALETTA'S CATACOMBS

(Scene 14-16)

Prop: Photo of the Catacombs

BACKGROUND

- **CHRISTIAN CATACOMBS:** Construction on Christian catacombs began in roughly 1100 AD and continued until Napoleon conquered the island in 1798.
 - They were used to both inter the dead and also as secret transportation by the Knights of Malta.
- **SALFIENI CATACOMBS:** During the Salfieni period of Maltese prehistory, multiple megalithic temples (many of them subterranean, like the Hypogeum in the southern reaches of Paola) and necropolis were built across Malta.
 - The Knights of Malta discovered that these sites were all secretly connected through a vast network of ancient catacombs. They created connections between the Salfieni catacombs and their own catacombs (see *Mouth of Truth*, below).
 - The Hypogeum was publicly discovered in 1902, but the secret catacombs remain concealed.
 - *GM Note:* The Hypogeum and the megalithic temples are real. The catacombs are fictional.

GUIDED BY SIR GODFREY

- **MALTESE CROSSES:** The catacombs were booby-trapped by the Knights of Malta in order to prevent grave-robbing and to protect their secret ways. However, they placed Maltese crosses to mark the safe paths.
 - *Prop: Photo of Maltese Cross*
- **WELL:** A small circular chamber at the end of a side passage. Houses a narrow stone well with no rope or chain. Just a hole in the floor decorated with Maltese crosses.
 - **Athletics** (difficulty 3, on failure 1 damage): To drop down to the chamber ten feet below without a rope to climb.
- **MOUTH OF TRUTH:** In the small chamber at the bottom of the well, there is a large circular carving of a wizened face with hollow eyes and mouth.
 - *Prop: Photo of the Mouth of Truth*
 - It's said that anyone placing their hand inside the Mouth of Truth while telling a lie will have their hand bitten off.
 - *GM Note:* Might be an interesting place to have a "haunted by mouths" encounter (see *2.0 Floating Scenes*).
 - There's a hidden latch inside the mouth; pulling it reveals a passage down to the Salfieni catacombs.
 - **Archaeology / History:** There's a virtually identical Mouth of Truth in Rome, the origins of which no one is certain of.
- **SALFIENI CATACOMBS:** The stonework here is distinctly different. Every surface is curved, and many of them are surprisingly still smooth and unmarred by the passage of age. Dark doorways are framed by thick pillars of stone.

- **THE ETCHED SPELL:** A small, chapel-like chamber gapes off to one side of the passage. Strange runes have been deeply carved into the walls. Chipped and faded paint on the ceiling depicts a sky filled with stars, focused on the Pleides.
 - **Occult:** The inscription appears to be a spell or rite of some kind.
 - *Prop: A Spell to Open the Sky*
 - *GM Note:* This spell was used by the megalithic society of the Salfieni period. It's from this society that Montgomery Donovan derived his own version of the spell (although not from this specific room).
- **HALL OF POSTS:** A wide, low-ceilinged chamber made up of many columnar stones set irregularly into the floor and ceiling and held in place by dozens of wooden posts, standing floor-to-ceiling, some at odd angles, throughout the room.
 - On the far side of the 30' x 30' chamber, the passages above have collapsed down into the Salfieni chamber (providing the path that will take them back into the Christian catacombs).
 - **Athletics** (difficulty 8): To cross the unstable chamber without causing a partial collapse resulting in 1d6-3 damage and halting progress.
 - Spend Archaeology, Architecture, Craft, Physics, or Mechanical Repair for -1 difficulty.
 - 3 failures = major collapse, +1 difficulty
 - **Mad Dash:** Everybody runs across the chamber hoping to make it before it collapses.
 - **Athletics / Fleeing** mitigation test (damage 8 - result)
- **FLOODED PASSAGES:** The catacombs are flooded to a depth of about four feet with dead, brackish seawater, filthy mud, and rotten bones.
 - As they draw nearer to the warehouse, the surface of the water gains a weird, oily, orange sheen.
 - **Geology / Chemistry:** It's Nectar and it must be oozing into the ground in great quantities somewhere up ahead.
- **ENTRANCE TO WAREHOUSE:** Climbs out of the flooded portion. Nectar oozes down the ramp. (To area 11 of *Node 3: The Warehouse.*)

