

PULP HEROES

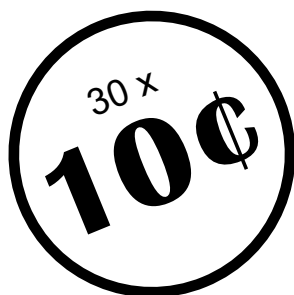
Volume I:

The Raven and the Midnight Brigade

STEVEN S. LONG

PULP HEROES

Volume I: The Raven and the Midnight Brigade



A Hero Plus Adventure for

PULP HERO

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Attention Secret League Of Heroes members! Here's your secret message for this Hero Plus Adventure. Use your secret decoder ring to read it!

5-8-23-23-7, 23-8-3-24-11-8-1-15! 24-7-7-4 17-
8-2-15 — 25-7-11, 14-7-7, 20-3-17 13-8-20-7-9-8
3 16-3-1-14 7-12 14-5-8 1-3-26-8-17'15 9-18-4-
17-18-24-5-14 13-1-18-24-3-4-8! 3-23-23 25-7-11
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15-15-14-3-17-4 7-17 9-3-4-18-15-7-17 15-14-1-
8-8-14. 14-8-23-23 5-18-9 "14-5-8 16-3-1-23-18-3-
9-8-17-14 7-12 7-2-23-15 15-8-17-14 9-8," 3-17-4
5-8'23-23 24-18-26-8 25-7-11 25-7-11-1 18-17-14-
1-7-4-11-20-14-7-1-25 13-1-18-24-3-4-8 6-18-14,
18-17-20-23-11-4-18-17-24 25-7-11-1 1-3-26-8-17
1-18-17-24. 19-7-18-17 11-16 14-7-4-3-25!



THE RAVEN

HERO PLUS ADVENTURES

Pulp Heroes, Volume I: The Raven and the Midnight Brigade is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. (This one isn't so much an adventure as a collection of characters, but you get the picture.) Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

The general statement on the credits page notwithstanding, DOJ, Inc. grants each purchaser of *Pulp Heroes, Volume I: The Raven and the Midnight Brigade* permission to make one (1) printed copy of this adventure.

Masterminds And Madmen gives you a deadly and gruesome gallery of villains for *Pulp Hero*, but what about the heroes who oppose them? Other than Randall's Raiders, who's out there fighting the good fight to keep innocent people safe from crimelords, invaders from Inner-Earth, mad scientists, Fiendish Oriental Masterminds, and science criminals? In this Hero Plus Adventure, you'll learn the secrets of one of the Pulp World's greatest heroes, the mysterious masked crimefighter known only as the Raven, and his helpers: the beautiful Velvet Phantom; his feathered friend Cagliostro; and the multitalented men and women of his Midnight Brigade!

THE RAVEN				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	20	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	3		Total: 12 PD (6 rPD)
5	ED	1		Total: 11 ED (6 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	REC	6		
36	END	0		
40	STUN	8	Total Characteristics Cost: 156	
Movement:		Running:	9"/12"	
Cost Powers			END	
35	Alchemical Dusts: Multipower, 80-point reserve; all OAF (-1), Does Not Work In High Winds/Rain/Underwater (-¼)			
3u	1) Mists Of Morpheus: Energy Blast 8d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1); OAF (-1), Limited Range (3"; -¼), Does Not Work In High Winds/Rain/Underwater (-¼), 12 Charges (-¼) [12]			
2u	2) Vapors Of Vulcan: RKA 4d6; OAF (-1), Limited Range (3"; -¼), Does Not Work In High Winds/Rain/Underwater (-¼), 12 Charges (-¼) [12]			
3u	3) Fog Of Phobos: Drain PRE 6d6, Limited Range (3"; +¼); OAF (-1), Does Not Work In High Winds/Rain/Underwater (-¼), 12 Charges (-¼) [12]			
	Martial Arts: Kaijetsu, Fencing			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 35 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	40 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab Two Limbs, 35 STR
5	Kick	-2	+1	9d6 Strike
4	Nerve Strike	-1	+1	3d6 NND (1)
4	Punch	+0	+2	7d6 Strike

	Maneuver	OCV	DCV	Notes	
4	Riposte	+2	+2	Weapon +2 DC, Must Follow Block	
4	Sword Hand	-2	+0	HKA 1d6 (2d6 with STR)	
3	Throw	+0	+1	5d6 +v/5, Target Falls	
8	+2 Damage Classes (already added in)				
2	Use Art with Blades, Clubs				
	<i>Martial Arts: Gunfighting</i>				
	Maneuver	OCV	DCV	Rng	Notes
4	Accurate Shot	+2	-2	+2	Weapon Strike
4	Basic Shot	+0	+0	+2	Weapon +2 DC Strike
3	Defensive Shot	-1	+2	+0	Weapon Strike
5	Distance Shot	+0	-2	+6	Weapon Strike, +1 Segment
3	Leg Shot	+0	-1	+0	Weapon +2 DC Strike, Throw
4	Offensive Shot	-1	-1	+0	Weapon +4 DC Strike
4	Ranged Disarm	+0	+0	+0	Disarm, +15 STR to roll
6	<i>Mystic Protection: Mental Defense</i> (10 points total)				0
10	<i>Mystic Protection: Power Defense</i> (10 points)				0
6	<i>Fast: Running +3" (9" total)</i>				0
9	<i>The Raven's Tarot: Clairsentience</i> (Sight Group), Precognition, Reduced Endurance (0 END; +½); OAF (-1), Activation Roll 14- (-½), Concentration (0 DCV throughout; -1), Extra Time (1 Minute or more to perform reading; -1½), Precognition Only (-1), Vague And Unclear (-½)				0
15	<i>Spirit Sight: Detect Magic</i> 13- (Sight Group), Discriminatory, Range				0
12	<i>Fade Into Shadow: Invisibility to Sight</i> Group, Reduced Endurance (0 END; +½); Chameleon (-½), Only When In Darkness/Shadows (-½), Requires A Stealth Roll (-½)				0
15	<i>Luck Of Heroes: Luck</i> 3d6				0
	Perks				
4	Deep Covers: Nick “Nicky B” Brughetti (gangster); Allen Tomasi (occult bookstore owner)				
30	Followers: Cagliostro the raven and the members of the Inner Circle of the Midnight Brigade — up to 16 characters built on 50 Base Points each (see below)				
15	Money: Filthy Rich				
8	Reputation: terror of the underworld (in Hudson City) 14-, +4/+4d6				

3	Well-Connected: the <i>Outer Circle of the Midnight Brigade</i>			
1	1) Artie, the shoeshine boy at the Plaza Hotel 12- (limited by identity [Raven])			
2	2) Major Howard Fitzsimmons, US Army 11- (very useful Skills/resources, access to major institutions, limited by identity [Dubois])			
1	3) Tom Granger, world-renowned explorer/hunter 11- (very useful Skills/resources, limited by identity [Raven])			
2	4) Mayor Gerald O'Connally 11- (access to major institutions, significant Contacts of his own, limited by identity [Dubois])			
1	5) Professor Albert Palance, HCU Anthropology Dept. 11- (very useful Skills/resources, limited by identity [Raven])			
2	6) Anthony "Sticks" Scarlatti, head of the Scarlatti mob 11- (very useful Skills/resources, significant Contacts of his own, limited by identity [Brughetti])			
2	7) Police Commissioner Arthur Vanderbrook 11- (very useful Skills/resources, access to major institutions, limited by identity [Dubois])			

Talents

9	Ambidexterity (no Off Hand penalty)
12	Combat Luck (6 PD/6 ED)
15	Combat Sense
5	Eidetic Memory
3	Simulate Death

Skills

30	+3 Overall
16	+2 with All Combat
12	Targeting Skill Levels: +4 OCV versus Hit Location Penalties with All Attacks
8	Range Skill Levels: +4 versus Range Modifier with Firearms
3	Acrobatics 13-
3	Acting 14-
3	Animal Handler (Bird, Raptors) 14-
3	Breakfall 13-
3	Combat Driving 13-
3	Combat Piloting 13-
3	Concealment 13-
3	Contortionist 13-
3	Conversation 14-
3	Criminology 13-
3	Deduction 13-
1	Demolitions 8-
3	Disguise 13-
1	Electronics 8-
3	Fast Draw (Small Arms) 13-
1	Forensic Medicine 8-
3	High Society 14-
3	Interrogation 14-
3	Lockpicking 13-
1	Mechanics 8-
3	Mimicry 13-
3	Persuasion 14-
5	Rapid Fighting (Ranged)
2	SS: Biology 11-
2	SS: Chemistry 11-

