

About the Adventure

The Phantom Jungle is a *Call of Cthulhu* pulp adventure although it can be easily translated to other pulp-style systems (*GURPS* and *Broken Compass* versions are available on 1shotadventures.com). Set in November 1936, the adventure takes place throughout the dangerous jungle of Peru, where the investigators must rescue a renowned doctor and save South America from the rise of a nefarious cult.

The Phantom Jungle is suitable for three-to-five pulp investigators. The end of the adventure includes seven pregenerated pulp characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Suggested skill rolls are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person are opportunities for specific investigators, notably the pregenerated characters from the end of this adventure.

Adventure Summary

Like most pulp serials, *The Phantom Jungle* begins in the middle of the action. The investigators are boating up the Javary River, set to visit the father of one of the investigators – Arthur Van Der Woodson – an antiquarian who has requested urgent help from the town of Benjamin Constant, Brazil, after signalling he was off to find Incan treasure.

Unbeknownst to the investigators, one of them accidentally picked up a legendary necklace while in Peru, which has attracted the attention of violent twins, who board the boat and try to seize this treasure.

The boat does not survive the attack, and the investigators are stranded in the jungle along the river. They must make their way to the nearest point of civilization, a leper colony established and later abandoned by Jesuit missionaries. There, they discover that the place is overwhelmed with the sick and the desperate. The colony's miracle-working doctor, Dr. Niyali Joshi, has been kidnapped by "gray ghosts," and the desperate patients are lost without her.

To find the doctor, the investigators must trek the jungle to an anti-imperialist revolutionary camp. There they are surprised to discover Arthur Van Der Woodson there. He's under suspicions of being the deadly mercenary and assassin, *El Clavo* – and moments from being executed!

After rescuing Arthur, the investigators find out that he was also attacked by these "gray ghosts" while exploring the outskirts of an Incan temple. He was close to finding the *Eternal Khipu*, a artifact that holds vast the knowledge

of the Incans and their ancestors, the Waris. Unfortunately, Arthur has contracted leprosy while on his expedition and cannot resume his adventure, so he asks them to recover the Khipu and rescue the doctor who might save his life.

The investigators must now survive a dangerous trek through the jungle to the lost Temple of Coniraya. There, in a lagoon outside the temple, they are shocked to find an old Confederate ironclad, manned by the descendents of Civil War veterans who fled to South America. The leader of the this group, Kirby Bell Bee, has been having nightmares and believes his 140-year old great-grandfather is alive and sleeping inside the temple – a result of having touched the Eternal Khipu and receiving vast knowledge from it. Kirby is obsessed with rescuing his grandfather, recovering the Confederate treasure hidden in the castle, and funding revolutionary groups to topple the fragile government of Peru!

To awaken his grandfather, Kirby is forcing Dr. Joshi to help him. He has also hired the *real* El Clavo to help him safely navigate the temple's traps. Not only is El Clavo a stone cold mercenary, but he's developed a strange invention that lets him leap through the air with a nitrogen pack.

The adventure concludes with the investigators rescuing Dr. Joshi, defeating Kirby Bell Bee and his cult, and finding the Eternal Khipu inside the temple. There, they discover a terrifying secret. Not only is Kirby's grandfather still alive, but the Yithian artifact has evolved him into a powerful demigod, who is obsessed with getting revenge upon his enemies from the last century. Unless the investigators can stop him, this cosmic villain endangers all humanity!

The Javary River, Peru - 1936...

The investigators are en route to the Brazilian town of Benjamin Constant, where one of their fathers has suffered a mishap and needs assistance. See **Handout A** for the mysterious letter the investigators received; if using the pregenerated characters, it was sent to Willy Van der Woodson.

The adventure kicks off at midnight on a motor yacht heading up the Javary River. The *Alba* cuts through the humid jungle, which is raucous with the sounds of birds, monkeys, and other creatures. A fishing boat is ahead of the *Alba*, its drunk crew as loud as the jungle. They hoot and holler as they toss bait into the river.

Half the investigators are on the aft deck of the *Alba*, enjoying a strong bottle of brandy. Toña la Negra croons *Oración Caribe* on an old phonograph as they celebrate with the *Alba's* captain, BUTRAGUEÑO. Chio, the *Alba*'s first mate (and also a pregenerated character), mans the wheel.

THE CERTUM AMERICANA CULT

The villains of *The Phantom Jungle* are Certum Americana, a cult who has a sinister motive to carve out territory in the Amazon Basin as its own country. The cult's leader, KIRBY BELL BEE, possesses a sinister secret – the existence of "The Cabal," three comatose Confederate leaders that are in stasis deep within an ancient Incan temple, along with enough gold to fund a threat to the fragile countries of South America.

The cabal has been slumbering since 1867, when the three men fled Reconstruction for South America. They stumbled into the Temple of Coniraya and discovered the Eternal Khipu, a ancient Yithian device that holds the vast knowledge of the cosmos. Just touching the khipu imparts unmatched knowledge in moments. The men greedily touched the device too many times and fell into a catatonic slumber. Unable to wake them, their comrades sealed them in the temple, along with a stockpile of gold. Decades later, the cabal was forgotten, and the ex-Confederates who came with them assimilated in with the locals, their original heritage being no more than a curiosity.

Two years ago, however, Kirby Bell Bee, the great-grandson of one of the cabal members, started receiving dreams about his trapped grandfather. In those dreams, his grandfather told Kirby that it was his birthright to found a new, great nation in South America. While he had no love for the original Confederate cause, Kirby became obsessed with the idea of power. He knew that the government in Peru was weak and vulnerable to revolution. He obsessed over his grandfather, and in his research, discovered that the existence of the Certum Americana cabal. Gathering followers, Kirby swore to find the sleeping men, reawaken them, and use their ambition, unmatched knowledge, and stash of gold to kickstart his conquest.

Unfortunately for Kirby, he had multiple obstacles in his way. One, he needed to gain access to the temple, which was sealed with a special key – a Waris statuette with amber eyes. Two, he knew he had to overcome the devilish traps laid by the original Confederates to protect the cabal. Finally, he had to figure out how to awaken the catatonic men.

Kirby tracked the key to Arthur Van Der Woodson, an adventurer and antiquarian. Writing letters to him, Kirby lured Arthur to the temple, and then tried to kill him. Arthur escaped death, but lost the statuette in the process. Kirby only managed to recover a single amber eye from the statuette. To deal with the problem of traps, Kirby hired EL CLAVO, a notorious Peruvian assassin and trapmaster. Finally, and by pure lucky, Kirby found a brilliant doctor, Dr. Nalini Joshi, famous for her miraculous antidotes and living near the temple. He tried to convince her to help his cause. The doctor refused, uninterested in helping what looked to be another group of revolutionaries. Angry, Kirby ordered his men to kidnap her.

Now missing only a way into the temple, Kirby is growing impatient. He's ordered El Clavo and his men to find the missing statuette key. If they can't, he has sworn to use the *Tuscaloosa*, his grandfather's original ironclad, to blow a hole in the temple!

The other half of the investigators are below deck, too tired to continue the party. Keepers can decide who is in each location randomly, or have the players decide.

The captain tells the investigators he has one last surprise this night, and calls to Chio to stop the boat and bring over a violin case. Dramatically, the captain winks and then opens up the case, revealing a rare bottle of Blanc de Noirs champagne. Anyone who succeeds appropriate KNOW roll immediately delights in the rarity and the vintage of this expensive champagne. It is a special occasion!

With a loud pop, the champagne is opened and the smiling captain pours it into glasses. He stands, raises his glass... and his mood shifts:

CAPTAIN BUTRAGUEÑO
I am sorry, my friends, but this shall be our last toast of the evening... and, unfortunately, the end of our voyage together. You see, when you arrived on my boat, I did not know you carried with you the legendary Jewels of Nazca.

You must understand, your captain is a poor man, but I am not a thief. What would a humble river captain do with such a treasure? The jewels would bring me nothing but bad luck, like they have brought you tonight.

So I am not a thief, but the TWINS – those horrible criminal brothers – want the Jewels of Nazca very badly. And you have made an enemy of them. They told me, if I betrayed you tonight, they would pay me well. I am a poor man... how could I say no? I am truly sorry, but the twins are here, and our adventure is now over.

Keeper's Note: A professionally-voiced version of this monologue is available on 1shotadventures.com!

His toast done, Captain Butragueño takes a nervous gulp of the champagne and sits down. Suddenly, there is a clicking of revolvers and the crash of heavy boots on the deck!

The *Alba* has been boarded. Three toughs stand at the rear of the vessel brandishing revolvers. Behind them, in a small motorboat, are the two muscled and moustached SOTO TWINS, dressed perfectly in clean, linen suits. Another man in the boat holds an oar and chomps on a corncob pipe. The twins climb on to the deck and demand the "Jewels of Nazca" from the investigators:

THE TWINS
Good evening, friends! I hope you saved some champagne for us...

The last time we met, you so horribly embarrassed us on that bridge.

THE *ALBA*

The *Alba* is a 56' 1930 Jacobson & Peterson Motor Yacht. Captain Butragueño won the yacht in a game of cards with one of the twins (he can't remember which), and it's his prized possession. While it's only five years old, Captain Butragueño hasn't taken great care of it, so it looks and sounds much older than it really is.

The boat is steered from the pilothouse (with no radio) and requires PILOT BOAT skill. The boat also has two staterooms, salon, and a galley. The engine room is accessible via a hatch in the pilothouse.

The *Alba* has 280 hit points and an Armor value of 3. It has a top speed of 10 knots.



One of the twins points to one of the investigators. This can be anyone, but if using the pregenerated characters, Jonny Talon is the likeliest culprit:

THE TWINS
Our Rolls Royce was not recoverable. That alone will cost YOU your life tonight...

But if the rest of you give us the jewels now, we'll at least spare Captain Butragueño his dear boat.

And with that, the goon in the rowboat pulls out a stick of dynamite, and with a grin, holds his pipe up to the fuse!

Keeper's Note: The adventure doesn't give any context for this "Rolls Royce incident" – ask the players to invent some fun and clever backstory of what might have happened in the previous "episode" of this story!

Jewels? What Jewels?

The investigators are no doubt a bit confused. These "Jewels of Nazca" have no meaning for them!

However, one of the investigators recently bought a cheap, old necklace in an open-air market for just a few bucks. What they didn't realize is that this unassuming trinket is actually the Jewels of Nazca, a treasure has been lost for a generation, worth tens of thousands of dollars, and said to bring the bearer great wealth. The Soto twins have been looking for these jewels for a decade, as they once belonged

to their grandfather when he bought his first cotton field. Their grandfather believed the jewels helped him grow his field into an agricultural empire ... and then blamed his ruin on their mysterious disappearance.

If playing with the pregenerated investigators, Sônia Carrilho has the jewels. She recognized them in the market as something her mother wore. Little did she realize that her mother was once a household servant of the twins' grandfather, and stole the jewels herself! If not playing with Sônia, the GM should simply say that each of the investigators bought some various trinkets as souvenirs, and then choose which of those trinkets is actually the legendary treasure.

Keeper's Note: For an added challenge in this encounter, the investigators are likely drunk. Each investigator should make a Con *roll. On a success, they are tipsy (fumble all rolls of 90+). On a failure, they are utterly drunk (fumble all rolls on a roll of 80+!). The investigators below deck are sleeping, so success is not being drunk at all, and failure is only being tipsy. However, those investigators must make a* Listen *roll every round or so to wake up and act!*

Brawl on the Boat!

The twins have come for treasure and blood. They will not leave without some of each. Their motivation is to recover the jewels and get revenge on the investigator who wrecked their new Rolls Royce. Inevitably, they'll decide to blow up the boat, either out of spite or simply because they don't want to pay Captain Butragueño his due.

While it's possible for the investigators to talk the twins off the boat (e.g., giving them the jewels), they won't leave without incident. After all, the twins are crime bosses, and they came all this way. For example, they might accept the jewels, but insist on punishing the jerk who wrecked their car. The twins are especially excited to throw the vandal overboard, knowing that there is a surprise in the river.

The "surprise" is that the river is infested with red-bellied piranha. The carnivorous fish have been riled up by the drunk fishermen on the fishing boat nearby. As a result, anyone falling in the water in this brawl is in danger. Every second someone is in the water, there is a 10% chance a piranha boldly takes a bite for 1D2 damage. On a hard success, the piranha forms a deadly *swarm*, doing 1D6 damage each turn, and dispersing only after taking 10 hits.

If the investigators clearly outmatch the twins, either seriously wounding one of them or killing off their henchmen, they'll swear their revenge and retreat back up the river in their motorboat. While they don't appear in the rest of this adventure, the Soto twins make fine enemies in the future.

The Best Day of a Boat Owner's Life...

Regardless of how this encounter with the twins resolves, the *Alba* will end up with serious problems. The twins' dynamite may have blown up the entire rear of the ship, causing it to slowly sink. Stray bullets may have caused a rupture in the fuel tank, or utterly destroyed the already-worn out motor. Maybe some poor goon's body got shredded by the propeller, which caused the entire engine to seize up. No matter the cause, the *Alba* is not going anywhere. If it's intact, it gently careens towards the Peruvian bank of the river. Otherwise, the investigators must swim to shore.

If the investigators look around for help, they won't find it. The fishing boat that stirred up the piranhas sped off once the twins showed up. The investigators are now alone and stranded in the jungle.

Into the Jungle

The jungle's black night is intimidating. A **predator's vicious roar** welcomes the investigators, causing an immediate Sanity Roll (0/1). Anyone making an appropriate Survival roll identifies it as the sound of a very large and very hungry jaguar. Fortunately, success also recalls that light is an effective way to scare jaguars away.

If the investigators can salvage the *Alba*, it's easy to recover an electric lantern. Otherwise, they can build makeshift torches; there's enough waterproof matches around to do this without much trouble, but Keepers may require a Survival roll to do this particularly well (i.e., make a torch that lasts for more than five minutes).

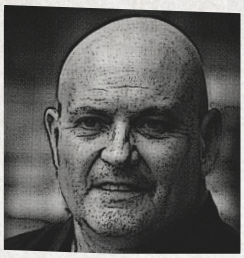
The first sight the investigators see is a rough-hewn sign pushed into the ground near a trail. It points to the St. Gonzalez leper colony, five miles down the trail (see **Handout B**).



Twins' Cartel Strikes!

Final Edition

OSCAR SOTO



STR 80 DEX 60 INT 60
CON 70 APP 40 POW 60
SIZ 80 EDU 50 HP 15

Damage bonus: +1D4
Build: 1 **Move:** 7

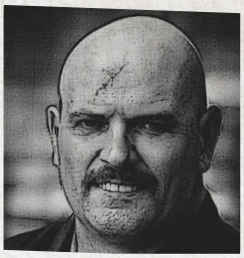
Fighting (Brawl) 70%, damage 1D4+1D3
Fighting (Brawl w/ Stick) 70%, damage 1D6+1D3
Dodge: 30%

Skills: Charm 50%, Firearms 30%, Intimidate 70%, Spot Hidden 50%, Swim 60%.

Gear: Fine walking stick with a distinctive metal skull on the end (1D6 + 1D4 damage); fine linen suit.

Personality: Oscar is a tireless and greedy bully with political ambitions. He's highly sensitive to insults, and is especially protective of his collection of rare cars.

OMAR SOTO



STR 80 DEX 60 INT 60
CON 70 APP 40 POW 50
SIZ 80 EDU 45 HP 15

Damage bonus: +1D4
Build: 1 **Move:** 7

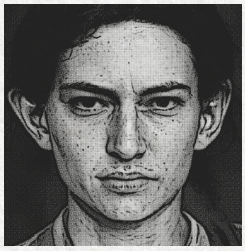
Fighting (Brawl) 70%, damage 1D4+1D3
Dodge: 30%

Skills: Firearms 60%, Intimidate 80%, Spot Hidden 30%, Swim 60%.

Gear: S&W .38 revolver (1D10 damage, 15 yard range, uses per round 1 (3), 5 shots); fine linen suit.

Personality: Omar is the more violent and cruel of the two twins. He delights in causing pain to his enemies, and is protective of his brother. He loves gambling, champagne ,and fine spirits.

CARTEL TOUGHS



STR 55 DEX 65 INT 50
CON 60 APP 50 POW 50
SIZ 50 EDU 35 HP 11

Damage bonus: none
Build: 0 **Move:** 8

Fighting (Brawl) 60%, damage 1D3
Dodge: 32%

Skills: Firearms 40%, Intimidate 40%, Spot Hidden 40%, Swim 60%.

Gear: Nagant revolver (1D8 damage, base range 15, uses per round 1 (3), 7 shots, malfunction 100). One of the men, "Corncob," carries two sticks of dynamite (4D10 / 3 yards).

Languages: Spanish, broken English

CAPT. BUTRAGUEÑO



STR 60 DEX 50 INT 50
CON 60 APP 40 POW 40
SIZ 50 EDU 40 HP 11

Damage bonus: none
Build: 0 **Move:** 8

Fighting (Brawl) 50%, damage 1D3
Dodge: 25%

Skills: Charm 60%, Fast Talk 40%, Firearms 40%, Law 20%, Listen 45%, Navigate 70%, Pilot Boat 70%, Spot Hidden 45%, Survival 30%.

