

## ETERNAL LIES

### ADDENDUM – HOTELS

Mirroring my experience with [airports](#) when I originally ran *Eternal Lies*, those instances where a very specific hotel was established in both my imagination and the imaginations of my players resulted in much richer and more interesting play than when a generic hotel served as a generic homebase for their operations in an area.

In returning to the campaign, therefore, I decided to get much more deliberate in setting up these hotels. And, once again, this afforded me the opportunity to inject more historically-sourced material into the campaign. Although some of the hotels in this addendum are fictional, the significant majority of them are real hotels that you could rented a room at in 1934-35.

Simply prepping a single hotel for each locale, however, was generally not sufficient. Deciding on where they wanted to stay (and how that would inform their strategy in approaching each locale) was actually quite important for my original group, and quickly proved the same for my second group.

As such, for most locales these addendum contains three different hotels, each representing a different class: High, Middle, and Low. (There are some locales where accommodations are scant and beggars can't be choosers.)

- **High** class hotels require a 1 point Credit Rating spend.
- **Middle** class hotels have no mechanical effect, but they generally lack the security of higher class establishments (and the GM should take that into account when the bad guys become aware of them).
- **Low** class hotels also have no mechanical effect. They, too, lack security, but this can be made up for by the fact that PCs may find it easier to fly under the radar here. On the other hand, these facilities can often create complications in their own right. In addition to the mundane, they're often an appropriate milieu for some of the grubbier floating scenes (as described on pg.125-144 in the campaign book).

Make sure to also grab the Props Packet for this addendum, which contains photos and other props for many of the hotels.

The GM should also keep in mind that these hotels can be used in other ways than simply PC accommodations. For example, when the PCs concocted an unexpected strategy for pursuing the cultists in Savannah, they were able to track them back to their hotel. Since I had two other hotels on tap, it was easy to just pick one on-the-fly and decide that the bad guys had been staying there.

**Note:** There are no hotels given for New York (as it is not anticipated that the PCs will spend significant time there). There's only one hotel in Merida, and that is detailed in the scenario notes. No hotels are given for Thibet, as that's a traveling scenario and the PCs are not anticipated to remain in one location for prolonged periods of time.

## 1.2 – SAVANNAH HOTELS

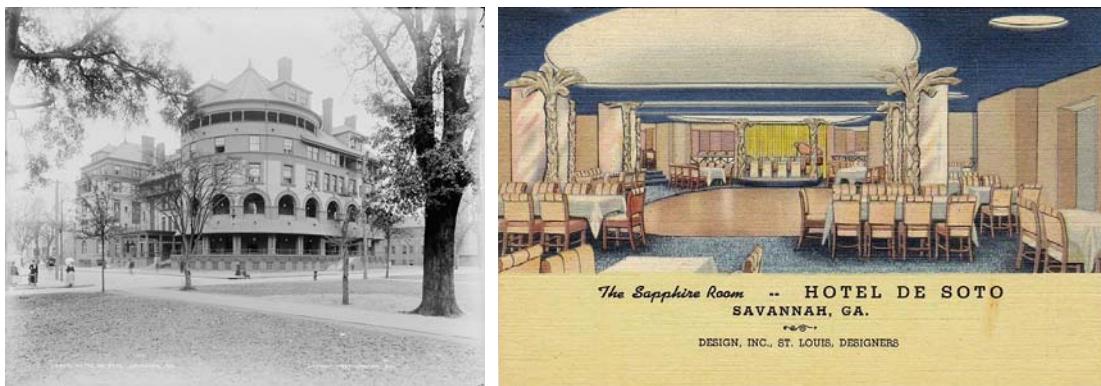
### DESOTO BEACH HOTEL (High)

- Located on Tybee Island
- 20 minutes from downtown Savannah / 30 minutes from Airport



### HOTEL DE SOTO (Middle)

- Downtown Savannah



### THE STAG (Low)

- Flophouse.



