



A FLAW IN THE LENS

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ABOUT THE ADVENTURE

A Flaw in the Lens is a *GURPS Horror* adventure, although it can easily be adapted to other game systems (a *Call of Cthulhu* 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 a new 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 PCs. 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 PCs 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 PCs into an ambush, then kidnap or kill them!



Batanero's vehicle runs out of gas on the road, stranding the PCs 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 PCs 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 PCs 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 PCs' 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 PCs 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 PCs 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 PCs 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.”

GM'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.

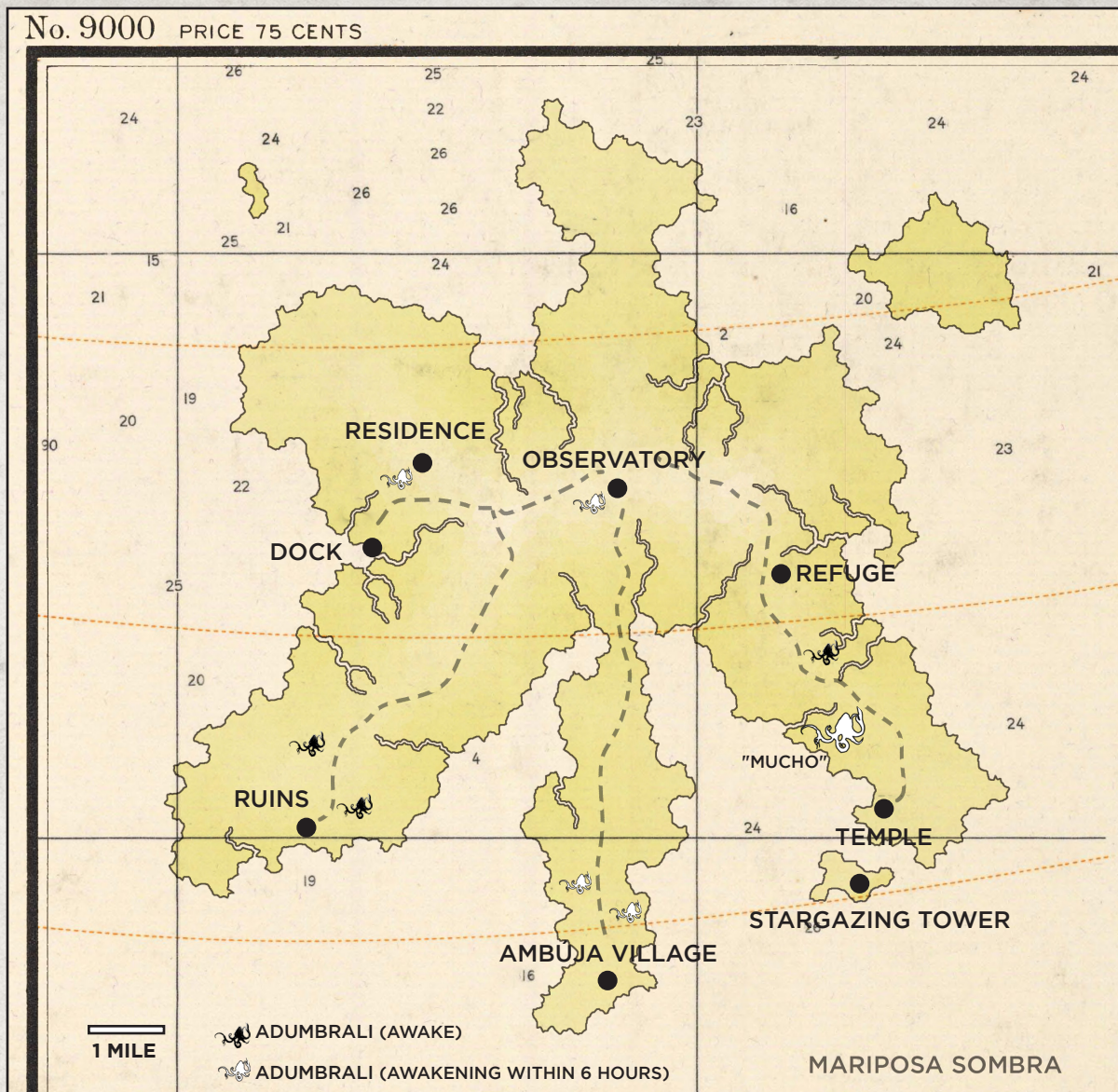
Uncle Elbio stole two of the lenses at the start of the adventure. The third is still at the **observatory**, too bulky for him to abscond with. However, soon after the adventure begins, Elbio gives one of the lenses to **Judith Holloway**, a socialite visiting the island's beaches. Once he is captured, 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 ST 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 FRIGHT CHECK-3!

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 PC's mind, forcing a mind-shattering FRIGHT CHECK-10, but only at -5 if the subject repeats a **pentagonal number sequence**. After the vision, a full minute and a WILL 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 PCs can get help from the nearby yacht.



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

ARRIVAL AT THE DOCK

The PCs 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 PCs 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 PCs, 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 PCs 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 PCs 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 PCs 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 PCs agree, they discover that the spray stinks like sweat, sulfur, and something sweet.

GM'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 PCs and dispose of their bodies. However, while the spray does attract the bugs, it doesn't materially affect the adventure if the PCs refuse the spray!

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

Before leaving, Batanero uses his Jeep's CB radio to communicate to someone (a PERCEPTION 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 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 PCs 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 PCs that there are many such ruins on the island, the largest being south of the docks.