Personality: Charismatic but cowardly, the captain really only cares about maintaining his lifestyle and keeping his beloved boat, the Alba, afloat. He is a generous man, however, and enjoys celebrating with his guests with a good bottle of champagne.

A History or Edu roll recalls that Jesuit missionaries established several leper colonies along the Amazon in the last decade. The good news for the investigators is that the leper colony likely has transportation or some other way of contacting the outside world.

The Dead Soldier

The trail to the leper colony is trapped with tripwires. The nefarious EL CLAVO, a mercenary who often works for the Peruvian army, operates in this area, setting traps and deadfalls to capture or kill the revolutionaries who live in this jungle.

A mile or two down the trail, the investigators must make a Spot Hidden roll (hard if at nighttime). On a success, they see a tripwire running across the path and can easily avoid it. On a failure, one of the investigators trips and hears an enormous spiked branch swinging their way. A Luck roll avoids getting hit for 2D damage!

Several more traps are found on the trail. After thirty yards or so, the investigators see a mangled corpse pinned to a tree, impaled by one of El Clavo's traps.

The dead man is older, in his 60s, dressed in worn fatigues, and his rib cage is crushed by the trap. His jaw hangs askew, horror still sewn on to his face.

A canvas satchel on the ground contains the man's belongings. There's also a canteen, some jerky stuffed into a greasy envelope, and a Mauser C96 pistol (1D8 damage, 15 yard base range, 1 (3) uses per round, 10 shots, Malfunction 100) Finally, there's a soggy letter in the bag addressed to "The Doctor".

The letter (see **Handout C**) is from the leader of nearby revolutionaries, Papa "Mook" Zevallo, and is written to Dr. Nalini Joshi. He apologizes that medical supplies may not be arriving this month, and that his men have been under attack by El Clavo and the mysterious "gray ghosts" of the jungle. The letter warns the doctor to be wary.

St. Gonzalez Leper Colony

In a few hours, the investigators reach the end of the trail. The dense foliage of the jungle gives way to a clearing, where a small settlement is found.

The leper colony is comprised of three buildings. A small, quincha chapel is center of the settlement, made from timber and finishing clay. Another rectangular structure is the *leprosium*, built to treat the most severe patients. A similar, but smaller, third building houses family members and other visitors. Well-tended gardens are scattered around the colony, mostly growing maize and potatoes.

As the investigators enter the colony, two teenage boys approach them. Iquitos natives, the curious boys are dark-haired and wear clothes too large for them. Both boys look tired and worn, but do not bear any signs of disease. They speak fluent Spanish, and broken English. One of them, GUS, is eager to drag them towards the chapel to talk to someone named MARCO. The other boy is too shy to say much.

If the investigators make conversation with the Gus, he has much to say:

ST. GONZALEZ LEPER COLONY

St. Gonzalez Leper Colony was founded by two Jesuit missionaries in 1922 to take care of Iquitos natives who had contracted the disease. The Jesuits did a poor job placing the colony. It was too far from the Javary River to be easily reached, and was also too far from any Iquitos settlements. As a result, it was never home to more than a couple dozen patients. Furthermore, its founders were ill-equipped to run the place. By 1933, the Jesuits gave up and relocated to the larger San Pablo de Loreto leper village elsewhere in Peru.

The assistant to the Jesuits, a trainee named Marco de Unamuno, refused to leave the remaining patients. He wrote letters to all of the doctors he knew, and attracted the attention of two married Indian doctors visiting Lima – Nalini and Bagheera Joshi. The couple visited the colony and found it a place of horror. The living were sharing beds with the dead. Dr. Nalini Joshi, was overwhelmed with compassion, but her husband had no stomach for the place. After a fight, Nalini swore to take care of the colony, but Bagheera left for the boat, never to be seen again.

Dr. Nalini Joshi picked up languages quickly, and she was intrigued by a native story she heard about a plant with "magical" healing properties. She found the quyllur flower at the Incan Temple of Coniraya, along with the frillneck lizards that drank its nectar. While the plant was not magical she used the lizard's saliva and devised a remedy that could cure leprosy in a week.

Today, the colony is home only to a dozen or so patients at once. They quickly recover and leave, though a few loyal folks have stayed behind to assist the doctor. While Dr. Joshi has sent letters to other doctors to come visit and see her medical work, nobody seems to take her seriously.

During her endeavours, Dr. Joshi has made friends with a small group of revolutionaries who hide nearby in the jungle. Led by Papa Zevallo, a man she affectionately calls "Mook," they regularly supply her with medical equipment in exchange for treating their wounded. While Dr. Joshi dislikes an alliance with rebels, she trusts Mook and understands she has no better choices if she wants to continue to take care of the sick.



- Twenty so people live at the colony. If asked about sickness or leprosy, the boy grimaces and gestures to the leprosium. "Dr. Joshi insisted – no sick people here! But now... the doctor is gone and sick people are everywhere."
- If asked about the doctor, tears fill his eyes. "The bad men took her a week ago, and now all we have his Marco. Not good for us."
- If asked about any missionaries, the boy seems confused. "The priests gave up a long time ago."
- If asked about his family, Gus explains that his dad is very sick and still asleep. He reluctantly says that his mom is in heaven.
- If the investigators show Gus the letter they found in the jungle, he will recognize the signature of "Mook" and say that Papa Zevallo is very brave, followed by gestures of firing guns at the sky. Gus mentions that his friend's older brother lives with Zevallo in his camp.
- If asked about the traps in the jungle, the boy becomes spooked. He says the doctor told them to stay away from the river, since it's dangerous. "El Clavo..." he says warily, referring to the notorious Peruvian mercenary.

Once the conversation wraps up, Gus pushes the investigators towards the chapel to meet Marco.

The Chapel

After the Jesuits left, Dr. Joshi turned the small, rustic chapel into a residence for herself, her assistant Marco, and her sickest patients. The building also contains a small, locked office where she carefully mixes her cure for leprosy.

Leaning outside the chapel is a beaten-up blue 1924 Ner-a-Car motorcyle. Anyone who studies the bike for a minute or two and succeeds a Mechanical Repair roll sees that its friction drive transmission has leaky seals, likely preventing it from running reliably. With the right tools and an hour or two, another Mechanical Repair roll fixes it.

Marco meets the investigators inside the chapel. He is a tall, middle-aged Peruvian with noticeable bags under his eyes. He looks exhausted from his work, and shows no sign of friendliness. He is an anxious, nervous man and is suspicious of the investigators.

Eventually, Marco can be coaxed into explaining the camp's situation. He tells the story of the camp's abandonment by the Jesuits and the arrival of Dr. Joshi (see text box on p. 6). He praises Dr. Joshi as being the most brilliant pharmacist in the world, and how she used a combination of rare flowers to create an antidote for the leprosy in the area. A Medicine roll identifies Marco's description of the cure as a form of antibiotic. Antibiotics were still new inventions in the 1930s!

He goes on to explain that ten days ago the doctor disappeared. He heard her scream in the night, followed by a earsplitting, extended hissing sound. "If it was an animal, it was a demon!" *Keeper's Note: This hissing sound was the sound of El Clavo's nitrogen flight pack.*

Marco ran to Dr. Joshi's room, but she was gone. Her window was shattered and when he looked, he saw men in faded gray khakis dragging her into the jungle – the "gray ghosts".

Without Dr. Joshi, the sickness in the camp has taken a drastic turn. Two men have died and two more have gone blind from their leprosy. He knows that he will not be able to handle the situation for much longer. He has tried to reproduce the cure but does not know which plants the doctor uses to create it.

Marco has three theories as to who has taken Dr. Joshi:

- Anti-imperialist revolutionaries live in the jungle about 10 miles to the north. While Dr. Joshi has had a cordial relationship with their leader, Papa "Mook" Zevallo – providing medical care to their wounded in exchange for basic supplies – Marco believes that recent government airstrikes have made the rebels more desperate for a doctor of their own. He says that Dr. Joshi frequently worried that her colony would be targeted by rebels.
- The gray ghosts have been seen before by some of the lepers who have come to the colony. They say the men promise money to convince locals to join their group, and then threaten them if they do not. Marco is deeply afraid of these ghosts, and does not know if they are men or angry spirits.

- Marco never liked Dr. Joshi's husband. He describes him as haughty and with a bad temper. "It wouldn't surprise me if he took her refusal to return with him to India as a blow to his ego... and he finally came back for her."

With some good roleplaying or Charm rolls, Marco provides additional information:

- The motorcycle outside belongs to Dr. Joshi. She bought it from her rebel friend Mook, and she loves riding it a great deal. Unfortunately, the motorcycle has been running very badly lately, and no one has had any luck fixing it.
- If asked about the traps in the jungle, he shudders. He says that an infamous government mercenary, El Clavo, sets intricate traps in the jungles to kill revolutionaries. Dr. Joshi hates the man's cruel tactics. As Marco thinks about El Clavo, he wonders if the assassin might be the one who kidnapped the doctor.
- If asked about the location where the doctor found the rare flowers that can cure leprosy, he says he knows that it is near the ruins of an old Incan temple, but does not know its location. The doctor did not share that information, worried that others would destroy the delicate ecosystem around the temple. Marco tried to find the temple, based on her description, but has found nothing. Worse, he said he heard a ferocious jaguar in the jungle on several occasions, and has given up his hunt.

Eventually, even if he does not fully trust the investigators, Marco asks them to help his situation. He is desperate to find and rescue Dr. Joshi, and pleads with them to investigate her disappearance, and find the courage to visit the rebels to the north.

Dr. Joshi's Quarters

Dr. Joshi's quarters in the chapel are simple. A cheap wooden bed is in the corner of the room. An oil lamp and a stack of worn medical books lay on a simple desk. Marco observes that Dr. Joshi's journal is missing, likely taken with her.

The window to the room is smashed from the outside. The broken window easily is big enough for a man to fit through. With no spare glass, Marco has erected a canvas to keep the insects out.

A letter on the desk describes the Temple of Coniraya (see **Handout D**) and all of its amazing fauna. The letter is written to Jonas Salk, a young student at New York University who is contemplating quitting medical school, and urges him to stay enrolled.

Additionally, there are two undiscovered and important clues still left in the room:

First, one of the hardcover medical textbooks – a very dull looking *British Medical Association, 92nd Annual Meeting* is hollowed out on the inside. Hidden inside the book is a fist-sized **wooden statuette,** painted colorfully in reds, yellows, and oranges. Its left eye socket contains a piece of blood-red amber. The other socket is empty. An Archaeology roll identifies the statuette as originating from the Waris, the ancestors of the Incas. It is likely a thousand years old.

Second, under the bed is a single gold coin. Oddly, it features a portrait of the traitorous Confederate general Robert E. Lee and the words "Certum Americana" minted on it ("America Restored"). The year of the minting is 1879. An Appraise roll identifies that the gold is worth $50.

A History roll recalls that several thousand Confederates fled the United States after the Civil War to set up agricultural towns in Brazil. They were known as the "Confederados." However, by the 1930s, most of them had fully absorbed into the Brazilian population, their Confederate largely forgotten.

The Leprosium and the Abode

The leprosium is exactly as Marco described it. There are a dozen lepers in here in varying states of sickness. All have discolored patches of skin and lumps on their face. Several are blind, others cannot walk due to the ulcers on their feet.

One of the lepers, an older, long-bearded man named BENAMU, begs the investigators to find Dr. Joshi. He describes his village, thirty miles to the north, and fears that his sons have contracted the illness as well. Without Dr. Joshi, he says, hundreds of Peruvians will die in the jungle.

Keeper's Note: The investigators aren't in real danger of catching leprosy. It takes prolonged exposure to the bacteria to catch the disease. However, this fact wasn't well known in the 1930s, and most people still think it's a highly contagious disease. Only a Hard Medicine roll knows otherwise.

The third building – the abode – contains only a few people. The two boys who the investigators initially encountered sleep here, plus the wife of one of the men in the leprosium. When seen again, young Gus asks the investigators if they will rescue Dr. Joshi, and happily volunteers to help.

The Colony's Outskirts

If the investigators search the colony outskirts looking for clues to the kidnapping, they find additional evidence.

A Spot Hidden roll finds a German PERTRIX flashlight torch in the brush, about twenty yards from the chapel. Marco does not recognize it. The flashlight is damaged and doesn't seem to work, but the fix is fairly easy. An easy Electronics Repair roll can return the flashlight to working order.

Also found nearby is an empty metal canister – about the size of a small fire extinguisher. It is clearly designed to hold compressed air. Marco has no explanation for it.

Keeper's Note: The flashlight was used by the kidnappers, but when it stopped functioning, they discarded it. The empty canister belonged to El Clavo's nitrogen gas flight pack, expended when he helped kidnap Dr. Joshi.

A Pit in the Stomach

At this point, the investigators' only real lead to find Dr. Joshi is the revolutionaries' camp to the north.

The revolutionaries' camp is ten miles north of the leper colony, and can easily be found by following a game trail for about six hours. A Survival roll avoids taking 1D3 damage from bug bites, sharp branches, and other jungle hazards.

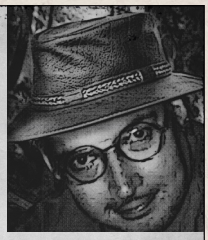
The camp is home to fifty or so revolutionaries. Anti-imperialists, they believe strongly that a better future lies with a unified South America. This belief has made them enemies to the government of Peru, who has increasingly unleashed military violence upon them.

As the investigators approach the camp, they'll hear the loud noise of men shouting. Unless they can approach the camp with extreme stealth, revolutionary scouts will appear from the brush to demand the investigators' names and purpose. Any mention of Dr. Joshi or Papa "Mook" Zevallo immediately get the investigators an escort into the camp.

The camp is made up of a dozen or so tents. Some tents are made from high-quality canvas and look like military surplus. Others are more makeshift, with burlap supplemented by thatch and branches. There are men and women in the camp and most are armed with older rifles or revolvers.

The Prisoner's Dilemma

As the investigators enter the camp, they hear a rowdy commotion coming from its center. A large pit (6-yards wide, 5-yards deep) has been dug in the middle of the settlement. Like a balance beam, a **wooden plank** is suspended over the pit, and a man in a ragged army uniform, his hands bound behind his back, is slowly trying to cross this "bridge." As the crowd jeers, a loud and angry roar emanates from the bottom of the pit – the sound of a large and hungry jaguar, not too dissimilar from the one the investigators heard in the jungle recently.



PAPA "MOOK" ZEVALLO

STR 70 DEX 65 INT 60
CON 70 APP 55 POW 60
SIZ 65 EDU 50 HP 13

Damage bonus: +1D4
Build: +1 Move: 8

Fighting (Brawl) 65%, damage 1D3+1D4
Dodge: 32%

Skills: Charm 70%, Fast Talk 60%, Firearms 70%, Intimidate 50%, Medicine 20%, Spot Hidden 60%, Stealth 50%, Survival 80%.

Personality: Papa Zevallo is a hero to the revolutionaries of Peru. He's determined to build a better government for the people, and has infinite patience to do so.



ASESINATO

STR 85 DEX 95
CON 50 POW 65
SIZ 80 HP 13

Damage bonus: +1D6
Build: 2 **Move:** 10

Attacks per round: 2
Fighting (Brawl) 60%, damage 1D8+1D6
Dodge: 35%

Armor: 2 point fur

Skills: Climb 60%, Stealth 40%, Swim 60%, Track 25%.

In the pit is a magnificent, monstrous albino jaguar – "Asesinato," as the locals have dubbed him. As the victim loses his courage to cross the pit on his makeshift bride, the crowd soon starts to cheer for the jaguar.

Keeper's Note: Assuming the adventure kicked off with the heroes coming to Peru to reunite with their father, then this poor captive is that very man, Arthur Van Der Woodson! Otherwise, the Keeper can insert another surprising old friend to take his place. What's important is that the investigators should want to save the man!

As the investigators assess the tense situation, a tall, swaggering man with a Clark Gable-moustache approaches them. He is PAPA ZEVALLO, the charismatic leader of this group of resistance fighters. He laughs and points:

PAPA ZEVALLO
Look! It is El Clavo! Ignore his protestations, this man is cruel and has killed many of my men with his horrible jungle traps. I think it is a fitting end to watch a man so known for his deadly traps to die in one of my own! But I am a fair and good, so I have promised him that if he can cross my "bridge" he can go free. But it looks like he is losing his nerve, so let's watch!

The captive, Arthur Van Der Woodson, does not look like he has much of a chance to get across. If he can see the investigators, he yells "Help me!" – followed by a string of expletives aimed at Papa Zevallo.

This situation is precarious. Papa Zevallo truly thinks that this man is El Clavo. Furthermore, his rebels want blood, so only the most persuasive or clever tactics will work to free the man. The Keeper should encourage good roleplaying, clever promises, and several appropriate skill rolls, like Fast Talk or Persuade to convince Zevallo to give the man at least a temporary reprieve.