### 1.3 – LOS ANGELES HOTELS

#### **AMBASSADOR HOTEL (High)**

- West of Downtown LA: 3400 Wilshire Boulevard, between Catalina Street and Mariposa Avenue.
- Opened January 1<sup>st</sup>, 1921.
- **Cocoanut Grove:**
  - Cocoanut Grove Orchestra led by Ted Fio Rito, plays 6-7 songs per night. 2-hour broadcast of the orchestra on the radio.
  - Frequented by Norma Shearer, Errol Flynn, Jean Harlow, Clark Gable, Katherine Hepburn, Spencer Tracy, Cary Grant, Jimmy Stewart, Marlene Dietrich, Lana Turner, John Wayne, Henry Fonda, Ginger Rogers, Gary Cooper, Loretta Young.



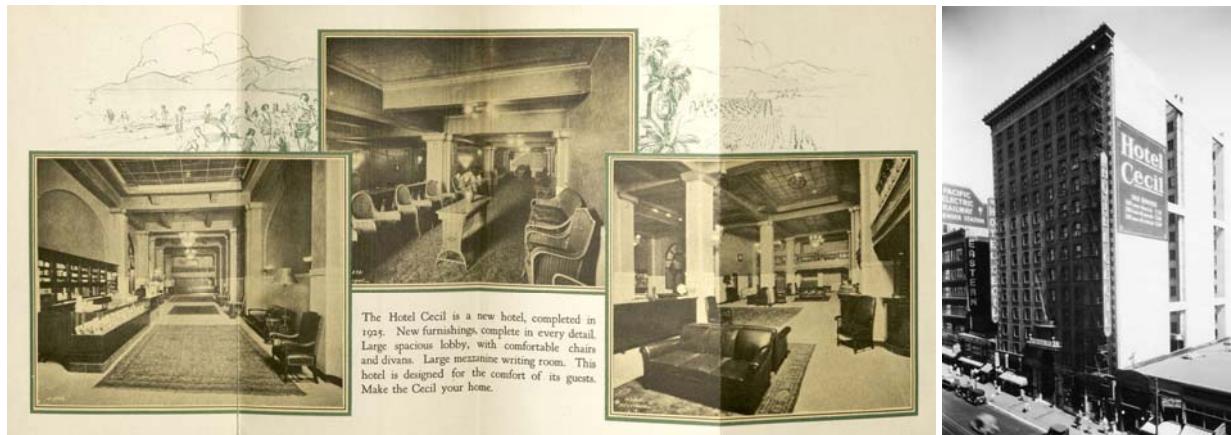
#### **HOTEL ROOSEVELT (Middle)**

- 7000 Hollywood Boulevard: Northwest of downtown Los Angeles in Hollywood.
- Opened May 15<sup>th</sup>, 1927.
- 12-story hotel. 300 guest rooms and 63 suites.
- Spanish Colonial Revival Style interior; leather sofas, wrought-iron chandeliers, colorful tiled fountain.



