



A FLAW IN THE LENS

by J.C. CONNORS and JEFF EVERTT

ABOUT THE ADVENTURE

A Flaw in the Lens is a *Call of Cthulhu* horror adventure, although it can easily be adapted to other game systems (a *GURPS Horror* version is also available on www.1shotadventures.com). The adventure is set in 1974, when a renowned ornithologist invites his family to a remote Mexican island to celebrate his newest discovery. However, soon after arriving on the island, the family learns that their beloved uncle has become a pawn for cultists who are toying with indescribable, cosmic forces.

A Flaw in the Lens is suitable for three-to-five investigators. The end of the adventure includes six pregenerated characters so you can get started right away, along with a backup character in case someone meets a terrible end!

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

The History of Mariposa Sombra

The history of the island of Mariposa Sombra goes back centuries. Before the Spanish arrived in Mexico, the island was

the home of the Pericúes, a native tribe that lived and traded with the Aztecs. The island was sacred to the Pericúes, and they saw it as a place to commune with their gods and heal their sick. Especially sacred to them were the three glass lenses they had found on the island, each carved with symbols they could not comprehend. In addition to helping heal their people, the lenses gave the Pericúes a fuzzy view of the universe, its connected dimensions, and the horrors that existed at the flared fringes behind the sun. The Pericúes constructed a stargazing tower where only the most strong-minded of men could view the sky with the lenses.

By the 1700s, the Spanish invasion had wiped out the Pericúes on the mainland. Mariposa Sombra, however, remained a quiet refuge for a couple hundred Pericúes natives, who were content to live apart from the goings-on in Mexico.

In 1886, the island was visited by D Khandelwel, an eccentric Indian astronomer, who believed that the natives of Mexico still possessed celestial secrets. He was fascinated by the mythology of the Pericúes, and with the help of an islander named Chulch, was delighted to rediscover the three lost lenses. He built a modern observatory on the island's highest hill, and began experimenting with the lenses in his observatory.

The combination of D Khandelwel's modern astronomical knowledge and the Pericúes' old knowledge created something uncanny. With one lens installed, the observatory

could see far, far into space and time, and give glimpses of impossible worlds and physics-defying dimensions. D Khandelwel and his native assistants were ecstatic.

However, D Khandelwel did not understand that viewing the universe is the same as taking action upon it. When he installed the second lens on the telescope, he accidentally created a small rip in time... and primordial creatures from millions of years ago appeared on the island. The observers were again delighted. When they added the third lens and tuned the telescope, horrifying, two-dimensional shadow monsters – the *adumbrali* – materialized on the island, somehow pulled from their own alien dimension.

The appearance of the *adumbrali*, split the islanders. Some thought the creatures were sacred creatures from their Pericúes mythology, others thought that they were horrid and unnatural. Fearing what he had done, D Khandelwel decided to take apart the telescope, and while this stopped additional *adumbrali* from appearing, one soon killed him in his sleep. However, his native assistant Chulch stole the lenses from Khandelwel's house, hoping to reassemble the telescope and fully join the island with the *adumbrali*'s dimension.

However, found that he did not have the expertise to reassemble the telescope. With the lenses hidden away, and no one observing their strange dimensions through them, the island's *adumbrali* fell into hibernation.

Decades passed, the observatory fell into ruin, and the locals mostly forgot about the affair. However, a small cult, the Descendents of Chulch, passed down their knowledge, and still hoped to one day restore the lenses to telescope and usher in a new age.

In 1962, the ornithologist Elbio Pérez moved to Mariposa Sombra. A passionate bird expert, he hoped catalog the rare quetzal birds of the island. The locals welcomed him and made him feel at home, eager to share their small island's wondrous habitat with the scientist.

“Uncle Elbio” – as everyone called him – was surprised when he discovered Khandelwel's century-old observatory on the island. The Descendents of Chulch saw his arrival as a huge opportunity – Uncle Elbio was a WWII engineer and a trained scientist, surely he could help them restore the observatory!

Under the secret influence of the cult, Elbio became fascinated by the observatory. He abandoned his work with birds and instead spent several years repairing the observatory. With the ancient Pericúes lenses restored, he could not only see a blurry view of the cosmos, but also glimpses of things that were simply not possible for an old telescope to see – faraway planets,

weird dimensions, and shadowy creatures who violated the laws of earthly physics.

Uncle Elbio invited a small group of friends and families to visit his new observatory and share in his discoveries. However, just days before the visit, Elbio stumbled upon the original journals of D. Khandelwe and realized that his new telescope was not just observing the cosmos, but playing with them. When he saw one of the *adumbrali* come to life on the island again, he swore to stop his work. He stole two of the lenses from the telescope and fled into the island interior, hoping to signal a boat to escape and get help.

The Descendents of Chulch were furious, and sent their men scouring the island to find Elbio. In hours, the island will be overrun by *adumbrali*, but they still hope to find the missing lenses, repair the telescope, and welcome a new host of their gods – hundreds more deadly *adumbrali* – back to the island!

Adventure Summary

A Flaw in the Lens begins with the investigators arriving at Mariposa Sombra for an innocent, if not eccentric, family reunion. They are met by a local man, Batanero, who promises to drive them to their uncle in the middle of the island. Batanero, however, is a leading member of the cult of Chulch, and plans to deliver the investigators into an ambush, then kidnap or kill them!



Batanero's vehicle runs out of gas on the road, stranding the investigators near a small hacienda. This is the ruined house of D Khandelwel, the original astronomer who built the island's observatory. However, Batanero's would-be ambushers are already dead, killed by one of the newly-awakened, two-dimensional shadow monsters – an adumbrali.

Inside the house, the investigators discover evidence of D Khandelwel's experiments with three ancient Pericúes lenses that opened doors to other worlds and dimensions. Through an old teletype machine, they also discover that Uncle Elbio is on the run. He tells them to meet him at a temple on the island, but is sparse on actual directions.

The middle section of the adventure is open-ended. The investigators must make their way towards the temple, which requires them to explore some of the island's key locations, such as D Khandelwel's observatory and Elbio's bird watching towers. These locations are dangerous, as not only are adumbrali beginning to awaken on the island, but the island is also infested with primordial insects left over from D Khandelwel's first experiments.

The investigators' exploration is interrupted when they discover that cultists have murdered poor Uncle Elbio. However, Elbio's last clues reveal that the only way to prevent the cultist's from restoring the telescope and summoning more adumbrali to the island is to find and destroy the three lenses.

With no obvious way to get off the island, the investigators must now recover the three lenses and destroy them before island's shadowy monsters full awaken and devour all life on the island! One lens is still in the original observatory, another was handed off by Elbio to a new visitor to the island, and the third is in the hands of the cultists. Once the lenses retrieved, the investigators must concoct a plan to destroy them for good, a task that may cost them their lives if not their sanity!

PREPARATION

The adventure begins with the investigators receiving a letter and a map (see [Handout A](#)) from UNCLE ELBIO, a beloved and well-known ornithologist. He has invited a small group of family and friends to visit him on Mariposa Sombra, a rocky island off the coast of Mexico. Uncle Elbio describes the island as a sanctuary for rare, migratory birds, and categorizes the invitation as a “long overdue family reunion of sorts.”

Keeper's Note: All of the pregenerated characters in this adventure are related, and Elbio is their uncle. If players are using their own characters, then simply mention that the ornithologist was chummy, and earned the nickname “Uncle Elbio” over the years.

- Secrets of the Missing Lenses -

Key to the adventure are the three ancient Pericúes lenses. Each lens is an irregular circle of transparent, otherworldly crystal, about the size of a dinner plate. The lenses are unusually heavy (10 lbs.), and decorated with ancient Pericúes glyphs and more modern mathematical formulas added by D Khandelwel. Staring through a lens sees an ominous view of **twin, angry and red suns** in the sky.

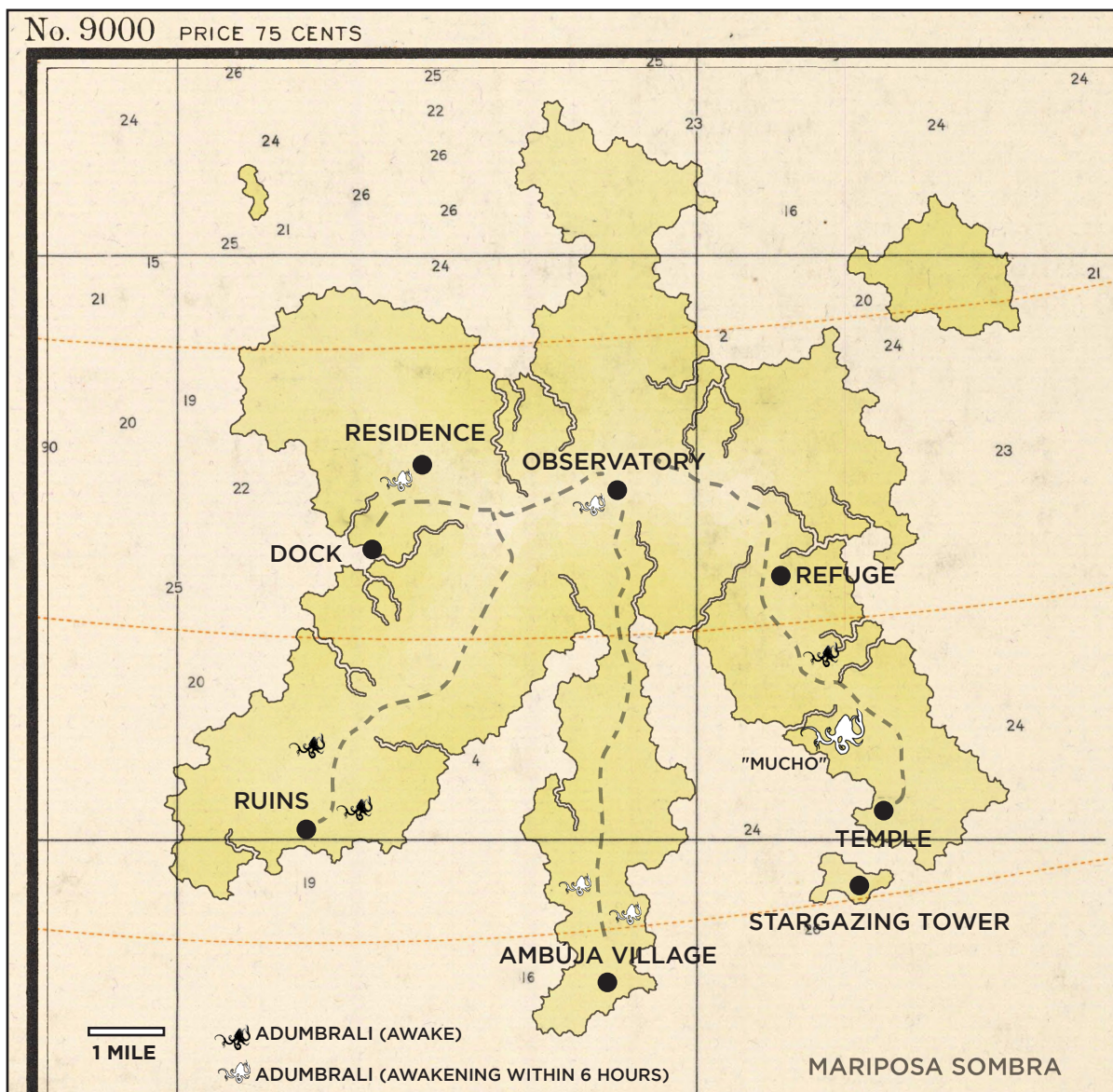
Uncle Elbio stole two of the lenses at the start of the adventure. The third is still at the **observatory**, too bulky for him to abscond with. However, soon after the adventure begins, Elbio gives one of the lenses to **Judith Holloway**, a socialite visiting the island's beaches. Once he is captured, the other lens was taken by **Señora Kora**, a leader of the cultists. Kora plans to bring this lens back to the observatory, but she moves slow, still hunting for the second lens.