Once Zevallo has agreed to the Arthur's release, rescuing him from his precarious predicament is another problem. Arthur is standing on nothing more than a 4-inch balance beam above a hungry jaguar, too afraid to move. His balance is wobbly. Somebody needs to either talk him into carefully moving back towards the edge of the pit (requiring good roleplaying a Persuade rolls!), or walking out there themselves to help him back.

Walking on the narrow beam requires a Dex roll to avoid slipping into the pit (a Hard Dex roll can catch on to the beam before falling in).

Falling into the pit only does 1D4 damage due to the soft earth. However, Asesinito the massive jaguar will quickly attack anyone who falls in!

If Asesinito takes any real damage, he lets out a earsplitting roar (causing a Sanity Check (0/1) to all!), scrambles up the side of the pit, and vanishes into the jungle.

Keeper's Note: If Asesinito escapes into the jungle, the great cat is later captured by El Clavo and given to Kirby Bell Bee as a gift. Aseninito shows up later in the adventure aboard Bee's ironclad, the Tuscaloosa.

My Father, The Captive

Once Arthur is saved, Zevallo invites the investigators into his comfortable tent. He offers them a bowl of *tacu tacu*, garlicky beans and rice, and asks to listen to any conversation they have with his captive. Arthur explains his story:

ARTHUR VAN DER WOODSON
You may have seen the article I took out in the Chicago Tribute, saying I was going into the jungle to look for gold, but that was just a ruse to throw off my rivals.

The truth is that far more interesting than gold. You see, my friend Mr. Bee wrote me about a wonderful secret hidden in this jungle. It is the Eternal Khipu, a legendary Incan artifact that was said to hold a great history of its people, all encoded into thousands of strings that held golden beads.

The knowledge held within the khipu is far greater than mere treasure... and it might hold the last secrets of the Incans, from before the Spanish destroyed all of their records centuries ago.

But after I sent my letter to you, I grew impatient. My friend Mr. Bee told me the location of the temple where the Khipu was said to be hidden – the temple of Coniraya, which is located in a beautiful lagoon hidden down a river tributary not far from here.

The temple is glorious, still intact, and worshipped by the most colorful lizards you will ever see. But as we were circling the temple, I was taken aback that we were not the first men to have discovered this place. I saw evidence of a motorcycle near the temple, which surprised me. Suddenly, I heard a horrible grinding noise coming from the river. My boat was destroyed and bullets ripped through my men. I ran for my life, chased through the jungle by screaming men in gray.

While I escaped that ambush, THESE rebels found me. They believe that I am this deadly assassin – El Clavo! Do I look an El Clavo? Ludicrous!

Anyone making a History roll recalls that a khipu is an Incan contrivance that stores information via a complex system of colored cords and knots.

- Arthur does not know who or what destroyed his boat. He swears he heard large bore gunfire, like a cannon. At first he thought it was revolutionaries who attacked him, but now he's not so sure. He now thinks maybe it was the Peruvian military, mistaking his exploration team as rebels.
- If asked about why he is wearing a government uniform, he says that he found a dead soldier's body in the jungle, and exchanged his clothes with him, hoping he would be safer.

- He has no explanation for the motorcycle tracks, but of course the investigators will likely realize that these were from Dr. Joshi's motorcycle.
- He fears the temple itself was destroyed. He is in a hurry to find it again, but is not sure he can from his current location in the jungle without a good map.
- He found the doorway into the temple, but it was sealed shut. The door was carved to look like the great smiling face of the Incan moon god, Coniraya. He describes how he had the key to the door, a small statuette with amber eyes, but lost it during the attack.

Keeper's Note: This is, of course, the statuette that Dr. Joshi had in her quarters. She found it while visiting the temple after Arthur's attack. Arthur will instantly recognize the statuette if he is shown it, but will lament that it has lost one of its eyes, which he believes is critical for unlocking the door. He believes it is probably lost somewhere around the temple grounds.

If for some reason the investigators left the leper colony without finding the statuette, then instead Arthur explains that the statuette was confiscated from him by a "great bearded man" when he was initially captured by Zevallo's revolutionaries. Papa Zevallo knows the man, Manuel Chalco, but laments that the man disappeared on a patrol in the jungle a few days ago. Manuel can be found in the next section, mortally wounded by one of El Clavo's traps.

While the investigators are talking to Arthur, a Medicine or Spot Hidden roll spots discolored patches and lesions on his arm. A Medicine roll identifies that he has somehow contracted leprosy. Distraught, he explains that he shared quarters in Brazil for several weeks with a guide who likely had the disease. He is devastated by what he believes to be a death sentence, and begs the investigators to return to the temple and try to find the Eternal Khipu, hoping to see it before he succumbs to the illness.

Arthur resists accompanying the investigators, knowing that he will only slow them down. He will agree to relocate to the leper colony if asked, however. Papa Zevallo has no desire to keep lepers in his base, so he will happily agree to let Arthur go!

Papa Zevallo's Thoughts

Once Zevallo realizes that he has not caught the real El Clavo, he will become less interested in his new guests. He does have more to say:

- If asked about Dr. Joshi's kidnapping, he is sorry to hear of it, but does not have any useful information. He explains that she fondly gave him the nickname "Mook" one night after drinking too much *chilcano*. While he had a cordial relationship with Dr. Joshi, he knows that she had made many enemies of other revolutionary groups by refusing to help them. He fears the worst.
- If asked about the "gray ghosts," he says that he thinks that they are a newer revolutionary group operating in the area. He doubts that they are supernatural in any way. He hears they have been approaching other revolutionary cells with offers to join their cause. However, because they don't seem to be offering any money, no group has taken the offer.

Papa Zevalo insists that nobody reveal the location of his camp. While he is charismatic and friendly, he will not tolerate anyone threatening to betray his men's location.

If the investigators ask Papa Zevallo for aid, he only agrees on a Hard or better success on an appropriate social skill roll. In that event, he will ask one of his men to act as a guide for them (with Survival 60% and Navigate 65%). He also gives them some light equipment, such a couple of machetes (1D8 + db damage) one or two older AMC MK II grenades (3D10 damage / 3 yards). He's short on equipment and arms, and cannot afford to hand away any more to the investigators.

To the Temple!

Arthur vaguely remembers the location of the Temple of Coniraya. He knows it is located about 3 miles up a deep tributary off the Javary. With some maps, Zevallo and the investigators can find its location. It is located about 15 miles north through the dense jungle. The journey is uphill and treacherous.

A Navigate roll is required to make good headway through the jungle. A failure costs the investigators a day of lost travel, and requires a Track roll to get back on the right trail. Each day lost requires a Survival roll or else the investigators take 1D4 damage from heat, bites, and other jungle maladies, along with a Sanity Roll (0/1).

Quicksand!

In a pulp adventure, no jungle is complete without with a pit of dangerous, cinematic quicksand! As the investigators travel, they cross over one of these patches of quicksand. Each investigators can make a Survival roll to spot the quicksand and avoid stepping into it.

Once in the sand, every second, the victim must make a Swim roll; the roll is Hard if the victim is encumbered. A success lets the investigator wade to safety. A failure costs 1 hit point due to suffocation and exhaustion.

Someone trying to rescue a victim from quicksand must first find a tool, perhaps some rope, or a branch or vine. Then, they must make win an Opposed Str roll vs. the victim's Siz (the heavier they are... the faster they sink).

The Dangling Prisoners

As the investigators make their way through the jungle, they'll suddenly hear a strange creaking, rattling sound nearby, like metal scraping on metal. Finding the source of the sound requires a Listen roll, which leads the investigators up a muddy hill, where a **rancid breeze** rolls down upon them.

At the top of the hill are three skeletal corpses dangling by their legs, upside down, from tree branches. This causes a Sanity Roll (1/1D3)!

The rusty chains holding them aloft rattle in the wind. The bodies dangle about twenty feet from the ground, but their chains can be reached with a Climb roll. Any examination of the dangling men discovers that one is alive – but barely!

This poor man is MANUEL CHALCO, one of Papa Zevallo's revolutionaries. He got separated from his scout group and fell into the snares here. He's a goner – he's been left here too long – but he will whisper a few words of warning to the investigators in Spanish, or broken English.

DYING MANUEL

El Clavo... he's working... with the ghosts. Dr. Joshi... too. Beware, he comes from the clouds!

Keeper's Note: If the investigators did not find the one-eyed statuette at the leper colony, the Keeper should plant it here on Manuel's person instead.

If the investigators cut down the corpses, they'll discover more information about these victims. The first dangling corpse has been dead for months. He has the tattered remains of an army uniform on him. He has no notable gear.

The second corpse is a skeleton barely holding itself together. Only some shreds of cloth are left on his body. However, in his shredded pocket is a soggy **Indian passport**. These are the sad remains of Dr. Bagheera Joshi, Dr. Nalini Joshi's estranged husband. There is also a small picture of Dr. Nalini Joshi in his passport.

After he abandoned his wife at the leper colony, Bagheera became lost in the jungle and never made it back to his boat. He didn't make it far before he was caught in one of El Clavo's traps and perished.

EL CLAVO'S JUNGLE SNARES

The dangling men in the clearing were all caught in El Clavo's elaborate spring snares. El Clavo set this area full of snares to capture random victims, looted them, and then left them to die slowly and painfully.

A camouflaged fourth trap is around in this area too, and requires a Spot Hidden roll to find. Otherwise, investigators blundering into the clearing have a chance of setting it off. The Keeper can ask the investigator in the area to roll Luck to avoid the trap.

Once found, the snare can be disarmed with a Survival or Mechanical Repair roll. Failure triggers the trap.

Once caught in the trap, it is difficult to escape. Cutting the chain is hard, treat it as Armor 2, 12 hit points. Otherwise, it requires a Hard Climb roll to pull one's leg out from the chain (falling to the damp ground for 1D4 damage).

In the Shadow of Coniraya

As the investigators approach the temple, they begin to see green lizards with bright yellow frillnecks scampering around. A Natural World roll identifies that these lizards are unusual, and likely never cataloged before. For the most part, they chirp happily, but if the investigators come too close, they hiss and bite.

The jungle trail opens up to a lagoon – an offshoot of the Javary River – over which looks the majestic Temple of Coniraya, an old Incan temple. Meticulously carved from curved granite flecked with gold, the temple seems to glitter under any light. As the investigators get closer to the temple, they notice more and more of the frillnecks about.

Sitting in the middle of the lagoon, watching the temple, is the CSS *Tuscaloosa*, a Confederate ironclad. Over seventy years old, the *Tuscaloosa* is rusty and pitted, but still possesses a looming ferocity not seen since the war. The vessel is commanded by KIRBY BELL BEE, the fanatical leader of the Certum Americana cult. He is using the *Tuscaloosa* as his headquarters until his men find a way inside the temple.

If the investigators take time to observe the vessel:

- One or two men stand atop the ironclad All men wear worn, butternut-gray jackets, faded pants, and old Confederate army caps. Sometimes, the men seem to use ill-purposed tools to try to remove the Tuscaloosa's cannon from its fore deck. It is not going well.

- Kirby Bell Bee himself occasionally wanders on to the deck to call to his men. Often, he commands them back inside to yell at them for some perceived slight. His posture and voice clearly make him out to be the commanding officer. He wears a Confederate officer's cap and has a large, silver chain around his neck with the missing **amber eye** attached to it.
- During the day, a Spot Hidden roll identifies that there are exactly five men inside the boat. The roll also discovers that if Dr. Joshi is inside the ironclad, and that she is likely inside the officer's quarters accessible from the aft deck.
- At night, all fifteen men return to the ironclad to sleep, taking the number up to about fifteen.

Outside the Temple

During the day, most of Kirby's men patrol the temple grounds. They travel in small teams looking for an alternate way inside. They are having little luck. Careless investigators may encounter these patrols if they explore the area too haphazardly. The men assume any intruders in the area are enemies, and will fire before asking questions.

During the day, a small tender can be found poorly hidden in the brush on the lagoon's beach. Kirby's men use this boat to go back and forth to the *Tuscaloosa*.

The nefarious mercenary El Clavo is also nearby, but he is checking his traps and not close enough to the temple to see. He'll only arrive back at the temple once alerted, either because of the temple door opening, or the *Tuscaloosa* firing its deck cannon.

The CSS Tuscaloosa

The *Tuscaloosa* can be reached by either swimming out to it, or stealing the tender near the temple.

There are five interior locations on the ironclad. During the day, Kirby Bell Bee and a handful of his men will be in the casemate planning their next moves on the temple. At nighttime, the men will retreat to their quarters, though they will always leave at least one man in the pilothouse to keep watch.

Pilothouse

The small pilothouse is at the top of the ship which can be approached via stairs from the aft deck. Someone can also climb up the vessel's sloped armor to the upper deck with a Climb roll. The pilothouse is usually empty when the boat is anchored.

THE TUSCALOOSA

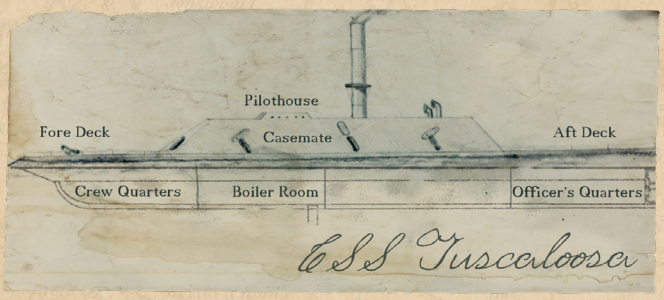
The CSS *Tuscaloosa* is a 152' Confederate ironclad steamer. It served in Alabama, patrolling rivers near Mobile. As the war drew to a close, several Confederate officers decided to fake the scuttling of the ship. They forced the majority of the crew off the boat and told them they were burning it. Instead, however, the officers escaped on the steamer into the Gulf of Mexico. The ironclad broke through the Union blockade and met up with three other ships, and fled to South America.

Piloting the vessel requires Pilot Boat skill. Because the ironclad is from the late 1800s, modern sailors roll at Hard difficulty. The *Tuscaloosa* typically requires a crew of 15 sailors to help pilot the vessel. While it's parked in the lagoon outside the temple, usually only a handful of sailors are on board; the rest are scouting the temple grounds, looking for a ways inside the temple.

Most of the vessel's armaments do not function anymore; they are kept as decoration. The crew is proud, however, to keep one of its "mostly-original" 1-lb, rapid fire cannons, "Old Shelby" in working order (6D10 damage).

The Tuscaloosa has two tenders. One is used to ferry men back and forth to the temple. The other has a leaky, rotting hull and isn't used much.

The *Tuscaloosa* is effectively impervious to typical attacks. It has a top speed of 3 knots.



Casemate

The bulk of the superstructure above the ship's waterline is the casemate, a large room where six original 6-lb cannons were stored. The casemate can be reached through a portal at the front and rear of the ship, although it's also possible to climb up from the waterline and into a cannon portal with a Hard Climb roll.

The old cannons in the casemate no longer work, but Kirby Bell Bee likes them too much to remove them. There are still plenty of cannonballs in the casemate. A clever person could spend an hour or two and make a Mechanical Repair roll to clean the cannons and get them back into working order. A 6-lb cannon would do a massive 10D10!

A table is set up in the casemate with various notes, books on the Incas, and hand-drawn illustrations of the temple. None provide any real insight into the situation.

Tied to one of the heavy cannons is Asesinito, the monstrous jaguar from the Zevallo's revolutionary camp! El Clavo caught the jaguar for Kirby Bell Bee, and it has inexplicably grown fond of him. It's still a wild, dangerous animal, but if freed, it will not attack Kirby Bell Bee except in an unusual case.

Engine Room and Boiler

A trapdoor in the casemate leads down into the engine room, boiler, and furnace, which is a horrifying rats' nest of 19th and 20th century parts. It is a miracle that this vessel functions anymore. In particular, the boiler looks exceptionally dangerous and unstable. Anyone with the idea of disabling the ship can find a way to rig the boiler to explode with an appropriate Engineer, Mechanic, or Demolitions roll.

Also, El Clavo has rigged up a **specialized nitrogen air compressor** here, which he uses to fuel his rocket pack. Two empty air cannisters are nearby. They can be refilled with a Mechanical Repair roll to figure out how the device works; this takes 20 minutes per cannister.

Crew Quarters

The fore deck has a hatch that leads to the crew quarters. A single, large open room, the quarters are strewn with bedding, extra clothes, pillows, and Bibles. There's nothing of especial interest here, but a Luck roll can find some common tools or supplies.

Officer's Quarters

The aft deck has a hatch that leads to the officer's quarters. Here, Kirby Bell Bee has made a headquarters for himself,. His room it is decorated with Confederate, imperial Roman, and German regalia. His prized possession, the original Alabama flag of the *Tuscaloosa*, is hung on the wall here.

On the room's bedside table are a few more Certum Americana coins and a copy of Adolf Hitler's book, *Mein Kampf*. A small letter is tucked inside the book (see **Handout E**). It is a typed letter from Martin Bormann, Hitler's personal secretary, who assures Kirby Bell Bee that the fuhrer is interested in funding Bee's endeavours in South America. The letter concludes by saying that Bormann is making a large monetary donation – in the form of large amounts of Nazi gold – that will be arriving in South America shortly!