TRAVELING BLIND – FROM WAREHOUSE

- **STAGE 1 – INNER CHRISTIAN CATACOMBS:**
 - **Archaeology / Outdoorsman / Geology:** To find the Hall of Posts (which appears to be the only way out of these passages). First, however, they'll encounter a trap.
 - **Archaeology 1 / Outdoorsman 1 / Geology 1:** To find the Hall of Posts while avoiding the trap.
 - **Archaeology 2 / Outdoorsman 2:** To find a Mouth of Truth that leads to a surface exit. (They'll have to figure out how to open it.)
- **STAGE 2 – SALFIENI CATACOMBS:**
 - **Simple Search:** To find Sir Godfrey's tracks. (The Hall of Posts is as far as he actually came when exploring the area previously.)
 - **Outdoorsman 1:** Follow the tracks back to *Node 6: Hospitaller Shrine*.
 - **Archaeology / Outdoorsman / Geology:** Find the Well leading back up to the Outer Christian Catacombs.
 - **Archaeology 1 / Outdoorsman 1:** Follow the Salfieni catacombs to the Hypogeum, stumbling out through a false wall into a large number of tourists surveying the temple.
- **STAGE 3 – OUTER CHRISTIAN CATACOMBS:**
 - **Simple Search:** To find Sir Godfrey's tracks (see above).
 - **Outdoorsman 1:** To follow the tracks from here back to the Hospitaller Shrine.
 - **Archaeology / Outdoorsman / Geology:** Finds either a surface exit or the Hospitaller shrine, but encounter two traps first.
 - **1 spend** = Encounter one trap.
 - **2 spends** = Encounter no traps.

TRAPS

- **Scything Blade:** A stone, when stepped on, sends a sword scything out through a crumbling wall. Sense Trouble (difficulty 4), Mechanical Repair (difficulty 5). +0 attack, +1 damage.
- **Falling Spears:** A trip wire causes spears to fall from the ceiling of the passage. Sense Trouble (difficulty 4), Mechanical Repair (difficulty 4), +0 attack, +0 damage.
- **Pit Trap:** A section of loose flooring collapses, dropping characters onto rusty spikes. Sense Trouble (difficulty 4), Mechanical Repair (difficulty 5), Athletics (difficulty 4 to avoid, on failure +0 damage).

NODE 8: MALTESE NECTAR TRADE

MALTESE NECTAR TRADE

- **The Blonde Lady:** Once per week, on a random day, Diana Hantz brings crates of Nectar to the local Parkies and splits it up.
- **Parkies:** Each parkie leads a small group of runner boys who sell the Nectar out of specific parks around Malta.
- **Faldetta Peaches:** The Faldetta Peaches are an independent distribution network. By those in the know, they can be identified by the peach-colored lining on the hoods of their *faldetta* (a traditional Maltese fashion for women). They simply walk the streets about their normal business and people can approach them at any time.
 - *Prop: Photo of a Faldetta Peach*
 - The peaches are undercutting the prices of the Parkies.
 - They're getting their supply of Nectar from Rebecca Lapira, a nurse at the Hospital Superbissima who is siphoning off her supply from the Nectar shipped to Dr. Solazzio for treating the patients.

NECTAR PARKS (Partial List)

- Hastings Garden (Valletta, legend says it was built in 4 hours)
- Lower Barracca (Valletta, parkies near a monument in remembrance of Great Siege)
- Upper Barracca (Valletta, parkies in front of the *Les Gavroches* depicting 3 urchin boys)
- Argotti Gardens (Floriana, part of the University of Malta)
- Lorry Sant Garden (Paola, near Kordin Prison)
- Joan's Garden (Tarxien, south of Paola)

INVESTIGATING NECTAR

- **Streetwise:** Identifies the parkies.
 - **Reassurance / Credit Rating 1** (buy some Nectar): Parkie will tell them they get their Nectar from the Blonde Lady. Can also tell them about other parkies and their locations if asked ("but they water it down; you want the good stuff, you'll come back here").
 - **Streetwise / Oral History:** To complain about the Faldetta Peaches who are horning in on their territory.
- **Streetwise 1:** To discover that the Faldetta Peaches are also selling Nectar.
 - **Reassurance:** The peaches will identify Rebecca Lapira, a nurse at the Hospital Superbissima, as their source.