If all three lenses are reinstalled into Khandelwel's telescope, a rift will again open and more and more adumbrali will appear on the island, destroying all life on the island, and likely jeopardizing the entire hemisphere!

The best way to stop the cult's plan is to destroy the lenses. This severs the connection with the adumbrali's dimension, and instantly banishes any left on the island. However, the lenses' are not easily destroyed. A powerful electric charge can shatter a lens, which can be found at any of the powered locations on the island (e.g., the Khandelwel house, the workshop, and the observatory). Or, one lens can destroy another with a *very* hard hit. A HARD STR roll will do the trick, however anyone doing this by hand receives a flashing glimpse of the adumbrali's unnerving, two-dimensional universe, and a SANITY CHECK (1/1D8)!

If all the lenses are installed into a telescope, a person with tremendous mental strength can force the suns back together. The clue that this is possible can be found at the stargazing tower. This feat gives the viewer a traumatic, *extended* vision of the adumbrali's home dimension. Disturbing swirls of black penumbral tendrils penetrate the deepest parts of the investigator's mind, forcing a mind-shattering SANITY CHECK (1D4/1D12), but a bonus die if the subject repeats a **pentagonal number sequence**. After the vision, a full minute and a Hard POW roll can force the suns back together, banishing the adumbrali.

Burying the lenses in *absolute* darkness won't destroy the adumbrali, but it will prevent more from awakening. Digging a hole works, as does sinking them into the ocean – deeper than the waters around the island – but perhaps the investigators can get help from the nearby yacht.



The letter invites the investigators to meet in Santo Domingo, where Elbio has hired a small boat to take them to Mariposa Sombra.

ARRIVAL AT THE DOCK

The investigators arrive at Mariposa Sombra in the late afternoon, maybe an hour or two before sundown. The time is key, because once the sun sets below the horizon, it will be stuck in that position, a result of the telescope's recent activity, and an ominous sign that the island has connected to the shadowy dimension of the adumbrali!

The island's small dock is located in a scenic cove on its west coast. Tall cliffs surround the cove, and the investigators hear the loud warbles of hundreds of birds surrounding them. It is, indeed, an ornithologist's paradise.

As he departs, their charter boat skipper, CHEPE, tosses a bottle of Sinaloan mezcal to one of the investigators, telling them that he owes Uncle Elbio a drink. If asked for an explanation, Chepe explains that he brought some vintage telescope lenses to the island, but one accidentally broke on the way, and he still feels responsible for the damage.

Chepe then bids farewell, announcing that he thinks he has enough time to get back to Santo Domingo before sunset. He goes on to explain that it's his anniversary tonight, otherwise he'd spend the night on the boat and head back in the morning.

Batanero

Meeting the investigators at the dock is BATANERO, a local man who grew up on the island. Batanero is a strange man, uncomfortable in his own shoes. He wears fisherman's pants, a straw hat, and has one eye that is unblinking and weirdly

locked open. Batanero awkwardly welcomes the investigators to the island and volunteers to assist with their luggage.

Two yellow 1956 CJ-3B Jeeps are near the dock. Ominously, the Jeeps have dash plates that indicate that they belong to the United Nation's anti-malarial campaign – something Batanero seems to know nothing about.

It is difficult to make conversation with Batanero. He is a man of few words and doesn't especially seem curious about the newcomers. He answers most questions with "oh, I cannot say..." But he does emphasize that the professor is very excited for the weekend. If asked about his eye, he smiles awkwardly and nervously covers it up with his hat.

Before the investigators set out, Batanero tells them that the bugs are very bad on the island, and insists that he **spray them** with an unlabeled can of bug spray. Assuming the investigators agree, they discover that the spray stinks like sweat, sulfur, and something sweet.

Keeper's Note: This isn't bug spray. It actually attracts the Carboniferous millipedes that inhabit the island, and is a part of his plot to eventually help kill the investigators and dispose of their bodies. However, while the spray does attract the bugs, it doesn't materially affect the adventure if the investigators refuse the spray!

If there are more than four investigators, someone must follow Batanero in the second Jeep.

Before leaving, Batanero uses his Jeep's CB radio to communicate to someone (a LISTEN roll hears the name "Kora"), but he **speaks in an unusual, native language**. Anyone who is a linguistic expert recognizes it as similar to other regional dialects, but will be unable to understand it. That is because he speaks a form of Pericúes, a language that has otherwise been extinct for centuries. If asked, Batanero simply says he is letting his associates at Elbio's abode know that they are on the way.

A narrow dirt road winds up towards the mountainous center of the island. Occasionally, the foliage parts to reveal a beautiful view of the azure ocean surrounding the island, but mostly the view is that of tall rocks, palm trees, and thorny brush. Observant investigators may also see some **remnants of Pre-Columbian stone ruins** along the way, some of which bear symbolic carvings of various sun shapes. An examination and an appropriate HISTORY roll identifies the markings in the rocks as similar to Aztec, but with some curious, longer skull-shapes that bear similarity to the Pericúes tribe. In short, these shapes bear an unusual pedigree.

Batanero tells the investigators that there are many such ruins on the island, the largest being south of the docks.

BATANERO

AWKWARD DRIVER

STR	60	APP	50
CON	70	POW	50
SIZ	55	EDU	40
DEX	55	SAN	25
INT	40		



HP:	12	Damage Bonus:	none
Build:	0	Move:	8
Brawl	60% (30/12),	damage	1D4 (knife)
Dodge	27% (13/5)		

Skills: Drive 60%, Firearms 40%, Occultism 35%, Listen 50%, Mechanical Repair 40%, Navigate 60%, Spot Hidden 40%, Stealth 40%, Track 40%.

Languages: Spanish, Pericú, and accented English.

Equipment: Can of "bug spray," small knife.

Personality: Batanero is an awkward man. While he is a respected member of the cult of Chulch, it is only because he is a direct relative of the cult's founder. He speaks in an unusual cadence, smiles weirdly at the wrong times, and chuckles at comments that are not intended to be humorous. As he approaches the hacienda, where he intends to lead the investigators into an ambush, he grows more visibly nervous. Once the ambush fails, he will flee.



Out of Gas...?

A mile or two up the road, the Jeeps start to sputter and stop. Batanero sighs and awkwardly tells the investigators that they have run out of gas, and that his friends must have forgotten to fill up the jeeps back in Ambúja Village. He uses his CB to radio his comrades there, again using his unusual native language, but sighs and says that they are not answering.

While one of the Jeeps carries a jerry can, it only contains fumes, not enough fuel to even restart the engine. After he hopelessly tries to use the can, Batanero sits useless on the back of the Jeep. He stares up at the sky, occasionally covering his eyes to track the location of the sun as it sets.

Nearby, down a small embankment, the investigators see a small, clay brick and concrete **hacienda**. The residence is overgrown with brush, and many of its glass windows are broken. If asked about the residence, Batanero feigns ignorance. He has never noticed it before, he says, but wonders if there is a telephone in the house.

If the investigators think to walk to the observatory, Batanero advises against it. He warns them that the observatory is at least two miles away, uphill. In the dark, the chances of a bad fall are very high. Indeed, the uphill terrain leading to the observatory does look dangerous.

Keeper's Note: If the investigators do try to make the walk at night, each should make a LUCK roll. On a failure, they stumble and take 1D8 damage from a bruising stumble and fall.

KHANDELWEL RESIDENCE

This small hacienda was built in the late 19th century, but was abandoned shortly after D Khandelwel's death here in 1917. Most of the island's inhabitants are hesitant to spend too much time here, since they remember that several dormant adumbrali are frozen near the hacienda.

The house's attic is also filled with giant, primordial arthropods, the results of D Khandelwel's first experiments with the observatory telescope. However, these giant centipede-like creatures sleep quietly unless disturbed by a great deal of noise.

Yard - A Dormant Adumbrali

An acre of overgrown, yellow grass surrounds the residence. Weirdly, an **inky black shadow**, vaguely shaped like a splatter of paint and the size of a car, lies in the front yard. There is no obvious object that can cast the shadow. Investigators should make a SPOT HIDDEN roll to see it the first time they enter the yard, and again when they leave the house.

Anyone walking into the shadowed area notices the ground is much colder than it should be. Spending too much time trying to examine the shadow is psychologically damaging. Investigators who spend time trying to figure out the shadow's source should make a SANITY CHECK (0/1) as the investigator realizes it is scientifically impossible.

Keeper's Note: This is a dormant adumbrali, the alien two-dimensional creatures that were summoned to the island decades ago by D Khandelwel and his observatory. It will come out of hibernation at some point in the next few hours.

Entry and Dining Room

The main door to the house is slightly ajar. If Batanero is with the investigators, he lets them go in first, as he is visibly nervous about the place – and expects his friends inside to suddenly ambush the investigators!

The dining room is still neat and orderly, although a thick layer of dust sits on all of the furniture here. A fireplace has a pile of burned journals in it, destroyed decades ago. One page is still legible, and it looks to be a page that describes how D Khandelwel was able to see "pangaea itself" when he installed a second lens into his telescope (see [Handout B](#)).

Kitchen

On the floor of the kitchen are two corpses. Two corpses, dressed in simple clothes lie on their backs on the floor. One of the men holds an old .32 revolver in his hand, the other holds a machete. **Both men's eyes are frozen open, in a stare which seems fixed on a point millions of miles away.** Additionally, they have dozens of small, pencil-eraser sized, geo-



metric shapes randomly scattered on their bodies. Otherwise, they bear no wounds, and even a MEDICINE roll cannot find any obvious cause of death. Seeing these unsettling corpses calls for a SANITY CHECK (1/1D3).

If the bodies are moved, the investigators discover their shadows burned into the wood of the floor. This causes another SANITY CHECK (0/1)!

If Batanero is with the investigators, he feigns shock at this discovery. He knows the men, but realizes that they were unexpectedly killed by an adumbrali – a realization that gives him both joy and dread. He fumbles through some poor excuse on how the men may have come here and died, mumbling something about how they might have died from sudden infection, or some other theory else that seems wholly implausible. Eventually, he will give up the ruse and try to flee the house, and then use his Jeep's CB radio to warn the other cultists that the ambush has gone wrong.

Otherwise, the house's kitchen is otherwise what one would expect from an abandoned, 19th century kitchen. The cupboards contain old porcelain plates and a worn cookbook. Investigators looking for improvised weapons can find a large carving knife in a drawer here.