- 2 SS: Physics 11-
- 3 Security Systems 13-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Streetwise 14-
- 3 Tactics 13-
- 7 TF: Common Motorized Ground Vehicles, Riding Animals, Small Motorized Boats, Small Planes, Two-Wheeled Motorized Ground Vehicles
- 6 WF: Common Melee Weapons, Common Missile Weapons, Small Arms
- 3 Linguist
- 1 1) Arabic (fluent conversation; English is Native)
- 1 2) Cantonese Chinese (fluent conversation)
- 1 3) French (fluent conversation)
- 1 4) German (fluent conversation)
- 1 5) Hindustani (fluent conversation)
- 1 6) Italian (fluent conversation)
- 1 7) Japanese (fluent conversation)
- 1 8) Mandarin Chinese (fluent conversation)
- 1 9) Russian (fluent conversation)
- 3 Scholar
- 1 1) KS: Alchemy 11-
- 2 2) KS: Arcane And Occult Knowledge 13-
- 1 3) KS: Astrology 11-
- 1 4) KS: Celtic Civilization, Culture, And Magic 11-
- 1 5) KS: Divination And Tarot Cards 11-
- 1 6) KS: Egyptian Civilization, Culture, And Magic 11-
- 1 7) KS: Fencing 11-
- 2 8) KS: The Espionage World 13-
- 2 9) KS: The Hudson City Underworld 13-
- 1 10) KS: Kaigetsu 11-
- 2 11) KS: The Law Enforcement World 13-
- 1 12) KS: Lost Civilizations 11-
- 2 13) KS: The Mystic World 13-
- 2 14) KS: The New York Underworld 13-
- 1 15) KS: Norse Civilization, Culture, And Magic 11-
- 2 16) KS: Occult Monsters 13-
- 3 Traveler
- 1 1) CK: Berlin 11-
- 1 2) CK: Cairo 11-
- 2 3) CK: Hudson City 13-
- 1 4) CK: London 11-
- 2 5) CK: New York City 13-
- 1 6) CK: Shanghai 11-

Total Powers & Skills Cost: 524

Total Cost: 680

75+ Disadvantages

- 20 Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
- 15 Hunted: The Iron Claw 8- (As Pow, NCI, Capture/Kill)
- 10 Hunted: various mob families and gangs 8- (As Pow, Kill)
- 10 Hunted: various cults and evil mystic groups 8- (As Pow, Kill)
- 20 Psychological Limitation: Pulp Hero's Code (Common, Total)

- 15 Psychological Limitation: Loves The Velvet Phantom (Common, Strong)
- 15 Social Limitation: Secret Identity (James Dubois) (Frequently, Major)
- 500 Experience Points

Total Disadvantage Points: 680

Background/History: When America entered the Great War, James Dubois felt compelled to volunteer for military service despite his wealthy family's misgivings. In basic training he proved to be strong, fast, smart, and a quick thinker. By the time his unit got to the European battlefield, commanders could already see he was just the sort of person they needed not for the front lines, but for sensitive espionage and sabotage operations.

Dubois was retrained for those sorts of missions, given a squad of men to lead, and sent into the field. He and his men spent a year spying on and ambushing enemy units... but then the Germans tracked them down and trapped them. A grenade exploded near Dubois, and he collapsed, dying. The world took on a hazy, unreal quality as he lay in the netherworld between the realms of life and death. Suddenly through the mist he saw the grim figure of Death walking toward him, a raven on its shoulder. As he got up to join the Reaper, the robed figure spoke. "Stop," it said in a sepulchral voice. "I have not come for you, James Dubois, but to you. There is much more left for you to do in the world, and the powers that be have forbidden me to take you. Instead, they have sent me here with this message. Awake to the living world now, and lead the life Destiny has decreed for you." With that, Death faded away into the fog.

Dubois suddenly awoke in a small wooded copse. His men had grabbed him and hidden from Jerry, but they'd all soon be found and forced to fight to the last man. Looking up and to the east, Dubois saw in the branches of a nearby tree a raven that looked suspiciously like the one accompanying Death in his "dream." He told his men to prepare for an attack from the east. Sure enough, the Germans came from that direction. Despite the pain of his wounds, Dubois fought valiantly alongside his squad, and with his help they drove off the enemy long enough to escape.

During the rest of the war, Dubois earned a reputation as a man whose incredible "hunches" often proved true. Dubois had no idea why he had such insight, but assumed it had something to do with the "destiny" Death had told him about. He earned high honors during the war, and when it was over returned to Hudson City and the executive's life his family had envisioned for him. His "instincts" helped him there, too, allowing him to turn his family's already considerable wealth into a truly enormous fortune by investing in securities. He also joined the Hudson City social scene as one of the city's most eligible bachelors. But through all of his deals and parties and daily business, he searched for a clue regarding his "destiny." He wanted something *more*, of that he was certain, but he couldn't put his finger on what he should do.

He soon developed an interest in the occult, particularly fortune-telling, and studied it intensely. He

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	+1	2d6	1d6	9	7	Carries two, with 3 clips each
Rapier	+1	—	1d6	1d6-1	—	10	
Armor							
None							
Gear: Lockpicks, field medical kit, concealed shoulder holsters for Colts, concealed shoe-blade (for cutting ropes and such)							
Clothing: See Appearance							

was particularly drawn to tarot cards, which he used to assist him in developing his “premonitions.” No one suspected the seemingly carefree businessman-dilettante was secretly a troubled expert on the occult, searching for the true path he was to follow. And everywhere he went, the raven Death had “given” him showed up somewhere nearby.

The rise of organized crime as a result of Prohibition finally provided the answer he sought. The first time he read about gangster activities in the paper, he knew instantly his destiny was to oppose evil men such as this — to thwart them at every turn, to make society safe from their nefarious schemes! He immediately began training himself to take on the underworld... both kinds of underworld, for he had felt unusual mystic presences at work in the city as well. He learned how to disguise himself and infiltrate the underworld, pick locks, and investigate crime. He traveled around the world seeking occult wisdom in the British Isles, the sands of Egypt, and the mysterious Far East. As part of his training he created his own set of tarot cards, one uniquely suited to bring out his precognitive gifts. He chose as his *nom de guerre* “the Raven,” from the bird that accompanied him on his path.

The Raven first appeared on the streets of Hudson City on January 12, 1926. With Cagliostro the raven perched on his shoulder he destroyed Dominic “Big Paul” Palmieri and his gang — the first of many such attacks he’d make on the crooks and thugs who preyed on the innocent citizens of Hudson City. With the help of the Raven’s Tarot, he continues to predict the activities of evil men with ease... and to show up to stop them.

Personality/Motivation: Although he often presents a dark, grim, intimidating face to the world (and the underworld), the Raven at heart is a true-blue Pulp hero, devoted to fostering the good and protecting the innocent even if that means sacrificing his own life. The only thing that makes him hesitate in his war on crime is his love for his wife, the Velvet Phantom, who shares his crusade against Evil. Concern for her safety sometimes prompts him to do things he shouldn’t, like exposing the city to danger so he can rescue her from kidnappers.

Quote: “More types of evil than your crimes stalk the nighttime streets, Scarlatti, but fortunately I am prepared to deal with them all.”

Powers/Tactics: The Raven is a highly-experienced crimefighter who’s a veteran of battlefields

real, urban, and mystic. He’s fought Germans in France, mobsters on the streets of Little Italy, and demons possessing the bodies of innocent people and emerged triumphant. He’s trained himself extensively in a whole host of skills, ranging from disguise and acting, to lockpicking and defusing alarms, to expertly investigating crime, to mingling effortlessly and confidently with both

high society and low. There’s very little he can’t do, and do well.

In battle, the Raven is a matchless fighter, able to shoot with incredible accuracy (he often prefers to disarm or temporarily cripple opponents he considers worth saving). He uses a special matched pair of black Colt semi-automatics prepared for him by Jack Phillips that are more accurate than normal. But he’s no slouch at other forms of fighting. He’s skilled with rapier or sabre, and when lacking a weapon employs the mysterious fighting art of *Kaigetsu* (roughly, “spirit fighting”), which he learned from the ghost of an ancient Japanese warrior-mystic during his travels.