## HOTEL CECIL (Low)

- 640 S. Main Street: Heart of downtown.
- Built in 1924 by hotelier William Banks Hanner as a luxurious destination for tourists. It was outflanked by more lavish developments and torpedoed by the Great Depression; by 1935 more than 10,000 homeless people live within a four-mile radius and the nearby area is known as Skid Row.
- Once opulent marble lobby with stained-glass windows; grimy alabaster statuary.
- **Dark History:**
  - 1931: First documented suicide at the hotel when guest W.K. Norton takes poison capsules in this room. Most common forms of suicide, however, are jumping out the windows (many getting tangled in telephone wires; hitting pedestrians below). Hotel eventually becomes known as **The Suicide** to locals.
  - 1947: Elizabeth Short (Black Dahlia) is seen in the hotel bar shortly before her death.
  - 1970s: Serial killer Richard Ramirez (The Nightstalker) lives at the hotel.
  - 1990s: Jack Unterweger, an Austrian serial killer, lives at the hotel. (He commits suicide in prison.)
  - 2013: [Video of Elisa Lam](#) (Canadian student) acting erratically (almost in an alien fashion) on the elevator goes viral; her naked body is found in the cistern on the roof.
  - *GM Note:* Any or all of the later terrible things could nevertheless manifest in the Cecil while the PCs are there.
- **Hauntings:**
  - Photographs showing spectral figures outside the windows.
  - Dark figures seen in rooms or hallways.
  - Guests waking to a tugging on their bedsheets.
- *GM Note:* The haunting of the Hotel Cecil is probably best played as local color / unsubstantiated red herring. Running a dedicated haunting scenario there may work if the campaign is generally being expanded with such scenarios, but otherwise largely detracts from the campaign's focus. Having a Nectar addict jump out of a window to their death, however, might be effective.



## 2.1 – BANGKOK HOTELS

### ORIENTAL HOTEL (High)

- Founded 1887. (Originally owned by Hans Niels Andersen, a Danish businessman, and designed by Cardu & Rossi, a team of local Italian architects.)
- Situated on the river front, in the neighborhood of all Banks and the Consulates.
- Capable of accommodating upward of 40 guests.
- Hotel's porters meet all incoming trains and steamers, taking care of transporting luggage. (5 minutes from wharves; 10 minutes from station.)
- **Rooms** : Electric lighting, ceiling fans, and private bath. Mosquito netting on all beds.
  - Carpeted hallways, smoking and ladies room, billiards room, bar capable of sitting 50 patrons. Restaurant.
- **Reception Office** can arrange for guided tours (River, Royal Palaces), English-speaking guides, motor cars, garage accommodations, and river launches.
- Special attention given to the cuisine.
- **Proprietess:** Marie Maire. (Took ownership in 1910 and completely renovated it. Technically sold it in 1932.)
- **Author's Wing:** A two-story structure which has served as long-term residence for a number of famous writers (recently including Noel Coward).
  - Open-roofed garden with a sign which reads "Please Don't Feed the Tortoise".
  - T.S. Eliot is currently in residence, working on *Old Possum's Book of Practical Cats*.
- Telegraphic Address: ORIENHOTEL, BANGKOK.



### HOTEL EUROPE (Middle)

- Located on Charoen Krung Road.
- A fashionable hostelry; two stories.
- **Rooms:** Mosquito netting on the beds. Two communal baths on each floor.
- **Porters:** Are petty thieves and will search through bags left in rooms.



### BAN HAUT HIN HOTEL (Low)

- The rental office is on the corner of the building.
- First floor is a variety of small shops.
- Rooms are on the second floor, accessible by a rickety stair leading up from rental office.
  - No bath. (Public path located one block over.)
- Long hallway, with a locked door at the far end leading to a rotting wooden stair leading down to a back alley.



### 2.1.1 – SEVERN VALLEY HOTELS

#### **BRICHESTER ARMS (High)**

- Located on Brichester Circle North, across from a small park in the center of town.
- Established 1876.
- Elegant, Victorian décor with gold leaf, expansive red carpets, and sweeping staircases. Lobby dominated by a five-tiered chandelier.
- Individual rooms are somewhat cramped, but the suites are spacious.
- There's a penthouse suite surrounded by ceiling-height windows.



#### **HOTEL VICTORIA (Middle)**

- Located on the northeastern edge of Victoria's Sprawl.
- Hotel has an institutional feel; its long hallways – running the entire length of the row block – seem to dim in the distance as if viewed through a haze of fog or perhaps through some odd trick of perspective.



### **BLACK SWAN HOTEL (Low)**

- Located outside Brichester proper, on the road to Severnford.
- A cozy, well-kept establishment with a well-worn tavern on the first floor.