Office

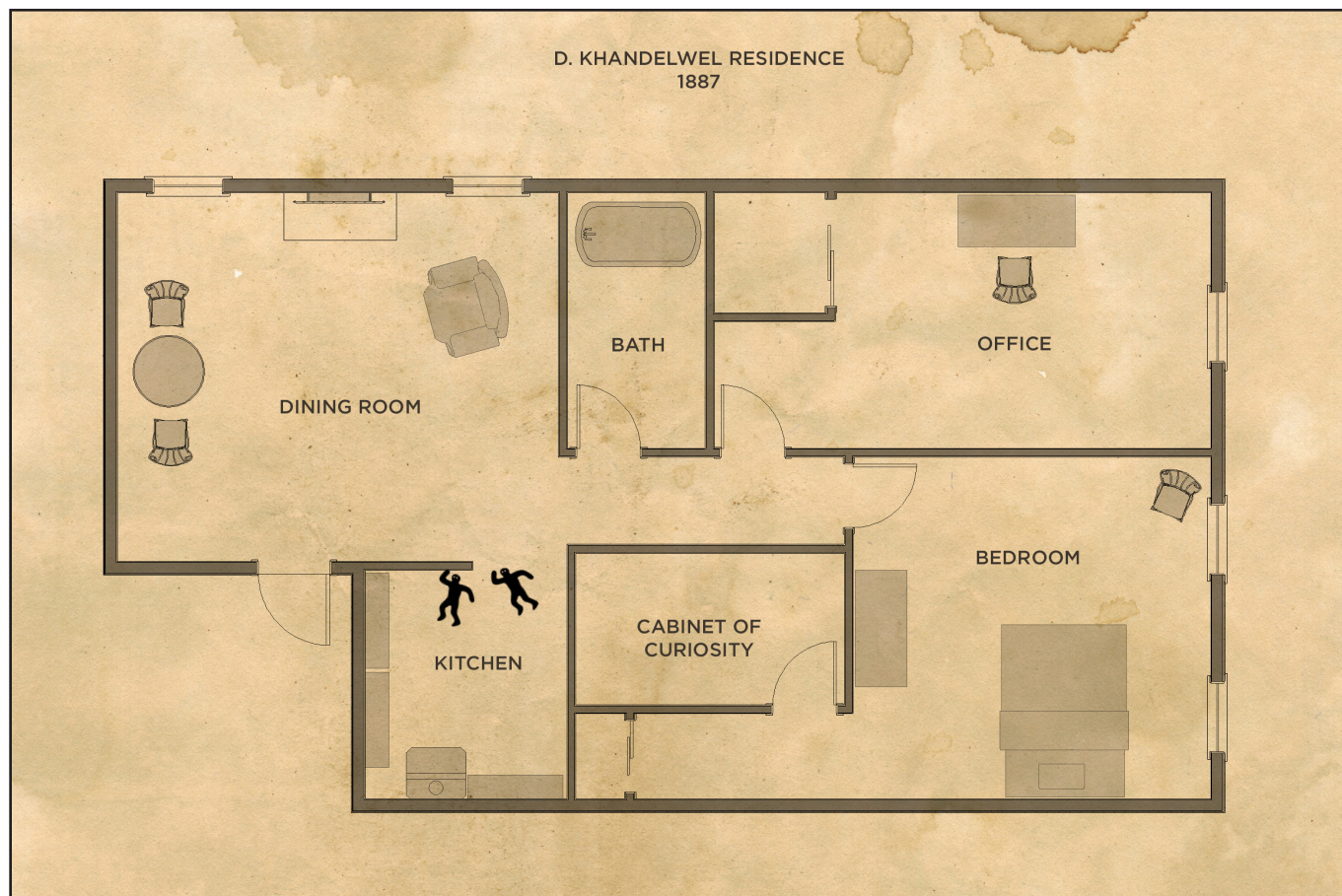
The office is plainly decorated. A framed picture of Shiva is on one wall, and a barely-legible, sun-faded star chart is hung on another.

The desk is bare, although there are marks in the dust where several books were recently laid. However, discarded underneath the desk is a small journal. Inside the journal, Khandelwel describes his first experiments with the telescope, and describes how the three lenses were used to create different effects, and how the third summoned the deadly adumbrali on to the island (see [Handout C](#)).

In the corner of the room is an old, black and silver **teletype machine** – a "Morkrum Printing Telegraph," a machine that would have been invented shortly after the turn of the century. The machine makes an annoying humming sound; it is connected to the wall with an old fabric-covered power cable.

Bedroom

Like the rest of the house, the bedroom is plain and unadorned. An old mattress sits on a wooden bedframe in the corner of the room, though one of its legs is shattered into hundreds of splinters (a result of the adumbrali attack here), making the entire bed tilt.



On the mattress is the contorted silhouette of a person, somehow burned into it like the negative of a photograph. *Keeper's Note: This is all that remains of D Khandelwel himself.*

A dusty 1965 Honda Dream, a 4-speed motorcycle is in the corner of the room, leaning against the wall. It has a half a tank of gasoline in it (almost two gallons), which can be siphoned into a Jeep with a MECHANICAL REPAIR roll (with a Bonus Die, since this is a pretty ordinary task).

The Cabinet of Curiosities

The door to this closet is locked, but can be picked with a LOCKPICK roll or broken open with a STR roll.

The room is stacked with a dozen shelves, each containing a variety of colorful specimen jars, insects mounted to wooden plaques with pins, and skulls and bones of various creatures. Taxonomy tools hang on one wall. An examination of the items discovers that they are remnants of extinct creatures, mostly insects and arthropods, but a also few unusual reptiles. A Hard NATURAL WORLD roll identifies them as from the Carboniferous Period, 45 million years ago, when the super-continent Pangaea was still intact!

The centerpiece of the room is a **massive, stuffed millipede**, easily the size of an alligator, hanging from the ceiling by wire. The noisome *arthropleura* awkwardly rotates and sways when the door the room is opened, giving the sense that it is slowly undulating in place. Observing this astounding carcass calls for a SANITY CHECK (0/1)!

Key Interlude - The Teletype Interruption

Just when the investigators are exploring the bedroom and the cabinet, the teletype in the office comes to life. It starts making a loud clattering sounds, like a loud typewriter going to work. A piece of paper falls from the machine – a message from Uncle Elbio, who mistakenly thinks that the investigators are at the observatory (see [Handout D](#)).

YOU MUST LEAVE THE OBSERVATORY. DO NOT TRUST BATANERO. DO NOT TRUST SRA. KORA. THEY WILL USE YOU TO FIND ME AND THEN MAYBE KILL YOU. I HAVE WHAT THEY ARE LOOKING FOR. LEAVE AT ONCE.

Once this message comes through, the electric machine hums and waits for a reply. The investigators can type a message back, but the answers are limited to a few, mysterious clues:

- If the investigators ask the sender to identify themselves, they reply "This is your uncle" (or, if playing with investigators unrelated to Uncle Elbio, he simply says "Elbio")

- Batanero's Failed Ambush -

When the Descendents of Chulch were unable to stop Elbio from inviting people to the island, they decided that the next best thing was to kill them when they arrived. Knowing that the skipper who brought guests to the island often stayed at the dock overnight, the cult decided to take the investigators inland and kill them at D Khandelwel's old house. The plan was simple – Batanero would run out of gas near the house, the investigators would go look for help, and two toughs would ambush them, and maybe keep one alive in the event they needed a hostage.

However, what the cult didn't anticipate is that the smaller adumbrali on the island are already coming out of hibernation. One of them – the same one that killed D Khandelwel – easily killed the two ambushers, leaving them lifeless and staring forever into an alien dimension.

When Batanero sees that his friends were killed by an adumbrali, he poorly tries to cover it up. Eventually, especially if confronted, he sprays "bug spray" all over the investigators and flees, hoping to trek back to his village at night, before more adumbrali awaken.

If Batanero is apprehended, he admit that there was a plot to capture the investigators, but lies and says it was only to get ransom money. If confronted by the weird way his friends died, he will eventually break down into tears and explain that the adumbrali are great visitors to the island, although he cannot explain what they are with any clarity. "They are beautiful... and everywhere," he warns ominously.



- If asked for any kind of guidance, Elbio sends, “Get away from the observatory. Meet me at the temple. It is the only safe place.”
- If asked where this temple is, he responds “On the chalkboard. Look at it before you leave.”
- If the investigators respond that they are not at the observatory then he mysteriously says, “Go to my bird watching tower there.”
- Finally, once he has told the investigators to meet him at the temple, he urgently sends “I have to go. Time is running out. They are looking for me. Meet me at the temple.” The machine stops sending messages after this.

Any ongoing typing noise from the teletype machine disturbs the primordial creatures living in the crawlspace of the house. Investigators should make a LISTEN roll to hear the disturbing noise of heavy scuttling above them.

If any of the investigators have been successfully sprayed with “bug spray,” staying in the house for more than a few minutes will start to aggravate the creatures. Suddenly, the **ceiling collapses** above one of the investigators, and a tangle of arm-sized millipedes drops down on them. This immediately does 1D4 damage as the bugs bite and sting, and requires an immediate SANITY CHECK (1/1D4)!

If the investigators were *not* sprayed by bug spray, the insects in the attic will make more scuttling noises, but eventually settle down. However, anyone foolish enough to investigate will find an attic access door in the bathroom. Popping it open causes a mass of arthropods to drop down on the investigator in the same way as described above. Furthermore, any investigation discovers that the attic is crawling with hundreds of those creatures, which in turn requires another SANITY ROLL (0/1D3).

Leaving the House

Once the investigators escape the house, they will need to find the temple where their uncle is asking to meet them. There are several ways to find this temple. First, the chalkboard in the observatory hints at its location, but the investigators may hesitate to go there since the professor warned the investigators that it was a dangerous location. Second, the investigators can encounter some cultists along the road (see p.11), who also know the location of the temple.

Driving the cliffside roads is dangerous at dusk. To go from one location to another requires a successful DRIVE roll. A failure results in either running off road, getting stuck in some scree, or accidentally running over one of the giant arthropods that live on the island (see *Extending the Adventure* for ideas along those lines!)

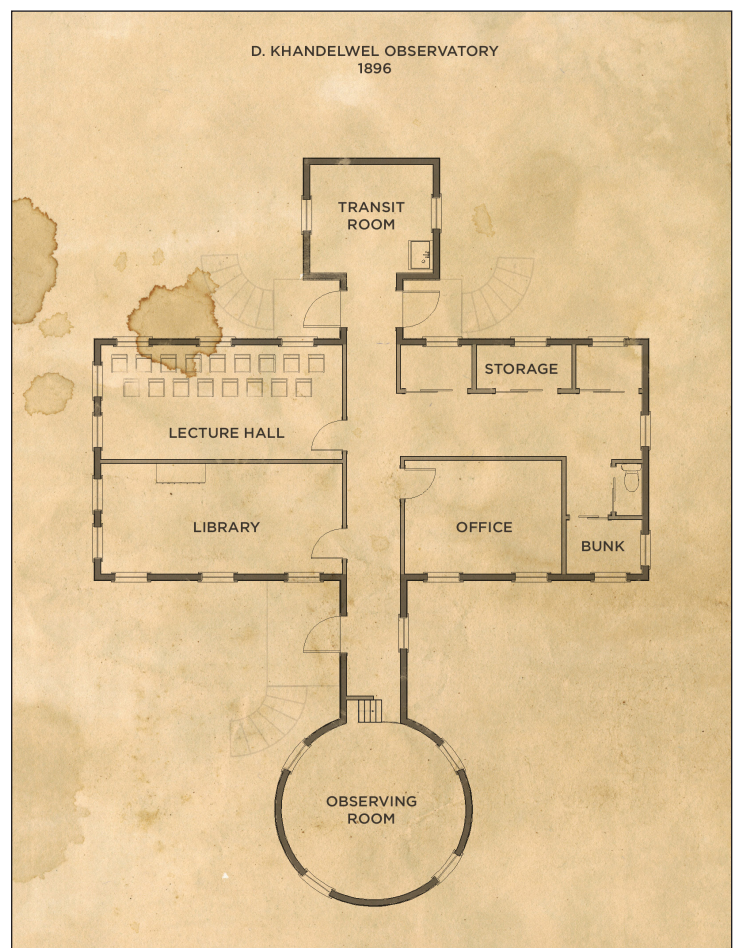
THE KHANDELWEL OBSERVATORY

Three miles from the Khandelwel residence, the road climbs to the center of the island, where the Khandelwel Observatory is perched. The building is a crumbling brick structure built in the late 19th century. A HISTORY or similar roll pinpoints it as a relic from the 1890s, complete with an intact telescope from the time period.