REBECCA LAPIRA

- **Medicine / Streetwise:** They call it "orange juice" in the hospital. It doesn't have an official name yet; it's an experimental treatment that Dr. Solazzio is testing. It gives patients "a little extra pep". They use small amounts mixed with saline.
- **Interrogation:** She's taking the Nectar (without permission) from the supplies Dr. Solazzio has brought in. She doesn't know where he gets it from, but nobody's tracking their stock of it. And she knows that Montgomery Donovan, one of the hospitals board members and a big donor, is interested in Solazzio's results.

MONTGOMERY DONOVAN

(Scene 4)



APPEARANCE: A careworn face perched above a perfectly tailored suit. A slight scent of rich cologne. A fine silk handkerchief in his pocket.

- *Prop: Photo of Montgomery Donovan*

ROLEPLAYING NOTES

- Sweats a lot. (Mops his brow.)
- Cool and collected until he breaks... and then he's an emotional wreck.
- Desperate to talk to *someone* about what's festering inside him.
- Refers to the Mouth as the Font.
- Carries *Prop: Photo of Portia Donovan (Sultry)*. Only looks at it if he begins speaking of her.
- Although wracked with grief and regret, Donovan is not a good guy. See pg. 235.

BACKGROUND

- Joined the cult in 1926 (after Echavarria's ritual). Became part of Trammel's Inner Circle in Los Angeles.
- He was sent to Malta in the fall of 1930 to set up a Nectar distribution network in Europe. With the help of Diana Hantz and Victor Prescott, fellow cultists from LA, he summoned a Major Mouth.
- By the end of 1933, they couldn't produce Nectar fast enough. Donovan took his problem to the Major Mouth. "I'll do anything," he said. "Anything."
- In early 1934, the Mouth spoke to him in a hideous mockery of his own voice. It demanded a sacrifice. Something important to Donovan needed to be given up. "The more serious the sacrifice," it said. "The more potent the power."
- Cultists volunteered to be sacrificed, but the Nectar dried up. "It must be precious to you," the Mouth said. "Give me someone precious to you."
- Donovan chose his son, Monte. But when the time came, he couldn't do it. So he gave the Mouth his wife, Portia, instead.
- The Nectar flowed like never before. But Donovan was a broken man.

CLUES

- **Reassurance:** Wants guarantees he and his son (especially son) won't be harmed, then he's willing to talk.
- **Warehouse:**
 - Overseen by his deputy (Diana Hantz) and head of security (Victor Prescott); they both live at the warehouse
 - 50 people working locally, including bottlers, warehouse guards, and the like
 - Donovan keeps an office there – accounting books and the like – downstairs, near the Font
- **The Font:** Will identify it as the Mouth if specifically questioned on this point.
 - Has no idea how to destroy it... and he's thought about it a lot. ("Even if you blew it up, I think you'd just bury it. And then it would come back up through the stone.")
 - Trammel has named it Nyarlathotep – the Black Man, the Black Maw. And that's what Donovan believes.
- **Global Cult:**
 - Trammel recruited him into the cult in 1926. He became part of Trammel's inner circle (and can answer a lot of questions about Trammel).
 - In 1930, he was sent to Malta and Jonathan Brooks was sent to Mexico City. He was supposed to set up Nectar distribution throughout Europe. Brooks was supposed to do the same for South and Central America.
 - He knows Savitree ("one of the old guard, from before my time") is active in Bangkok, but he doesn't know much about her operation. She doesn't seem to like Trammel very much.
- **Sacrifice of His Wife:** See Background.
 - When it took Portia, it spoke again, but this time with her voice: "The Maw will open when the Moon is dark and the Stars shine down."
 - Donovan thinks he might be able to see his wife again if he can get *into the Mouth's Maw*; into that "place behind the Mouths". He's been researching a spell that he thinks can "make the sky right" based on local Maltese folk beliefs (its in his warehouse office), but he doesn't know where to cast it.
- **Monte, Jr.:** His son, Monte, became ill shortly after his wife's death. He has him at the Hospital Superbissima with a team of doctors trying to help him.
 - They've tried medicine, Nectar, magic. None of it works. He just keeps getting sicker.
 - **Assess Honesty:** Donovan is holding something back; he's in denial. Pushing him on it will get him to reveal that he thinks the Mouth is killing his son. But he doesn't know how to free him. The Mouth gave him a rite to be chanted over his son; he gave it to Dr. Solazzio at the hospital, but it doesn't help. It might even be making things worse.