Kirby Bell Bee keeps Dr. Nalini Joshi locked in his quarters. She cannot swim well, so has not been able to even think

WHAT EVERYONE KNOWS

When the PCs reach the temple clearing, they probably won't know exactly what's going on. They likely know that the Eternal Khipu is inside the temple, and that Dr. Joshi is here somewhere. They also suspect that revolutionaries, the "gray ghosts" are operating in the area. But they likely will not know that the ghosts are actually a cult of Confederate descendents who are trying to rescue a slumbering cabal of demigods!

If the investigators capture or question any of Kirby Bell Bee's men outside the temple, the men know the basics of his plan. They are part of Centrum Americana and want to unite the area's revolutionary groups to create a new "nation of industry." The men also know that Kirby is on a quest to find his great-grandfather, who he believes is still sleeping inside the temple. The men don't know whether that's true, but they do know that the old Confederates left gold inside the temple, which they need to fund their endeavour. They understand that Kirby is frustrated that he lost the key to the temple, and cannot find a way in. Finally, the men know that they kidnapped Dr. Joshi to help awaken Kirby's grandfather, and that El Clavo, the feared assassin, is working for him. El Clavo is a bit of a cypher to them, as he is a loner and always working on his traps and gadgets.

When the investigators rescue Dr. Joshi, she knows a bit more. She read the diaries of Cornelius Bee and understands that he somehow gained incredible knowledge from the Eternal Khipu inside the temple. She finds Kirby's obsession with his grandfather unhealthy, and predicts he will be traumatized to find him simply dead inside the temple. She is intensely curious about this situation, but has no desire to help revolutionaries.

Finally, the PCs may overhear Kirby himself talking about his plans. He is angry that his men haven't found a way inside the temple, and that he's paying El Clavo to do nothing. If the PCs enter the ironclad, they likely hear him ranting and raving:

KIRBY BELL BEE

I have done and truly had it! Where in holy hellfire is that statuette I told you to go get for me? It's been days, and all you found me is this amber eye. I cannot get into that temple and rescue my grandpa with one stupid eye! And now you tell me you can't even get my gun repositioned. You idiots ever hear of a wrench?

At least that doctor I kidnapped is being useful. She told me she has 'interesting theories' about my grandpa. Hear that? 'Interesting theories.' You know what that tells me? Tells me she's smarter than you.

And where in the hell is El Clavo? Flyin' off to God-knows-where. I paid that man TWO THOUSAND dollars to help me, and he's... where? Anyone know? But at least he did something right. He caught me a genuine jaguar. Now that's worth paying for. Alright, I'm done here. Someone go feed the cat!"

Keeper's Note: A professionally-voiced version of this monologue is available on 1shotadventures.com!

Traitors Everywhere!

Final Edition

KIRBY BELL BEE



STR 75 DEX 60 INT 50
CON 70 APP 50 POW 60
SIZ 60 EDU 60 HP 13

Damage bonus: +1D4
Build: 1 **Move:** 8

Fighting (Brawl) 60%, damage 1D3+1D4
Dodge: 40%

Skills: Firearms 50%, History 70%, Intimidate 65%, Listen 50%, Occultism 60%, Persuade 70%, Spot Hidden 40%, Survival 60%, Track 40%.

Gear: Girard LeMat .42 Revolver (1D10 damage, 15 yard base range, 1 use per round, 9 shots). large fine knife (2D4 damage). Confederate cap.

Languages: English and Spanish.

Personality: Kirby is charismatic - when he's not yelling and mocking his men. He's utterly obsessed with carving out a new nation in South America... and the phantom voices inside his head remind him of that quest every day.

CERTUM LOYALIST



STR 60 DEX 60 INT 50
CON 50 APP 50 POW 50
SIZ 50 EDU 45 HP 10

Damage bonus: none
Build: 0 **Move:** 8

Fighting (Brawl) 60%, damage 1D3
Dodge: 30%

Skills: Firearms 45%, Spot Hidden 30%, Stealth 40%, Survival 40%, Track 30%.

Gear: In the jungle, most carry Winchester M1894 rifles (2D6 damage, 50 yard base range, 1 use per round, 5 shots). On the ship, they have various older revolvers (1D10 damage, 15 yard base range, 1 (3) uses per round 5 shots). They all carry knives (1D4+db damage) and many have flashlights.

Languages: English and Spanish.

Personality: While loyal to Kirby, these men are more interested in gold and glory versus matters of history.

EL CLAVO



STR 80 DEX 70 INT 80
CON 70 APP 50 POW 70
SIZ 50 EDU 50 HP 12

Damage bonus: +1D4
Build: 1 **Move:** 9

Fighting (Brawl) 60%, damage 1D3+1D4+1
Dodge: 40%
Armor: 2 (body armor and old helmet)

Skills: Firearms 70%, Intimidate 70%, Listen 80%, Mechanical Repair 90%, Pilot 80%, Spot Hidden 80%, Survival 95%, Track 80%.

Gear: Colt .45 Long (1D10+2 damage, 15 yard base range, 1 use per round, 6 shots); wears light body armor and an old, modified conquistador helmet; brass knuckles; nitrogen flight pack (35 lbs.)

Personality: El Clavo is a mercenary with a strict code. He always gets the job done. While he doesn't delight in cruelty, he deeply enjoys building elaborate deathtraps.

EL CLAVO'S NITROGEN PACK!

El Clavo wears an ingenious rocket pack of his own design. Two compressed nitrogen gas cannisters can propel him through the air. While this does not allow true flight, he can use the pack to leap 50 yards through the air, with each leap requiring a Pilot (Jetpack) roll to successfully land. There is enough nitrogen in the pack for four jumps.

El Clavo has also rigged the cannisters to be used as a blinding spray, which acts as a cone attack with a six yard range. He uses his Firearms 70% skill to make such an attack. Anyone hit by the nitrogen must make a must make a Con roll or be blinded for one turn, after which the victim's vision slowly clears. All sight-based and combat rolls are Hard for a further 1D6 turns.

Once the nitrogen in his pack is expended, he can only refuel the tanks in the engine room of the Tuscaloosa, where he has built a primitive compressor system. Refueling a tank takes about 30 minutes. The tanks have Armor 5. If a full tank is pierced, it hurls El Clavo 6D6 yards in a random direction!



about escaping the ironclad. Kirby has set up a desk for the doctor with some makeshift lab equipment and diaries of his grandfather Cornelius. He hopes she can figure out a way to resuscitate the cabal, once they get into the temple.

Once the investigators find Dr. Joshi, she begs them to free her and escape the ironclad. She knows the basics of Kirby Bell Bee's plan and will explain it to the them (see p.15).

Dr. Joshi is not optimistic that she can help, but she is intensely curious and has been doing research anyway. She explains that she has become an expert in the healing properties of the frillneck lizard's saliva in this area, which comes from a rare flower, and that she has a small amount of serum which *might* reawaken someone in a deep coma.

While Dr. Joshi is happy to escape the ironclad and return to her leper colony, she is afraid of these men. She fears that whatever they find inside the temple – whether it's the invaluable Eternal Khipu or a pile of Confederate gold – Certum Americana will use it to cause a great civil war in Peru. If the investigators are reluctant to enter the temple, she begs them to do so and stop Certum Americana.

The Temple of Coniraya

The great temple of Coniraya is made of granite and limestone blocks. While it is ancient, it is in good condition. Except for the original Confederates who discovered the temple in 1867, the temple has been unexplored for hundreds of years.

The Top of the Temple

Climbing to the top of the temple discovers an old stone well. Scattered around the well are several empty cylinders mean to hold compressed gas. These are the empty cannisters El Clavo uses to jet around the area, though the are reluctant may not know that yet. One of the cannisters still has some gas left inside it. A Science (Chemistry) roll identifies the gas as nitrogen.

Water is visible at the bottom of the well, but if the investigators explore the well further, they find nothing exceptional. It does not lead into the temple.

The vantage point at the top of the temple gives the investigators an excellent view of the lagoon with the *Tuscaloosa*, as well as the various patrols of Kirby Bell Bee's men outside the temple. A Hard Spot Hidden roll may allow someone to briefly see El Clavo far in the distance and leaping above the jungle canopy with his nitrogen gas flight pack.

Temple Door

The temple door faces the river, but it is sunken below ground level and is only accessible via a dozen stairs. The huge door made of gold and silver-flecked granite, and is carved to look like the smiling face of Coniraya, the humble Incan moon deity. The eyes of the deity are covered in gleaming silver metal. If the investigators examine the metal closely, an appropriate Science roll identifies the metal as a magnesium alloy.

Holes from gunshots and crowbars pock-mark the door; they are from Kirby's failed results to gain entry. Kirby would have fired the *Tuscaloosa*'s cannon at the door, but he cannot get a clear line of sight to it, and is still working on a plan to reposition his ship's cannon.

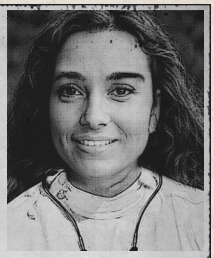
The temple door is impossible to open without the key – the small statuette that the investigators have previously found. A rectangular recess in the forehead of the door's face is the perfect size and shape for the one-eyed statuette. The recess is somehow connected to the well far above the door – small amounts of water drips down into it.

If the statuette is placed inside the wet recess, the water seems to come down more forcefully. If the statuette still only has one eye, the eye begins to smoke and hiss. The eye's amber material seems to react to water. However, nothing else happens until the statuette is whole.

If an intact, two-eyed statuette is placed inside the recess, the two eyes burn and catch on fire in the water. The entire thing erupts into sparks, burning the inside of the recess. Suddenly, a torrent of water rushes down on to the face of Coniraya. The metal eyes on the door ignite and heat up to thousands of degrees. Anyone within a few yards of the door takes 1D4 burn damage from the heat and must make a Con roll or be blinded for 1D6 minutes.

Once the burning subsides, there is a hole in the door big enough for a man to crawl through into the darkness of the temple. There is no closing the door again.

DR. NALINI JOSHI



STR 45 DEX 60 INT 70
CON 60 APP 60 POW 70
SIZ 40 EDU 70 HP 10

Damage bonus: none
Build: 0 **Move:** 9

Fighting (Brawl) 25%, damage 1D3
Dodge: 30%

Skills: Charm 50%, Drive (Motorcycle) 60%, First Aid 80%, Medicine 70%, Natural World 95%, Navigate 50%, Stealth 30%, Survival 60%.

Languages: Hindi, English, Spanish.

Personality: Witty, well-spoken, and incredibly smart, Dr. Joshi is beloved by the people of this region. Her strong sense of duty to them, however, has turned her into a workaholic, and she has a hard time talking about anything but her medical interests. Her only hobby outside of her work is joyfully riding her motorcycle through the jungle trails.

The Temple Interior

The interior is humid and damp. The many lizards that live inside the temple have made it smell acrid and sour.

The temple is trapped with a combination of Confederate traps from fifty years ago and original Incan ingenuity.

Except for the room that holds the Eternal Khipu, the temple is dark. Investigators need a light source to find their way around the temple. (Some of Kirby Bell Bee's men carry electric torches, or else the investigators can craft old-fashioned torches with a Survival roll.)

1 - Temple Entrance. The entrance to the temple is a large room bisected by a seemingly-bottomless pit.

The western wall of this chamber is carved to tell the story of the moon god Coniraya in three panels. The first panel shows how Coniraya's infant son refused to crawl towards his father. The second panel shows Coniraya's embarrassed wife, Cavillica, fleeing from the angry moon god through the jungle. The final panel shows her near the ocean, transforming herself and her son into stone statues.

The large pit in the room plummets down into blackness. A warm and flower-scented breeze gusts upwards from it. The bottom is a hundred yards down, and leads into a beautiful natural limestone cavern system, but that exploration is out of the scope of this adventure.

The pit is too far to jump – it is almost 10 yards across. Running across the pit, in parallel, are several rusted, iron bars. The Confederates installed these bars decades ago when they first found the tomb. This area once held a bridge, but it has long since rotted away and fallen into the abyss.

It's possible to run across the bars to the other side. This requires a Jump roll to do successfully. Failing the roll causes a fall, though a second Dex roll allows victims to grab on to the bars before they fall to their doom!

The other side of the room however, is actually false wooden floor painted to look like stone. Only a careful examination and a Perception roll observes this! If someone leaps on to the false floor, i**t spins along an axis like a giant fan blade!** The only way to avoid being dumped into the pit is with another Climb roll to scramble to the central axis and rebalance the floor. A failure indicates a fall into the pit, but again a second Dex roll allows a victim to leap to safety on the iron bars.

The false floor's axel can be locked by pushing down on a large **wooden face** located on the northern wall of the room. A secret door is here as well, which can be found with a Spot Hidden roll (Hard difficulty if from far away).

2 - Corridors of Obsidian Rain. The room to the north of the entrance can only be accessed by two tight corridors, both of which are identically trapped. A shattered skeleton wearing a shredded Confederate uniform lies in one of the tunnels, warning of danger! The bones are surrounded by what looks to be shattered black glass.

A Spot Hidden roll spots that the ceiling above these corridors are very high, about 15 yards above the floor. On a Hard success, the investigator also discovers **pressure plates** hidden in the floor. If the floor is stepped on by a weight over 100-lbs, five heavy obsidian shards drop from the ceiling on to the victims below. The blades do 3D6 damage to the victim, but damage is halved if a Listen roll is made at the last minute, allowing the victim to jump out of the way.

3 – Shrine to Cavillaca. This room's walls contains multiple depictions of beautiful, long-haired Cavillica, the mother of Coniraya's child, who ultimately spurned the moon god.

Sitting on the floor of this chamber is a **life-size, limestone statue of a crawling infant**. This Cavillica's son, who refused to crawl to his father Coniraya. The poor baby has a look of disgust carved upon his face. The Confederates that found this chamber playfully placed a well-made cavalry Stetson cowboy hat on the baby's head. The statue can be free moved, but it is heavy and weighs 200 lbs.

A secret door is hidden in the eastern wall, which can be found with a Spot Hidden roll and pushed open by a strong person. It leads to the entrance room.

4 – Cannon Room. A tripwire is spun across the western corridor leading to this room. Spotting the wire requires a Spot Hidden roll. Otherwise, they will trip it with a failed Luck roll, causing a carriage-mounted, custom cannon to fire stone debris at anyone in the corridor!

Treat the cannon's burst as doing 4D6 damage, like a powerful shotgun. The cannon can be reloaded and prepared again, though treat it as having a Malfunction 90+ due to its age and custom nature. If loaded with an actual shell (from the *Tuscaloosa*), the cannon would do 6D10 damage.

Keeper's Note: If the cannon is fired, the wall opposite will shatter and crack. While nothing happens at first, the temple wall is significantly weakened, and can act as an emergency exit, or entrance, should any villains be wanting to make their way into the temple.

The chamber is unadorned and strewn with rocky debris. A rickety wooden table is shoved near one of the walls. A King James Bible can be found on the table with a publication date of 1859; the inside is signed with the name of its owner, Cornelius J. Bee, Kirby Bell Bee's great-grandfather. Inside the Bible is a handwritten letter written to whomever finds him in this temple (see **Handout F**).

5 – The Arms of Coniraya. This room is sprawling with hundreds of the green and yellow frillneck lizards. They dart out of the way of anyone who walks into the room, though occasionally make high pitched, threatening chirps towards any intruders. Other than the lizard population, this large chamber has three interesting features.

There is a **large stone statue of the god Coniraya** standing against the wall of the room. He holds his arms outstretched, his face streaming with tears – actual water that somehow floods through the walls and pours out of his eyes.

Next, a **massive stone door** is in the north wall. Like the entrance of the temple, this portrays the large face of the Incan moon god, Coniraya. Unlike the temple door, however, the face is crying and anguished.

There is no obvious mechanism to open the door. It can only be opened by placing the statue of Coniraya's infant son in his arms. The *exact* weight of the statue activates a mechanism which causes the door to slide upwards.

THE ETERNAL KHIPU

Occultists believe the Eternak Khipu was gifted to the Waris by the Great Race of Yith, though its true purpose is unknown. The khipu is a great and fragile golden frame, the size of a large loom. The frame holds tens of thousands of colorful pendant cords. Some of its cords have subsidiary cords, and almost all of them elaborate contain knots and shining golden beads at various intervals. The spacing between the cords and knots were all significant to the Waris and their Incan descendants.

Staring at the khipu is mesmerizing. The intricate patterns of gold, knots, beads, and cords create a labyrinth in the mind, bringing peace to the intellectual, but desperate longing to everyone else. Anyone studying the khipu must make a Pow roll to stop staring at the artifact.

Anyone touching the khipu is imbued with great knowledge. This immediately physically stuns the subject, but grants the the ability to reach deep into ancestral memories. Touching it again grants Int +10 but causes a Sanity Roll (1D4/1D12)! Touching it a third time increases Int by +20, but overwhelms the subject so that they fall into an immediate, catatonic slumber where they age at a fraction of real time. Every year, the subject may make a Extreme Con roll to reawaken, though a skilled doctor may concoct an antidote with a Hard Medicine roll.