Above one of stairs that leads into the building, a hand-painted banner flaps loosely in the breeze, one of its ends disconnected from the building – “Welcome Family” it reads.

There are no signs of life at the observatory. However, another massive millipede lies twisted on one of the staircases that leads up to the observatory entrance. Its oily black carapace is pierced by bullet holes, and red blood is smeared nearby, which clearly does not belong to the creature.

Keeper's Note: Around this time, as the investigators approach near the observatory, they should notice that the sun is not setting like it should. The sun seems to be stuck just under the horizon, casting the island in a weird, orange glow. No matter how long the investigators wait, the sun never fully sets...



Lecture Hall and Elbio's Hint

The dusty lecture hall has a dozen or so wooden chairs inside. An old chalkboard is mounted behind a lectern. Written on the chalkboard are the names of all of the investigators along with an agenda of sorts, including a lecture, tour of the observatory, and even “family charades” after dinner.

However, frantically scribbled at the end of the list is “let's all go to the bird watching tower.” This is the hint that Uncle Elbio left for the investigators to find him. Carefully scanning the horizon outside the observatory finds the tower in the distance (see the Bird Watching Tower for details).

Library

Despite the library have a great many shelves lining its walls, most of them are empty. On a few scattered and dusty books are here, none published after 1915. Most of the books are about astronomy: *Astronomy of a Dipper*, *Astronomy with an Opera Glass*, and *The Reaction of the Planets Upon the Sun*.

Storage

Several storage closets contain various supplies. One has an old toolkit containing typical tools, a few replacement parts of the telescope, and a few dozen blank notebooks. Another has towels, a couple of spare lab coats, and boxes of plastic forks and knives. The final one has spare boots, a shovel, and a rusty pair of hedge clippers mounted to the wall, which can be improvised as a weapon in an emergency (1D4 damage, but an *impale* closes the clippers around a limb for 3D4 damage!)

Bunk

A tiny, sour-smelling room is barely big enough to hold its single lumpy mattress. The mattress looks well used, and there are decades of sweat stains on the mattress.

Office

Dozens of framed illustrations of birds decorate the office. Three bird cages hang from the room's ceiling, but they are empty and show little signs of usage.

A desk at the front of the room has an antique, indigo-colored star map spread out on its surface. A hundred or so tacks mark random locations on the map, pinning it to the desk. There is also a photograph of a macaw perched on what looks like an unusual looking temple near the beach (see [Handout E](#)). *Keeper's Note: This photograph is a minor clue that the temple Elbio spoke of is near the beach, and also hints to the existence of the stargazing tower.*

In the corner of the room is another old **teletype machine**. However, no matter how the investigators try using the machine it does not respond in any way.



Observing Room

A bare-bones observatory holds a single, industrial telescope. Narrow wrought iron stairs spiral up to the telescope's viewing platform.

Anyone looking into the telescope sees that it is pointed directly at the sun. Weirdly, the view shows **two suns, one large, one small**, each slightly split from the other. The picture is ominous and gives the viewer a tense, frustrating feeling, like when one realizes a puzzle-piece is missing from a jigsaw puzzle's box. No matter how hard one looks through the scope, the more the empty dread grows. The suns, while flickering intensely, do not seem to move any further apart from each other.

The assorted wheels and dials on the telescope move and reposition it around the room, but no amount of fiddling makes the lens return anything other than a warped view of the sun. Anyone who tries correcting the lens more than a couple of times gets obsessed with the device and must make a SANITY CHECK (1/1D3)!

THE BIRD WATCHING TOWER

Anyone scanning the horizon near the observatory and succeeding a SPOT HIDDEN roll sees the top of a rickety wooden tower near a copse of trees, about a half-mile to the east of the observatory (this roll can succeed automatically if the in-

- The Descendents of Chulch -

The Descendents of Chulch number about a dozen members on the island, including their two leaders, Sra. Kora and Batanero. The cultists are typically split into two bands, each scouring the island looking for Elbio and the two lenses he stole. One band drives a battered old truck, the other a handful of motorcycles.

As long as no alarm has been sent out, and the investigators keep their distance, the cultists will likely ignore the investigators, assuming that they are other cultists or native islanders.

Once alerted (perhaps when Batanero escapes), the cult will start to look for the investigators along the roads. If they see them, they will wave for the investigators to stop, and threaten them to come with them to Ambúja village, where they plan to lock them up until all three lenses are recovered, and the adumbrali awaken. Or, if the investigators have caused a *lot* of trouble for them, the cultists will bring them to the western ruins to be devoured by the active adumbrali there.

Once Elbio has been captured (see "Elbio is Found"), the investigators will realize that Sra. Kora has one of the lenses. She is making their way back to observatory, but is moving slow, hunting the road between the temple and the observatory for the second lens – the one that they don't realize Judith Holloway has. This makes a perfect opportunity for the investigators to ambush the cultists and steal the lens.

investigators get high ground, perhaps climbing to the top of the observatory).

The bird watching tower is accessible by walking down a small trail. A wooden ladder allows someone to climb up three stories into a small, mostly-enclosed platform at the top.

The top of the bird watching chamber only contains a rough-hewn writing desk and a pair of binoculars. Looking around the tower with the binoculars spots two areas of interest:

A Distant View of the Temple

About three miles to the south, the investigators can see a **jutting, pyramidal ruin**. This is the temple that Uncle Elbio spoke of. Furthermore, a dirt road seems to lead to the temple, though it will take some off-roading to get to (and a DRIVE roll).

"Mucho Sombra"

In a grassy field halfway between the tower and the temple, the investigators will be shocked to see another **massive, squid-like shadow**, similar to the one they found outside D Khandelwel's house, but gargantuan in size. The dormant adumbrali here, nicknamed "Mucho," is easily the size of two tractor-trailers! Worse, the edges of the shadowy shape seem to blur and feather, as if it is slowly awakening. Assuming the investigators recognize the shape of the adumbrali, this site requires a SANITY ROLL (0/1D4).

Due to its size, Mucho will be the final adumbrali to awaken on the island, but when he does, the island is likely doomed, as he is easily ten times bigger than any adumbrali on the island.

THE REFUGE AND OLD WORKSHOP

This area is composed of several artificial nesting structures, wooden platforms, boxes, and shelves, all designed to attract certain species of birds. It is difficult to see from the road, and may require a SPOT HIDDEN roll to notice.

Running through the middle of the nesting structures is a power cable. Following the cable leads the investigators about a hundred yards to a small, dilapidated structure near a stream. It is similar in age to D Khandelwel's house.

This structure used to be D Khandelwel's original workshop, a place he used to experiment with the lenses before he built the observatory. The inside of the one-room structure is strewn with rusted parts, collapsed workbenches, and old tools. Inside the workshop is a teletype machine, although its power cable is torn out and its keyboard is badly broken. It requires a MECHANICAL REPAIR roll to get the electrical working again (and even then, only about half the machine's keys work on it).

Keeper's Note: The workshop was the location where Uncle Elbio first communicated with the investigators. He destroyed the machine to prevent the cultists from using it, fled south to the temple to meet with his friends. Unfortunately, he was captured en route.

THE TEMPLE OF NIPARAYA

The pyramidal temple of Niparaya is reminiscent of an Aztec temple, but it is smaller, taller, and built with imperfect angles. It is named after the creator-god of the Pericúes, but an ARCHAEOLOGY roll identifies it as distinctly *not* built by the Pericúes – it is much older than the other ruins on the island.

KEY INTERLUDE

POOR ELBIO IS FOUND

While the investigators begin the adventure believing that they are trying to reunite with Uncle Elbio, it quickly takes a surprising turn. Shortly after sending his warning to the investigators from the refuge, Elbio was captured by the cultists of Chulch. They seized the one lens that he still had on him (the other was given to Judith Holloway, a random visitor to the island), beat him, and then dragged him behind their truck, hoping to force him to give up the location of the other.

Either at some tense moment while exploring the observatory, or early in the journey to the temple, a truck full of several of cultists pulls up within view, dragging poor Elbio behind it.

The men stop the truck and kick the bloody and bruised Elbio, who can only groan and spit out blood. He holds a bloody letter out to them, but the men kick it aside and pat him down, looking for second lens he stole.

“It’s not on him. We already looked. He only had the one.”

The men take turns screaming at Elbio, demanding that he tell them where the lens is. When he is unresponsive, the men argue, blaming each other for Elbio's unconscious state. Then, they agree that it must be somewhere along the road, and they will look again and give it to Sra. Kora when they find it. Finally, they decide to leave poor Elbio to the island's insects.

The men spray Elbio's body with “bug spray” and step back and wait. Within a minute, horrible scuttling sounds start to emanate from the brush nearby.

Adumbrali Attack

Suddenly, one of the men screams. Flickering black filaments of shadow, never leaving the contour of the ground, wraps around his feet and drag him to the ground. An adumbrali has arrived to claim a victim here. The men drop to their knees and start to exalt the shadow monster, even as their comrade screams and is wrapped by the creature's filaments.

The investigators may choose to intervene, though facing an adumbrali is likely a death sentence for at least one of them! However, once it has drained a single victim – leaving the poor soul frozen and bloodless, eyes staring forever upwards – it undulates away across the terrain to rest.

Elbio's Final Words

If the investigators somehow scare away the adumbrali and the men, they find poor Elbio nearly dead from his injuries:

"Alas, my hiding place was not good enough. Listen... there are other adumbrali. They will all awaken here in just a few more hours. Get off the island... or, destroy the lenses somehow. If the telescope is used again with them, a rift will bring hundreds more adumbrali. They are still missing at least one. Keep to the high ground. Look for the goddess at the temple..."

A Hard success on a FIRST AID roll can keep him alive for a few more moments, enough to tell that he gave the third lens to a blonde woman – the “goddess” – named Judith he found on the island. He may also live long enough to warn the investigators that the adumbrali are nigh-unstoppable, but that high ground will keep them at bay for a while (due to the fact that they are two-dimensional creatures).

Note that in the event the investigators do not intercede and Elbio dies, a bloody photograph in his pocket tells similar information (see [Handout H](#)):

ADUMBRALI

SHADOW VAMPIRE

STR	N/A	INT	65
CON	70	POW	70
SIZ	130	DEX	50



HP: 20

MP: 14

Move: 8

Damage bonus: none

Filament 30% (15/6), damage 5D6 STR and CON drain
Dodge 25% (12/5)

Armor: None, but the adumbrali are immune to normal weapons. Only enchanted weapons and spells which affect POW or INT can harm adumbrali. The only weapons on the island that can defeat them is the knife at the western ruins and the spell taught by Galena Muñoz in Ambúja Village.

Skills: Stealth 60%

Sanity Loss: 0/1D6

Notes: Once a victim's STR reaches zero, he or she is permanently bed-ridden; once a victim's CON reaches 0, he or she is dead. STR and CON drained by an adumbrali regenerates at a rate of CON/5 points per week of bed rest. Adumbrali can only travel in the horizontal plane, and cannot move vertically. However, for 5 magic points, an adumbrali can teleport to a spot within a hundred yards.

There is no entrance to the temple, but hefty stairs lead up to its top. However, at the base of the temple is another, shadowy form of a dormant adumbrali. Like the larger one the investigators saw from their perch in the bird watching tower, the edges of this creature shimmer and blur.

