

# THE DAME WAS LOADED

*A Scenario For DIME HEROES*

*By Mark Bruno*

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P.O. Box 46373 Seattle, WA 98146  
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**The Premise:** Albert Innocentini is a high-powered gambler/racketeer kingpin operating out of New York City, with ties to the local Govani family. Innocentini was recently robbed of \$40,000 from a “lady friend” named Lana Greer, a real flaxen-haired beauty and femme fatal in the worst possible way. Innocentini wants his money *and* Lana back, so he contacts the PCs to track her down.

**The Setup:** This scenario works best for hard-boiled detectives and private eye types, although it can be modified to fit any character concept. Innocentini contacts the PCs, requesting a meeting at his downtown penthouse. The player characters should know enough of Innocentini to realize that he’s a dangerous individual, and shouldn’t be ignored. If they need additional “prodding,” Innocentini has no problems resorting to veiled threats and blackmail. If any of the PCs have a storied past, so much the better.

**My Kinda Town:** Innocentini’s penthouse is a palatial suite on the fourteenth floor of a downtown high-rise. The PCs are ushered in to an extravagant front room by a pair of the gangster’s mooks. After pleasantries have been exchanged, Innocentini explains the situation:

A few weeks ago Innocentini’s lady friend made off with \$40,000. The gangster caught Lana as she was busy stuffing a suitcase. He attempted to stop her, but she pulled out a .22 and shot at him four times, connecting only once (“She’s a wild goose, that one. A dame with a rod is like a guy with a knitting needle.”) If the PCs agree to locate Lana and the money, Innocentini agrees to pay them \$5,000 up front, with another \$5,000 once they bring her back, plus expenses.

**Wild Goose Chase:** The PCs can start their investigation by questioning folks who knew Lana personally (Innocentini can get them started). Most of the leads don’t pan out, however. That is, until the player characters meet with Lana’s housekeeper, an aging German woman named Greta. At first, the maid is reluctant to speak with the investigators, but with a successful CON check, she’ll give up an important piece of information. Greta tells the PCs that Lana packed a few suitcases and had vaccinations before heading off to sunny Miami Beach. Perceptive investigators should pick up that one doesn’t need vaccinations for Florida. If not, have the PCs roll a General Knowledge check.

**Hot on the Trail:** Further investigations should lead the PCs to the conclusion that Lana purchased a plane ticket bound for Boca del Rio in Vera Cruz, Mexico. Lana shouldn’t be too hard to locate; with her fair complexion and buxom

figure, she stands out like a sore thumb. Through questioning the locals, the investigators discover Lana booked a suite at the Hotel Suites Mediterraneo. Once there, they can confront Lana and either convince or force her to return the money to Innocentini.

Either way, she pleads for the PCs to hear her side of the story. According to Lana, she never stole the money and only shot Innocentini in self-defense after he tried to rough her up one evening. Afraid for her life, she packed her bags and fled to Mexico. Lana (GLITZ 3/Seduction 2) plays heavily on the heartstrings of any male PCs in the party, begging them not to return her to Innocentini because he’ll only kill her. Have Lana make a Seduction skill roll. If she succeeds, any males in the group with any amount of mercy will feel sorry for her.

**Out of the Frying Pan:** Once the players decide to help Lana they’ll need to develop a plan. Lana recommends they leave Mexico (or at least Vera Cruz) as fast as possible. While



the PCs decide on a course of action, one of them should spot Innocentini and his mooks arriving at the hotel. Apparently, the gangster grew impatient with the investigator’s progress, so he decided to “pay them a visit” to see how their investigation was going. Innocentini (MOXIE 2/Shooting 2/Fighting 1, Blood 15) is a crafty gangster, so any CON rolls against him should receive a –2 modifier. His mooks, of which there are four (MOXIE 3/Shooting 1/Fighting 2, Blood 10), are less intelligent and cannot even be reasoned with.

If the PCs decide to con their way past Innocentini, Lana comes out of nowhere and blasts the gangster with a small pistol. This time she doesn’t miss. One well-placed bullet between the eyes brings the gangster down. The mooks quickly return the favor. Once the smoke is cleared, and if any of the PCs are alive, Lana claims she panicked upon seeing Innocentini and “wanted to get that no-good, stupid, oily stooge out of my life for good.”

**Double-Crossed:** With the gangster and his mooks dead, the PCs are free to go, and so is Lana. Of course, this scenario wouldn’t be true to the detective noir genre without a bittersweet ending, would it? Lana thanks the PCs for their help and races away from the scene, leaving the PCs with the bodies of five dead men. The investigators should soon realize Lana’s true nature—she’s a selfish, double-crossing betrayer. She leaves them to take the blame. They also discover what she inadvertently leaves behind—an incriminating bankbook with a \$40,000 deposit in her account—evidence that she had lied about the money.