Unfortunately, the khipu is so fragile, it is nearly impossible to remove from the temple. Any such effort will cause it to collapse and crumble into an incongruous heap.

Keeper's Note: If you want to limit the power of the khipu, rule that the positive effects only last for 1D6 months.

The investigators can also use the old cannon to blast open the door, though such an impact will cause the temple to shake, and rain stone debris down on the investigators for 1D3 damage.

Finally, a circular stone platform on the floor holds dozens of chunks of heavy rock crusted with gold. Scattered among the rocks are ex-Confederate gold coins, similar to the one that the investigators found at the leper colony. A Natural World roll identifies that the gold is real – it is not magnetic and is soft enough to be flaked off. This treasure was kept here to act as a fund for Certum Americana when the cabal was awakened. There's $200,000 of gold in this pile!

Obviously, the villains of the adventure will not be keen on letting the investigators have this gold. Kirby Bell Bee and his Certum Americana goons see this gold as their birthright.

6 – The Eternal Khipu. This final chamber is the resting place of the Eternal Khipu, the great artifact passed down from the ancient Waris culture to the Incas.

On the floor are three Civil War-era Alabama state flags. Lying on each flag is a man dressed in full Confederate officer's regalia. This is the cabal, the original men who found the khipu, learned from its vast knowledge, but fell into a catatonic void for a generation. Among them is Kirby Bell Bee's grandfather, CORNELIUS.

Moments after the investigators enter, Cornelius will begin to stir. The Keeper should pick a dramatic moment for this. Perhaps Kirby Bell Bee is hot on the investigators tail and rushes to his grandfather. Or, Dr. Nalini rushes over to examine the men, the reels back in horror as one of them stirs. Or, perhaps it was just the noise of the door and commotion outside that caused him to finally come to his senses.

Cornelius, however, is not a well man. He touched the Eternal Khipu too many times. He became an all-knowing being whose mortal brain could not handle the sheet amount of knowledge and understanding of the cosmos.

He stands to his feet and stares at the intruders with pupiless eyes. He speaks in a scratching, otherworldly drawl:

CORNELIUS BEE
And you shall be obedient to your Master with fear and trembling, and in sincerity of heart.

With that, the lizards from the temple pour in and surround him, crawling on to his body and enveloping him in a undulating mass. This sight calls for a Sanity Roll (1/1D3)!

The Phantom Awakens

Cornelius is as intelligent and all-knowing as a deity, and he has no problem embracing that part. The great knowledge that the khipu has given him has broken his mind and fueled his ego; he sees himself as above all other mortals.

His state, however, has two weaknesses. First, his overconfidence and megalomania get in the way of good decision making. Second, his knowledge is limited to ancient knowledge, and he will have no understanding of modern contrivances.

He is preternaturally calm and makes several immediate demands of the investigators. In order:

- He demands the investigators awaken his two comrades on the ground. Only Dr. Nalini's serum can awaken them. This isn't a wise course of action, and it's unlikely the investigators will agree to this. If they do, the Keeper can improvise two more crazed demigods like Cornelius joining the final encounter!

- He demands that they swear allegiance to him and Certum Americana.
- He demands that the investigators lead him outside so that he can inflict his wrath on his old enemies. "And there was my voice, and thunder, and lightning; and I shall unleash a great earthquake upon the land, such as was not since men were upon the earth, so mighty an earthquake, and so great."

If the investigators refuse each of his demands, he arbitrarily punishes them with his great psychic prowess, either damaging their internal organs with a glance, or unleashing the frillneck lizards that he has developed a connection with to devour his opponents (see his text box for details).

While he is not a great conversationalist in his demigod-like state, is possible for the investigators to engage Cornelius in some kind of simple dialogue. He is blunt and direct and demands knowledge of the outside world. He's especially interested in the state of the United States, as he despises the "Union" with all of his essence, and plans to destroy it upon his return to America.

Eventually, if all of his requests are refused and the conversation reaches an end, he grows bored and exits the temple. Once outside, he rises into the air and floats to his familiar ironclad. Admiring his old vessel, he stands on its ram and begins concentrating.

Within moments, the temple begins to collapse and fold in on itself. Cornelius' great power can destroy buildings with ease. Pleased with this test of his power, he declares:

CORNELIUS BEE

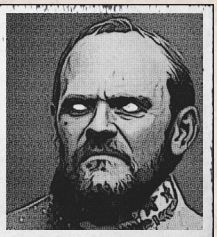
The old war is mine to avenge; I will repay. In due time the Union's foot will slip; their day of disaster is near and their doom rushes upon them.

Defeating Cornelius

Cornelius' psychic force field makes him immune to most hand weapons. While conscious, he can easily fling bullets and melee weapons aside. However, even his great mental defenses cannot handle larger, more powerful attacks.

The investigators' best bet is to utilize one of the cannons in the adventure. There is the one inside the temple, or the one mounted on the *Tuscaloosa.* Both are powerful enough to kill Cornelius. If the investigators don't have the skills to repair the cannons, they may be able to convince El Clavo to help them, who can easily do the work.

CORNELIUS BEE



STR 55	DEX 60	INT 100
CON 60	APP 60	POW 90
SIZ 50	EDU 70	HP 10

Damage bonus: none
Build: 0 **Move:** 9 (fly 5)

Fighting (Brawl) 60%, damage 1D3
Dodge: 30%
Armor: 10 (psychic shield)

Skills: The skills of mere mortals are below Cornelius Bee. Instead, he pulls from a vast store of ancient and Yithian knowledge.

Cornelius wields four psychic powers:

- **A Shield to Those Whose Walk is Blameless:** Cornelius' mental powers give him a telepathic shield that gives Armor 10 at all times. If he is somehow stunned, however, the shield falls.
- **Stare Upon Me:** If Cornelius wins an Opposed Pow roll, he inflicts 1D6 of internal bleeding damage to his foe.
- **A Grievous Swarm:** With a mere thought, Cornelius can unleash a swarm of frillnecks upon a foe. Treat this as creating a swarm with 6 HP, and who cannot take more than 1 point a damage from normal attacks each turn (attacks like explosions or shotguns would do full damage). The swarm does 1D4 damage each turn, hitting automatically.
- **The Earth Gives Way.** Cornelius can make the ground shake and liquefy. This requires constant concentration by him. Anyone in his sight must make a Hard Dex roll each turn to stay on their feet. This power slowly intensifies, growing until it is capable of toppling buildings with ease. Keepers can throw in additional damage from debris and other hazards as the shaking intensifies.

The Tuscaloosa's boiler room is infamously dangerous. An exploding boiler will kill Cornelius... if he can be lured near enough to it when it explodes.

An explosion from one of El Clavo's nitrogen tanks won't do enough damage to harm Cornelius, but it can stun Cornelius long enough so that he cannot concentrate on his psychic force field for a few turns. This might be enough to defeat him.

The investigators will no doubt think of other clever ways to defeat the demigod. For example, if the investigators have made an ally with El Clavo (perhaps in exchange for the temple's gold), he can help them set a deadly trap, such as a deadfall, capable of killing Cornelius.

The Finale

The final confrontation at the temple with Cornelius Bee can play out very differently depending on the actions the investigators have taken thus far.

If the investigators have already dealt with Kirby Bell Bee and his Certum Americana toughs (likely on the ironclad or in the jungle prior to entering the temple), then the final battle will just be *mano y mano* with Cornelius.

If Kirby Bell Bee is still around in the surrounding area, he is highly motivated to interfere with their entry into the temple. Kirby has no desire to let the investigators discover his grandfather, who he believes to be helpless inside the temple's final chamber!

If Kirby still has men at his disposal, he'll likely wait in the jungle for the investigators to open the temple door and enter. Then, he'll stealthily follow them into the temple, waiting for the right moment to ambush them. This moment is likely when they open the door to the final chamber – but could be earlier if the investigators find themselves distracted.

If Kirby has no henchmen left, he'll similarly try to follow them into the temple. But when they reach the final room, he is overwhelmed by emotion and implores them to leave his grandfather's sleeping body in peace. When Cornelius awakens, Kirby is overjoyed and swears allegiance to the man, vowing to help his cause.

As Cornelius reveals himself as an uncaring demigod monster, Kirby may begin to regret his decision to rescue his grandfather. The Keeper can have fun with this situation. Kirby might be horrified that his grandfather is an uncaring immortal that has no desire to include him in his plans for world domination. Perhaps, in a dramatic moment, he may plead with his callous grandfather to stop, which only results in Cornelius unleashing a swarm of flesh-eating lizards on his grandson. This attack will make a fine visual example of Cornelius' power and inhumanity to the investigators!

Finally, El Clavo is a wild card in this final encounter. He is a mercenary through-and-through, but will not abandon his employer, Kirby Bell Bee, lightly. However, once Kirby is out of the picture, El Clavo can be paid off to help anyone. The gold in the temple makes a wonderful payment to the assassin. If paid to help defeat Cornelius, El Clavo suggests some kind of elaborate trap to kill the demigod, such as luring him into the *Tuscaloosa*'s boiler room and blowing the ship up.

Finally, if the investigators are in a truly desperate situation, outnumbered, wounded, and likely to die in the jungle, the Keeper can have Papa Zevallo and his rebels show up to help at the last minute. *Deus ex machina* is common in pulp adventure...

Once the investigators have defeated Cornelius Bee and Certum Americana, the adventure is concluded. The investigators can victoriously return with Dr. Joshi to the leper colony, where she can resume her work, as well as cure Arthur Van Der Woodson of his leprosy.

For completing the adventure, surviving investigators receive a 1D4 SAN reward, or 1D6 if they successfully stopped Certum Americana or safeguarded the Eternal Khipu. Keepers should also confer various contacts or patrons for befriending any of the influential folk in the adventure, such as Dr. Joshi, Papa Zevallo, and El Clavo.

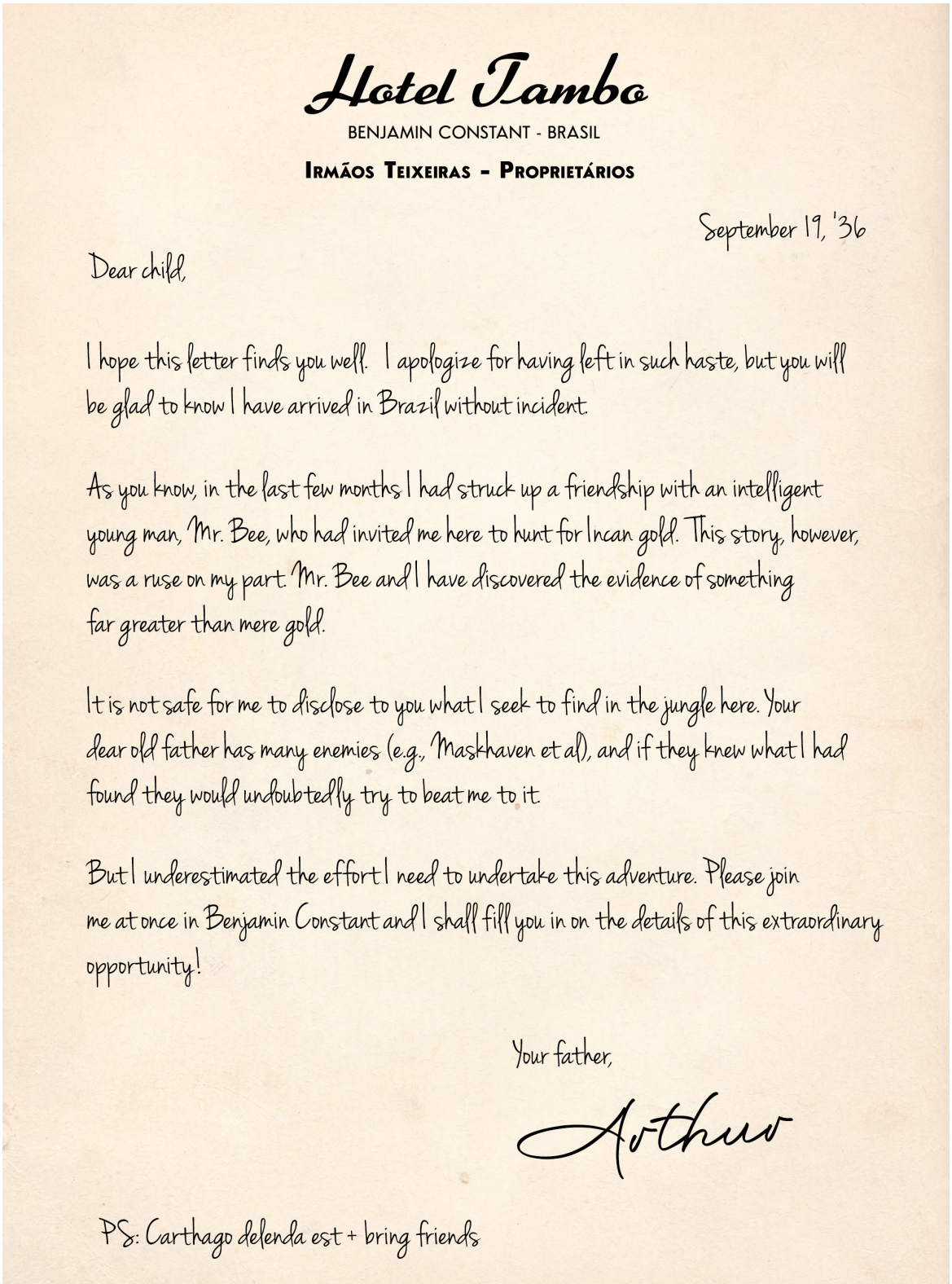
And if the Soto twins or the nefarious Certum Americana survived the adventure, they make excellent long-term enemies for the player characters!

Special Thanks

Special thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. Thanks also to christopherem and santiagoroli on Fiverr for providing wonderful voice work for two of the adventure's villains (available in the VTT assets for this adventure on 1shotadventures.com).

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a telegram to @SageThalcos on Twitter or post a note on 1shotadventures.com

The material presented here is an original creation, intended for use with the Call of Cthulhu system from Chaosium, Inc.. This material is not official and is not endorsed by Chaosium.



Hotel Tambo

BENJAMIN CONSTANT - BRASIL

Irmãos Teixeiras - Proprietários

September 19, '36

Dear child,

I hope this letter finds you well. I apologize for having left in such haste, but you will be glad to know I have arrived in Brazil without incident.

As you know, in the last few months I had struck up a friendship with an intelligent young man, Mr. Bee, who had invited me here to hunt for Incan gold. This story, however, was a ruse on my part. Mr. Bee and I have discovered the evidence of something far greater than mere gold.

It is not safe for me to disclose to you what I seek to find in the jungle here. Your dear old father has many enemies (e.g., Maskhaven et al), and if they knew what I had found they would undoubtedly try to beat me to it.

But I underestimated the effort I need to undertake this adventure. Please join me at once in Benjamin Constant and I shall fill you in on the details of this extraordinary opportunity!