MONTGOMERY DONOVAN: Athletics 4, Credit Rating 7, Driving 2, Firearms 3, Fleeing 7, Health 10, Magic 3, Riding 6, Scuffling 2, Sanity 2, Stability 5, Stealth 5

Alertness Modifier: +1 (paranoid)

Weapons: -2 (fists)

DIANA HANTZ



APPEARANCE: Platinum blonde. Dressed all in black. Cruel green eyes.

- *Prop: Photo of Diana Hantz*

ROLEPLAYING NOTES

- Annunciates like a movie star.
- Admires cleanliness.
- Loves to see people fear for their lives.

BACKGROUND

- Head of logistics for the Maltese branch of the Cult of the Thousand Mouths.
- A bright, charming sociopath whose interest in the Liar From Beyond is purely tactical. She wants power over people's minds and the cult gives her that.
- Hopes that the god of lies will give her the power to lie her way to wealth and power.
- Positioned to rush into the vacuum left by Montgomery Donovan if the investigators take him out; or to create that vacuum if she needs to.

CLUES

- **Nectar Shipments:** She can identify the four freighters (*Thyrus*, *Odysseus*, *Fatima*, and *Sea Empress*) involved in shipping Nectar from Malta throughout the Mediterranean and into Europe (Greece, France, Morocco, Netherlands, Germany, Egypt, Libya, Tunisia, Italy, Spain, England).
- **Montgomery Donovan:** Will happily betray him if she thinks it will give her an opportunity to replace him (or, at least, escape). See *Surveillance Record of Montgomery Donovan* for what she knows.
- **Local Nectar Trade:** Delivers Nectar to local dealers once per week as the "Blonde Lady".

NOTES

- Will attempt to flee the warehouse by any means necessary to get revenge another day.

DIANA HANTZ: Athletics 8, Driving 6, Firearms 6, Fleeing 10, Health 10, Scuffling 7, Weapons 7

Alertness Modifier: +1 (wary)

Stealth Modifier: +2

Weapons: +1 (pistol), +0 (hold-out pistol), -2 (fists), +0 (dagger)

VICTOR PRESCOTT



APPEARANCE:

- *Prop: Photo of Victor Prescott*

ROLEPLAYING NOTES

- Smiles with only half of his mouth.
- Aching for a fight.
- Loves to see people fear for their lives.

BACKGROUND

- Donovan's head of security.
- Englishman.
- Deeply addicted to Nectar. More devoted to the Mouth than to either Donovan or Hantz.

CLUES

- **Reassurance 2** (that they're trying to protect the Mouth): Prescott will give up Donovan or betray Hantz if he's led to believe they're acting against the best interests of the Mouth. Otherwise, he's a religious fanatic and is more likely to go down shooting than to endure interrogation.

NOTES

- Will die in order to protect the Mouth.

VICTOR PRESCOTT: Athletics 8, Firearms 7, Health 10, Scuffling 10, Weapons 8

Alertness Modifier: +1 (cautious)

Weapon: +2 (rifle), +1 (pistol), +1 (fire axe), -2 (fists)

DOCTOR JOHANN ROMULUS SOLAZZIO

(Scene 8)



APPEARANCE: A lot of pomade.

- *Prop: Photo of Doctor Solazzio*

ROLEPLAYING NOTES

- Adjusts his collar often.
- Says, “I never!” when he’s lying.
- He’s actually crazy, although the cracks are still buried quite deep.

BACKGROUND

- Nectar addict on Montgomery Donovan’s payroll.
- Doses patients in an attempt to make more addicts and study the effects of Nectar at various dosages.