BATANERO

AWKWARD DRIVER

ST	12	HP: 12
DX	11	Will: 11
IQ	11	Per: 12
HT	12	FP: 12



Basic Speed: 5.75 Punch: 1d-2 cr, reach C
Move: 5
Dodge: 8

Traits: Appearance (Unattractive); Fearlessness 1; High Pain Threshold; Shyness (Mild); Odious Personal Habit (Awkward conversationalist); Generally nervous. Speaks Spanish, Pericú, and accented English.

Skills: Area Knowledge-12; Brawling-12; Driving-12; Guns-11; Knife-11; Mechanic-10; Occultism-10; Stealth-11; Tracking-11.

Gear: Can of bug spray; small knife (1d-1 cut, reach C,1).

Personality: 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 and awkward 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 PCs 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 PCs 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 PCs 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 says he has never noticed it before, but wonders if there is a telephone in the house.

If the PCs 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.

GM's Note: If the PCs do try to make the walk at night, each PC should make a DX-2 OR HIKING roll. On a failure, they stumble and take 2d-4 cr 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. PCs should make a PERCEPTION 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. PCs who spend time trying to figure out the shadow's source should make a FRIGHT CHECK as the PC realizes it is scientifically impossible.

GM'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 PCs, he lets them go in first, as he is visibly nervous about the place – and expects his friends inside to suddenly ambush the PCs!

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 **DIAGNOSIS** roll cannot find any obvious cause of death. Seeing these unsettling corpses calls for a **FRIGHT CHECK-2**.

If the bodies are moved, the PCs discover their shadows burned into the wood of the floor. This causes another **FRIGHT CHECK!**

If Batanero is with the PCs, 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. PCs looking for improvised weapons can find a large carving knife in a drawer here.

Office

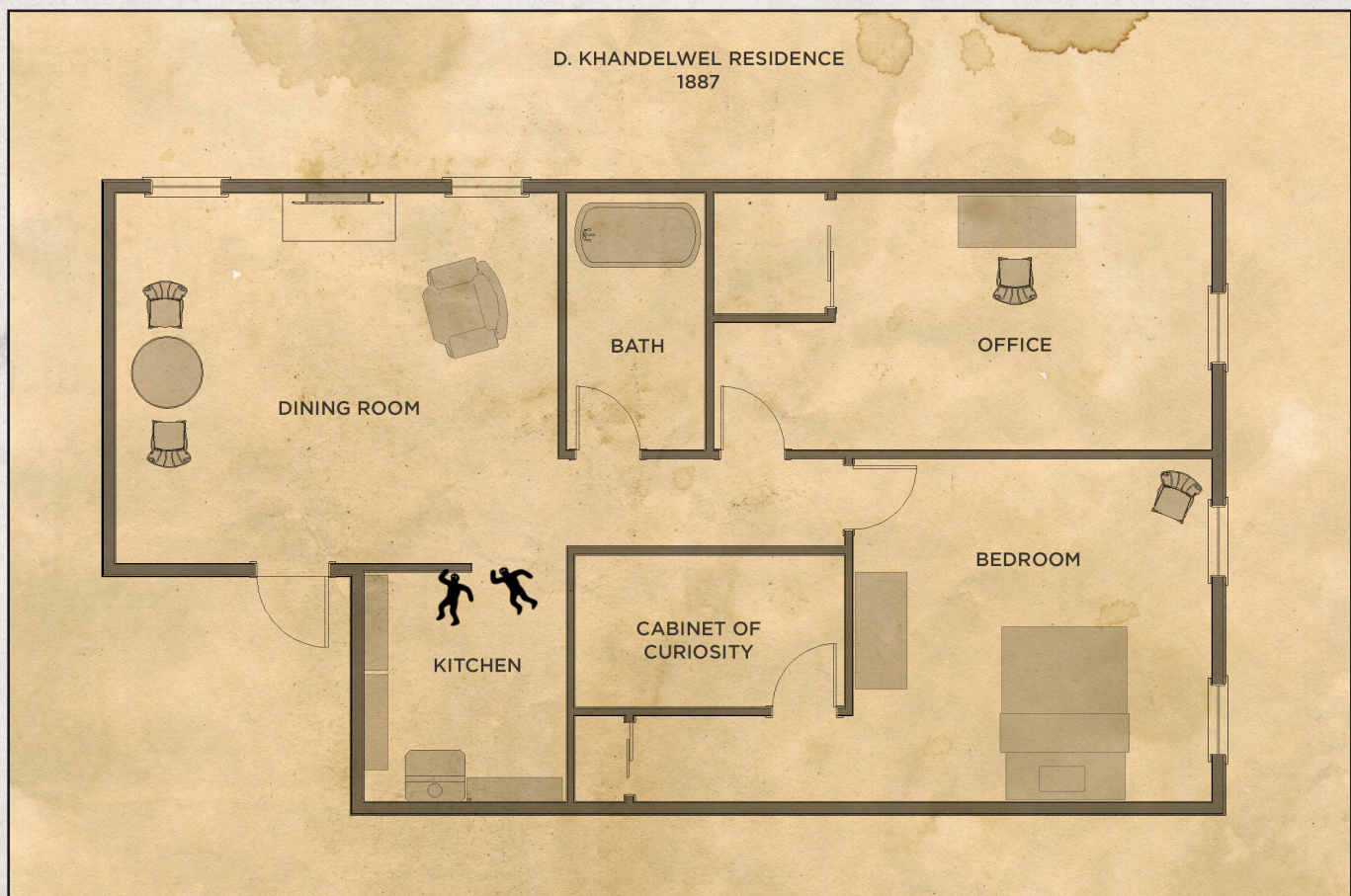
The office is plainly decorated. A framed picture of Shiva is on one wall, and a barely-legible, sun-faded star chart is hung on another.