From the top of the temple, the investigators have a fantastic view of the island. In the east, about a mile offshore, a 60' **sailing yacht**, seems to be circling the island. To the south is a small, rocky outcropping, an islet which looks to have once been connected to the island before erosion took its toll. On the islet is perched a crumbling and ancient stargazing tower.

The centerpiece of the temple's top is a large raised dais, shaped like two overlapping circles. Each circle is etched with old carvings. The surface of the dais is stained with flecks of blood, and spent shells can be found nearby.

As the investigators are exploring the temple, a LISTEN roll hears a shuffling in the brush not too far from the base of the pyramid. Someone is watching them.

This woman is JUDITH HOLLOWAY, a socialite who has come to the island with her fiancé, RAY, on her yacht. The two took a small tender to the island to get away from Ray's overbearing, rich parents. They discovered the temple here and were exploring it when they met Elbio. He gave them the lens and urged them to keep it safe, but soon after he was found by the cultists and captured. Ray, bravely, set out after the cultists, but hasn't been seen in hours. Judith has been hiding in the bushes here for hours, while she waits for Ray to come back.

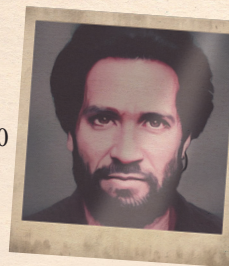
Fearing that the investigators are cultists, Judith does her best to stay hidden from them. Once she figures out that they are not the same men that took Elbio, she will emerge from hiding and nervously explain what she saw:

- Judith desperately worries about her fiancé Ray. She describes him as somebody who never backs down from a fight. When he saw the men drag Elbio away from the temple, he decided to follow them, but it's been hours since she's seen him. *Keeper's Note: Ray is reserved as a backup investigator, ready to reappear when needed, but if his whereabouts become important to the adventure, he was wounded by the cultists and taken to Ambúja village, where he is being held in a small cottage.*
- If asked about the location of the tender, she says that it is about a half mile away, on the beach, hidden behind some rocks. She's willing to show it to the investigators, but unwilling to leave the island without her fiancé.
- If asked about the lens, she pulls it out of her purse. It is about 9 inches in diameter, 1/2" thick, and is carved with

DESCENDENTS

CULTISTS OF CHULCH

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



Damage bonus: none

Build: 0 Move: 8

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

Skills: Drive 50%, Firearms 45%, Spot Hidden 30%,
Stealth 40%, Survival 34%, Track 40%.

Gear: Most carry older .32 revolvers (1D8 damage, 15 yard base range, 1 (3) uses per round, 6 shots) and small clubs or machetes (1D6 damage). Many carry flashlights and "bug spray".

Languages: Spanish and broken English.

Personality: Loyal to the cult of Chulch and its main leader, Sra. Kora, the descendants are desperate to find Elbio and the missing lenses. They typically travel in small groups of three to four, using older motorcycles to get around the island.

JUDITH HOLLOWAY

MAROONED SOCIALITE

STR 40 DEX 60 INT 50
CON 60 APP 70 POW 60
SIZ 40 EDU 75 HP 10



Damage bonus: none

Build: 0 Move: 9

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

Skills: Charm 55%, Pilot Boat 50%, Spot Hidden 30%,
Stealth 30%, Survival 35%; Swim 60%.

Gear: Other than nice attire, Judith only carries a 35mm camera, half-drunk bottle of white wine, and one of Elbio's lenses.

Languages: English and accented Spanish.

Personality: Judith was born to a blue-collar family, but her grit got her into Yale, where she met her future husband, Ray Van der Woodson. After being stranded on this strange island, she doggedly set out to find him.

strange Pericúes symbols and more recent mathematical formulas. She'll happily give it to the investigators.

Judith has no way of contacting Ray's yacht, nor is she willing to leave without him. If one of the investigators is willing to row out to the yacht and do some good roleplaying, Ray's wealthy parents, Arthur and Katherine Van der Woodson are willing to bring the yacht closer to shore to help rescue their son and soon-to-be daughter in law.

Keeper's Note: In theory, the investigators can use the yacht as an escape off the island entirely, although the Keeper should remember that the two-dimensional adumbrali have no problem navigating right over the ocean. A final encounter on the sea, with the investigators trying to destroy the lenses as the yacht is surrounded by adumbrali would make a climactic ending!

THE STARGAZING TOWER

The ancient stargazing tower is an three-story, stone structure shaped like an upside-down milk jug. It is impossible to tell how old it is, but anyone who makes an **ARCHAEOLOGY** roll will guess that it comes from the earliest era of the Incas. Its style, however, is non-descript and bears none of the markings that would attribute it to natives from the region.

It is only accessible from the beach nearby the temple. It sits perched on a rocky islet about a hundred yards from shore. Because it was once connected to the main island, it's possible to walk and swim to the islet, though the rushing waters around the islet are dangerous in certain tides, so this feat requires a **SWIM** roll. A failure washes the swimmer away from the rocky islet towards sharp rocks, which do 1D3 damage before allowing the swimmer to try again, or retreat back to the beach.

A boat can easily reach the islet. Handy investigators might be able to construct a makeshift raft with a **SURVIVAL** roll, or use the tender that came from the sailboat in the distance, which requires either directions from Judith Holloway or a **SPOT HIDDEN** roll while investigating the beach. The tender can hold six people, and can be rowed to the island with a **PILOT BOAT** roll (with a **Bonus Die**, since it's a short distance). A failure indicates that the boat gets caught on the rocks or is propelled back to the beach.

The tower has eroded centuries ago, and its steps are steep and slippery. At the top are several crates covered by a canvas. Each stamped with the name D Khandelwel. These crates contain the components of D Khandelwel's original optical telescope, brought here by Elbio a few weeks ago when he hoped to recreate the first tests that D Khandelwel himself performed here before building his observatory.

The old telescope is not as big as the one in the observatory, but it is quite large, at least two meters long. It requires two people to set up, which takes about ten minutes. The Pericúes lenses don't quite fit into this smaller telescope, so some jury-rigging is required if the investigators wish to try to ritual that will force the suns back together (e.g., a **MECHANICAL REPAIR** roll, or perhaps other investigators holding them exactly into place).

Also inside one of the crates is a page of a journal from D Khandelwel's original experiments (**Handout F**), where he describes that by staring through the lenses, he could shift the position of the suns in the sky. This inspired him to create a telescope that could mechanically do what his mind could not. *Keeper's Note: This should be enough of a hint to give the investigators an idea that they can banish the adumbrali with willpower focused through the lenses (see inset on p.3 for details). If the players don't pick up on the hint, an **OCCULTISM** roll can surely help!*

THE OLD PERICÚES RUINS

A labyrinthine series of low-stone walls that once made up a thriving Pericúes village are situated near the southwestern beach. This is where D Khandelwel and his local assistant, Chulch, originally found the three Pericúes lenses.

To anyone but a trained archaeologist, there is not much of note at these ruins. They are a fascinating glimpse into the lives of the ancient Pericúes, a culture that is unique from the other native tribes who hail from western Mexico, but nothing more.

However, if the area is carefully searched, the investigators will discover a pile of debris near the middle of the site. Broken archaeological tools, shovels, picks, and levers are tossed here, long rendered useless by the elements. Mixed into the debris are broken stone trinkets, perhaps tools once used by the Pericúes. Amidst this debris is a still-sharp **flint knife** with a carved handle made of petrified cedar – an original artifact leftover from the Pericúes.

The primal combination of ancient flint and petrified wood gives the knife the ability to harm the adumbrali. Treat this as a midsized knife (1D4+2+db damage).

AMBÚJA VILLAGE

Ambúja is a poor fishing village on the southern tip of the island. Populated by a hundred or so villagers, the sleepy settlement is largely oblivious to what is going on elsewhere on the island. To the locals, Uncle Elbio is a kind but eccentric

scientist, and the Descendents of Chulch are harmless troublemakers who are a bit too obsessed with Pericúes history. To these villagers, the Pericúes are merely distant ancestors, and their rocky island home is undergoing nothing more than a mysterious weather phenomenon that is extending sunset.

The locals here are generally unfriendly to outsiders and will not side with the investigators over their own people without incredibly solid proof that something criminal is actually occurring. They will chalk up any activity by the cultists as harmless harassment, and any talk of the adumbrali will be met with eyerolls and laughter.

There are a few ways Ambúja village can be helpful to the investigators, if they happen to come this way:

- The villagers know the island well, and can direct the investigators to various sites, including the old ruins, the stargazing tower, and the temple. Innocent asks for help will usually be answered (especially if the investigators identify themselves as friends of Uncle Elbio), but any more complicated asks will require good roleplaying and CHARM, PERSUADE, or FAST-TALK rolls.
- The investigators can steal a small unpowered boat, which can help them row out to the stargazing tower. Otherwise, the boats in the village are too small to make it back to shore without incredible piloting skill.
- While there are no telephones in the village, the villagers have a radio which can signal the shore. Many of the villagers know Chepe, the skipper who brought the investigators to the island, and can radio his boat. If the investigators know about Judith Holloway's fiancé's yacht, they can signal that as well.
- There is another old teletype machine in the village, which D Khandelwel used to send for supplies. It hasn't been used in many years, but it's possible for the investigators to get it working again in the event they want to send a message to one of the other locations on the island.

If the investigators make a big deal about the strange events on the island in Ambúja, there is one person in town who believes them. A young woman named GALENA MUÑOZ, who was once a member of the cultists of Chulch until she developed a distaste for their obsession, knows about the adumbrali, and fears what is coming to the island.

Galena has an old document in her home, a piece of parchment supposedly taken from a monk's journal during the conquest of Mexico, which details an encounter with the adumbrali. It is the basics of a spell which can banish one of the creatures – "The Banishing of Unknowable Light."

- The Banishing of Unknowable Light -

Cost: 1D4+3 magic points; 1D4 Sanity points

Casting time: 30 minutes

This spell is cast while creating a torch with Spanish cedar and Boojum bark, which can be found on the island with a Natural World roll. Once lit, the torch glows with a pure white light, which costs anyone looking at it a SANITY CHECK (0/1).

When touched to an adumbrali, an opposed Pow roll is made between the wielder and the adumbrali. A bonus die is granted if there are more than three torches facing a single adumbrali, but a penalty die is given if the adumbrali is exceptionally large (like Mucho). On a success, the adumbrali is banished back to its home dimension. If failed, the torch is extinguished and falls to ash, which sears the wielder's hand for 1 HP damage.

Handout G has a handwritten description of this spell.

ENDING IT ALL

Within hours of the sun setting, all the adumbrali will come out of hibernation, and grow more curious, active, and cruel to the humans on the island. Within twelve hours, all of them will have awakened, including the massive "Mucho" who has the capacity to destroy all of Ambúja village. Worse, if the three Pericúes lenses are restored to the observatory by the cultists, the contraption continues to tear a rift between the island the adumbrali's home dimension, summoning hundreds of more creatures into this world. At that point, the Keeper can flip a coin to see whether they are contained to the island, or stream out of it into Mexico and California to eventually cause the doom of the entire west coast.

Hopefully, the investigators will realize that their only hope is either escaping the island with the lenses, or destroying the lenses outright!

As described on p.3, there are two main ways to destroy the lenses. They can be destroyed with electrical charges or shattered by smashing them into each other (although this last method will always leave one remaining...). As each lens is destroyed, the adumbrali's awakening will be slowed a bit.