CLUES

- **Assess Honesty:** To realize he’s not fully describing his treatment of Monte and Alexi.
- **Interrogation:**
 - Reveal full treatment plan he’s giving to Monte and Alexi (specifically that he’s experimenting with Nectar and that he’s using Alexi as a testbed for treating Monte).
 - Reveal that he has stood before the Major Mouth, which is located beneath *Node 3: Warehouse*.
 - Montgomery Donovan gave him a rite to chant over his son. He said the Mouth had given it to him. (He keeps the record of the chant in his office.)

NOTES

- *Very mild apologies Dr. John Brinkly* (<http://digitalheritage.org/2010/08/dr-john-brinkly>).

DOCTOR SOLAZZIO: Athletics 2, Conceal 4, Credit Rating 5, First Aid 8, Fleeing 3, Health 6, Psychoanalysis 4, Stability 6

Weapons: -2 (fists), -1 (syringe of Nectar)

ALEXI THE ORPHAN

(Scene 9)



APPEARANCE: Wiry. Scarred bite marks on his forearms. His eyes are deep pools of brown sorrow.

- *Prop: Photo of Alexi*

ROLEPLAYING NOTES

- Heavily drugged and in a near-unconscious stupor.
- Tilts his head sideways before he laughs.
- Quick-witted (when not drugged).

BACKGROUND

- 10 years old.
- Orphan. Missing from an orphanage near Hamrun.

CLUES

- **Oral History:** He was fishing new that Harbor on Newcastle Drive in Paola, around the warehouses there.
 - He skirted around a fence to follow the shore to where he could see a school of fish.
 - The ground suddenly erupted around him – there were teeth everywhere. He was bit repeatedly.
 - People came running from the warehouse and dragged him away from the mouths, but he passed out and woke up here in the hospital.
- **Reassurance:** In his drugged stupor he has been dreaming of a “beautiful woman in a green dress”. In his dream she tells him that he has been swallowed, just like her. And he needs to get out. But the Maw only opens when the new moon shines from a clear sky.
 - *GM Note:* This is a vision of Portia Donovan. Alexi can identify her if shown a picture.

NOTES

- Being treated with combination of painkillers, Nectar, and Solazzio’s spell (whispered over him in a dreadful, unearthly language).
- If removed from Dr. Solazzio’s care, gradually comes off the drugs and heals fully.

ALEXI: Athletics 4, Conceal 2, Filch 2, Fleeing 5, Health 4/5, Stability 2/8, Stealth 4

Hit Threshold: 2 (stupor), 3 (normal)

Weapon: -3 (fists)

MONTE DONOVAN, JR.

(Scene 10)



APPEARANCE: A wan, emaciated boy. Sweat-slicked brown hair. Clutches a stuffed rabbit.

- *Prop: Photo of Monte Donovan, Jr.*

ROLEPLAYING NOTES

- Has trouble breathing.
- Reaches out with his hands for help.
- Too trusting.

CLUES:

- Calling out “Mummy... mummy... Mummy! I want my mum!” in his sleep.
- **Oral History:** In his drugged stupor he has been dreaming of his mother.
 - She’s sitting on the upper deck of their yacht. She’s smoking.
 - In his dream she tells him that he has been swallowed, just like her. And he needs to get out. But the Maw only opens when the new moon shines from a clear sky.
 - But the sky in his dream is always cloudy. Starless. Without light.
- **Reassurance:** The last time he saw his mother, he had driven to “daddy’s warehouse”. His father took him out of the car and they were walking towards the warehouse. Then they stopped and went back to the car. He put Monte in the car and then he and Monte’s mother went away. And then only his daddy came back.

NOTES

- *The Cat That Went to Heaven* (about a cat who gets painted into a picture of Buddha) was his favorite book. His mother used to read it to him.
- **Healing Monte:** Destroying the Major Mouth might help. Physical distance might help. Simply removing him from his current “treatment plan” can help.
 - Alternatively, Monte can’t be healed until the Maw is destroyed in Thibet. (And he’s getting sicker all the time...)