In addition to his physical prowess, the Raven is a gifted mystic; he often combats cults and other occult menaces. He can sense the presence of magic, spirits, and the like if he concentrates, and is specially shielded from arcane attack. Most importantly, he has the gift of foresight, which he channels through the use of the Raven’s Tarot, his special deck of fortune-telling cards (see below). With it he can predict the actions of his enemies and determine the best strategies to use against them.

Campaign Use: The Raven makes a great NPC hero for your PCs to encounter, particularly if they don’t have any crimebusting expertise but get involved in a Crimebusting adventure. At the very least, he can occasionally provide them with information and assistance. If your gaming group’s willing to play a game with characters of unequal power, he and his Followers might even make good sample PCs.

You probably don’t need to make the Raven tougher; he’s about at the outer limits of what a *Pulp Hero* character ought to be like for most games. At the most, give him more (Combat) Skill Levels or Martial Maneuvers. To weaken him, reduce his DEX to 18 and SPD to 4, and remove his *Gunfighting* Martial Arts and his Targeting Skill Levels.

The Raven won’t Hunt PCs unless they’re framed for a crime, wanted by the law, or he mistakenly concludes they’re up to no good. His *modus operandi* is to gather information with the help of the Midnight Brigade, then move in fast and hard when he thinks he’s got a handle on the way the PCs do things. If he doesn’t think he can defeat them on his own, he’ll bring along the Velvet Phantom and as many Inner Circle Brigadiers as necessary. He might also tip off the police to put more pressure on them.

THE RAVEN
PLOT SEEDS

Cagliostro shows up at a PC’s house (or the group’s headquarters if it has one). He doesn’t seem to be carrying a message, and acts sort of anxious and upset. Has something happened to the Raven... and if so, why did Cagliostro come to the PCs instead of the Velvet Phantom or the Midnight Brigade?

The Raven contacts a PC who’s known to be an expert in mystic matters. He’s come across something he thinks may be a Satanic cult of terrible size and power, and he needs help to investigate further... and, hopefully, take the cult down. But why has neither of them heard of or encountered this group before?

When the Scarlatti mob puts a bounty of a cool million in cash on the Raven’s head, and ten grand on the heads of his helpers, it’s open season in the underworld. Unfortunately for the PCs, a lot of gunmen seem to think they’re part of the Midnight Brigade....

Appearance: The Raven is a tall, starkly-featured man with black hair and grey eyes. When crime-fighting, he wears a black man's suit (including black shirt and tie), a black domino mask, black fedora, and black cape. He carries his two Colts in concealed shoulder holsters. He's usually accompanied by his pet raven Cagliostro (see below).

THE VELVET PHANTOM

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
6	PD	3		Total: 9 PD (3 rPD)
4	ED	3		Total: 7 ED (3 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	3		Total Characteristics Cost: 76

Movement: Running: 7"/14"

Cost Powers **END**

Martial Arts: Kaigetsu

Maneuver	OCV	DCV	Notes	
4 Block	+2	+2	Block, Abort	
4 Disarm	-1	+1	Disarm, 28 STR	
4 Dodge	+0	+5	Dodge all attacks, Abort	
4 Escape	+0	+0	33 STR vs. Grabs	
3 Joint Lock/Grab-1		-1	Grab Two Limbs, 28 STR	
5 Kick	-2	+1	7½d6 Strike	
4 Punch	+0	+2	5½d6 Strike	
3 Throw	+0	+1	3½d6 +v/5, Target Falls	
4 +1 Damage Class (already added in)				
3 <i>Mystic Protection:</i> Mental Defense (6 points total)				0
5 <i>Mystic Protection:</i> Power Defense (5 points)				0
2 <i>Swift:</i> Running +1" (7" total)				1

Perks

- 12 Contacts: 12 points' worth in Hudson City and New York society

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 3 Acting 12-
 3 Combat Driving 12-
 3 Concealment 12-
 3 Conversation 12-
 3 Criminology 12-
 3 Deduction 12-
 3 Disguise 12-
 3 High Society 12-
 2 CK: Hudson City 11-
 2 CK: New York City 11-
 1 KS: Arcane And Occult Lore 8-
 2 KS: Art History 11-
 3 KS: Hudson City Society 12-
 2 KS: The Hudson City Underworld 11-
 2 KS: Literature 11-
 1 KS: The Mystic World 8-
 2 KS: The New York City Underworld 11-

- 1 Language: French (basic conversation; English is Native)
 3 Lockpicking 12-
 1 Mimicry 8-
 3 Paramedics 12-
 3 Persuasion 12-
 1 Security Systems 8-
 3 Seduction 12-
 1 Sleight Of Hand 8-
 5 Stealth 13-
 3 Streetwise 12-
 3 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles
 4 WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 135

Total Cost: 211

75+ Disadvantages

- 20 Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
 15 Hunted: The Iron Claw 8- (As Pow, NCI, Capture/Kill)
 10 Hunted: various mob families and gangs 8- (As Pow, Kill)
 20 Psychological Limitation: Pulp Hero's Code (Common, Total)
 15 Psychological Limitation: Loves The Raven (Common, Strong)
 15 Social Limitation: Secret Identity (Irene Smallwood Dubois) (Frequently, Major)
 5 Social Limitation: Woman (Occasional, Minor)
 36 Experience Points

Total Disadvantage Points: 211

Background/History: Shortly after he began his crimefighting career, James Dubois met a beautiful young woman named Irene Smallwood (of the New Orleans Smallwoods) at a Hudson City party. Instantly smitten by her intelligence, good looks, and charm, he began seeing her frequently — or at least as frequently as the Raven's activities would allow. By late 1926 the problem of hiding his dual identity from her had reached the point where Dubois, although he'd fallen in love, felt he had to stop seeing her.

But before he did anything foolish, Irene revealed that she knew that he was the Raven! An insightful and quick-witted woman, she'd figured out months ago that the Raven only appeared on nights when the two of them didn't have a date. A little detective work (well, snooping around) confirmed her guess.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Walther PP	+0	+0	1d6	1d6-1	8	7	Carries three clips
Armor							
None							
Gear: Lockpicks							
Clothing: See Appearance							

THE VELVET PHANTOM PLOT SEEDS

A female PC and Irene Dubois meet one another socially. Each can sense there's more to the other than they're letting on... but what? It becomes an intriguing game of huntress-and-hunted-and-huntress. Will they end up becoming rivals for life, or fast friends?

The Raven mysteriously goes missing. He usually tells the Velvet Phantom when he plans a long undercover mission, but he said nothing to her. And for some reason, she can't seem to reach anyone in the Inner Circle of the Midnight Brigade, either! Worried, and unable to dig up anything on her own, she turns to the PCs for help.

After being zapped with Dr. Fang's mind-altering ray, the Velvet Phantom turns evil! To make sure he captures her without causing her any harm, the Raven asks the PCs to help him bring her in and cure her.

Impressed almost beyond words, Dubois asked her not just to marry him, but to become his partner in crimefighting. Naturally she said yes to both, and Dubois immediately began training her in the crime-fighters' arts, including Kaigetsu. She chose the name *the Velvet Phantom* from a line in a favorite poem. They hit the streets together on March 15, 1928, when they smashed a liquor-smuggling ring, and the underworld's lived in fear of the both of them ever since.

Personality/Motivation: The Velvet Phantom is everything a man could want in a woman: attractive; strong yet supportive and nurturing; intelligent and insightful; witty and well-educated; sexy; socially accomplished. The fact that she both understands and shares her husband's heroic nature only brings the two of them closer together and makes their love all the deeper. There's nothing she wouldn't do for him, even lay down her life if necessary to save his.

Quote: "You wouldn't hit a lady, would you? Oh, you would? Well, this lady hits back!"

Powers/Tactics: The Velvet Phantom serves as the Raven's assistant and "sidekick," though she's more of an equal partner than most sidekicks. She's nowhere near as skilled or experienced as he is, and she knows it, so she often hangs back as "reinforcements" or a lookout and lets the Raven deal with the worst their foes have to offer. Still, every now and then she gets her blood up and just charges straight in to smash a particularly wicked malefactor in the jaw. She often takes advantage of the fact that her opponents think she's "just a woman," using her Persuasion and Seduction to trick them into letting down their guard.

Campaign Use: As the Raven's assistant, the Velvet Phantom takes a secondary role in most encounters the PCs have with him — supporting him and offering assistance where necessary, but not challenging his authority or putting herself forward unless instructed to. She might make an exception if she forms a friendship with a sympatico female PC; she'd enjoy having friends she could talk to about her adventuring career.