Or, the lenses can be plunged into darkness, which will also stop the adumbrali from awakening, and cause the already-awakened ones to slowly fall asleep again, although this process which takes days. But once engulfed in darkness, the

world will slowly restore back to normal and the investigators can flee the island safely, likely in the Van der Woodson's yacht or Chepe's boat when he returns to the island.

Finally, a brave investigator can dispatch the adumbrali by psychically forcing the setting suns back into alignment by looking through a telescope with the lenses installed and staring into the home dimension of the adumbrali. This is a dangerous method, as it risks driving the poor soul insane by doing so!

No matter what the investigators' resolve, the finale of the adventure begins once the investigators have recovered all three lenses. At this point, many of the adumbrali on the island have reanimated and will threaten movement around the island. The Keeper should emphasize how the island itself seems to know the investigators have all three lenses. Shadows seem to come to life everywhere, and the primordial insects on the island screech and chirp angrily at them.

Even if the investigators have acquired the small number of weapons effective against the adumbrali (i.e., the Pericúes knife in the ruins or Galena Muñoz's spell), the adumbrali have a very good chance of killing investigators who do not flee from them. Fortunately, the adumbrali's two-dimensional nature and their inability to deal with vertical terrain makes it at least plausible for smart investigators to be able to escape from them and find time to destroy the lenses.

In addition to the adumbrali converging on the investigators, the Descendents of Chulch are determined to stop the any plan that would prevent the telescope from being repaired. After all, their plan is to reopen the rift between the two dimensions with the lenses! Until they have all three lenses back in their possession, the cultists will go on the offensive with their remaining forces.

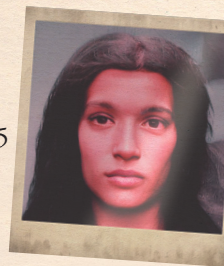
Remember, there were originally about twelve cultists to begin with on the island, so there are probably a few left for a final assault on the investigators' location, including one or more of its two leaders, Batenero and Sra. Kora. All this commotion will no doubt draw additional attention from a curious adumbrali, or the horrifying, primeval millipedes that live on the island.

Ideally, the Keeper ratchets up the danger of the cultists and adumbrali on the investigators just as they are about to complete their plan and destroy the lenses or complete the ritual to banish the adumbrali. With either of these tasks complete, the sun plunges into the horizon and night comes to the island at last. Remaining cultists flee back to their homes, and the investigators can leave the island with the comfort that they have just barely prevented a cosmic menace.

SRA. KORA

LEADER OF THE CULT

STR 60 DEX 65 INT 70
CON 50 APP 50 POW 65
SIZ 50 EDU 50 HP 10



Damage bonus: none

Build: 0

Move: 8

Fighting (Brawl) 60%, damage 1D3

Dodge: 32%

Skills: Drive 50%, Firearms 50%, Occult 70%, Spot Hidden 50%, Stealth 50%, Survival 60%.

Gear: Kora carries a .32 revolver (1D8 damage, 15 yard base range, 1 (3) uses per round, 6 shots) and a machete (1D8 damage).

Languages: Spanish, Pericú, and broken English.

Personality: Kora is a shy woman, never speaking in more than a hushed voice. She is also single-minded, often losing sight of her long-term goals in favor of shorter term ones. She trusts her men absolutely, usually more often than she should.

Rewards

For completing the adventure, surviving investigators receive a 1D4 SAN reward, or 1D6 if the successfully destroyed the lenses and banished the adumbrali. Keepers should also confer various contacts or patrons for befriending any of the influential folk in the adventure.

Extending the Adventure: Millipedes!

The giant, primordial millipedes in the adventure are too fun not to use more. First, the Keeper can use the creatures to increase the danger of staying in one place in the adventure. The insects are attracted to death and decay, and will quickly emerge to claim the bodies of anyone dead or badly wounded. They'll also be attracted to anyone sprayed by the descendent's "bug spray" – an old concoction specifically designed to attract the millipedes.

If investigators are driving the Jeep off-road, there is a good chance they'll run over one of the massive, alligator-sized insects. Perhaps, suddenly see a giant black shape fall from the rocks above them. The driver must make a DRIVE roll or else the Jeep skids out of control, or slams into a tree, and everyone must make a CON roll to avoid taking 1D3 damage. The damage to the Jeep is bad, the front tire is completely shredded.

ded, with an insectoid-like pincer embedded in the rubber of the tire. The tire needs to get replaced by the spare (which requires a MECHANICAL REPAIR or DRIVE roll, with a bonus die since this is a mundane task).

Of course, as the investigators are replacing the tire, this is an ideal time for a worse foe to arrive, such as the descendants of Chulch or a curious adumbrali...

Special Thanks

Thanks also to thispersondoesnotexist.com and artbreeder.com for helping create images of the various human characters and Midjourney for creating the art of the various creatures and locales.

For more one-shot adventures and VTT assets, visit www.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. Post a note on www.1shotadventures.com or tweet @SageThalcos.

Disclaimer

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.

Version History

1.0 - Original *Call of Cthulhu* version

ARTHROPLEURA

PRIMORDIAL ARTHROPODS

STR	80	INT	-
CON	110	POW	40
SIZ	70	DEX	35



HP: 18	Move: 7
MP: -	Damage bonus: +1D4

Bite	60% (30/12), damage 1D6 + db + secretion
Dodge	20% (10/4)

Armor: 1 (tough chitin)

Skills: Stealth 60%, Track 70%

Sanity Loss: 0/1

Notes: These alligator-sized millipedes are usually herbivores, feasting off of decaying plant life, but the strange events on the island are causing them to become more aggressive and violent. The fact that the descendants of Chulch have developed a "bug spray" to attract them doesn't help. Some of the larger millipedes secrete an acid-like substance, which can cause flesh to prematurely turn gray and wither... all the better for the arthropod to devour. Make a CON roll after taking damage from an arthropleura. On a failure, a limb turns gray and stiff, painful to use. Unless treated with antibiotics and a FIRST AID roll, the limb will start to dissolve into scabby flakes within 1D8 hours.

HANDOUTS

Dearest familia,

Though you may question my disappearance of late, I do swear my motives are honest and true.

You see, I've spent much of my life hiding from others, buried in my "birds", but as age begins to wrap its cold dark talons around my neck I feel the pull and I find myself yearning for lost connections. You are my kin and blood is thick.

I want to share with you the fruits of my labors. With the help of my friends, we have reached a scientific apex of sorts.

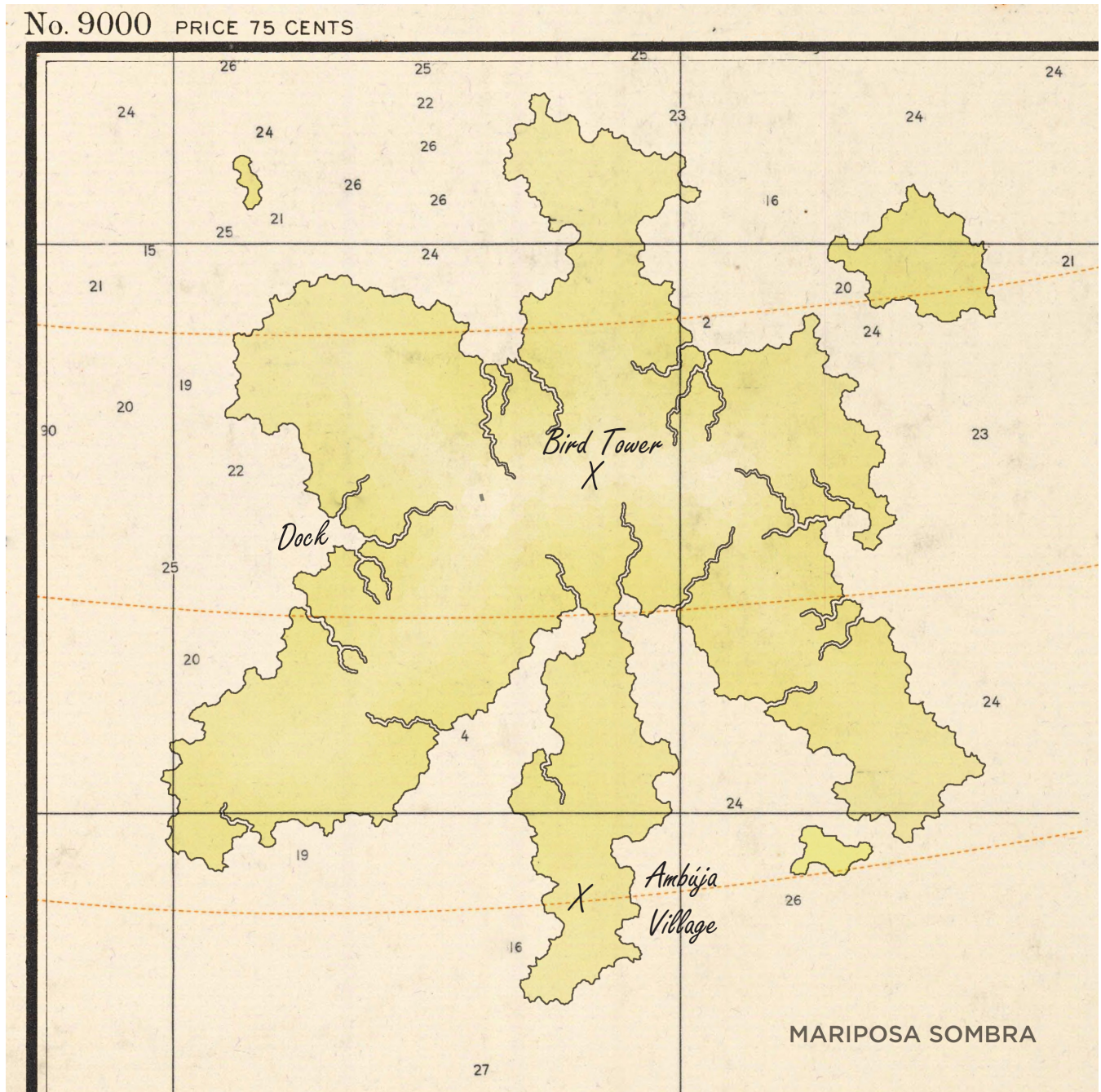
I propose a reunion of nephews, nieces, sisters, brothers, etc. I shall throw a grand festival on my tropical paradise - Isla Mariposa Sombra - the very island I have told you so much about. A true paradise awaits us, mi familia.

I have arranged for flights and travel expenses. Arrive to the Tecoman airport on August 19th and I shall arrange for my friend Chepe to bring you to Mariposa Sombra.

ELBIO

Handout A - Letter and Map from Uncle Elbio

HANDOUTS



Handout A - Letter and Map from Uncle Elbio

May 1908

While the first Pericúes lens gave me an incredible view of undiscovered dimensions and cosmic wonders, the second lens did so much more. I now see a view of a primordial wilderness. It was as if I was looking at pangaia itself, one continent teeming with insects, iridescent fungi, and incomprehensible Vermiforms that I can only barely describe.



Chulch wishes me to install the third and final lens in the telescope, but I scolded him that this is not the scientific way. First we shall finish installing the telegraphs, then we shall observe and record this primordial dimension, cataloguing its weird characteristics. Then we shall move on.



D. Khandelwel

Handout B - Burned journal entry found in D Khandelwel's fireplace

August 19, 1909

It is unbearably hot today. I fear that the heat will interfere with the installation of the third Pericles lens, but Chulch tells me not to worry.