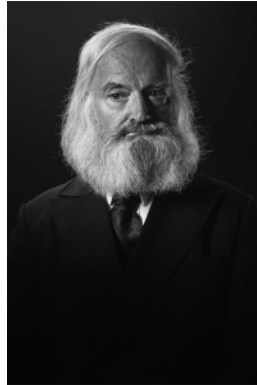
MONTE, JR: Athletics 2/5, Filch 1/2, Fleeing 3/5, Health 2/5, Scuffling 1/1, Stability 1/5, Stealth 2/3

Hit Threshold: 2 (dazed)

Weapon: -3 (fists)

SIR GODFREY WELLES

(Scene 12)



APPEARANCE:

- *Prop: Photo of Sir Godfrey*

ROLEPLAYING NOTES

- Gentle unless angry.
- Seeks approval from dead knights.
- Takes people by the shoulder when speaking from the heart.
- Makes big plans, then waits for the right moment to unfurl them.

BACKGROUND

- Born in 1874. 60 years old.
- Love of his life died in 1899. He never again pursued romance.
- Lone Knight of Malta, last member of a secret chapter of the order operating in secret to protect Valletta.
- Has friends and contacts throughout the Mediterranean.

NOTES

- Has friends and contacts throughout the Mediterranean.
- Interest in ancient languages, history, and theology.
- Expert in the Archaeology and Architecture of Malta.

SIR GODFREY: Athletics 8, Conceal 2, Disguise 3, Driving 2, Firearms 2, First Aid 6, Fleeing 5, Health 11, Preparedness 4, Riding 5, Stability 7, Scuffling 7, Sense Trouble 10, Shadowing 8, Stealth 6, Weapons 8

Alertness Modifier: +1

Stealth Modifier: +1

Weapons: -2 (fists), +0 (dagger), +1 (sword)

CLUES

- **Donovan's Cult:** Worships small mouths that appear and disappear in any area that they've sanctified. These are manifestations of an ancient evil that seeks to enslave mankind.
- **Warehouse/Freighters:** They're producing a drug using some sort of mystic rite in a warehouse in Paola. Freighters are shipping it out of Malta, most likely to ports in Europe and around the Mediterranean.
 - **Alternate Entrance to Warehouse:** The old Christian catacombs run under the area where the warehouse now stands. Unfortunately, large sections of these catacombs have collapsed as a result of modern construction projects. However, the Christian catacombs connect in certain places with the "secret catacombs of the Hypogeum". You should be able to descend through the Christian catacombs, reach the older catacombs, go as far north as possible, and then climb back into a section of the Christian catacombs that will connect with the subbasement of the warehouse.
 - Centuries ago, the Knights of Malta laid traps in the catacombs to secure their secret ways and to keep out grave robbers. Sir Godfrey can either give them directions or guide them through.
- **Portia Donovan:** Was killed by the cult as a show of force, to keep him in line.
- **Monte, Jr.:** He's been cursed by the evil of the ancient evil the cult worships. They're attempting to cure him using the foul drug they sell, which is insane.
- **Ancient Evil:** A primitive god that has plagued mankind since ancient times. "It's known by many names. They name it the Liar From Beyond. I and my former brothers knew it by another name: Nyarlathotep."
 - **Occult:** Sir Godfrey can teach them a spell that "unravels the god's physical manifestations and loosens its grip on the physical realm, undoing the body that it inhabits. Potent, but it takes time and focus to perform. I don't know what effect it would have on the manifestations of the mouths – it may have to be cast on the foul gut of the Thing itself, where it might lair." (*Prop: A Spell to Dismiss Nyarlathotep*)
- **Holy Nectar:** Sir Godfrey has five vials of Nectar mixed with holy water blessed many years ago by a priest he knew. "I thought it might dissolve the drug, but instead, like a miracle, it seems to have become an antidote to the drug. A single dram of this clears the head and wards the body." (Counteracts narcotic effects of Nectar for one hour.)
 - *GM Background:* The priest who blessed the holy water died last winter. Other holy water doesn't seem to have the same effect.