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. *GM'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 MECHANIC roll (at +4, since this is a pretty ordinary task).

The Cabinet of Curiosities

The door to this closet is locked, but can be picked with a LOCKPICKING roll or broken open with some force.

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 NATURALIST-2 or similar 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 FRIGHT CHECK!

Key Interlude - The Teletype Interruption

Just when the PCs 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 PCs 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 PCs can type a message back, but the answers are limited to a few, mysterious clues:

- If the PCs ask the sender to identify themselves, they reply "This is your uncle" (or, if playing with PCs 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 PCs inland and kill them at D Khandelwel's old house. The plan was simple – Batanero would run out of gas near the house, the PCs 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 PCs 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 PCs, 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 PCs 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 PCs 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. PCs should make a PERCEPTION roll to hear the disturbing noise of heavy scuttling above them.

If any of the PCs 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 PCs, and a tangle of arm-sized millipedes drops down on them. This immediately does 1d-1 cr damage as the bugs bite and sting, and requires an immediate FRIGHT CHECK-2!

If the PCs 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 FRIGHT CHECK-1.

Leaving the House

Once the PCs 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 PCs may hesitate to go there since the professor warned the PCs that it was a dangerous location. Second, the PCs 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 DRIVING 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!)

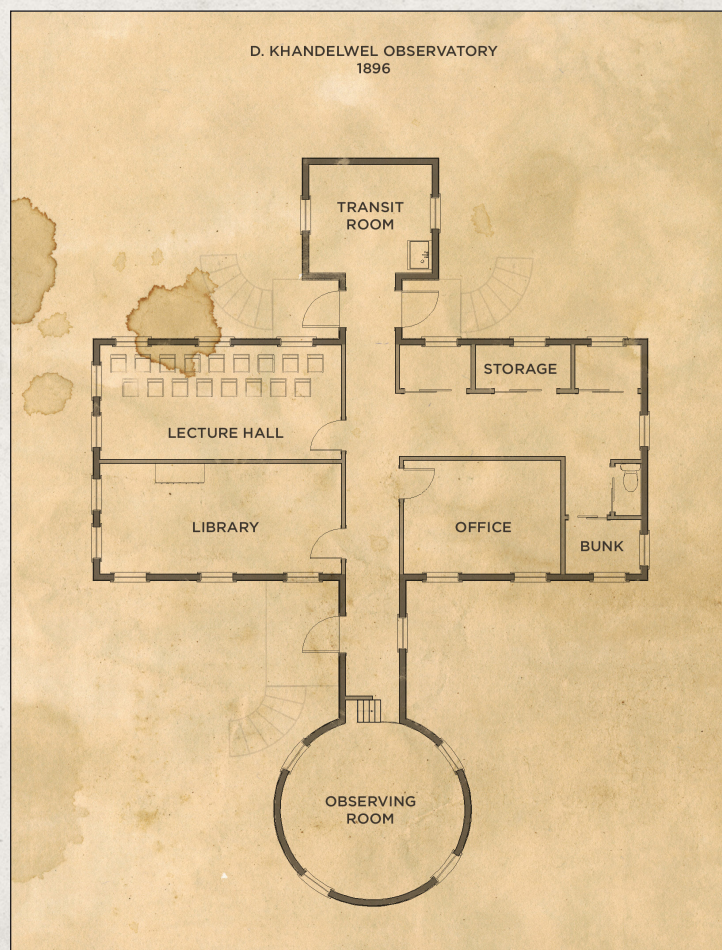
THE KHADELWEL OBSERVATORY

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, ARCHITECTURE, 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.

GM's Note: Around this time, as the PCs 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 PCs 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 PCs 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 PCs 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 (-2 to hit, thr imp or sw+2 cut damage if closed on a neck or limb!)

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](#)). *GM'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 PCs 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 FRIGHT CHECK-1!

THE BIRD WATCHING TOWER

Anyone scanning the horizon near the observatory and succeeding a PERCEPTION (VISION) 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 PCs get high ground, perhaps climbing to the top of the observatory).

- 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 PCs keep their distance, the cultists will likely ignore the PCs, assuming that they are other cultists or locals.

Once alerted (perhaps when Batanero escapes), the cult will start to look for the PCs along the roads. If they see them, they will wave for the PCs 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 PCs 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 PCs 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 PCs to ambush the cultists and steal the lens.

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 PCs 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 DRIVING roll).

"Mucho Sombra"

In a grassy field halfway between the tower and the temple, the PCs 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 PCs recognize the shape of the adumbrali, this site requires a FRIGHT CHECK-2.

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 PERCEPTION roll to notice.

Running through the middle of the nesting structures is a power cable. Following the cable leads the PCs 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 ELECTRONICS REPAIR roll to get the electrical working again (and even then, only about half the machine's keys work on it).

GM's Note: The workshop was the location where Uncle Elbio first communicated with the PCs. 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 seen on the island.

KEY INTERLUDE

POOR ELBIO IS FOUND

While the PCs 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 PCs 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 PCs 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 PCs 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 FIRST AID roll can keep Elbio 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 PCs 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 PCs do not intercede and Elbio dies, a bloody photograph in his pocket tells similar information (see [Handout H](#)):

ADUMBRALI

SHADOW VAMPIRE

ST	12	HP: 12
DX	11	Will: 11
IQ	12	Per: 12
HT	12	FP: 12



Basic Speed: 5.75 Fatigue Drain: 3d FP, reach C
Move: 5
Dodge: 8

Traits: Injury Tolerance (No Blood, Brain, Vitals, Eyes); Innate Attack 3 (Fatigue, Dehydration Hazard, Armor Divisor 10); Insubstantiality; Silence 2; Terror 3 (Fright Check-2 to see one).