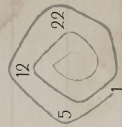
To think, just a few years ago I was teaching him the basics of astronomy. But I owe him as well, for he was the one who took me to the south-eastern ruins where together we found the 3 magnificent, aeons-old lenses.

Observation of the universe has become action on the universe. The first lens let us see into a world of light and color, the second brought pangaea itself to my island, with these antediluvian and deadly vermiforms that have given us years of study.

But the time is come for us to finish it. What shall we learn with the third lens installed?

September 3, 1909

Four of Chulch's men are dead, killed by the amorphous, black things that somehow crept into this world from my telescope. Chulch is delighted, and says that these monsters, the adumbrali he calls them, are jealous gods from his ancestors, chosen to cull the weak from the island. He assures me that because of my Eastern heritage, they will not harm me.



September 9, 1909

"Observation is action." The more we watch, the more the adumbrali are active. Ambuya village lost nine good souls today. My name is now a curse to them and I dream every night that they will drag me off in the night to the old ruins and sacrifice me to their gods as penance.

My pen fills me with resolve. Tonight, I will burn all my journals, and tomorrow we shall all disassemble the telescope.

HANDOUTS

YOU MUST LEAVE THE OBSERVATORY.
DO NOT TRUST BATANERO.
DO NOT TRUST SRA. KORA.
THEY WILL USE YOU TO FIND ME AND THEN MAYBE KILL YOU.
I HAVE WHAT THEY ARE LOOKING FOR. LEAVE AT ONCE.

THIS IS YOUR UNCLE.
ELBIO.

GET AWAY FROM THE OBSERVATORY. MEET ME AT THE TEMPLE.
IT IS THE ONLY SAFE PLACE.

ON THE CHALKBOARD. LOOK AT IT BEFORE YOU LEAVE.

GO TO MY BIRD WATCHING TOWER THERE.

I MUST GO. TIME IS RUNNING OUT.
THEY ARE LOOKING FOR ME.
MEET ME AT THE TEMPLE.

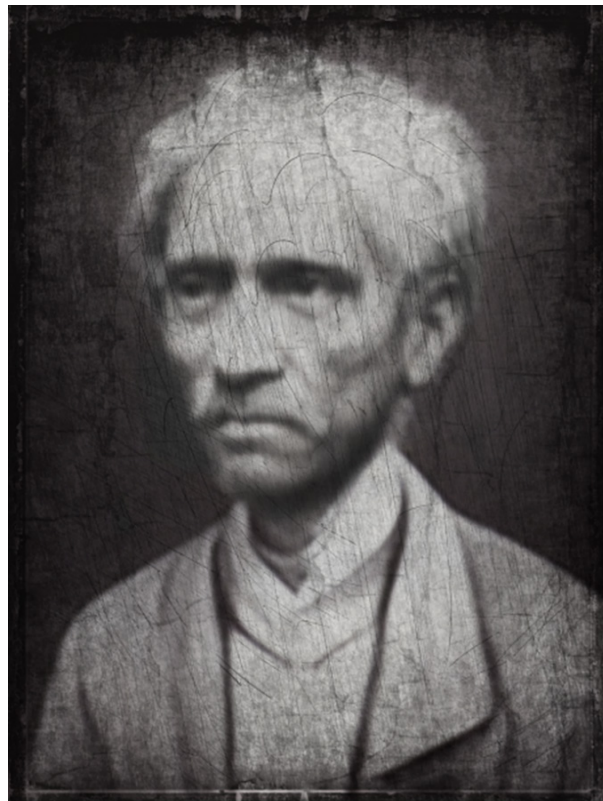
YOU MUST TRUST ME.
YOU ARE IN DANGER.
I AM ELBIO.

HANDOUTS



Unusual red macaw at the Temple of Niparaya - June '67

Handout E - Photo found in the observatory.



Bonus Handout - Old photograph of D Khandelwel

Banishing of Unknowable Light

Tightly wind Spanish cedar and Boojum bark in a fishtail braid. Fashion the torch and spit three times at each intersection, saying the names of the three sons of Amayicoyondi :

Qvaayayp - Acaragvi - Tuparan

Once lit, the torch will burn with the brightest light of the Pericú.

Handout G - Spell to harm adumbrali, taught in Ambúja village



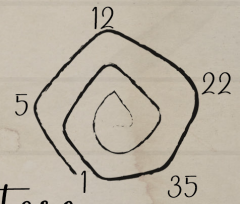
Khandelwel's Adumbrali

Find goddess at temple. Do not reassemble or more will come. Destroy ALL lenses.

Handout H - Adumbrali Polaroid found in Uncle Elbio's pocket

February 13, 1898

With great effort, Chulch and I mounted the 3 Pericúes lenses to my portable, refractor telescope. The view split the sun in the sky into two, overlapping but blurry orbs. I knew that if I could fully separate those suns, I would see something no other man has seen!



Chulch told me that his Pericúes ancestors could move the suns with great psychic fortitude. It was true! By concentrating (and steeling my mind by reciting the Pentagonal Numbers) I was able to separate those two suns by a hair's breadth!



But now I wonder - what if these lenses were finessed by something greater than my mind? Controlled by modern gears and mechanisms that tune more finely? What would I see at in the fringes of these two suns then? I believe I shall build a great observatory on this island!

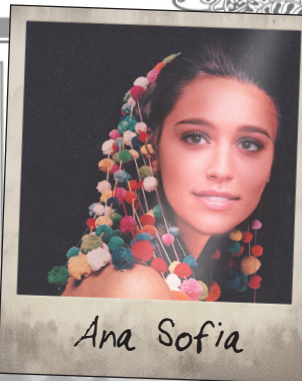
Handout F - Old journal entry stashed in D Khandelwel's original telescope crate

1970s Era Investigator

Name Ana Sofia Pérez
 Player _____
 Occupation Actress
 Age 23
 Residence Los Angeles, CA
 Birthplace Mexico City

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 50 ²⁵/₁₀ POW 60 ³⁰/₁₂
 CON 70 ³⁵/₁₄ APP 80 ⁴⁰/₁₆ EDU 50 ²⁵/₁₀
 SIZ 40 ²⁰/₈ INT 50 ²⁵/₁₀ Move Rate 9 ⁺¹/₋₁



Major Wound	<u>HP</u>		
Dying	<u>00</u>	01	02
Unconscious	<u>03</u>	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane		Indef. Insane		<u>60</u>	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			

CALL of CTHULHU

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					

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

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

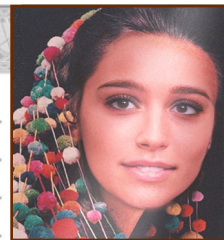
WEAPONS

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

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>25</u> ¹² / ₅

BACKSTORY



Personal Description

Up-and-coming actress who has only one real role to talk about (a victim in Hawaii Five-O)

Traits

Good humored, laughs easily
Can be indecisive

Ideology/Beliefs

Hard worker, never phones it in

Injuries & Scars

Significant People

Has a soft spot for all her friends and family

Phobias & Manias

Always has to wear something that catches the eye

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Her Kawasaki motorcycle, back in L.A.

Encounters with Strange Entities

GEAR & POSSESSIONS

Rockford Files teleplay

Polaroid camera

CASH & ASSETS

Spending Level

Cash \$50

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Uncle Elbio bought you your first camera when you were nine. It was just a cheap one that he found at a junk sale, but you became obsessed with it, helping him take pictures of his beautiful birds.

You haven't seen your uncle since he moved out to a remote island to immerse himself in his work. But you always wrote to him once a year at Christmas, telling him about your auditions. But he never wrote back.

You were shocked when you received a letter from him inviting you to the island for a family reunion. Work was slow, and you haven't seen most of your family in years now, so why not go?

1970s Era Investigator

Name Ángel Pérez
 Player _____
 Occupation Tough to figure...
 Age 27
 Residence Las Vegas, NV
 Birthplace Mexico City

CHARACTERISTICS

STR 70 ³⁵/₁₄ DEX 70 ³⁵/₁₄ POW 50 ²⁵/₁₀
 CON 70 ³⁵/₁₄ APP 60 ³⁰/₁₂ EDU 40 ²⁰/₈
 SIZ 50 ²⁵/₁₀ INT 50 ²⁵/₁₀ Move Rate 9 ⁺¹/₋₁



Major Wound	<u>12</u> HP
Dying	<u>00</u>
Unconscious	<u>03</u>
HIT POINTS	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane	<u>50</u>	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
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CALL of CTHULHU

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
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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
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INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Law (05%)	<u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Science (01%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Anthropology (01%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Library Use (20%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Sleight of Hand (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Appraise (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Listen (20%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Spot Hidden (25%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Archaeology (01%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Locksmith (01%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Stealth (20%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Art / Craft (05%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Mech. Repair (10%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Survival (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Firearms (Handgun) (20%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Medicine (01%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Swim (20%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Natural World (10%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Throw (20%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> First Aid (30%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Track (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> History (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Occult (05%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Unarmed	<u>45</u> ²² / ₉
<input type="checkbox"/> Intimidate (15%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Op. Hv. Machine (01%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Dodge (half DEX)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Jump (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Persuade (10%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Drive Auto (20%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Language (Other) (01%) English	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Pilot (01%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Electronics (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Language (Own) (EDU) Spanish	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Psychology (10%)	<u>60</u> ³⁰ / ₁₂		
		<input type="checkbox"/> Psychoanalysis (01%)	<u>60</u> ³⁰ / ₁₂		
		<input type="checkbox"/> Ride (05%)	<u>60</u> ³⁰ / ₁₂		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>35</u> ¹⁷ / ₇

BACKSTORY



Personal Description

Smooth-talking and all smiles. Angel believes it's just a matter of time before he's in charge of Vegas
Missing a part of his left pinky

Traits

Handsome devil, with a temper to match
Ambitious

Ideology/Beliefs

Dreams of owning his own casino
Doesn't mind stepping on the little guys

Injuries & Scars

Significant People

His favorite cousin, Ana Sofia

Phobias & Manias

Thinks he's hotter than he is
Drinks too much

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Fancy money clip
Lockpicks in his wallet

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	1/3 skill	01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You haven't heard from Uncle Elbio in years. He was nice enough, but wow, once you realized he could only talk about birds he grew real stale real fast.

But every year you wrote to him because hey, he's family, and you always suspected he had some money. After all, you heard he bought an entire island to himself somewhere near Cabo. Where does an ornithologist get that kind of cash, right?

So when Uncle Elbio wrote you and invited you and your family out to his island, you figured there was no harm in going. You don't want to get left out of the old man's will!