## 2.2 – ETHIOPIA HOTELS

### HOTEL INTERNAZIONALE (High)

- Largest hotel in the city, catering almost exclusively to Europeans and extremely wealthy locals.
- An airy, whitewashed, futurist structure; entirely a single storey, surrounding a large garden on four sides.

### HOSTEL ARIDO (Low)

- Located on the outskirts of Massaua.
- The walls are thin boards; the wind whistles through them night and day.
- Windows have no glass, letting in all manner of biting insects at night.



### 2.2.1 - AXUM HOTELS

There are no proper hotels or even hostels in Axum. Inquiries, however, can find a local family with a large dwelling willing to rent rooms.

- Patriarch: Abai
- Wife: Debrie
- 8 children.
- Debrie's nephew has been hired as a digger by the Emporium of Bangkok Antiquities.
- Renters share the family meals.

## 2.3 – MALTA HOTELS

### **THEUMA HOUSE (High)**

- A country estate located about half an hour outside of Valletta.
- The last surviving scion of the Theuma family has taken a residence in Marsaskala, on the southeast coast of Malta. He rents out the old family home.



### **KINGSWAY INN (Middle)**

- Located on the Kingsway three blocks from the Opera House.
- British-style inn, including a tavern for British ex-patriates.

### **CAPE OF GOOD HOPE LODGING (Low)**

- Located on the Strada Stretta (which is also Valletta's red light district).
- Nightlife on the Strada Stretta is also dominated by military men.



## 2.4 – MEXICO CITY HOTELS

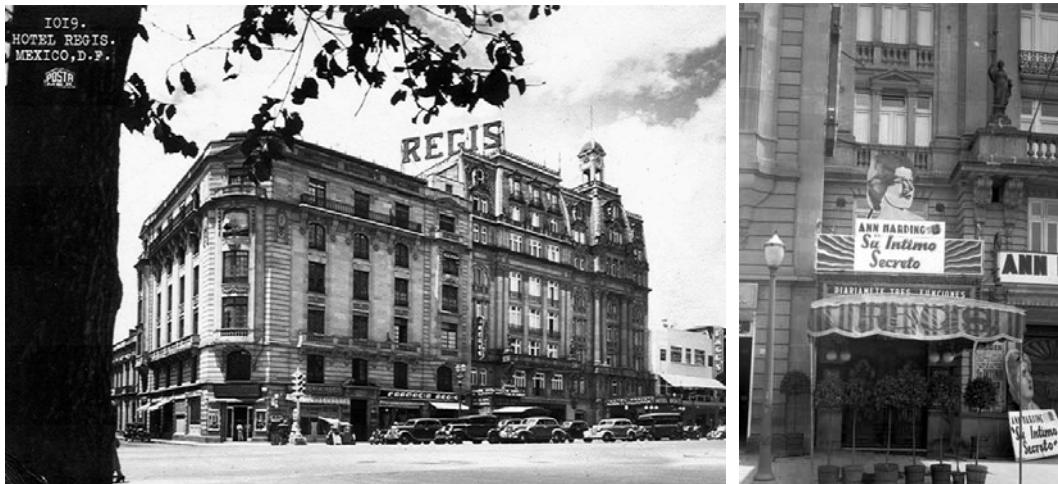
### GRAN HOTEL CIUDAD DE MEXICO / HOTEL MAJESTIC (High)

- These two hotels, although separate, are both located in the same building in the Old Portal de Mercaderes (the west side of the Zocalo; the main plaza at the heart of Mexico City).
- **Gran Hotel:** The roof of the lobby is a beautiful Tiffany, Art Noveau-style stained glass display with three stained glass domes.



### HOTEL REGIS (Middle)

- The halls are narrow and dark, with inadequate lighting. The carpets are threadbare and marked with strange stains.
- Its most notable feature is that a full cinema has been built within the hotel.



### BLANQUITO (Low)

- A hostel originally aimed at Americans, but which is now mostly inhabited by South American migrants.