Skills: Stealth-12.

Notes: The adumbrali are immune to normal weapons. Only enchanted weapons and spells 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.)

Adumbrali can only travel in the horizontal plane, and cannot move vertically. However, for 6 FP, an adumbrali can cast a spell can cast a teleportation spell that allows them to materialize 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 PCs saw from their perch in the bird watching tower, the edges of this creature shimmer and blur.

From the top of the temple, the PCs 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 PCs are exploring the temple, a PERCEPTION (HEARING) 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.

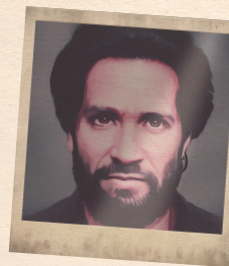
Fearing that the PCs are cultists, Judith does her best to stay hidden from them. Once she figures out that they are not the same men that took Elbio, she will emerge from hiding and nervously explain what she saw:

- 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. *GM's Note: Ray is reserved as a backup character, 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 PCs, 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

ST	12	HP: 12
DX	11	Will: 10
IQ	10	Per: 10
HT	11	FP: 11



Basic Speed: 5.5 Punch: 1d-2 cr, reach C
Move: 5
Dodge: 8

Traits: Fearlessness 1; Fanaticism (Cult of Chulch). Speaks Spanish and broken English.

Skills: Area Knowledge-11; Brawling-12; Driving-11; Guns-11; Knife-11; Occultism-9; Stealth-11; Swimming-12.

Gear: Bug spray. Many carry flashlights and a combination of knives (1d cut, reach C, 1), clubs (1d+3 cr, reach 1), and .38 revolvers (2d pi, Acc 2, Range 110/1200, RoF 3, Shots 6 (3i), Rcl 2).

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

ST	11	HP: 11
DX	11	Will: 12
IQ	12	Per: 12
HT	12	FP: 12



Basic Speed: 5.75 Punch: 1d-2 cr, reach C
Move: 5
Dodge: 8

Traits: Appearance (Beautiful); Fit; Sense of Duty (Ray); Wealth (Comfortable); Speaks English and accented Spanish.

Skills: Boating-12; Climbing-11; Diplomacy-10; Driving-10; Photography-11; Savoir-Faire (High Society)-12; Survival-11; Swimming-12.

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

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 PCs.

Judith has no way of contacting Ray's yacht, nor is she willing to leave without him. If one of the PCs 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.

GM's Note: In theory, the PCs can use the yacht as an escape off the island entirely, although the GM should remember that the two-dimensional adumbrali have no problem navigating right over the ocean. A final encounter on the sea, with the heroes 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 likely requires a **SWIMMING** attempt. A failure washes the swimmer away from the rocky islet towards sharp rocks, which do 1d-2 cut damage before allowing the swimmer to try again, or retreat back to the beach.

A boat can easily reach the islet. Handy PCs 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 **PERCEPTION** roll while investigating the beach. The tender can hold six people, and can be rowed to the island with a **BOATING** roll (+3, 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 PCs wish to try to ritual that will force the suns back together (e.g., a **MECHANIC** roll, or perhaps other PCs 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. *GM's Note: This should be enough of a hint to give the PCs an idea that they can banish the adumbrali with sheer 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 PCs 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 large knife (thr imp or sw-2 cut).

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 PCs 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 much eyerolls and laughter.

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

- The villagers know the island well, and can direct the PCs to various sites, including the old ruins, the stargazing tower, and the temple. Innocent asks for help will usually be answered (especially if the PCs identify themselves as friends of Uncle Elbio), but any more complicated asks will require good roleplaying and DIPLOMACY or FAST-TALK rolls.
- The PCs 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 PCs to the island, and can radio his boat. If the PCs know about Judith Holloway's fiance'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 PCs 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 PCs 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 -

Casting cost: 5 FP

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 NATURALIST+1 or similar roll. Once lit, the torch glows with a pure white light, which costs anyone looking at it a FRIGHT CHECK.

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 wielders 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 GM 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 PCs 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 PCs 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 PC 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 PCs' resolve, the finale of the adventure begins once the PCs 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 GM should emphasize how the island itself seems to know the PCs 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 PCs 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 PCs 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 PCs to be able to escape from them and find time to destroy the lenses.

In addition to the adumbrali converging on the PCs, 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 PCs' 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 GM ratchets up the danger of the cultists and adumbrali on the PCs 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 PCs can leave the island with the comfort that they have just barely prevented a cosmic menace.

SRA. KORA

LEADER OF THE CULT

ST	12	HP: 12
DX	12	Will: 13
IQ	12	Per: 12
HT	11	FP: 11



Basic Speed: 5.75 Punch: 1d-2 cr, reach C
Move: 5
Dodge: 8

Traits: Fearlessness 2; Fanaticism (Chulch); Fit; High Pain Threshold; Stubbornness; Too trusting of her friends. Speaks Spanish, Pericú, and broken English.

Skills: Area Knowledge-13; Climbing-11; Driving-12; Guns-12; Knife-12; Occultism-13; Shortsword-11; Stealth-12; Swimming-12; Tracking-11.

Gear: Machete (1d+1 cut, reach C, 1), .38 revolvers (2d pi, Acc 2, Range 110/1200, RoF 3, Shots 6 (3i), Rcl 2), and a lens.

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 PCs should receive 2 character points. They should receive an additional character points for good roleplaying, and another point or two for excellent performance (e.g., destroying the lenses and banishing all the adumbrali). GMs should also confer various Contacts or Patrons for befriending any of the influential folk in the adventure, or perhaps Enemies for the cultists they left behind!