STAT SHEET FOR VALETTA

GARGOYLE MOUTHS: Health 5, Scuffling 5

Hit Threshold: 3 (stationary)

Alertness Modifier: +1 (mystically enhanced)

Weapon: -1 (bite), -3 (spat Nectar; victims considered to have ingested a dose of Nectar)

Armor: None

Stability Loss: +1

DONOVAN'S PERSONAL GUARDS: Athletics 8, Credit Rating 4, Driving 5, Health 6, Firearms 8, Scuffling 8, Weapons 5

Alertness Modifier: +0 (+1 if wary)

Weapons: -2 (fists), -1 (trench knife), +0 (automatic pistol)

DONOVAN'S STAFF: Athletics 3, Credit Rating 3, Driving 2, Fleeing 4, Health 2, Scuffling 2, Weapons 2

Weapons: -2 (fists), -1 (improvised weapon)

WAREHOUSE GUARDS: Athletics 5, Firearms 5, Health 5, Scuffling 5, Weapons 4

Three Things: Denim. Sweaty. Dirty from work.

Alertness Modifier: +1 (vigilant)

Weapon: +1 (rifle), -1 (improvised weapons or knife), -2 (fists)

HOSPITAL SECURITY: Athletics 6, Health 4, Scuffling 5, Sense Trouble 5, Weapons 2

Three Things: Crisp uniforms. Humorless. Proud.

Alertness Modifier: +1

Weapons: -2 (fists), -1 (billy clubs)

HIRED ASSASSINS: Athletics 8, Disguise 4, Firearms 5, Fleeing 8, Health 7, Scuffling 7, Weapons 7

Alertness Modifier: +1 (cunning)

Stealth Modifier: +1

Weapon: +0 (dagger)

CAPTAIN ALDOVAR: Athletics 5, Credit Rating 5, Driving 4, Electrical Repair 3, Firearms 4, Fleeing 4, Health 8, Mechanical Repair 7, Piloting 5, Scuffling 5, Weapons 4

Alertness Modifier: +1

Weapons: -2 (fists), -1 (bowie knife), +1 (pistol)

FREIGHTER CREW (x12): Athletics 4, Credit Rating 3, Driving 2, Electrical Repair 4, Firearms 2, Fleeing 4, Health 4, Mechanical Repair 6, Piloting 5, Scuffling 5, Weapon 3

Three Things: Foul mouthed. Itchy. Quick to mock each other.

Weapons: -2 (fists), -1 (improvised club)

MONTGOMERY DONOVAN: Athletics 4, Credit Rating 7, Driving 2, Firearms 3, Fleeing 7, Health 10, Magic 3, Riding 6, Scuffling 2, Sanity 2, Stability 5, Stealth 5

Alertness Modifier: +1 (paranoid)

Weapons: -2 (fists)

DIANA HANTZ: Athletics 8, Driving 6, Firearms 6, Fleeing 10, Health 10, Scuffling 7, Weapons 7

Alertness Modifier: +1 (wary)

Stealth Modifier: +2

Weapons: +1 (pistol), +0 (hold-out pistol), -2 (fists), +0 (dagger)

VICTOR PRESCOTT: Athletics 8, Firearms 7, Health 10, Scuffling 10, Weapons 8

Alertness Modifier: +1 (cautious)

Weapon: +2 (rifle), +1 (pistol), +1 (fire axe), -2 (fists)

DOCTOR SOLAZZIO: Athletics 2, Conceal 4, Credit Rating 5, First Aid 8, Fleeing 3, Health 6, Psychoanalysis 4, Stability 6

Weapons: -2 (fists), -1 (syringe of Nectar)

ALEXI: Athletics 4, Conceal 2, Filch 2, Fleeing 5, Health 4/5, Stability 2/8, Stealth 4

Hit Threshold: 2 (stupor), 3 (normal)

Weapon: -3 (fists)

MONTE, JR: Athletics 2/5, Filch 1/2, Fleeing 3/5, Health 2/5, Scuffling 1/1, Stability 1/5, Stealth 2/3

Hit Threshold: 2 (dazed)

Weapon: -3 (fists)

SIR GODFREY: Athletics 8, Conceal 2, Disguise 3, Driving 2, Firearms 2, First Aid 6, Fleeing 5, Health 11, Preparedness 4, Riding 5, Stability 7, Scuffling 7, Sense Trouble 10, Shadowing 8, Stealth 6, Weapons 8

Alertness Modifier: +1

Stealth Modifier: +1

Weapons: -2 (fists), +0 (dagger), +1 (sword)