To make the Velvet Phantom tougher, increase her DEX to 18, give her some Extra DCs with her Martial Arts, and add a few Combat Skill Levels to her character sheet. To weaken her, reduce her SPD to 3 and convert a few more of her Skills into Familiarities.

The Velvet Phantom doesn't Hunt characters unless ordered to by the Raven, in which case she follows orders. She'd also Hunt anyone who hurt or killed him, using all the skills he's taught her to track the target down and bring him to justice.

Appearance: The Velvet Phantom is a lovely blonde woman, 5'8" tall with a slender, attractive figure. When fighting crime she wears a strapless midnight blue evening gown slit up to the hip, matching heels, and a matching domino mask.

CAGLIOSTRO

Val	Char	Cost	Roll	Notes
-15	STR	-25	6-	Lift 3.2 kg; 0d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
5	BODY	-10	10-	
13	INT	3	12-	PER Roll 12-
5	EGO	-10	10-	ECV: 2
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	4		Total: 7 PD (3 rPD)
4	ED	2		Total: 7 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
2	REC	0		
16	END	0		
15	STUN	6		Total Characteristics Cost: -12
Movement:		Running:	1"/2"	
		Leaping:	0"/0"	
		Flight:	9"/18"	
		Swimming:	0"/0"	

Cost	Powers	END
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
5	<i>Talons:</i> HKA 1 point (1 point with STR)	1
15	<i>Wings:</i> Flight 11"; Restrained (-½)	2
3	<i>Mystic Protection:</i> Mental Defense (6 points total)	0
5	<i>Mystic Protection:</i> Power Defense (5 points)	0
-10	<i>Short Legs:</i> Running -5"	
-2	<i>Nonaquatic:</i> Swimming -2"	
5	<i>Bird's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0
Talents		
6	Combat Luck (3 PD/3 ED)	
Skills		
10	+2 DCV	
7	Concealment 16-; Self Only (-½)	
1	Language: English (see text)	
1	Language: French (see text)	
3	Mimicry 12-	
3	Stealth 12-	

Total Powers & Skills Cost: 57

Total Cost: 45

50+ Disadvantages

- 10 Physical Limitation: Diminutive (0.70 m; +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 75

Description: Cagliostro is the "pet" raven given to the Raven by Death. Compared to a typical raven, he's stronger, tougher, faster, and above all smarter. He can even understand commands in English and French, and while he can't speak those languages, he's got a knack for communicating basic concepts. ("Rruk!" "What's that, Cagliostro?" "Rruk!" "There are men behind that building? How many?" "Rruk! Rruk! Rruk!" "Three — very well then, we can handle them.")

Cagliostro mainly serves the Raven as a scout, messenger, and carrier of small objects, but he can fight if need be. Between his large beak and unusually sharp, strong talons, he can inflict nasty wounds. Having an "enormous" black bird go after his eyes is enough to distract the most hardened gunsling.

THE MIDNIGHT BRIGADE

Early in his career, the Raven realized he couldn't do everything himself (including being in more than one place at a time, which he often needed to be during his war on the underworld). His solution was to recruit loyal helpers — men and women he met in his adventures who were ready, willing, and able to serve him and his cause. He calls this group the *Midnight Brigade*.

There are two "levels" to the Brigade. The "Inner Circle" consists of members who know they work for the Raven and what they do for him; these people are described below. Some of them possess skills the Raven does not (or knows only poorly) and use them in his service; others are positioned to gather information he needs, or are simply stout-hearted heroic types who want to fight the good fight with him. The "Outer Circle" of the Brigade consists of "members" who don't even know they work for the Raven! They're people the Raven has access to (typically through just one of his identities) who willingly, unwillingly, or unwittingly sometimes provide him with information or help. They're bought as Contacts (see above).

All members of the Inner Circle wear a distinctive silver-and-jet signet ring bearing the Raven's symbol, a raven in profile. This serves to identify them to each other, but sometimes marks them for the Raven's enemies as well.

LI SUNG PO

15	STR	15	DEX	15	CON	12	BODY
10	INT	10	EGO	13	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Abilities: Running +1"; Leaping +2"; Martial Arts (Kung Fu); Acrobatics 12-; Breakfall 12-; Combat Driving 12-; Contortionist 8-; Defense Maneuver I; Gambling (Dice Games) 8-; KS: Kung Fu 11-; KS: The Martial World 11-; Paramedics 12-; PS: Butler/Valet 11-; PS: Cook 11-; PS: Sewing 11-; Stealth 12-; TF: Common Motorized Ground Vehicles, Equines; WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Staffs

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Distinctive Features: Style; Hunted (various enemies of the Raven, depending on the scenario); Rivalry (Professional, with Julius Wilson, to do a better job serving the Raven); Social Limitation: Minority; Social Limitation: Subject To Orders

Notes: After James Dubois saved his life from bandits, Chinese monk Li Sung Po became Dubois's faithful manservant, tending to his everyday needs

and, in time, helping him craft his crimefighting identity of the Raven. As a skilled practitioner of Kung Fu, Li Sung Po often spars with his master to help the Raven maintain his own fighting abilities. At most times Li Sung Po is quiet and contemplative, observing everything carefully and remaining silent unless addressed, but he's always willing to trade a witty barb with Julius Wilson or spring to the Raven's aid at a moment's notice.

JULIUS WILSON

13	STR	14	DEX	17	CON	12	BODY
12	INT	10	EGO	13	PRE	10	COM
5	PD	4	ED	3	SPD	6	REC
34	END	30	STUN				

Abilities: Martial Arts (Cinematic Brawling); Combat Driving 14-; Criminology 8-; Fast Draw (Small Arms) 8-; High Society 8-; CK: Hudson City 14-; CK: New York City 11-; Navigation (Land) 11-; PS: Cabbie 11-; PS: Chauffeur 11-; Shadowing 13-; Skipover Sprayfire; Stealth 12-; Streetwise 12-; Systems Operation 8-; Tactics 8-; TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles; WF: Small Arms, Blades, General/Heavy-Purpose Machine Guns

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Rivalry (Professional, with Li Sung Po, to do a better job serving the Raven); Social Limitation: Minority (black); Social Limitation: Subject To Orders

Notes: Julius Wilson grew up in poverty in Harlem, but escaped it by joining the Army in 1917. By a twisted trail of circumstances he ended up in James Dubois's unit, where he distinguished himself with his bravery and guts. After the war he returned to New York City and got a job driving a cab. He did that for several years until Dubois tracked him down and made him an offer to come fight the good fight again... for much better pay. Now Wilson is Dubois's (and the Raven's) chauffeur. He and Li Sung Po are the members of the Inner Circle closest to the Raven, and though they sometimes bicker and jibe at one another, the truth is they're good friends united by their loyalty to Dubois.

JAKE "BARNSTORMER" BARNES

10	STR	14	DEX	14	CON	11	BODY
10	INT	10	EGO	13	PRE	11	COM
4	PD	3	ED	3	SPD	5	REC
28	END	23	STUN				

Abilities: +1 OCV with Biplane Weapons; +2 to PER Rolls with Sight Group; Aerobatics 13-; Combat Piloting 14-; Electronics 8-; KS: Airplanes Of The World 11-; KS: The Aviation World 11-; Mechanics 11-; Navigation (Air) 11-; Shadowing 11-; Stealth 12-; Streetwise 8-; TF: Common Motorized Ground Vehicles, Small Planes; WF: Small Arms, Biplane Weapons

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Social Limitation: Subject To Orders

Notes: For those times when the Raven needs some air support or to travel by plane, he turns to Jake Barnes, better known as "Barnstormer" from his former profession. A veteran of the Great War, Jake remains as strong and fit as he was back then (or so he likes to claim), he's always ready to put aside the business at his small private airfield in the town of Jordan to help the Raven.

LENNY BRUZENSKI

10	STR	10	DEX	12	CON	10	BODY
13	INT	11	EGO	13	PRE	8	COM
3	PD	3	ED	2	SPD	4	REC
24	END	21	STUN				

Abilities: +1 PER with all Sense Groups; CK: Hudson City 11-; KS: Hudson City Current Events 14-; KS: Hudson City Politics 11-; PS: Newspaper Dealer 11-; Stealth 11-; Streetwise 12-; TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles; WF: Small Arms

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Social Limitation: Subject To Orders

Notes: Lenny Bruzenski owns and operates a newsstand on the corner of N. Madison Street and 12th Avenue in Hudson City. He sees a lot and hears a lot, and anything of interest gets passed on to the Raven via courier, phone, or passenger pigeon. Other members of the Inner Circle often leave messages for the Raven with him.