Extending the Adventure: Millipedes!

The giant, primordial millipedes in the adventure are too fun not to use more. First, the GM 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 PCs 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 **DRIVING** roll or else the Jeep skids out of control, or slams into a tree, and everyone must make a **ST** roll to avoid taking 1d-3 cr damage. The damage to the Jeep is bad, the front tire is completely shredded, with an insectoid-like pincer embedded in the rubber of the tire. The tire needs to get replaced by the spare (which requires a **MECHANIC** roll, with a +4 bonus since this is a mundane task).

Of course, as the PCs are replacing the tire, this is an ideal time for a worse foes to arrive, such as the descendents 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.

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Version History

1.0 - Original *GURPS* version

ARTHROPLEURA

PRIMORDIAL ARTHROPODS

ST	13	HP: 13
DX	9	Will: 9
IQ	2	Per: 9
HT	14	FP: 14



Basic Speed: 5.75 Bite: 1d cut, reach C
Move: 5
Dodge: 8

Traits: DR 2; High Pain Threshold; Vermiform; Wild Animal; Night Vision 6; Sharp Teeth.

Skills: Brawling-11; Stealth-10; Tracking-10.

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 descendents 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 HT+1 roll after taking damage from an arthropleura. On a failure, a random 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 8 hours, less one hour per point the HT roll was failed by..



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.

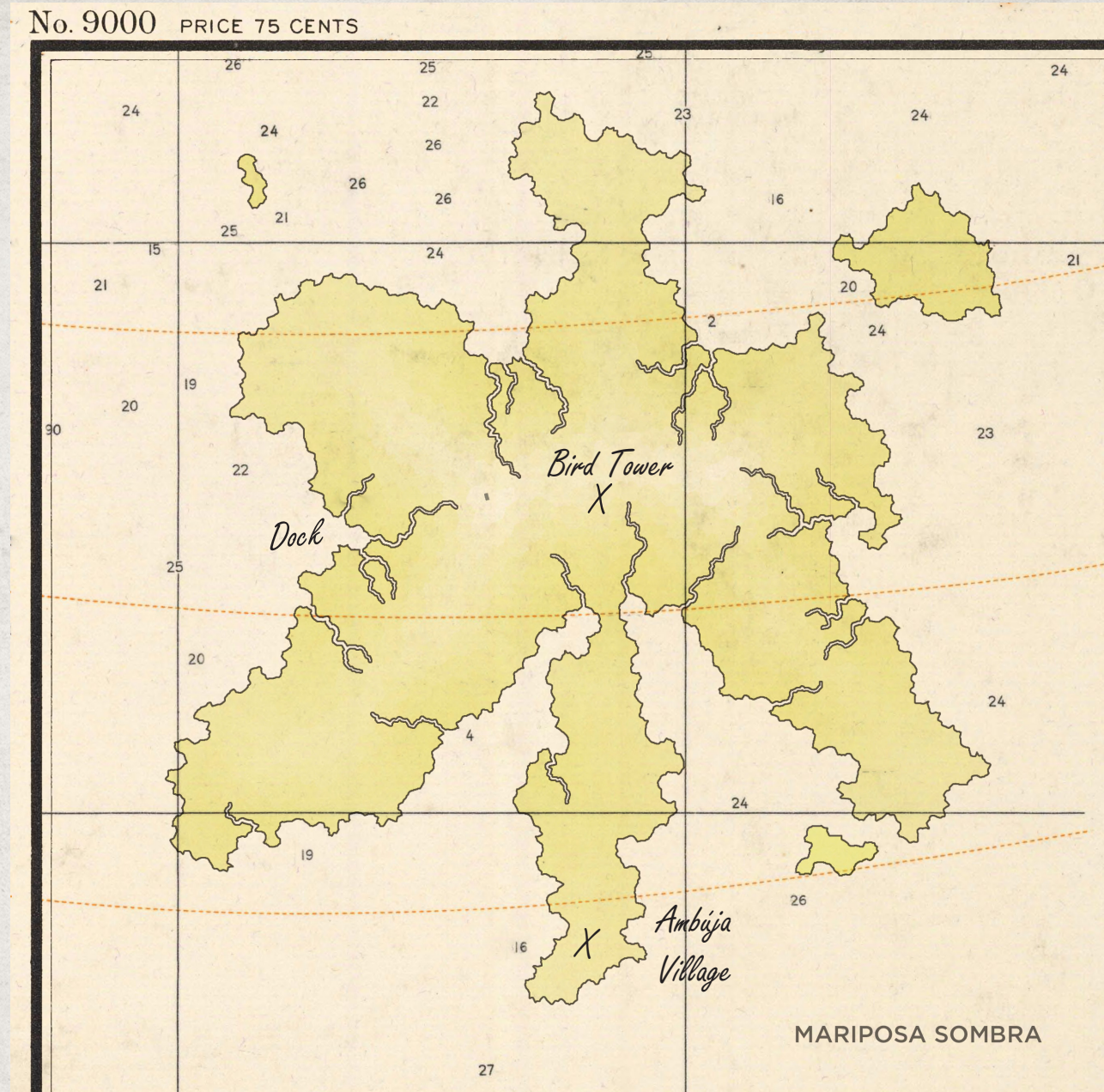
I want to share with you the fruits of my labors. With the help of my friends, we have reached a scientific apex of sorts.

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

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.



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.

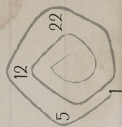
To think, just a few years ago I was teaching him the basics of astronomy. But I owe him as well, for he was the one who took me to the south-eastern ruins where together we found the 3 magnificent, aeons-old lenses.

