ISSUE #6

Lurking Dangers

An Eye For An Eye

This is an adventure suitable for 4 players
for the role playing game Operation: Fallen Reich.

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Lurking Dangers

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An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 players.
This is the sixth adventure in the Lurking Dangers series, and a sequel to
episode #5 - Heart Of The Jungle

This is a true work of fiction.
If you recognise your name in the text, it can mean one of two things:
(a) It is pure coincidence
(b) You either got a very fancy name or you are a jolly good person, feel honoured.

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Writers note: *I did not only spend a lot of time making this adventure, I also did spend real money for the DAZ 3D models and tools, to give this adventure a professional look and feel, plus all the faces of NPCs to give the players a face to the names, all the scenic views of the different locations.*

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ADVENTURE BACKGROUND

This adventure can either be run as a stand alone adventure or as the sequel to Lurking Dangers - Heart Of The Jungle.

The characters are now chasing a German hunting expedition that might have caught the last Fallen Amazon Gorilla and the Germans are most likely bringing it back to Germany.

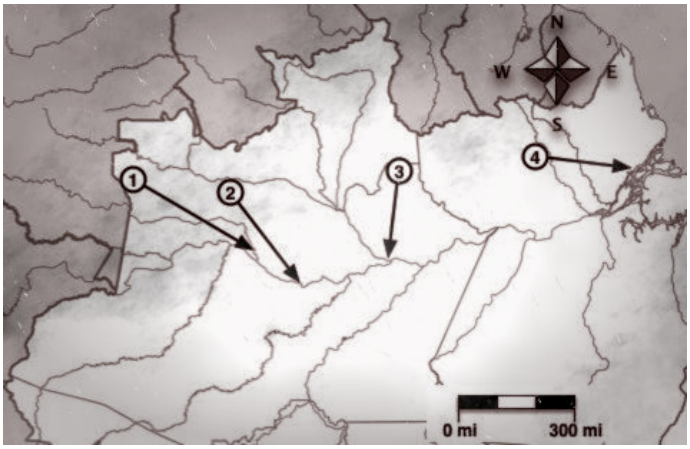
The Germans transported the Gorilla with a convoy, on foot, to the town of Tefé. In Tefé it was secretly loaded onto a rubber transport boat loading rubber from a rubber harvest area on the other side of the river. A secret crate hidden among many other creates, all marked with the rubber company label. The Germans at the same time loaded the a crate on the river steamer, ensuring that everyone would see that.

The characters arrive to Tefé about a day or two after the transports left.

ADVENTURE START

Depending on what means of transportation the characters used from the Ojo del Diablo, the adventure will start either on the evening of Friday, February 25, 1938 or Tuesday, February 22, 1938. The earlier date is if they used the Zeppelin to go to Tefé. The Zeppelin will be landed in a clearing about four miles south of Tefé. If the characters have played the previous campaign, they all now have *Portuguese 2* as a campaign granted skill.

BRAZIL



Map description

(1) Tefé
(2) Coari
(3) Manaus
(4) Macapá

MEETING AN OLD FRIEND

Run this encounter only if this adventure is run as a sequel to Lurking Dangers - Heart Of The Jungle and Eduardo is still alive and could make it it back to Tefé.

When the characters are about a mile from Tefé, passing some rundown farms, they suddenly see a well known face sitting on the back of a rusty truck. The man quickly jumps on his feet and dashes away. You saw your former guide Eduardo and he did not like the sight of you as he is running away. Eduardo is about 60 yards ahead of the characters. He will fire in defence.

Eduardo			
Run for my life			
Reaction: 8	Defence: 18	Toughness: 12	All other melee: 3
Pain limit: 16	Aura: -2	Courage: 9	All Perceptive skills: 4
Pistol: 8	Rifle: 5	Blades: 8	All Other physical skills: 5
Orientation:9	Tracking:7		
He carries a machete (damage +4) and a two S&W M10 revolvers with a box of spare rounds.			

S&W M10

Cal.	Mag	Range	Recoil	Dam
.38	6	2	4	5

THEY BOYS ARE BACK IN TEFÉ

You see the rundown wooden houses, the three story hotel building of Tefé and can hear the sound of the river again. Feels good to be back in the civilisation, if you can call this bad excuse for a town that cannot serve neither decent tea nor a real steak and kidney pie civilised.

What is the latest gossip?

{*Observation 15*} On the town square you see a news boy waving with the latest newspaper, but it was a picture on the front page that caught your eye.