Your father,

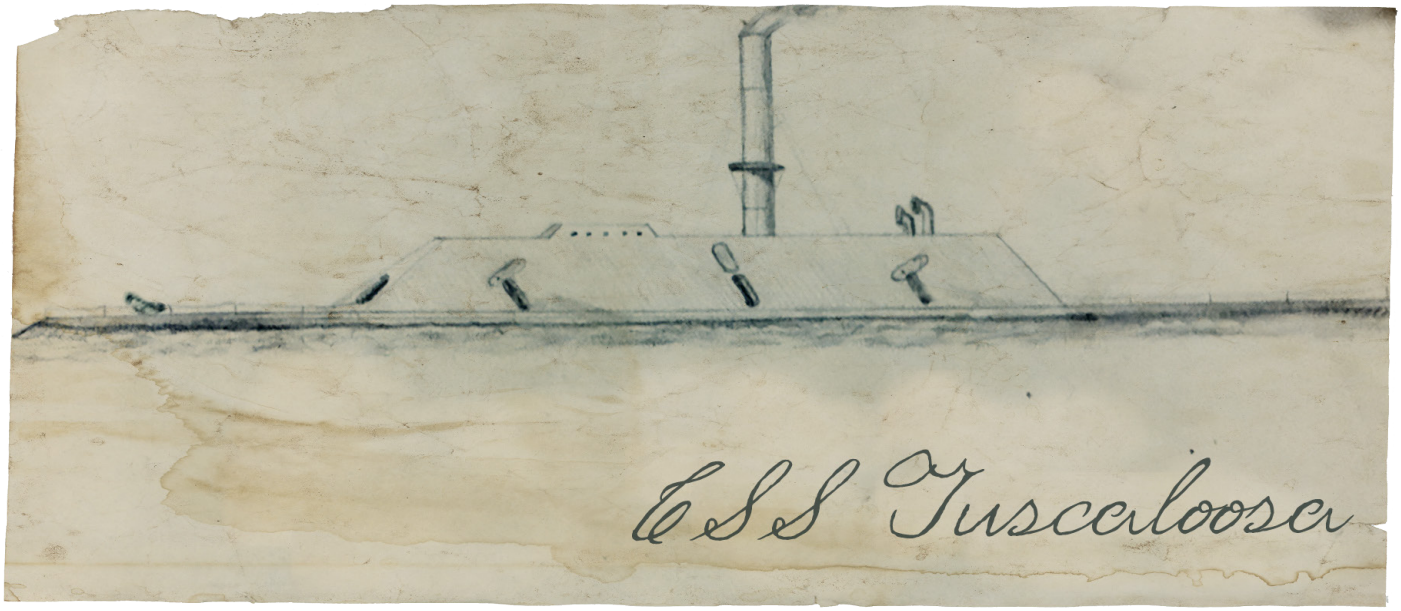
Arthur

PS: Carthago delenda est + bring friends

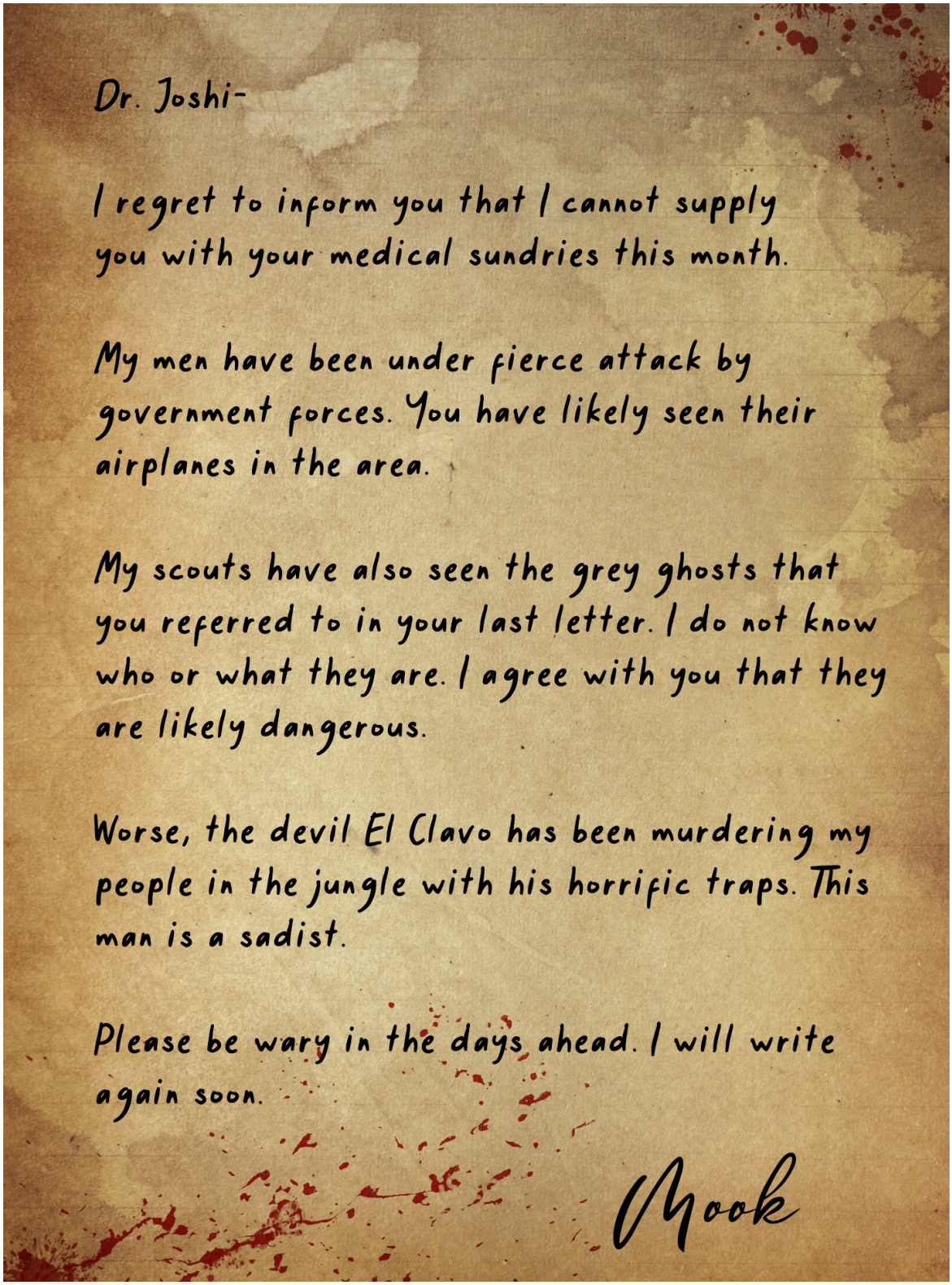
Handout A - Letter from Arthur Van der Woodson, an investigator's father, given at the beginning of the adventure, asking for help in Benjamin Constant, Brazil. Note that in the VTT assets on 1shotadventures.com, an alternative version from an older cousin, instead of a father, is available, if that's more appropriate to your campaign.



Handout B - Leper Colony Sign



Bonus Handout - The Tuscaloosa



Handout C - Soggy letter found on the dead rebel. It is from Papa "Mook" Zevallo and explains to Dr. Joshi that medical supplies will not be coming this month.

Nov. 3 1936

Jonas-

I have made a breakthrough here at S. Gonzalez. Little did I know that stories of "magic plants" would lead to this discovery. I followed the stories the Iquitos tell to an old temple not far from here. The natives say it is a temple of CONIRAYA? But I do not know my history well enough to say who or what that is! But this temple is gorgeous, overlooking a lagoon, and brilliantly glittering whether under sunlight or starlight.



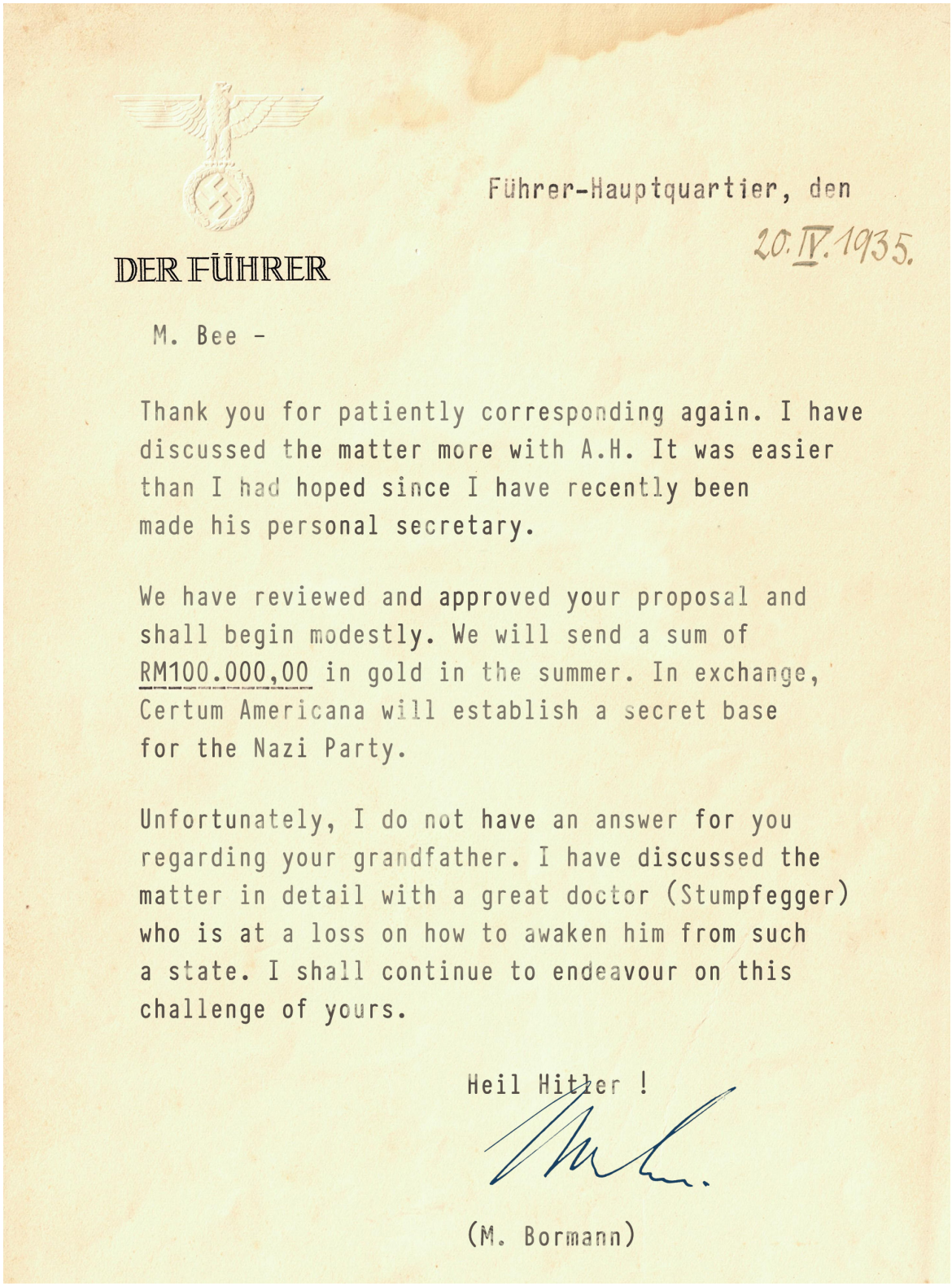
But it is not a stone building that interests me. It is surrounded by "guyllur" flowers. I thought this flora may be the secret to my cure, but it is not. Rather, it is the frilled lizards at the temple that gave me my eureka moment. They drink the nectar of the flower, and their saliva holds the secret to the cure I have found for leprosy.

I know in your last letter you said that you have a strong desire to quit medical school at NYU in favor of a job in chemistry, but I urge you not to quit. I am proof that you can do both healing and pharmacy, and together they are a powerful combination. Please let me know your decision regarding your M.D., but I will end with this. "Do not disappoint me, Salk!"

I have much work to do, take care-

Nalini

Handout D - Letter to Jonas Salk, found in Dr. Nalini Joshi's office. In this letter, she describes the temple and her method of making the cure for leprosy.



DER FÜHRER

Führer-Hauptquartier, den

20. IV. 1935.

M. Bee -

Thank you for patiently corresponding again. I have discussed the matter more with A.H. It was easier than I had hoped since I have recently been made his personal secretary.

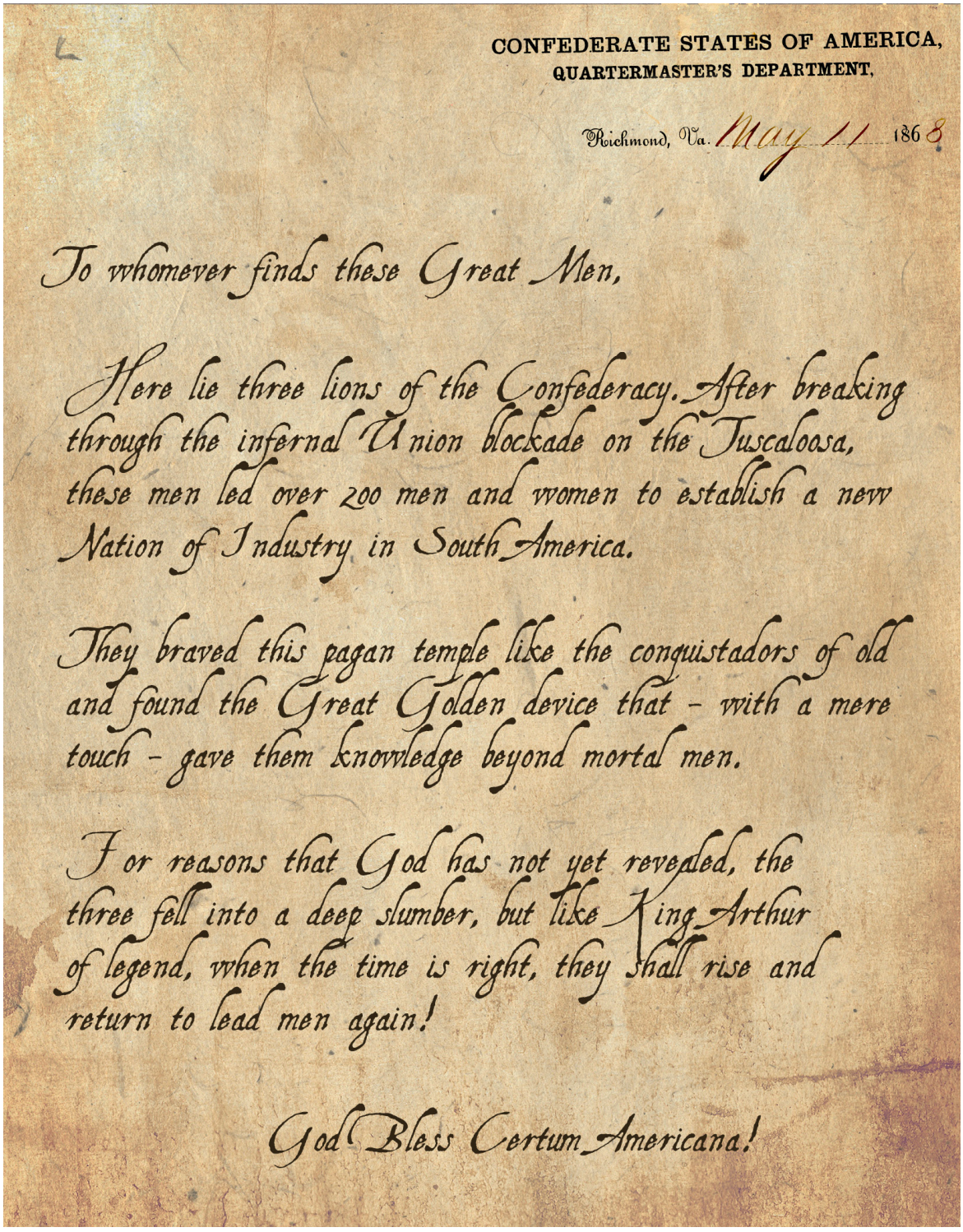
We have reviewed and approved your proposal and shall begin modestly. We will send a sum of RM100.000,00 in gold in the summer. In exchange, Certum Americana will establish a secret base for the Nazi Party.

Unfortunately, I do not have an answer for you regarding your grandfather. I have discussed the matter in detail with a great doctor (Stumpfegger) who is at a loss on how to awaken him from such a state. I shall continue to endeavour on this challenge of yours.

Heil Hitler !

(M. Bormann)

Handout E - Letter found in Kirby Bell Bee's quarters. It is written by the German secretary Martin Bormann and promises Nazi gold to the Certum Americana!



CONFEDERATE STATES OF AMERICA,
QUARTERMASTER'S DEPARTMENT,

Richmond, Va. May 11 1863

To whomever finds these Great Men,

Here lie three lions of the Confederacy. After breaking through the infernal Union blockade on the Tuscaloosa, these men led over 200 men and women to establish a new Nation of Industry in South America.

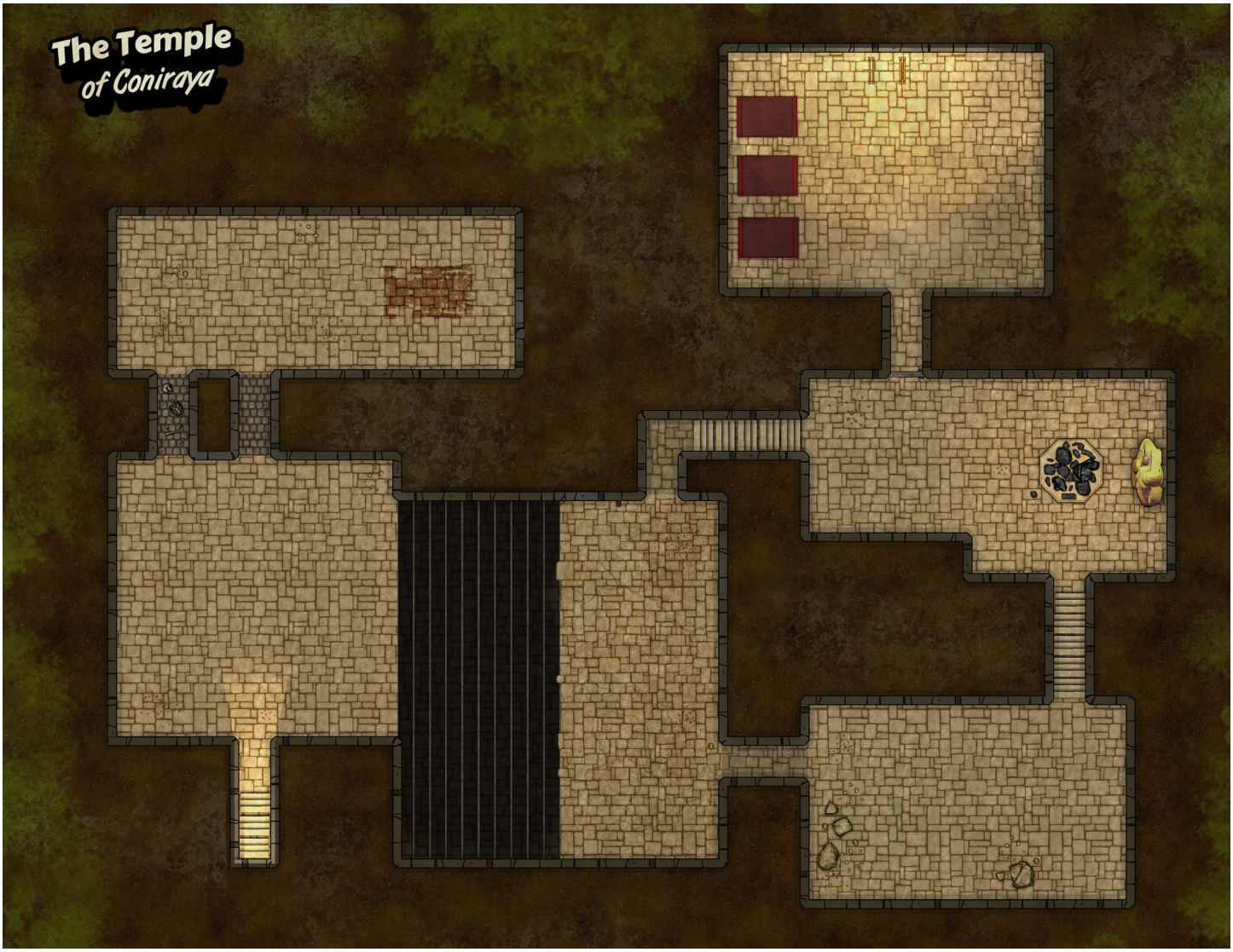
They braved this pagan temple like the conquistadors of old and found the Great Golden device that - with a mere touch - gave them knowledge beyond mortal men.