GILBERT DESMOND

10	STR	12	DEX	13	CON	11	BODY
15	INT	12	EGO	15	PRE	10	COM
4	PD	3	ED	3	SPD	5	REC
26	END	23	STUN				

Abilities: +1 to PER Rolls with all Sense Groups; Bureaucrats 12-; Conversation 12-; Disguise 8-; High Society 8-; CK: Hudson City 11-; KS: Hudson City Current Events 14-; KS: Hudson City Politics 14-; Persuasion 12-; PS: Reporter 11-; PS: Photography 11-; Seduction 12-; Stealth 11-; WF: Small Arms; 10 points' worth of Contacts in Hudson City

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Psychological Limitation: Curious About Nearly Everything, Gotta Get The Story!; Reputation: nosy, persistent reporter, 8-; Reputation: in tight with the Raven, 8-; Social Limitation: Subject To Orders

Notes: With his camera and notepad always at the ready, ace reporter Gil Desmond has become the bane of crooked politicians, exploitive businessmen, and criminals throughout Hudson City. But the juiciest tidbits of information he digs up don't make it into the Hudson City Ledger until he's passed them along to the Raven and his masked boss gets the chance to act on them. In return, he gets first crack at the full story, and inside information no other reporter could get. His "loose association" with the Raven (as he puts it) is known in some circles, and sometimes brings him grief.

NICK FOSWORTH

13	STR	12	DEX	13	CON	12	BODY
10	INT	10	EGO	15	PRE	10	COM
4	PD	4	ED	3	SPD	6	REC
26	END	30	STUN				

Abilities: HA +2d6 (OAF — leather-wrapped half pool cue); +1 to PER Rolls with all Sense Groups; Martial Arts (Dirty Infighting); Conversation 12-; KS: The Hudson City Underworld 11-; PS: Bartender 11-; Stealth 11-; Streetwise 12-; Trading 12-; WF: Small Arms; Eidetic Memory; Can Handle His Booze

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Social Limitation: Subject To Orders

Notes: Nick Fosworth owns and tends bar at The Purple Hat, a Southside joint often frequented by members of the underworld. He's got a steel-trap memory and makes sure the Raven learns anything of interest that happens or that he overhears in his place. Like Lenny Bruzenski, he often serves as an "information drop" for other Inner Circle members... and of course he's happy to open the place up before or after hours so his fellow agents can enjoy a drink in one another's company.

"TWO-SPOT" LOMBRETTI

13	STR	14	DEX	15	CON	12	BODY
13	INT	10	EGO	14	PRE	8	COM
5	PD	3	ED	3	SPD	6	REC
30	END	30	STUN				

Abilities: Martial Arts (Dirty Infighting); Acting 12-; Conversation 12-; Gambling (Card Games) 14-; KS: The Hudson City Underworld 11-; KS: The Mafia 11-; Lockpicking 8-; Persuasion 13-; Security Systems 8-; Sleight Of Hand 12-; Stealth 12-; Streetwise 14-; WF: Small Arms

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Hunted: HCPD 8-; Social Limitation: Subject To Orders; Social Limitation: Harmful Secret (works for the Raven while pretending to be a mobster)

Notes: A low-ranking member of the Fratianno mob, "Two-Spot" Lombretti's been a "double agent" working for the Raven for over three years, since the Raven saved his life from a group of hitmen and showed him the error of his ways. It's a tough life, one where he has to find a decent excuse to get out of a lot of mob activities and runs the risk of instant death if discovered, but so far he's pulled it off with aplomb.

JIMMY "THE SHARK" MANELLI

10	STR	14	DEX	14	CON	10	BODY
15	INT	12	EGO	16	PRE	12	COM
4	PD	4	ED	3	SPD	5	REC
28	END	22	STUN				

Abilities: Martial Arts (Boxing); Combat Driving 12-; Conversation 13-; Forgery (Documents) 8-; Gambling (Card Games) 12-; High Society 8-; KS: The Hudson City Underworld 14-; Persuasion 12-; Seduction 12-; Sleight Of Hand 8-; Stealth 12-; Streetwise 14-; WF: Small Arms, Knives

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Hunted: HCPD 8-; Social Limitation: Subject To Orders; Social Limitation: Harmful Secret (works for the Raven while pretending to be a mobster)

Notes: Like Two-Spot, Jimmy "the Shark" Manelli is an underworld figure who secretly serves the Raven — but he's not associated with any specific gang or mob. He's a sort of "freelancer," floating around from job to job, friends with everyone but allied with no one. In the process he gathers copious amounts of information for the Raven.

OFFICER IAN O'TOOLE

13	STR	15	DEX	16	CON	13	BODY
14	INT	12	EGO	15	PRE	10	COM
5	PD	3	ED	3	SPD	6	REC
32	END	30	STUN				

Abilities: +3 to PER Rolls with all Sense Groups; Martial Arts (Boxing); Bureaucratics 12-; Criminology 12-; Deduction 12-; Forensic Pathology 8-; CK: Hudson City 11-; KS: The Hudson City Underworld 11-; KS: The Law Enforcement World 11-; Stealth 12-; Streetwise 12-; WF: Small Arms; Fringe Benefits: Local Police Powers, Police Rank, Weapon Permit

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Distinctive Features: uniform and badge; Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Hunted: HCPD 8- (Watching); Social Limitation: Subject To Orders

Notes: Sometimes referred to as "the most observant cop in Hudson City" for his unerring perception, Officer Ian O'Toole is considered a sure bet to graduate to Detective as soon as he's put in his time on the beat. He's got a real nose for ferreting out crime and a mind that can unravel criminal plots — and he uses them in the service of the Raven. He can also get the Raven information out of official police files if necessary.

JACK PHILLIPS

8	STR	10	DEX	10	CON	10	BODY
18	INT	10	EGO	8	PRE	8	COM
2	PD	2	ED	2	SPD	4	REC
20	END	19	STUN				

Abilities: Gadgets; Bugging 13-; Computer Programming 8-; Demolitions 13-; Electronics 13-; Inventor 13-; Mechanics 13-; Power: Gadgeteering 14-; Stealth 11-; Systems Operation 13-; Weaponsmith (Firearms, Muscle-Powered HTH, Muscle-Powered Ranged) 13-; Scientist and 15 points' worth of Science Skills

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Social Limitation: Subject To Orders

Notes: When the Raven needs a new car, weapon, gadget, or other device — or just needs the ones he already has repaired or tuned up — he turns to Jack Phillips, gadgeteer, demolitionist, and weaponsmith extraordinaire. Phillips was a freelance inventor ruined by the Depression and ready to end his own life when the Raven gave him a new purpose in life (and a fat research budget). He's served loyalty to this day, though he takes to the field far less than most members of the Inner Circle.

MADAME SZARDY

8	STR	10	DEX	12	CON	10	BODY
15	INT	17	EGO	15	PRE	10	COM
3	PD	3	ED	2	SPD	4	REC
24	END	20	STUN				

Abilities: Aura Vision; Foresight (requires OIF crystal ball or tarot cards of opportunity); Medium; Perceive The Past; Sensitive; Conversation 14-; Gambling (Card Games) 11-; KS: Arcane And Occult Lore 11-; KS: Astrology 11-; KS: Divination 11-; Persuasion 12-; PS: Fortuneteller 11-; Sleight Of Hand 11-; Stealth 11-; Reputation: true mystic 8-, +1/+1d6

50+ Disadvantages: Distinctive Features: Raven Signet Ring; Hunted (various enemies of the Raven, depending on the scenario); Social Limitation: Woman; Social Limitation: Subject To Orders

Notes: The so-called "gypsy queen of Hudson City," Madame Szardy does a thriving business with Hudsonites who believe in spiritualism, astrology, and fortunetelling. While most such "mystics" are fakers, Madame Szardy is, in truth, a Gypsy who possesses limited powers to foresee the future, envision the past, and summon the spirits of the dead. She and the Raven often work together when he's having difficulty piercing the veil of things to come. She also plays a mean hand of poker, as several of the other Inner Circle members have learned to their chagrin.

THE RAVEN'S TAROT

The *Raven's Tarot* is a set of tarot cards especially developed by the Raven to aid his ability to foresee the future.