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.

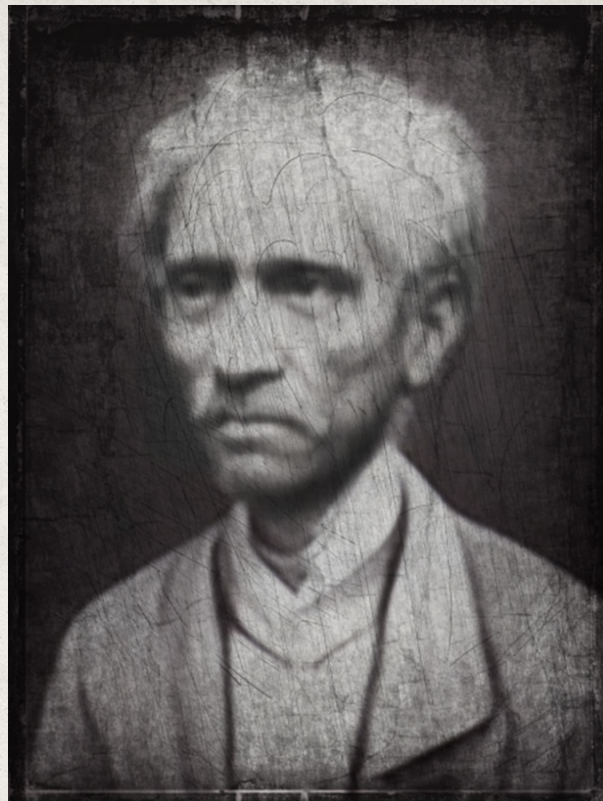
YOU MUST TRUST ME.
YOU ARE IN DANGER.
I AM ELBIO.

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 banish adumbrali, taught in Ambúja village



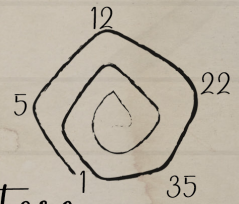
Khandelwel's Adumbrali

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

HORROR

Name Ángel Pérez Player _____ Point Total 110Ht 6'1" Wt 190 Size Modifier 0 Age 25 Unspent Pts -Appearance Wannabe Vegas casino magnate, making a living in Vegas doing unsavory things

ST	13	[30]	HP	13	[0]	MOVE	5
	12	[40]		12	[5]		
	11	[20]		11	[0]		
	11	[20]		11	[0]		
DX	12	[40]	Will	12	[5]	DR	-
	11	[20]		11	[0]		
	11	[20]		11	[0]		
	11	[20]		11	[0]		
IQ	11	[20]	Per	11	[0]	CURRENT	-
	11	[20]		11	[0]		
	11	[20]		11	[0]		
	11	[20]		11	[0]		
HT	11	[20]	FP	11	[0]	CURRENT	-
	11	[20]		11	[0]		
	11	[20]		11	[0]		
	11	[20]		11	[0]		

BASIC LIFT (ST×ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1BASIC SPEED 5.75 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL 34
 Light (1) = 2 × BL 68
 Medium (2) = 3 × BL 102
 Heavy (3) = 6 × BL 204
 X-Heavy (4) = 10 × BL 340

ACTIVE DEFENSES

Dodge	Parry	Block
8	10 (Unarmed)	-

REACTION MODIFIERS

Appearance - _____

Status - _____

Reputation +2 from shady characters-1 from non-criminals+2 from young or naive folk (-2 to veterans)

ADVANTAGES & PERKS

Fit (+1 to all HT rolls) [5]
 Street-Smart 2 [10]
 _____ []
 _____ []
 _____ []
 _____ []
 _____ []
 _____ []
 _____ []
 _____ []
 Spanish (Native) [0]
 English (Accented, Literate) [4]
 _____ []

DISADVANTAGES & QUIRKS

Bad Temper [-10]
 Compulsive Spending [-5]
 Overconfidence [-5]
 Social Stigma (Criminal Record) [-5]
 Sense of Duty (Cousin Ana Sofia) [-2]
 Wealth (Struggling) [-10]
 _____ []
 _____ []
 _____ []
 Doesn't mind stepping on the little guys [-1]
 Dreams of owning his own casino in Vegas [-1]
 Drinks too much [-1]
 Missing part of his left pinky [-1]
 Thinks he's hotter than he is [-1]
 _____ []

SKILLS

Name	Level
Accounting	9 [1]
Brawling	14 [4]
Driving (Automobile)	11 [1]
Fast-Talk	12 [4]
First Aid (heals 1d-1 HP)	11 [1]
Gambling	11 [2]
Guns (Pistol)	12 [1]
Intimidation	12 [2]
Knife	12 [1]
Lockpicking	10 [2]
Mechanic (Automobile)	11 [2]
Sex Appeal	10 [1]
Shadowing (includes +2 from Street-Smart)	13 [2]
Stealth	11 [1]
Streetwise (includes +2 from Street-Smart)	12 [1]
Urban Survival (includes +2 from Street-Smart)	12 [1]
Swimming (heals 1d-1 HP)	7 [0]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]



GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Brawling punch	1d cr	C	8	Skill 14
Brawling kick	1d+1 cr	C, I		Skill 12

Cost	Weight
_____	_____
- _____	- _____
_____	_____
_____	_____
_____	_____

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH	
------	--

\$20



POSSESSIONS

[illegible][illegible]

CHARACTER NOTES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document.

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!

Totals:	\$ 85	4 Lbs.