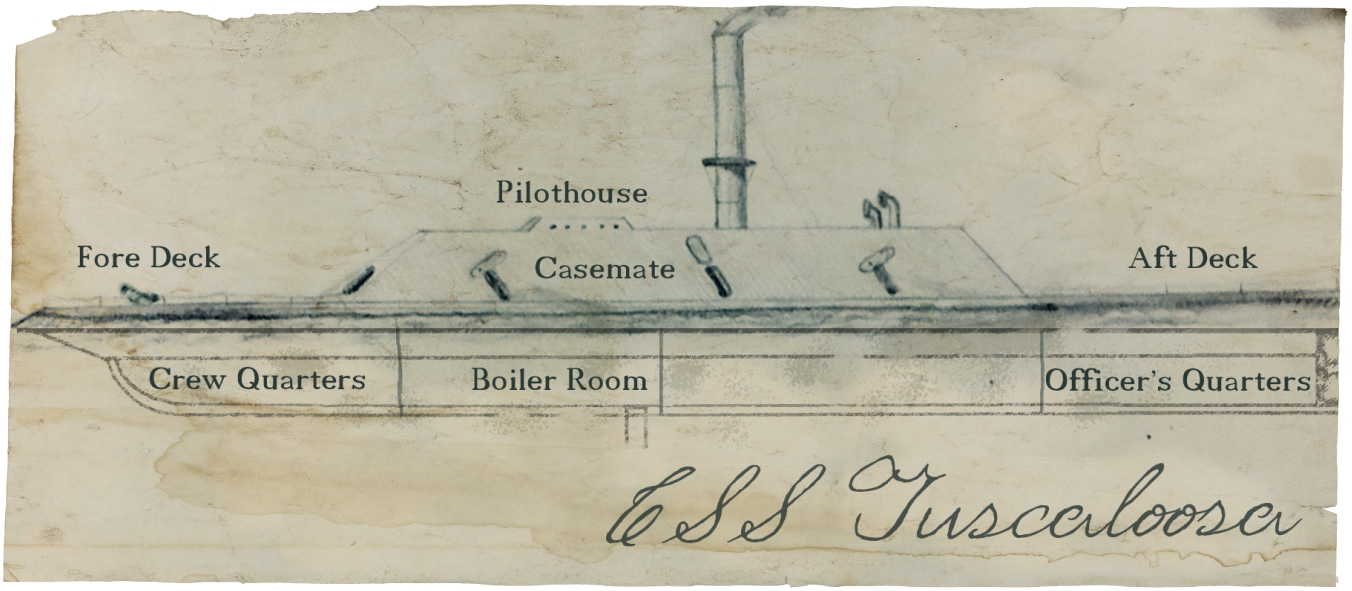
For reasons that God has not yet revealed, the three fell into a deep slumber, but like King Arthur of legend, when the time is right, they shall rise and return to lead men again!

God Bless Certum Americana!

Handout F - Letter found in the temple. "Here lie three lions of the Confederacy. After breaking through the infernal Union blockade on the Tuscaloosa, these men led over 200 men and women to establish a new Nation of Industry in South America. They braved this pagan temple like the conquistadors of old and found the Great Golden device that - with a mere touch - gave them knowledge beyond mortal men. For reasons that God has not yet revealed, the three fell into a deep slumber, but like King Arthur of legend, when the time is right, they shall rise and return to lead men again!"

Player-Safe Maps





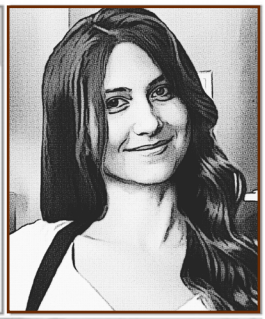
Tuscaloosa Map - Keepers can give this version to players if they make an appropriate skill roll to recall the layout of an ironclad (e.g., History or Edu)

1920s Era Investigator

Name: Marisa Santarelli
Player:
Occupation: Stunt performer
Age: 24 Sex: Female
Residence: Rome, Italy
Birthplace: Rome, Italy

Characteristics

		Half	Fifth
STR	60	30	12
DEX	80	40	16
POW	45	22	9
CON	70	35	15
APP	60	30	12
EDU	50	25	10
SIZ	50	25	10
INT (Idea)	55	27	11
Move Rate	9	+1	-1



Major Wound: ☐ MP: 24

Hit Points: Dying 00 | Unconscious 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane: ☐ Indef. Insane: ☐ Start: 45 Max:

Sanity: Insane 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Call of Cthulhu

MP: 9

Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

Luck: Out of Luck 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 (80) 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Investigator Skills

Skill	Value	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ Art / Craft (05%) Acting	25	12	5
☐			
☐			
☐ Charm (15%)			
☐ Climb (20%)	40	20	6
Credit Rating (00%)	25	12	5
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)	60	30	15
☐ Drive Auto (20%)			
☐ Elec Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)	65	32	13
☐			
☐			
☐ Firearms (Handgun) (20%)	40	20	8
☐ Firearms (Rifle/Shotgun) (25%)			
☐			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)	50	25	10
☐ Language (Other) (01%) English	40	20	8
☐			
☐			
☐ Language (Own) (EDU) Italian	50	25	10
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			
☐ Op. Hv. Machine (01%)			
☐ Persuade (10%)	30	15	6
☐ Pilot (01%)	31	15	6
☐ Psychology (10%)			
☐ Psychoanalysis (01%)			
☐ Ride (05%)	35	17	7
☐ Science (01%)			
☐			
☐			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)			
☐ Stealth (20%)	35	17	7
☐ Survival (10%)			
☐ Swim (20%)	35	17	7
☐ Throw (20%)			
☐ Track (10%)			
☐			
☐			
☐			
☐			

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-

Combat

Damage Bonus: -
Build: 0
Dodge: 60 (30 / 15)

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Backstory



Personal Description
Her confident demeanor always catches your eye
Loves bad horror films

Traits Fearless
A born entertainer
Lecherous

Ideology/Beliefs
Obsessed with becoming famous
Dislikes police, thinks they are all corrupt
Holds grudges forever

Injuries & Scars

Significant People
Uncle Pierluigi, a mafia don with extensive social power
Enamored with anyone even mildly famous

Phobias & Manias
Competitive, especially with other actresses

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Expensive leather boots
Compass (swiped from her last film)
Anklet (given to you by Brazilian pilot)

Cash & Assets

Spending Level
Cash $20
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

It all started when you got fired from The Crime of Dr. Crespi. This was crazy because you were way better than the actress who replaced you. Uncle PIERLUIGI said he'd break the director's leg, but you can handle your own business, especially after that bananas adventure in Egypt. With nothing else to do, you flew to Chicago to hang out with some friends. But that ended short when your friend got a letter from his father, saying he needed help in South America. So you all jumped on another plane. What happened next was complicated... your friends got drugged and dumped out of the plane, the keen Brazilian pilot (just your type!) invited you to stay on the plane, but that just didn't feel right... so you blew him a kiss and jumped out.

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1920s Era Investigator

Name: Jonny Talon
Player:
Occupation: Pilot
Age: 29 Sex: Male
Residence: Vero Beach, FL
Birthplace: Meridian, ID

Characteristics

STR	60 (30/12)	DEX	65 (32/12)	POW	55 (27/11)
CON	70 (35/15)	APP	60 (30/12)	EDU	50 (25/10)
SIZ	70 (35/15)	INT (Idea)	55 (27/11)	Move Rate	7 (+1 / -1)



Major Wound ☐ — Max HP: 28

Hit Points

Dying / Unconscious: 00	01	02		
03	04	05		
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Temp. Insane ☐ Indef. Insane ☐ — Start: 55 Max:

Sanity

Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76		
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

Call of Cthulhu

Max MP: 11

Magic Points

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Luck

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	(75)	76		
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

Investigator Skills

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)	6 (3/1)	☐ Fighting (Brawl) (25%)	60 (30/15)	☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	45 (22/9)	☐ Mech. Repair (10%)	50 (25/10)	☐ Spot Hidden (25%)	35 (17/7)
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)	20 (10/4)	☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)		☐ Navigate (10%)	35 (16/7)	☐ Swim (20%)	
☐ Climb (20%)	30 (15/6)	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	35 (17/7)	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)	6 (3/1)	☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)		☐ Pilot (01%)	66 (33/13)	☐	
☐ Dodge (half DEX)		☐		☐ Psychology (10%)		☐	
☐ Drive Auto (20%)	40 (20/9)	☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU) English	50 (25/10)	☐ Ride (05%)	20 (10/4)	☐	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-
.41 Revolver	45	22	9	1D10	15	1(3)	8	100

Combat

Damage Bonus: +1D4
Build: 1
Dodge: 32 (16/6)

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Backstory



Personal Description
A charismatic daredevil
Always overcomplicates his plans
Has a recognizable square jaw

Traits Fearless
Fantastic driver's reflexes
Chummy
Impulsive

Ideology/Beliefs
Strong empathy towards others
Has a professional's code of honor

Injuries & Scars

Significant People
Soft spot for farmers - never turns down their jobs s

Phobias & Manias
Always needs about two hours more sleep every night
Hates unpolished shoes

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions
His Banana yellow Piper J-3 Cub aircraft (at home in NC)

Encounters with Strange Entities

Gear & Possessions

Small leather bag
Leather pilot's jacket (Armor 1)
Polished leather shoes
Airplane trinket - carved from teak
Binoculars (10X)
Pilot's goggles

Cash & Assets

Spending Level
Cash $270
Assets
Owes his flight school a LOT of money

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

Your buddy WILLY asked you if you wanted to take a vacation in South America. "Only if I can fly there," you said. But no, he had to hire his own private plane instead. Little did he know that those private pilots were paid off by one of his university rivals, and they end up drugging everyone and dumping them out over Peru. At least they were polite enough to provide parachutes.

So now you're stranded in the middle of a third world country, and no seems to have heard of an airplane. And the locals don't seem to have a sense of humor, at least not after that problem on the bridge. But now Willy says, "Trust me - I found a boat!" Hope this works out better than his plane.

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Call of Cthulhu

1920s Era Investigator

Name: Sônia Carrilho
Player:
Occupation: Singer / Naturalist
Age: 19 Sex: Female
Residence: Rio de Janeiro
Birthplace: Ribeirao, Brazil



Characteristics

STR	50 (25/10)	DEX	50 (25/10)	POW	50 (25/10)
CON	60 (30/12)	APP	70 (35/14)	EDU	50 (25/10)
SIZ	50 (25/10)	INT Idea	60 (30/12)	Move Rate	8 (+1 / -1)

Major Wound ☐ — MP 22

Hit Points: Dying 00 | Unconscious 03 | 01 02 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane ☐ Indef. Insane ☐ — Sanity: Start 50 — Max

Insane 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Out of Luck: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 (55) 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MP 10

Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

Investigator Skills

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%) Botany	55 (27/11)
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)	10 (5/2)	☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%) Singing	70 (35/14)	☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	45 (22/9)
☐		☐ Firearms (Rifle/Shotgun) (25%)	40 (20/8)	☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)	60 (30/12)	☐ Survival (10%) Jungle	60 (30/5)
☐ Charm (15%)	50 (25/10)	☐ First Aid (30%)	50 (20/8)	☐ Navigate (10%)		☐ Swim (20%)	40 (20/8)
☐ Climb (20%)		☐ History (05%)	(7/3)	☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	35 (17/7)	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%) English	35 (17/8)	☐ Pilot (01%) Boat	40 (20/8)	☐	
☐ Dodge (half DEX)		☐ Spanish	35 (17/8)	☐ Psychology (10%)		☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU) Portuguese	40 (17/8)	☐ Ride (05%)		☐	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

Combat

Damage Bonus: -
Build: 0
Dodge: 25 (12/5)

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Backstory



Personal Description
Attractive and charismatic - great singing voice
Loves the spotlight

Traits
Loves botany, great with plants
Impulsive and curious

Ideology/Beliefs
Pacifist - won't harm innocents

Injuries & Scars
Has a criminal record - got implicated in some bad stuff

Significant People
On the run from criminals
Her famous scientist father, Edvaldo

Phobias & Manias
Falls in with the wrong types... a lot
Soft spot for father figures

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions
Reads dry science journals for fun
Faux emerald bracelet - looks like her mom's
(bought in a local market in Iquitos)

Encounters with Strange Entities

Gear & Possessions

Faux emerald bracelet
Steerhide clutch
Cloth gloves
Army watch
Extravagant silver necklace
(gift from a kingpin)

Cash & Assets

Spending Level
Cash $25
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	>skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

You grew up getting dragged around the Brazilian rainforest with your strict father EDVALDO, a famous natural scientist. "Your school is the jungle!" he always said. But eventually, you got tired of it. You were more enchanted by your mother's stories of how she met your father - singing at exclusive clubs in Rio in between housecleaning jobs. So, you decided to give up the outdoors to be a nightclub singer. You even got flown first class to Lima to sing at the exclusive Toro de Barranco club. A businessman at the club promised your "next stop" was at his estate near Iquitos, but when you arrived you discovered his REAL business was making people disappear for crime bosses. And you got implicated in all that! Fleeing from him, you stowed away on a small riverboat, where you met some new friends...