A DESCRIPTION OF THE CARDS

The Raven's Tarot contains 76 cards divided into four suits: Sky, Wizardry, Trees, and Towers. Each card has a gold border, and in each corner there is a symbol: starting from the upper left hand corner and going clockwise, they are: a Norse rune, a Hebrew letter, a Greek letter, and an Egyptian hieroglyph. Each card is also associated with one of the Four Elements, Earth Air, Fire, and Water. The association is indicated by the color of the corner symbols:

Dark Green: Earth

Scarlet: Fire

Royal Blue: Water

Ivory: Air

When cards of the same element, or with one or more common symbols, are in conjunction, their similarity reinforces their individual meanings. (In some cases the "letters" in those "alphabets" may even be identical between two or more cards, since there are fewer "letters" than there are cards.)

Each suit is made up of an ace, cards numbered 2-6, a King, Queen, and Knight, and ten cards from the forty-card Major Arcana. When the entire deck is laid out in a certain order, it forms a large, elaborate picture dominated by depictions of "the Stream of Life" and Yggdrasil, the World Ash Tree (both of which are featured on many of the cards). This picture is known as *the Tapestry* (see below).

LAYOUTS

The Raven only uses a few layouts to read the cards. The standard one is the *Crux Corvusorum*, or "The Raven's Cross." This is a simple six-card reading. Four cards are drawn and laid vertically, then one card is set horizontally against either side of the column in its center. The top card in the column is known as the "crown"; it "rules" (influences) the entire reading. The bottom card is the "throne" card; it "supports" the entire layout. The middle four cards are called "the central cross." By reading the cards and determining their meanings, the Raven can sometimes predict the future.

A slightly more elaborate reading is known as *the Cross Encircled*. With this layout, a *Crux Corvusorum* is surrounded by a circle of twelve cards. In this reading, the four most important cards are the cards occupying the four positions *Nordri* (North), *Sudri* (South), *Audri* (East), and *Vestri* (West) (roughly corresponding to 12, 3, 6, and 9 on the face of a clock).

The most elaborate reading of all is called *the Mosaic*. This involves laying out all of the cards in a pattern nine cards long and eight cards deep, with the four remaining cards placed on the bottom in the center. When The Raven analyzes the patterns and meanings displayed in the layout, the future sometimes reveals itself to him.

A fourth "layout" is *the Tapestry*, when the cards

are laid out in proper order to form one large picture. When he meditates on this picture, insight sometimes comes to the Raven.

Unlike a “standard” Tarot deck, the cards in the Raven’s Tarot have the same meaning whether they are right-side-up or reversed.

The Cards

Here are descriptions of the cards and their individual meanings. Major Arcana are listed first, followed by the so-called “house cards.”

SKY

The Suit of Sky generally indicates actions taken at night or under cover of concealment.

1) Aquarius: This card shows the classic depiction of the Water-Bearer: a young man in a tunic pours water out of a large jug. The water cascades down and out of this card into the first card of the Trees suit, The Cataract, thence to become The Stream. Aquarius is drawn in white-blue ink over his constellation and is set against the starry sky.

Meaning: Need of or the importance of water; an important task; a duty; a responsibility; faithfulness; loyalty; service; honesty.

Element: Water

2) Thjazi’s Eyes: A great, cruel-looking eagle, his wings spread out, flies across the starry sky. The two brightest stars are his eyes. The eagle is drawn in white-blue ink.

Meaning: The importance of wind and air; deception; deceit; trickery; treachery; broken promises or oaths; extortion or blackmail.

Element: Air

3) The Comet: This card shows a great flaming comet streaking across the night sky.

Meaning: Imminent disaster; great and momentous events; actions of extreme importance; generally, this card also emphasizes and heightens the impact of the card(s) nearest to it in a layout.

Element: Fire

4) Charles’s Wain: This card depicts the Big Dipper with a horse and wagon drawn over it in white-blue ink.

Meaning: A journey; a quest; an obstacle to be overcome; great effort; an ordeal; the arrival of aid.

Element: Earth

5) The Moon: The card depicts the Man in the Moon in his common crescent-moon-faced form. He sits in the center of the sky, dominating the constellations on either side of him.

Meaning: Temptation (especially of power or position); sincerity; honesty; living up to one’s reputation (good or bad); abuse of power or position.

Element: Air

6) Nut: This card, done in the style of Egyptian tomb paintings, depicts the Egyptian goddess Nut, goddess of the heavens. She is shown as a woman

stretched out over the earth, her feet resting on the eastern horizon and her hands on the western. Stars cover her long blue dress.

Meaning: Luck; fate; chance; risk-taking; success against great odds; great risks for great rewards; the possibility of great loss.

Element: Air

7) Gemini: This card depicts the constellation Gemini, the twins Castor and Pollux. They’re drawn in a white-blue ink over the constellation and set against the vault of space.

Meaning: Duality; two persons working in tandem to achieve great goals; the clash of opposites.

Element: Water

8) The Crocodile: A standing crocodile, drawn in the Egyptian style, is set out in white-blue ink against his constellation and the vault of heaven.

Meaning: A hidden danger; a lurking threat; deception; trickery.

Element: Water

9) Andromeda: The beautiful maiden Andromeda is depicted chained to a rock, awaiting the monster that’s coming to devour her. She’s drawn in white-blue ink on top of her constellation and the stars.

Meaning: Defiance of disaster and adversity; hope; patience; faith.

Element: Water

10) The Astrologer: An old, scholarly-looking man sits on a hillside, watching the stars.

Meaning: Knowledge; learning; wisdom; the value of contemplation and learning; acting in anticipation of future events to forestall ill fate.

Element: Water

11) The Ace Of Sky: One eight-pointed blue star on a gold background.

Meaning: Success; wealth; riches; prosperity; happiness.

Element: Earth

12) Two Of Sky: Two four-pointed blue stars on a gold background.

Meaning: Friendship; partnership; trust; love and marriage; a union or joining; cooperation.

Element: Air

13) Three Of Sky: Three six-pointed blue stars on a gold background.

Meaning: Mercy; kindness; compassion; goodness; forgiveness.

Element: Fire

14) Four Of Sky: Four four-pointed blue stars on a gold background.

Meaning: Ritual; conformity; order; predictability; insensitivity; reliability; acting according to one’s nature.

Element: Water

15) Five Of Sky: Five five-pointed blue stars on a

gold background.

Meaning: Swift and decisive action; sudden progress or movement; an opportunity for great gain.

Element: Earth

16) Six Of Sky: Six six-pointed blue stars on a gold background.

Meaning: Unrealistic attitudes or expectations; fantasy; delusion; foolishness.

Element: Air

17) King Of Sky: A lordly man wearing regal robes sits on a throne. Stars and other celestial objects decorate his crown, clothing, and throne; the scepter he holds in his right hand is topped with an eight-pointed star. With his left hand, he scatters gold coins, flowers, and other wonderful objects in front of him.

Meaning: Wealth; generosity; a gift; aid (to be given or received).

Element: Fire

18) Queen Of Sky: A beautiful queen, dressed in a fine pale blue gown, stands beside an alpine meadow stream. Her tiara-like crown is made of five-pointed stars. She contemplates a beautiful rose that she holds in her hands.

Meaning: Mastery; perfection; ability and skill; artistry; an artist or master craftsman.

Element: Water

19) Knight Of Sky: A bold knight in armor sits astride a white horse, his left side facing the viewer. He holds aloft with his right hand a sword decorated with five-pointed stars; a shield decorated with three eight-pointed stars is in his left. Stars also adorn his horse's equipment. The knight and horse are on the edge of a forest, with a stream in the background.

Meaning: Chivalry; honor; truth; keeping one's word; valor; bravery.

Element: Earth

WIZARDRY

The Wizardry suit generally indicates the presence or importance of magic, supernatural phenomena, and the occult.

1) Grandfather Death: A skeleton in monk's robes and hood and carrying a scythe in his bony hands stands in the foreground, a cemetery behind him. Thirteen headstones and mausoleums are visible.

Meaning: Death; destruction; an ending or conclusion; sudden change.

Element: Earth

2) The Necromancer: A man in dark wizard's robes stands in the center of a magic circle in a graveyard, his clenched fist held high in the air. Near him a phantom floats in the air, as if waiting for his command; all around him, the dead rise from their graves at his command.

Meaning: Necromancy; evil magic; magic used for evil purposes; malign supernatural forces at work;

overcoming death or other great obstacles.

Element: Earth

3) The Cobra: On a street in India, a snakecharmer sits crosslegged in front of a large hooded cobra, seemingly controlling the serpent with flute music. A crowd, enthralled, watches intently. A few coins are scattered on the ground around the snakecharmer.