HORROR

Name Emiliano Pérez Player _____ Point Total 110Ht 5'9" Wt 130 Size Modifier 0 Age 32 Unspent Pts -Appearance Honest local politician based in Guasave - believes in fighting for the people

		CURRENT			
ST	12 [20]	HP	12 [0]	MOVE	5
DX	10 [0]	Will	12 [0]	DR	-
IQ	12 [40]	Per	12 [0]		
HT	11 [10]	FP	12 [0]		

BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL 29
 Light (1) = 2 × BL 58
 Medium (2) = 3 × BL 87
 Heavy (3) = 6 × BL 174
 X-Heavy (4) = 10 × BL 290

ACTIVE DEFENSES

Dodge	Parry	Block
8	8 (Unarmed)	-

REACTION MODIFIERS

Appearance - _____

Status +1 _____

Reputation +1 from Charisma _____

+1 from politicians and salesfolk _____

SKILLS

Name	Level
Archaeology	11 [2]
Architecture	11 [1]
Carousing (includes +1 from Smooth-Operator)	12 [1]
Carpentry	12 [1]
Current Affairs (Politics)	13 [2]
Diplomacy (includes +1 from Smooth-Operator)	13 [4]
Driving (Automobile + Construction Equipment)	10 [4]
Geography	10 [1]
Hiking	11 [2]
History (Mexico)	12 [4]
Intimidation (includes +1 from Smooth-Operator)	12 [1]
Law (Mexican)	10 [1]
Leadership (includes +1 from Smooth-Operator)	13 [1]
Merchant	11 [1]
Naturalist	11 [2]
Politics	13 [2]
Public Speaking (includes +1 from Smooth-Operator)	14 [2]
Savoir-Faire (Police)	13 [1]
Streetwise (includes +1 from Smooth-Operator)	12 [1]
Survival (Woodlands)	12 [2]
Swimming	11 [1]
	[]
	[]
	[]
	[]
	[]
	[]

ADVANTAGES & PERKS

Acute Vision +2	[4]
Charisma I	[5]
Fit (+1 to all HT rolls)	[5]
Higher Purpose (+1 on rolls when Mexican lives are on the line)	[5]
Status I (Local Politician)	[5]
Smooth-Operator	[15]
	[]
	[]
	[]
Spanish (Native)	[0]
English (Accented, Literate)	[4]
	[]

DISADVANTAGES & QUIRKS

Charitable (almost never says no for help)	[-15]
Honesty (never breaks the law)	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
	[]
	[]
	[]
	[]
	[]
Affinity towards construction and blue collar workers	[-1]
Distinct smile	[-1]
Doesn't like big cities	[-1]
Easily annoyed by his mother	[-1]
Hates lying	[-1]
	[]



GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Punch	1d-2 cr	C	8	Skill 10

Cost	Weight
-	-

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can
target vitals at -3 (x3 dmg)
or eyes at -9 (x4 dmg)

CASH

\$50



POSSESSIONS

[illegible][illegible]

CHARACTER NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the left side, there is a vertical margin line, creating a narrow left margin. The paper appears to be a standard notebook page.

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 crack down 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.

Totals:

\$ 65

4 Lbs.

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Punch	1d-2 cr	C	8	Skill 10

Cost	Weight
_____	_____
- _____	- _____
_____	_____
_____	_____
_____	_____

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH	
------	--

\$40



POSSESSIONS

[illegible][illegible]

CHARACTER NOTES

[illegible]

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 fantastic discoveries to share with you. The old man 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.

Totals:	\$ 105	5 Lbs.

Name Juan Pérez Player Point Total 110
Ht 5'9" Wt 130 Size Modifier 0 Age 31 Unspent Pts -
Appearance Mysterious and mild-mannered journalist, harboring an unusual secret

ST	14	[40]	HP	14	CURRENT	[0]	MOVE
DX	11	[20]	Will	10		[0]	
IQ	10	[0]	Per	10	CURRENT	[0]	DR
HT	12	[20]	FP	12		[0]	



BASIC LIFT (ST × ST)/5 39 125 **DAMAGE** Thr 1d Sw 2d
BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	39
Light (1) = 2 × BL	78
Medium (2) = 3 × BL	117
Heavy (3) = 6 × BL	234
X-Heavy (4) = 10 × BL	390

ACTIVE DEFENSES

Dodge	Parry	Block
8	9 (Boxing)	-

REACTION MODIFIERS

Appearance - _____

Status - _____

Reputation - _____

ADVANTAGES & PERKS

High Pain Threshold	[10]
Legal Enforcement Powers I	[5]
Fearlessness I (+I to Fright Checks)	[2]
Hard to Subdue (+I to unconsciousness rolls)	[2]
	[]
	[]
	[]
	[]
	[]
Spanish (Native)	[0]
English (Accented, Literate)	[4]
	[]

DISADVANTAGES & QUIRKS

Acrophobia	[-10]
Code of Honor (Soldier's)	[-10]
Oblivious (easily influenced)	[-5]
Secret (Pretending to be a Perez cousin)	[-5]
	[]
	[]
	[]
	[]
Always loyal to his boss	[-1]
Scar on his forehead (from a Nahuatl... or a jaguar)	[-1]
Usually mild mannered	[-1]
Patriotic towards Mexico	[-1]
Dislikes talking about his military background	[-1]
	[]

SKILLS

[illegible]

HORROR

Name Carmen Rodríguez Player _____ Point Total 110Ht 5'6" Wt 130 Size Modifier 0 Age 49 Unspent Pts -Appearance The "woman with a thousand friends," Carmen is an accomplished political socialite

		CURRENT			
ST	10 [0]	HP	10 [0]	MOVE	5
DX	10 [0]	Will	13 [10]	DR	-
IQ	11 [20]	Per	12 [0]		
HT	11 [10]	FP	11 [0]		