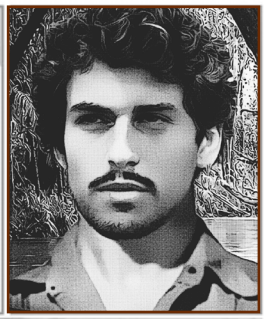
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1920s Era Investigator

Name: Chio Cervantes
Player:
Occupation: First Mate
Age: 20 Sex: Male
Residence: Iquitos, Peru
Birthplace: Iquitos, Peru

Characteristics

		1/2	1/5
STR	70	35	14
DEX	60	30	12
POW	50	25	10
CON	60	30	12
APP	60	30	12
EDU	40	20	8
SIZ	50	25	10
INT (Idea)	50	25	10
Move Rate	9	+1	-1



Major Wound: ☐ MP: 22

Hit Points: Dying 00 | Unconscious 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane: ☐ Indef. Insane: ☐ Sanity: 50 Max

Sanity: Insane 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Call of Cthulhu

MP: 10

Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

Luck: Out of Luck 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 (60) 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Investigator Skills

Skill	1/2	1/5
☐ Accounting (05%)		
☐ Anthropology (01%)		
☐ Appraise (05%)		
☐ Archaeology (01%)		
☐ Art / Craft (05%)		
☐		
☐		
☐ Charm (15%)	35	17 / 7
☐ Climb (20%)	40	20 / 8
Credit Rating (00%)	30	15 / 6
Cthulhu Mythos (00%)		
☐ Disguise (05%)		
☐ Dodge (half DEX)		
☐ Drive Auto (20%)		
☐ Elec Repair (10%)	50	25 / 10
☐ Fast Talk (05%)		
☐ Fighting (Brawl) (25%)	50	25 / 10
☐		
☐		
☐ Firearms (Handgun) (20%)	40	12 / 5
☐ Firearms (Rifle/Shotgun) (25%)		
☐		
☐ First Aid (30%)		
☐ History (05%)		
☐ Intimidate (15%)		
☐ Jump (20%)	40	20 / 8
☐ Language (Other) (01%) English	30	15 / 6
☐		
☐		
☐ Language (Own) (EDU) Spanish	40	20 / 8
☐ Law (05%)		
☐ Library Use (20%)		
☐ Listen (20%)	40	20 / 8
☐ Locksmith (01%)		
☐ Mech. Repair (10%)	70	35 / 14
☐ Medicine (01%)		
☐ Natural World (10%)		
☐ Navigate (10%)	50	25 / 10
☐ Occult (05%)		
☐ Op. Hv. Machine (01%)		
☐ Persuade (10%)		
☐ Pilot (01%) Boat		
☐ Psychology (10%)		
☐ Psychoanalysis (01%)		
☐ Ride (05%)		
☐ Science (01%)		
☐		
☐		
☐ Sleight of Hand (10%)	30	15 / 6
☐ Spot Hidden (25%)		
☐ Stealth (20%)		
☐ Survival (10%) Jungle	60	30 / 12
☐ Swim (20%)	60	30 / 12
☐ Throw (20%)		
☐ Track (10%)	40	20 / 8
☐		
☐		
☐		
☐		

Weapons

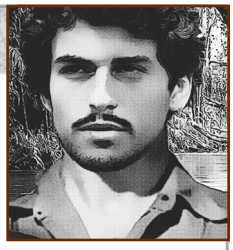
Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Rast & Gasser	40	20	8	1D8	15	1 (3)	8	100

Combat

Damage Bonus: -
Build: 0
Dodge: 30 / 15 / 6

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Backstory



Personal Description
Handsome
Forgetful

Traits Mechanically inclined
Keeps his pockets full of useful trinkets

Ideology/Beliefs
Never works for crooks (at least knowingly)
Never says no to a job
Proud of his country, Peru

Injuries & Scars

Significant People

Phobias & Manias
Mysophobia - fear of infection
Hates lying
Can't stand watching other people fix things

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Leather boots
Handy wrench
Cord bracelet his sister made
Waterproof matches

Cash & Assets

Spending Level
Cash $10
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

You've worked two seasons with the Alba's captain, MR. BUTRAGUEÑO. You don't particularly like the man - he's nervous and drinks a lot - but he pays on time and doesn't mind when you flirt with the Americans who come aboard. They love your little magic tricks.

But what you really want to do is open up a mechanic shop. Maybe even move with to Lima. Butragueño says you're the best man he's ever had fixing the old Alba. Surely you can make some more money on your own instead of giving boat trips to tourists. But until you've got the money, you'll just work hard and make sure this latest batch of tourists get to where they're going.

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1920s Era Investigator

Name: Duke Duckworth
Player:
Occupation: Private detective
Age: 33 Sex: Male
Residence: Detroit, MI
Birthplace: Detroit, MI

Characteristics

		1/2	1/5			1/2	1/5			1/2	1/5
STR	60	30	12	DEX	60	30	12	POW	55	27	11
CON	70	35	14	APP	55	27	11	EDU	50	25	10
SIZ	55	27	11	INT Idea	60	30	12	Move Rate	9	+1 / -1	



Major Wound ☐ Max HP 25

Hit Points: Dying 00 | Unconscious 03 04 05 | 06 07 08 09 10 | 11 12 13 14 15 | 16 17 18 19 20

Temp. Insane ☐ Indef. Insane ☐ Start 55 Max

Sanity: Insane 01 02 03 04 05 06 07 | 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 | 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 | 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 | 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Call of Cthulhu

Max MP 11

Magic Points: 00 01 02 03 04 | 05 06 07 08 09 | 10 11 12 13 14 | 15 16 17 18 19 | 20 21 22 23 24

Luck: Out of Luck 01 02 03 04 05 06 07 | 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 | 31 32 33 34 35 36 37 38 39 (40) 41 42 43 44 45 46 47 48 49 50 51 52 53 | 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 | 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Investigator Skills

		1/2	1/5
☐	Accounting (05%)		
☐	Anthropology (01%)		
☐	Appraise (05%)	25	12 / 5
☐	Archaeology (01%)		
☐	Art / Craft (05%) Photography	25	12 / 5
☐			
☐			
☐	Charm (15%)	20	10 / 4
☐	Climb (20%)	40	20 / 8
	Credit Rating (00%)	25	12 / 5
	Cthulhu Mythos (00%)		
☐	Disguise (05%)		
☐	Dodge (half DEX)	45	22 / 9
☐	Drive Auto (20%)		
☐	Elec Repair (10%)		
☐	Fast Talk (05%)		
☐	Fighting (Brawl) (25%)	55	27 / 11
☐			
☐			
☐	Firearms (Handgun) (20%)	50	25 / 10
☐	Firearms (Rifle/Shotgun) (25%)		
☐			
☐	First Aid (30%)		
☐	History (05%)		
☐	Intimidate (15%)		
☐	Jump (20%)		
☐	Language (Other) (01%)		
☐			
☐			
☐	Language (Own) (EDU) English	50	25 / 10
☐	Law (05%)	25	12 / 5
☐	Library Use (20%)	30	15 / 6
☐	Listen (20%)	50	25 / 10
☐	Locksmith (01%)	21	10 / 4
☐	Mech. Repair (10%)		
☐	Medicine (01%)		
☐	Natural World (10%)		
☐	Navigate (10%)		
☐	Occult (05%)		
☐	Op. Hv. Machine (01%)		
☐	Persuade (10%)		
☐	Pilot (01%)		
☐	Psychology (10%)		
☐	Psychoanalysis (01%)		
☐	Ride (05%)		
☐	Science (01%)		
☐			
☐			
☐	Sleight of Hand (10%)		
☐	Spot Hidden (25%)	70	35 / 15
☐	Stealth (20%)		
☐	Survival (10%)		
☐	Swim (20%)		
☐	Throw (20%)		
☐	Track (10%)	25	12 / 5
☐			
☐			
☐			
☐			

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Colt .38 Revolver	50	25	10	1D10	15	1(3)	6	100

Combat

Damage Bonus: -
Build: 0
Dodge: 45 (22 / 9)

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Backstory



Personal Description
Tough detective - known for being involved with a starlet's murder
Not a lot of new cases means he's struggling

Traits Truthful
Good boxer (great footwork)
Whistles when he's alone

Ideology/Beliefs
Respects physicians, regrets not becoming one

Injuries & Scars

Significant People
Lauren St. James - murdered starlet he loved
Journalist contacts in Detroit and Los Angeles

Phobias & Manias
Thinks he's the unluckiest man alive - might be
Always dresses for warm weather
Carries glasses to look smart (but doesn't need them)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions
Calls his favorite gun "my third fist"

Encounters with Strange Entities

Gear & Possessions

Cheap leather briefcase
Body holster
Journal and pencil
Sinclair Lewis' *It Can't Happen Here*

Cash & Assets

Spending Level
Cash $15
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

After that "business trip" to Italy, you flew back to Detroit, hoping that you wouldn't hear the name of LAUREN ST. JAMES again. But no, that talented, drop-dead gorgeous gal, with battleship gray eyes that could sink a man's soul, decided to visit you in your dreams. She kept asking you to find her killer. You tried explaining you had tried, but you had as many leads as a frog has teeth. Zilch.

But then you found a rumor that Lauren was tied up with something down in South America. Something about a singing act that went bad a year or two ago. When you heard your buddy had to get down there to help his dad, you asked for a favor and he flew you down with him.

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Call of Cthulhu

1920s Era Investigator

Name: Solange "Patience" Paquet
Player:
Occupation: French agent
Age: 25 Sex: Female
Residence: Rio de Janeiro
Birthplace: Toulouse, France



Characteristics

		1/2	1/5
STR	60	30	12
DEX	70	35	14
POW	50	25	10
CON	65	32	13
APP	60	30	12
EDU	50	25	10
SIZ	50	25	10
INT (Idea)	60	30	12
Move Rate	9	+1	-1

Major Wound ☐ Max HP: 23

Hit Points

Dying 00	01	02		
Unconscious 03	04	05		
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Temp. Insane ☐ Indef. Insane ☐ Max Sanity: 50

Sanity

Insane 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Max MP: 10

Magic Points

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Luck

Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 (50) 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Investigator Skills

Skill		1/2	1/5
☐	Accounting (05%)		
☐	Anthropology (01%)		
☐	Appraise (05%)		
☐	Archaeology (01%)		
☐	Art / Craft (05%) Food Connoisseur	20	10 / 4
☐			
☐			
☐	Charm (15%)	20	10 / 4
☐	Climb (20%)	40	20 / 8
	Credit Rating (00%)	45	27 / 9
	Cthulhu Mythos (00%)		
☐	Disguise (05%)		
☐	Dodge (half DEX)		
☐	Drive Auto (20%)	25	12 / 4
☐	Elec Repair (10%)		
☐	Fast Talk (05%)		
☐	Fighting (Brawl) (25%)	70	35 / 14
☐			
☐			
☐	Firearms (Handgun) (20%)	50	25 / 10
☐	Firearms (Rifle/Shotgun) (25%)		
☐			
☐	First Aid (30%)	40	20 / 8
☐	History (05%)		
☐	Intimidate (15%)	35	17 / 7
☐	Jump (20%)		
☐	Language (Other) (01%) English	40	20 / 8
☐	German	40	20 / 8
☐			
☐	Language (Own) (EDU) French	50	25 / 10
☐	Law (05%)	15	7 / 3
☐	Library Use (20%)	40	20 / 8
☐	Listen (20%)		
☐	Locksmith (01%)		
☐	Mech. Repair (10%)		
☐	Medicine (01%)		
☐	Natural World (10%)		
☐	Navigate (10%)		
☐	Occult (05%)		
☐	Op. Hv. Machine (01%)		
☐	Persuade (10%)		
☐	Pilot (01%)		
☐	Psychology (10%)		
☐	Psychoanalysis (01%)		
☐	Ride (05%)		
☐	Science (01%)		
☐			
☐			
☐	Sleight of Hand (10%)	25	12 / 5
☐	Spot Hidden (25%)	55	27 / 11
☐	Stealth (20%)	45	27 / 9
☐	Survival (10%)		
☐	Swim (20%)		
☐	Throw (20%)		
☐	Track (10%)		
☐			
☐			
☐			
☐			

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
Mauser .32 Pistol	50	25	10	1D8	15	1(3)	8	99
Fine dagger				1d4+2+db	-	-	-	-

Combat

Damage Bonus: -
Build: 0
Dodge: 35 (17 / 7)

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Backstory



Personal Description
Resourceful junior agent in French intelligence
Distinctive purple-gray eyes
Does not tolerate fools

Traits Bloodthirsty in fights
Always on alert

Ideology/Beliefs
Intolerant of fascists - especially German ones
Loves horses
Has no patience for show-offs

Injuries & Scars

Significant People
Member of Deuxième Bureau - French intelligence
Daughter Agnes, age 6, left with her parents in Toulouse

Phobias & Manias
Loves her wine and cocktails - probably a bit too much

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Expensive purse
Nice ladies hat
Suitcase full of clothes for all occasions
Nice Swiss watch
Leather shoes
Cocoma-made Brazilian necklace

Cash & Assets

Spending Level
Cash $500
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

Deuxième Bureau, French intelligence, got wind that the Nazi Party in Germany is sending stolen gold to places they shouldn't even be thinking about - like Brazil and Argentina. You were ordered to fly down there and see what Germany is trying to set up. You didn't expect for one of those Nazi goons to try to assassinate you in Rio. It got too hot for you there, so you hopped a plane to Lima, waiting for it to cool down. Then, of all the people in all the world, who walks into a pisco bar? It was some old friends. Friends who get you into trouble more than they get you out of trouble. But they're smooth talkers, and they convinced you to take a week and go on a boat trip to help out a family member. "Just like old times" they said...

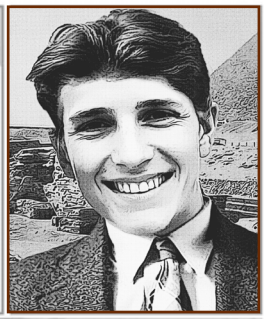
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1920s Era Investigator

Name: Willy Van Der Woodson
Player:
Occupation: Adventure capitalist
Age: 25 Sex: Male
Residence: New Haven, CT
Birthplace: Boston, MA

Characteristics

		1/2	1/5
STR	50	25	10
DEX	60	30	12
POW	70	35	14
CON	60	30	12
APP	60	30	12
EDU	75	37	15
SIZ	55	27	11
INT (Idea)	65	32	13
Move Rate	8	+1	-1



Major Wound ☐ Max HP: 23

Hit Points: Dying 00 | Unconscious 03 | 01 02 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane ☐ Indef. Insane ☐ Start Max: 70

Sanity: Insane 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Call of Cthulhu

Max MP: 14

Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

Luck: Out of Luck 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 (50) 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Investigator Skills

Skill	1/2	1/5
☐ Accounting (05%)	20	10 / 4
☐ Anthropology (01%)		
☐ Appraise (05%)		
☐ Archaeology (01%)	50	25 / 10
☐ Art / Craft (05%)		
☐		
☐		
☐ Charm (15%)		
☐ Climb (20%)		
Credit Rating (00%)	80	40 / 16
Cthulhu Mythos (00%)		
☐ Disguise (05%)		
☐ Dodge (half DEX)		
☐ Drive Auto (20%)	30	15 / 6
☐ Elec Repair (10%)	20	10 / 4
☐ Fast Talk (05%)	55	27 / 11
☐ Fighting (Brawl) (25%)		
☐		
☐		
☐ Firearms (Handgun) (20%)	36	18 / 7
☐ Firearms (Rifle/Shotgun) (25%)		
☐		
☐ First Aid (30%)		
☐ History (05%)	30	15 / 6
☐ Intimidate (15%)		
☐ Jump (20%)		
☐ Language (Other) (01%) Arabic	30	15 / 6
☐ Latin	30	15 / 6
☐		
☐ Language (Own) (EDU) English	75	37 / 15
☐ Law (05%)		
☐ Library Use (20%)		
☐ Listen (20%)		
☐ Locksmith (01%)		
☐ Mech. Repair (10%)	35	17 / 7
☐ Medicine (01%)		
☐ Natural World (10%)		
☐ Navigate (10%)	25	12 / 5
☐ Occult (05%)		
☐ Op. Hv. Machine (01%)		
☐ Persuade (10%)		
☐ Pilot (01%)		
☐ Psychology (10%)		
☐ Psychoanalysis (01%)		
☐ Ride (05%)		
☐ Science (01%)		
☐		
☐		
☐ Sleight of Hand (10%)		
☐ Spot Hidden (25%)	30	15 / 6
☐ Stealth (20%)		
☐ Survival (10%)		
☐ Swim (20%)		
☐ Throw (20%)		
☐ Track (10%)		
☐		
☐		
☐		
☐		

Weapons

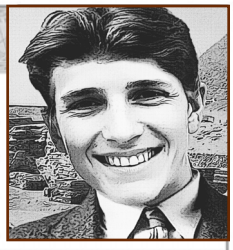
Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
S&W .38 revolver	36	18	7	1D10	15	1(3)	6	100

Combat

Damage Bonus: -
Build: 0
Dodge: 35 (17 / 7)

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Backstory



Personal Description
Broad-smiled, bright, and incredibly wealthy
Has a big, almost-fake smile all the time

Traits Charismatic
Good mechanical intuition
Overconfident

Ideology/Beliefs
Loves funding races and grand adventures
Never gambles with friends

Injuries & Scars

Significant People
Loves his mom, writes to her almost every day
Has a bitter rival - Richard Maskhaven

Phobias & Manias
Compulsive spender
Buys overly nice gifts for friends - can be embarrassing
Calls guns "bean shooters" (thinks it's cool)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions
Loves expensive cars - obsessed with race cars

Encounters with Strange Entities

Gear & Possessions

Leather carrier bag
Nice European suit
German PERTRIX flashlight torch
Travel diary and pencil
Italian leather shoes

Cash & Assets

Spending Level
Cash $2,500
Assets
Trust fund ($2,500 per month)

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

Dear old dad did it again. First he takes out newspaper ads in the Chicago Tribute announcing he's going to Brazil to look for "Incan Gold." The next thing you know, you're back from Egypt and your doorman hands you an old letter begging you to come to Brazil because dad needs your help. Worse, he appended the letter with "Carthago delenda est" - Carthage must be destroyed - a code you two only use when times are desperate. So you called some friends and booked a flight to Rio. But that king dastard RICHARD MASKHAVEN paid off the pilots, and the next thing you know you're stranded in Iquitos, 200 miles away from your dad with no planes anywhere. After a brief adventure you found a helpful steamer captain and set sail up the Javary River. You really hope it's not too late...

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Jonny Talon

BARNSTORMER



Duke Duckworth

BAD NEWS DETECTIVE



Marisa Santarelli

HIGH-ENERGY STUNT WOMAN



Willy Van der Woodson

RICH, VERY RICH



Patience Paquet

FRENCH INTELLIGENCE



Chio Cervantes

MECHANICALLY-INCLINED BOATSWAIN



Sônia Carrilho

SINGER AND ACCIDENTAL NATURALIST