Meaning: Control; command; hidden danger or strength; taking risks to make gains.

Element: Earth

4) The Masque: A dark burgundy masque stares out at the viewer from a gold background. The expression on the masque is such that it sometimes appears pleasant, and sometimes quite frightening.

Meaning: Something concealed or hidden; the benefits of stealth or deceit; transformation; change; a reversal of fortune or circumstances.

Element: Air

5) Grinning Jack: A wickedly-smiling jack o'lantern sits underneath a tree in an autumn meadow. No animals or people are visible, though there are several dead leaves cast about. A small stream can be seen in the background.

Meaning: Occult forces at work; supernatural influences; good or beneficial magic; magic used for good ends.

Element: Fire

6) The Man Bathed In Flame: A man dressed in wizardly garb stands in the midst of a bonfire, unharmed by the flames. He carries no objects, and his hands are spread wide, as if he's offering himself up for sacrifice. He stares out at the viewer with dark, piercing eyes.

Meaning: Willpower; the ability to overcome pain or other obstacles; acceptance of fate or difficulties; sacrifice; adjustment.

Element: Fire

7) The Phoenix: A bright golden phoenix arises majestically from the flames.

Meaning: Transition; transformation; change; rebirth; adaptation; sacrifice.

Element: Fire

8) The Philosopher's Stone: An alchemist sits in his laboratory, surrounded by alembics, retorts, and other alchemical devices and substances. The walls are covered by shelves containing jars and bottles of various substances. The alchemist holds a chunk of pale yellowish stone; the expression on his face is one of wonder and exultation.

Meaning: A goal achieved; the benefits of hard work; a long struggle or ordeal rewarded in the end; great possibilities ahead; accomplishing the impossible.

Element: Earth

9) The Dragon: A large red dragon, majestic and proud, sits atop a vast hoard in a cave. A few large tree roots can be seen coming through the roof of

the cavern.

Meaning: Destruction held in check; the power of natural forces; greed; rapacity; monsters and magical beasts.

Element: Fire

10) The Djinni: An Arabic wizard stands in a desert cave filled with riches. On the ground before him is a bluish-colored bottle out of which smoke and a djinni have arisen. The wizard gazes up at the djinni in wonder, while the djinni looks back at him with a mixture of sternness and amusement.

Meaning: Opportunity; a chance for great accomplishments; ability; aid or assistance.

Element: Fire

11) Ace Of Wizardry: An archmage sits on a throne in his magical palace, wearing sumptuous robes and many rings. Before him stand his many magical servants — imps, demons, golems, spirits, skeletons, and more. Each holds a treasure of some sort that it's offering up to its master.

Meaning: Wisdom; learning and the benefits of learning; the need to study or learn more; the power of knowledge.

Element: Earth

12) Two Of Wizardry: Two wizards stand in a wizard's cluttered lab, contemplating a two-headed imp held captive in a large bottle.

Meaning: Magical forces working in opposition or conjunction; duality.

Element: Fire

13) Three Of Wizardry: A witch stands on a cliff overlooking the sea, clutching a piece of rope with three large knots tied in it. She watches several ships out at sea.

Meaning: Power unused; being under observation by great forces; unseen obstacles or opposition; act with caution.

Element: Air

14) Four Of Wizardry: Four wizards stand in a circle, hands joined, surrounding a small fire. It's nighttime in a forest; there's a small stream in the foreground.

Meaning: Cooperation; teamwork; mutual reinforcement; togetherness.

Element: Water

15) Five Of Wizardry: A wizard stands in his Chamber of Conjunction in front of a pentagram, in which there's a large, powerful demon.

Meaning: Strength held in check; stalemate; offsetting factors; harmony; balance.

Element: Earth

16) Six Of Wizardry: A wizard instructs a group of five apprentices in the Art Arcane.

Meaning: A clearly defined relationship; secrets revealed; benefits of listening to one with greater learning or wisdom.

Element: Air

17) King Of Wizardry: One wizard stands triumphant over another after a Duel Arcane.

Meaning: Triumph; victory; overcoming great odds; conflict; ingenuity; hard work; an accomplishment.

Element: Fire

18) Queen Of Wizardry: A decrepit-looking old witch presides over twelve other witches and warlocks at a coven meeting in a forest glade.

Meaning: Witchcraft; hexes and curses; black magic; the importance of a woman or women in upcoming events.

Element: Water

19) Knight Of Wizardry: A warrior-mage, wielding a magic sword, fights against several demonic-looking beings.

Meaning: Arcane struggle; using magic to overcome opposition; decisiveness; supernatural enemies.

Element: Air

TREES

The Trees suit generally indicates the importance of nature and natural phenomena.

1) The Cataract: This card shows a beautiful waterfall (which derives from Aquarius in the Sky suit) set in an idyllic dell. Animals, trees, and plants are visible.

Meaning: Sudden, unexpected change; an obstacle; danger; upset; anxiety.

Element: Water

2) The Stream: A beautiful stream flows through a forest.

Meaning: The Stream Of Life; life's journey; hope; trust; faith; good omens; success.

Element: Water

3) The Raven: On a windswept, wintery moor, a raven sits at the top of a large, bare-branched tree. The tree is located on the right side of the card.

Meaning: Wisdom; knowledge; the Raven's personal involvement is crucial; contemplation; looking before you leap.

Element: Air

4) The Acorn: A tiny acorn lies on the forest floor next to a stream.

Meaning: Growth; potential; accomplishment; achievement; birth and rebirth.

Element: Earth

5) Yggdrasil, The World Ash Tree: A large, majestic ash tree stands in the middle of a light forest. The Three Norns sit in front of it, to its left is a well. At the very top of the tree an eagle can be seen; four deer are walking in its branches.

Meaning: Interconnectedness; interdependency; support; wisdom gained.

Element: Earth

6) The Present: A forest scene, featuring many animals of different sorts. A stream runs through the wood.

Meaning: The importance of current events; change; transformation; progress; happiness; triumph.

Element: Water

7) The Faerie Harper: An *daoine sidhe* of great beauty and noble aspect sits underneath a tree in a forest, playing a harp. Many other faerie-folk stand or sit nearby, entranced by the beautiful playing.

Meaning: Influence or importance of the faerie folk and their magic; forces of nature at work; music; imprudence; hastiness; flightiness.

Element: Earth

8) The Rose: A beautiful rose dominates the foreground of this card. Behind it a forest and a stream are visible.

Meaning: Fragility; a situation easily disturbed or upset; a need for caution; circumspectness; moderation; temperance; patience; stubbornness; haughtiness; danger or discomfort underneath a beautiful facade.

Element: Air

9) The Owl: An owl sits on a tree branch in a nighttime forest.

Meaning: Watchfulness; vigilance; stealth; sneakiness; cleverness; guile.

Element: Air

10) The Rainstorm: A rainstorm pours down upon an alpine meadow. A thunderbolt splits the dark sky.

Meaning: A change of position; rejuvenation; improvement; an invitation, opportunity, chance, or challenge.

Element: Air

11) Ace Of Trees: One large tree in a forest, with a child playing amongst its branches. A stream runs through the forest.

Meaning: Strength; durability; invincibility; toughness; youth; vigor; growth.

Element: Earth

12) Two Of Trees: Two trees on a meadow near a stream.

Meaning: Vulnerability; exposure; imminent attack; safety in numbers; companionship.

Element: Air

13) Three Of Trees: Three young men walk over a small footbridge that crosses a stream in a forest. They are sheltered by the boughs of the trees.

Meaning: Security; comfort; safety; shelter; a crossroads in life; the assistance of friends or allies.

Element: Fire

14) Four Of Trees: Four trees surround a small pond. A stream runs into and out of the pond.

Meaning: Tranquility; rest; the need to take a break or relax; waiting; hopefulness; expectation of good things.

Element: Water

15) Five Of Trees: A woodcutter finds five gold coins underneath a tree.

Meaning: Luck; good fortune; a godsend; probability; destiny; expect the unexpected.

Element: Earth

16) Six Of Trees: A small apple orchard of six trees.

Meaning: Man in harmony with nature; respect for nature; prosperity; plenty; a prosperous man; cooperation.

Element: Air

17) King Of Trees: A lone druid, wielding a golden sickle, cuts mistletoe from a large oak tree.

Meaning: Druidical influences; taking what's offered; an opportunity; respect.

Element: Fire

18) Queen Of Trees: Rhiannon rides a white horse through a forest.

Meaning: A keen-witted, intelligent person (especially a woman); loneliness and separation; a loss (especially of position or station).