1970s Era Investigator

Name Emiliano Rodríguez

Player _____

Occupation Local politician

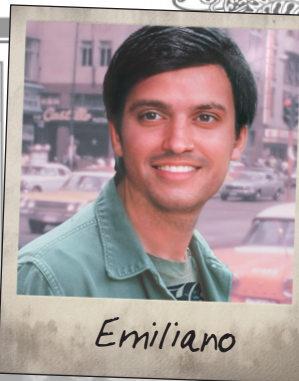
Age 32

Residence Guasave, Mexico

Birthplace Mexico City

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 40 ²⁰/₈ POW 70 ³⁵/₁₄
 CON 50 ²⁵/₁₀ APP 50 ²⁵/₁₀ EDU 80 ⁴⁰/₁₆
 SIZ 50 ²⁵/₁₀ INT 60 ³⁰/₁₂ Move Rate 8 ⁺¹/₋₁



Emiliano

Major Wound	<u>10</u> HP
Dying	<u>00</u>
Unconscious	<u>03</u>
HIT POINTS	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane	<u>70</u>	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
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CALL of CTHULHU

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
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Magic Points	<u>14</u> MP
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

<input type="checkbox"/> Accounting (05%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Fast Talk (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Law (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Science (01%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Anthropology (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Fighting (Brawl) (25%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Library Use (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand (10%)	<u>45</u> ²² / ₉
<input type="checkbox"/> Appraise (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Listen (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> ²² / ₉
<input type="checkbox"/> Archaeology (01%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Locksmith (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Stealth (20%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Art / Craft (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> First Aid (30%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Mech. Repair (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Survival (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Charm (15%)	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/> History (05%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Medicine (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Swim (20%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Climb (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Intimidate (15%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Natural World (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Throw (20%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Credit Rating (00%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Jump (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Track (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Cthulhu Mythos (00%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Language (Other) (01%) English	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Occult (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Persuade (10%)	<u>70</u> ³⁵ / ₁₄
<input type="checkbox"/> Disguise (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Language (Own) (EDU) Spanish	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Op. Hv. Machine (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Pilot (01%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Dodge (half DEX)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Ride (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Psychology (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Psychanalysis (01%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Drive Auto (20%)	<u>40</u> ²⁰ / ₈						
<input type="checkbox"/> Electronics (10%)	<u>40</u> ²⁰ / ₈						

WEAPONS

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

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>40</u> ²⁰ / ₈

BACKSTORY



Personal Description

A "man of the people" - Emiliano tirelessly fights for justice in his home town

Traits

Honest, hates lying
Great smile

Ideology/Beliefs

Believes no man should ever stop learning
Affinity towards construction and blue collar workers

Injuries & Scars

Significant People

His family - they do no wrong in his eyes
His mother, Carmen (who drives him crazy)

Phobias & Manias

Not a "big city" guy

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Worker's shirt

CASH & ASSETS

Spending Level

Cash \$50

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Uncle Elbio paid for your first year of university. He saw in you the same love for learning. While he loved his birds and ornithology, you had a passion for history and archaeology. But once at university, you got involved in the student protests. You saw the government crackdown on the protests, and swore that you would do better. Within a few years, you became a councilman in Guasave, and fought against the corruption there. It is an uphill fight.

When you received a letter from Uncle Elbio inviting you to his island sanctuary, you were delighted. While you're not sure if he'd approve of your move away from teaching, you can't wait to fill him in on your life.

1970s Era Investigator

Name Cata Pérez
 Player _____
 Occupation School teacher
 Age 27
 Residence Mexico City
 Birthplace Mexico City

CHARACTERISTICS

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



Cata

Major Wound	<u>10</u> HP
Dying	<u>00</u> 01 02
Unconscious	<u>03</u> 04 05
HIT POINTS	06 07 08 09 10
	11 12 13 14 15
	16 17 18 19 20

Temp. Insane	<u>70</u> Max	Insane	01 02 03 04 05 06 07
Indef. Insane			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

SANITY

CALL of CTHULHU

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

Magic Points	<u>12</u> MP
	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

MAGIC POINTS

INVESTIGATOR SKILLS

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

WEAPONS

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

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>30</u> ¹⁵ / ₆

BACKSTORY

Personal Description

Teaches history and natural science at a small private school in Mexico City

Traits

Soft spot for kids
Impulsive, likes taking risks



Ideology/Beliefs

While pretends to be annoyed by rich people... she secretly wants be one of them

Injuries & Scars

Significant People

Very close to all the members of her family, especially cousin Jorge who has bad drinking problems

Phobias & Manias

Compulsive party goer

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Grandmother's silver necklace
Collects antique clocks

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather hiking boots

CASH & ASSETS

Spending Level

Cash \$50

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You and Uncle Elbio share a mutual love of nature. When you were in school, the two of you took many nature hikes together on the weekends. When he moved to the island of Mariposa Sombra, you were sad because you knew you'd miss his company, dry sense of humor, and deep knowledge of the Michoacan trails.

When Uncle Elbio invited you and your cousins to his island, you were thrilled. You have no doubt that he has many new discoveries to share with you. Elbio has probably built a dozen bird towers on the island and wants to show you each one! And even better, you've never thrown a party for you cousins that hasn't ended with at least ONE embarrassing story for all of them.

1970s Era Investigator

Name Juan Pérez
 Player _____
 Occupation Journalist
 Age 31
 Residence Mexico City
 Birthplace Irapuato, Mexico

CHARACTERISTICS

STR 70 ³⁵/₁₄ DEX 50 ²⁵/₁₀ POW 50 ²⁵/₁₀
 CON 70 ³⁵/₁₄ APP 55 ²⁷/₁₁ EDU 50 ²⁵/₁₀
 SIZ 70 ³⁵/₁₄ INT 45 ²²/₉ Move Rate 8 ⁺¹/₋₁



Juan

Major Wound	<u>14 HP</u>
HIT POINTS	<u>100</u>
Dying	<u>00</u>
Unconscious	<u>03</u>
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	

Temp. Insane	<u>50</u>	Max	Insane	01	02	03	04	05	06	07
Indef. Insane				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					

SANITY

CALL of CTHULHU

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				

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

MAGIC POINTS

INVESTIGATOR SKILLS

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>70</u>	<u>35</u>	<u>14</u>	1d3 + db	-	1	-	-
Small knife	<u>70</u>	<u>35</u>	<u>14</u>	1d4 + db	-	1	-	-
.38 Revolver	<u>60</u>	<u>30</u>	<u>12</u>	1d8	15	1 (3)	8	99

COMBAT

Damage Bonus	<u>+1D4</u>
Build	<u>+1</u>
Dodge	<u>25</u> ¹² / ₅

BACKSTORY

Personal Description

A mysterious man with quiet resolve.

Traits

Doesn't easily give up

Can be oblivious to social cues



Ideology/Beliefs

Sense of duty to all Mexico

Believes in loyalty

Injuries & Scars

A scar on your head from an encounter with a Nahual.
(actually, you're pretty sure it was a jaguar)

Significant People

Your boss, Enrique

Phobias & Manias

Some leftover PTSD from being in the military

Mild acrophobia

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Your badge

Encounters with Strange Entities

GEAR & POSSESSIONS

F.S.D. Badge

Journalist's notebook

CASH & ASSETS

Spending Level

Cash \$100

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

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

Wounds & Healing

First Aid heals 1HP;

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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Your real name is Juan Becerra and you work for the Federal Security Directorate, an organization devoted to anti-Soviet operations. You have sworn an oath to preserve the internal stability of Mexico against all forms subversion. Your department is especially secret, because your team hunts for for subversion by "unexplained phenomenon." You've seen some strange things, but minor stuff compared to the tall tales your boss has shared.

Your boss gave you a lead that something weird is happening on this island, where a man named Elbio Pérez is having a family reunion. You got one of the Perez cousins, a guy named Jorge, drunk, and stole his invitation. He told you Elbio's family is so big, everyone would believe you're related somehow...

1970s Era Investigator

Name Carmen Rodríguez

Player _____

Occupation Socialite

Age 49

Residence Mexico City

Birthplace Puebla, Mexico

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 50 ²⁵/₁₀ POW 80 ⁴⁰/₁₆
 CON 70 ³⁵/₁₄ APP 60 ³⁰/₁₂ EDU 40 ²⁰/₈
 SIZ 50 ²⁵/₁₀ INT 50 ²⁵/₁₀ Move Rate 8 ⁺¹/₋₁



Carmen

Major Wound	<u>12</u> HP
Dying	<u>00</u>
Unconscious	<u>03</u>
HIT POINTS	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane	<u>80</u>	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
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CALL of CTHULHU

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
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Magic Points	<u>16</u>	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
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INVESTIGATOR SKILLS

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

WEAPONS

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

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>25</u> ¹² / ₅

BACKSTORY



Personal Description

The "woman with a thousand friends," Carmen is an influential socialite in political circles in Mexico City

Traits

Rarely open to new ideas
Gets bored easily
Greedy

Ideology/Beliefs

Doesn't especially like her family
Thinks there's nothing wrong with a "little corruption"

Injuries & Scars

Significant People

Her brother, Elbio Perez
Her son, Emiliano

Phobias & Manias

Won't talk about what happened to her three ex-husbands
Always carries a lot of cash

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Nice outfit

CASH & ASSETS

Spending Level

Cash \$400

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Your older brother Elbio and his birds! He could have been something with those brains of his, maybe a politician, or a judge, or even a diplomat, but no, he decided to study birds for a living.

But despite thinking that he's crazy, you needed to get out of Mexico City for a while. Turns out dating politicians is a dangerous game... especially when their wives find out. So when you got Elbio's letter to come visit him on a remote island for a family reunion, you figured it was the perfect time. You just hope he ordered a lot of tequila to keep everyone from fighting.

1970s Era Investigator

Name Ray Van der Woodson

Player _____

Occupation Yachter

Age 23

Residence Parent's yacht

Birthplace Boston, MA

CHARACTERISTICS

STR	50	25 10	DEX	50	25 10	POW	50	25 10
CON	65	32 13	APP	65	32 13	EDU	70	35 14
SIZ	55	27 11	INT	60	30 12	Move Rate	8	+1 -1



Ray

Major Wound		M 12 HP	
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		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						

CALL of CTHULHU

Luck	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	Out of Luck	01 02 03 04 05 06 07
	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		

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

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	40	<input type="checkbox"/> Fighting (Brawl) (25%)	30	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)	50	<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	40	<input type="checkbox"/> First Aid (30%)	55	<input type="checkbox"/> Navigate (10%)	30	<input type="checkbox"/> Swim (20%)	40
<input type="checkbox"/> Climb (20%)	60	<input type="checkbox"/> History (05%)	50	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Credit Rating (00%)	70	<input type="checkbox"/> Intimidate (15%)	40	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Spanish	40	<input type="checkbox"/> Pilot (01%) Boat	50	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Electronics (10%)		<input type="checkbox"/> Language (Own) (EDU) English		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

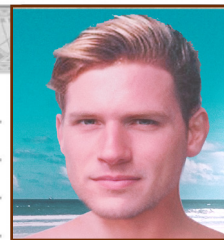
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-
Tree branch	30	15	6	1d8 + db		1		

COMBAT

Damage Bonus	+0
Build	0
Dodge	25
	12 5

BACKSTORY



Personal Description

A medical student, Ray is currently traveling the world with his fiancée... and parents

Traits

Always manages to look good
Overconfident

Ideology/Beliefs

While arrogant and bossy, Ray always tries to do the right thing

Injuries & Scars

Significant People

His fiancée Judith
His parents, Arthur and Katherine

Phobias & Manias

Hates bullies

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Torn shorts and sandals Worn book of Robert Frost poetry

CASH & ASSETS

Spending Level

Cash \$0

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ 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 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You love your mom and dad, but you love your fiancée Judith more. When she told you she had to escape from the yacht for a bit, you volunteered to sneak out one night on the tender.

But soon after you enjoyed a nice picnic on the beach, you ran into a tired old man named Elbio. He gave Judith something - a lens? - and then told you to get off the island right away. But as he was leaving, you saw men grab him, beat the crap out of him, then drive away with him! There's no way you'd let that stand, so you told Judith to hide in the brush while you chased after these jokers. But when you caught up to them, they shot you in the arm, tied you up, and sprayed you with something they called bug spray. What the hell???

Ana Sofia Pérez

Up-and-Coming Actress



Ángel Pérez

Tough to figure out...



Cata Pérez

School Teacher



Emiliano Rodríguez

Small City Politician



Juan Pérez

Distant Cousin?



Carmen Rodríguez

Socialite



Ray Van der Woodson

Wealthy Yachter