BASIC LIFT (ST×ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1dBASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL 20
 Light (1) = 2 × BL 40
 Medium (2) = 3 × BL 60
 Heavy (3) = 6 × BL 120
 X-Heavy (4) = 10 × BL 200

ACTIVE DEFENSES

Dodge	Parry	Block
8	8 (Unarmed)	-

REACTION MODIFIERS

Appearance +1
 Status +2 (Socialite)
 Reputation -3 when Selfishness noticed
 -1 to new things

ADVANTAGES & PERKS	
Acute Hearing +1	[2]
Appearance (Attractive)	[4]
Fit (+1 to all HT rolls)	[5]
Luck (once per hour, reroll two more times)	[15]
Jack of all Trades 2 (+2 to skill you don't have)	[20]
Talker I	[5]
Status 2 (Socialite in Mexico City)	[10]
Spanish (Native)	[0]
English (Broken, Semi-Literate)	[2]
DISADVANTAGES & QUIRKS	
Bad Sight (Farsighted, with Glasses)	[-10]
Greed	[-15]
Incurious	[-5]
Selfish	[-5]
Stubbornness	[-5]
Always carries a lot of cash	[-1]
Dislikes animals	[-1]
Fond of her oldest brother Elbio	[-1]
Gets bored easily	[-1]
Won't talk about her three ex-husbands	[-1]

SKILLS	
Name	Level
Acting	12 [4]
Boating (Sailboat + Unpowered)	10 [4]
Current Affairs (People + Politics)	11 [2]
Driving (Automobile)	9 [1]
Electronics Operation (Media)	10 [1]
Fast-Talk	12 [2]
Filch	11 [4]
First Aid (heals 1d-1 HP)	11 [1]
Guns (Pistol)	11 [2]
Holdout	11 [2]
Merchant	11 [2]
Occultism	11 [2]
Photography	10 [1]
Pickpocket	10 [1]
Psychology	12 [4]
Savoir-Faire (High Society)	13 [2]
Search	12 [2]
Sex Appeal	13 [4]
Stealth	10 [2]
Swimming	11 [1]



GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Punch	1d-3 cr	C	8	Skill 10

Cost	Weight
_____	_____
- _____	- _____
_____	_____
_____	_____
_____	_____

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH	
------	--

\$400



POSSESSIONS

[illegible][illegible]

CHARACTER NOTES

[illegible]

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.

Totals:	\$ 65	4 Lbs.

HORROR

Name Ray Van der Woodsen Player _____ Point Total 110Ht 5'6" Wt 130 Size Modifier 0 Age 23 Unspent Pts -Appearance Impulsive, quick to throw a punch, medical student

		CURRENT			
ST	12 [20]	HP	12 [0]	MOVE	5
DX	11 [20]	Will	11 [10]		
IQ	11 [20]	Per	11 [0]	DR	-
HT	12 [20]	FP	12 [0]		

BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

ACTIVE DEFENSES

Dodge	Parry	Block
8	8 (Karate)	-

REACTION MODIFIERS

Appearance +1
Status +1 (Son of Wealthy Parents)
Reputation +1 from sports fans

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Fearlessness +2 (bonus to Fright Checks)	[4]
Fit (+1 to all HT rolls)	[5]
Natural Athlete I	[10]
Status I (Son of Wealthy Parents)	[5]
Wealth (Comfortable)	[10]
	[]
	[]
	[]
English (Native)	[0]
Spanish (Accented, Literate)	[4]
	[]

DISADVANTAGES & QUIRKS

Absent-Mindedness	[-15]
Impulsiveness	[-10]
Selfless	[-5]
Truthfulness (won't lie)	[-5]
	[]
	[]
	[]
	[]
Always manages to tear his shirt	[-1]
Has never really watched TV	[-1]
Loves camping	[-1]
Quick to throw a punch to teach a bully a lesson	[-1]
Voracious reader	[-1]
	[]

SKILLS

Name	Level
Biology	10 [4]
Boating (Sailboat + Unpowered)	10 [2]
Climbing	10 [1]
Connoisseur (Literature)	10 [1]
Diagnosis	12 [2]
Diplomacy	10 [2]
First Aid	12 [2]
Karate (Kung Fu)	11 [4]
Poetry	10 [1]
Running	12 [1]
Seamanship	11 [1]
Stealth	10 [1]
Survival (Tropical Lagoon)	10 [1]
Swimming	13 [1]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Kung Fu punch	1d-1 cr	C	8*	Skill 11
Kung Fu kick	1d cr			Skill 9

Cost Weight

-	-

RANGED WEAPONS

Weapon Damage Acc Range RoF Shots Bulk Rcl Notes

Cost Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/
Range
Modifier

Linear
Measurement
(range/speed)

Close 0-5 yds 0*

Short 6-20 yds -3

Medium 21-100 yds -7

Long 101-500 yds -11

Extreme 501+ yds -15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH



POSSESSIONS

Item Location

Swimsuit
Sandals
Worn book of Robert Frost poetry

Cost Weight

\$25 2 lbs.
\$10 2 lbs.
\$2

CHARACTER NOTES

*Karate gives +3 to parries when retreating

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???

Totals:

\$ 37 4 Lbs.

Ana Sofia Pérez

Up-and-Coming Actress



PER 11

Ángel Pérez

Tough to figure out...



PER 11

Cata Pérez

School Teacher

PER 12



Emiliano Rodríguez

Small City Politician

PER 12



Juan Pérez

Distant Cousin?



PER 10

Carmen Rodríguez

Socialite



PER 12

Ray Van der Woodson

Wealthy Yachter



PER 11