Element: Water

19) Knight Of Trees: A knight garbed in black armor guards a bridge in a forest.

Meaning: Opposition; determination; loyalty; duty; conflict; strength; an imminent battle.

Element: Fire

TOWERS

The Towers suit generally indicates the importance or presence of man and the human world.

1) Justice: A beautiful woman stands blindfolded. In her right hand she holds a balanced scales, in her left a sword with its point up.

Meaning: Justice; the triumph of good over evil; perseverance in the fight against evil; law; order and organization; harmony; balance.

Element: Air

2) Evil: Satan sits lazily upon his fiery throne, ruling over Hell. Minor demons torture sinners for his amusement.

Meaning: Evil; the triumph of badness over goodness; temptation; sin; crime; betrayal; fear.

Element: Fire

3) The Cardinal: A cardinal, dressed in his traditional red robes, performs a Mass in a gothic church. He's placing a holy wafer upon the tongue of a penitent, and holds a chalice of wine in his left hand. A basin of holy water and a stained-glass window can be seen in the background.

Meaning: The importance of religion and religious influences; a religious man; purity; virtue; piety; devotion; holiness; faith; goodness.

Element: Water.

4) The Pharaoh: Pharaoh stands regally on his barge in the Nile, surrounded by his entourage. Behind him, hundreds of slaves build a pyramid and other monuments to him.

Meaning: Leadership; politics and political power; the triumph of materialism over holiness; strength; power; oppression; power being misused.

Element: Earth

5) The Walking Man: A traveller, garbed in a wayfarer's cloak and carrying a staff, walks down a lonely road that runs through a meadow; his back is to the viewer. Copses of trees and a lake can be seen off to the side of the road; the traveller's goal, a tower, is visible in the distance.

Meaning: A journey; progress; the beginning of great things; perseverance.

Element: Earth

6) The Past: This card depicts a ruined tower. What destroyed the tower cannot be told.

Meaning: Something from the past; the influence of history or things forgotten; destruction; loss; defeat.

Element: Water.

7) The Future: Two men, their backs to the viewer, stand looking at an architect's drawing of a tower. In the background, a crew of workers is beginning to build the tower. Off in the distance, storm clouds are visible in the sky.

Meaning: Planning for the future; uncertainty; the possibility of unexpected occurrences; decisiveness; destiny; fate; inevitability or necessity.

Element: Fire

8) The Chessboard: The Raven and Grandfather Death play chess with golden chessmen on a board of ivory and jet. Thus far, the Raven seems to be winning, but just barely.

Meaning: Beneficial conflict or competition; cautious action is better than hesitation; struggling against great odds to achieve a noble goal; the Raven's personal involvement is crucial.

Element: Air

9) War: Many warriors in armor fight a bloody battle. One side's colors are gold and blue, the other's red and black. The corpses of their comrades litter the ground around them. To each side stands a herald with his army's standard. In the distant background, a tower can be seen.

Meaning: Crisis; calamity; conflict; battle; war; destruction; futile action; victory; triumph.

Element: Fire

10) The Executioner: An executioner, garbed in the black hood and cloak of his profession, stands on the scaffold with his axe at the ready. Two guards lead a bound prisoner up the stairs. The scaffold is built in front of a tower; the lord of the tower and a crowd of onlookers await the execution.

Meaning: Justice; law; orderliness; the death of an

evil man or men; the power of the state.

Element: Fire

11) Ace Of Towers: A great tower occupies a hilltop overlooking a vast city.

Meaning: Isolation; loneliness; insecurity; anxiety and paranoia.

Element: Earth

12) Two Of Towers: Two towers, linked by a bridge, stand on a field. Pennants fly from the towers, and a medieval jousting match is set to begin on the field.

Meaning: A conflict of opposites; duality; reward; promise.

Element: Fire

13) Three Of Towers: A castle with three towers occupies a beautiful snowy valley.

Meaning: Respite; rest; regeneration; retreat; separation; absence; sorrow.

Element: Air

14) Four Of Towers: This card shows a fortress with four watchtowers in a mountain pass. An eagle circles high overhead.

Meaning: Protection; defense; security; vigilance; watchfulness.

Element: Water

15) Five Of Towers: A group of five men stand outside a tower, as if they're trying to figure out how to get inside.

Meaning: Frustration; an obstacle; determination; oppression.

Element: Earth

16) Six Of Towers: Six beautiful towers dot a large mountain.

Meaning: Creativity; intelligence; wit; cunning; a scholar or learned man.

Element: Air

17) King Of Towers: A king stands atop a small tower, looking down upon his assembled subjects.

Meaning: Experience; ability and skill; worldly acumen and sophistication; urbanity; high society; diplomacy; tact; negotiation (as opposed to battle).

Element: Fire

18) Queen Of Towers: A beautiful princess receives several potential suitors in a throne room. On her face there is a knowing smile.

Meaning: Romance; love; marriage; a couple; feminine wiles or influences; sensitivity; compassion.

Element: Water

19) Knight Of Towers: A knight sits astride a beautiful black horse on a drawbridge, his lance at the ready, as if to defend the tower against all comers.

Meaning: Loyalty; service; heroism; bravery; skill.

Element: Water

AUTHOR'S NOTE

As Art Director Andy likes to mockingly point out from the times when the Raven was one of my player characters, the results you'll get from randomly generating a spread with the Raven's Tarot usually follow a vaguely similar pattern:

1. Some mysterious event or dire threat is about to occur (the cards may reveal more about the nature of the threat, such as mystical, technological, or the like).
2. The heroes will confront this peril, and initially be rebuffed or not achieve complete victory.
3. The mystery or threat now becomes worse — more dangerous to the PCs or the city.
4. By persevering no matter what the odds, remaining true to their heroic ideals, and exerting themselves to the utmost, the heroes will eventually triumph. A great sacrifice may be required of them (or one of them).

The similarity between spreads is deliberate. As you can see, it roughly follows the course of most roleplaying game sessions, which means it provides a fairly accurate (if vague) prediction. If more specific information can be teased out of the cards, it's up to the GM to decide whether he wants to tweak the scenario to fit, or the Raven actually failed his Activation Roll.

RANDOM CARD CHART

You can use a d100 from One Of Those *Other* RPGs to randomly roll up a layout of the Raven's Tarot by using this table:

- | | |
|-----------------------------------|-----------------------|
| 1) Aquarius | 44) The Present |
| 2) Thjazi's Eyes | 45) The Faerie Harper |
| 3) The Comet | 46) The Rose |
| 4) Charles' Wain | 47) The Owl |
| 5) The Moon | 48) The Rainstorm |
| 6) Nut | 49) Ace of Trees |
| 7) Gemini | 50) 2 Trees |
| 8) The Crocodile | 51) 3 Trees |
| 9) Andromeda | 52) 4 Trees |
| 10) The Astrologer | 53) 5 Trees |
| 11) Ace of Sky | 54) 6 Trees |
| 12) 2 Sky | 55) King of Trees |
| 13) 3 Sky | 56) Queen of Trees |
| 14) 4 Sky | 57) Knight of Trees |
| 15) 5 Sky | 58) Justice |
| 16) 6 Sky | 59) Evil |
| 17) King of Sky | 60) The Cardinal |
| 18) Queen of Sky | 61) The Pharoah |
| 19) Knight of Sky | 62) The Walking Man |
| 20) Grandfather Death | 63) The Past |
| 21) The Necromancer | 64) The Future |
| 22) The Cobra | 65) The Chessboard |
| 23) The Masque | 66) War |
| 24) Grinning Jack | 67) The Executioner |
| 25) The Man Bathed In Flame | 68) Ace of Towers |
| 26) The Phoenix | 69) 2 Towers |
| 27) The Philosopher's Stone | 70) 3 Towers |
| 28) The Dragon | 71) 4 Towers |
| 29) The Djinni | 72) 5 Towers |
| 30) Ace of Wizardry | 73) 6 Towers |
| 31) 2 Wizardry | 74) King of Towers |
| 32) 3 Wizardry | 75) Queen of Towers |
| 33) 4 Wizardry | 76) Knight of Towers |
| 34) 5 Wizardry | |
| 35) 6 Wizardry | |
| 36) King of Wizardry | |
| 37) Queen of Wizardry | |
| 38) Knight of Wizardry | |
| 39) The Cataract | |
| 40) The Stream | |
| 41) The Raven | |
| 42) The Acorn | |
| 43) Yggdrasil, the World Ash Tree | |