{*Charm 15 + Portuguese 10*} Go to a pub and asking the bartender for the latest gossip from the world will give the following information:

- ***January 27**, German War Minister Field Marshal Werner von Blomberg resigns, following the revelation that his new wife who he married on January 12, had previously posed for pornographic photos.*

- ***February 4**, Adolf Hitler abolishes the War Ministry and creates the Oberkommando der Wehrmacht (High Command of the Armed Forces), giving him direct control of the German military. In addition, Hitler sacks political and military leaders considered unsympathetic to his philosophy or policies.*

- ***February 20**, Sir Anthony Eden resigns as British Foreign Secretary following major disagreements with Prime Minister Neville Chamberlain over the best policy to follow about Italy, and is succeeded by Lord Halifax.*

FIRE FIRE FIRE!

Only run this encounter of the characters came to Tefé using the Zeppelin.

Suddenly you see back smoke rising to the sky from the South, and people are running around screaming *Fogo! Fogo! Fogo!, w*hich means Fire in Portuguese. It's not that hard to figure out what caught fire, the Zeppelin, and the hydrogen filled balloon over it. The local fire brigade ride out with their horse cart fire truck.

EXCUSE US, BUT WE GOT A BOAT TO CATCH!

The characters now really have one option here, they need to catch a fast boat that can take them down to Coari before the river streamer gets there. Luckily, there is one.

{*Charm 20* or *Attractiveness 20*} The only fast boat in this town can be found down in smugglers bay, just half a mile down steam. The boat is owned by an old American, Bob Larsson.

{*Searching 20* or *Orientation 20*} There a small bay about half a mile down streams with a port for smaller boats. There is also a good restaurant serving very good Tacacazeira.

SMUGGLER'S BAY

When the characters walk down to smugglers bay, they pass a small restaurant, Chez Lucinda, which have a few tables out on the mooring. The see a rather big boat that looks really fast moored at the docks, and a few men onboard. When they walk closer an elder man dressed in a perfect grey suit approaches them. Bob Larsson speaks with an unmistakable Texas dialect.

– I've heard you're looking for a ride down to Coari gentlemen. I happen to have the fastest boat in the whole damn Amazon River. You're welcome aboard and we leave when you're ready. We'll need to make a small pickup on the way down, but no worries, this baby will get you to Coari in time for the river steamer, she's fast as hungry Piranha. I take you're not the kind of people haggling over the fair so we can sort that out onboard.

If the characters ask about the fair, how long it will take or what trade Bob Larsson is in, he answers that fair is fair, the ride is about 4 hours but the pickup will add about an hours and a half to that, and that he runs a sea taxi business.

GM Note:
This can be very fun with one more or more alcoholics in the party (as I happens to have in mine). The pickup they will do is from a secret rum distillery, sixty crates of rum, which is to be shipped to Coari. Mr Larsson will use the characters as an excuse of the police stop them claiming legit river taxi business.

On board, the character are introduced to the skipper, Felipe Hernandez and the deck hand Paulo Carlos from Brazil. Bob Larsson says that they only have to pay about 15 cent per person for the journey, as he was already going anyway for the pickup.

THE PICKUP

After about one hour on the river in the magnificent and fast boat, they slow down and turn in at a small wooden bridge in the middle of nowhere. A few houses and barns is all there is here, except a distinct sweet scent in the air.

{ *Observation 20, +10 on die roll for anyone who is Alcoholic*} The whole area smells of rum.

The characters are asked if they mind helping out carrying some of the goods, just to shorten the time for the pickup. If they agree, they follow Felipe and Bob to a barn about 100 yards in land. The barn is full, from floor to roof with crates of rum, and in the middle of the room sits a man on a bench with a bottle in his hand. A successful *Psychology 5* reveals that he is not even slightly sober, but drunk as a skunk.

Anyone being Alcoholic needs a successful *Aura 20* no to just grab a bottle and drink a couple of mouths full. The rum is of very good quality.

Bob Larsson will encourage anyone drinking with words like "*It's good for your heart and will make the hair on your chest rich and full, they way the women like it*." A *Judge of Character 20* will reveal that Mr. Larsson seems to have a hidden agenda which goes very well with at least one of the characters being keen on the rum.

After loading sixty crates of rum plus one for the journey, the boat sets of to Coari, going much deeper in the water but still very fast.

THE RIVER PAROL

After about two hours on the river, and about an hour before they should reach Coari, an old fishing boat blocks the river and signals to the boat to stop. An *Observation 10* to see the large gun on the boat, and a *Cannons/Mortars 10* to see that it is an Antiaircraft gun, very effective against unarmed boats too. Mr. Larsson swears and looks at the characters: - "*Let me handle this gentlemen, it's just the nosy river police*."

If the characters disagree, this might end up a somewhat nasty situation, GM's call. They can persuade Mr. Larsson to command the skipper to just drive by (*Courage 25* to even think about it and a *Charm 25* or *Scare 25*) to make him do that, or take command over the boat them self, still require a *Courage 20* from all participating characters. This can cause complications later on, also GM's call.

The river police will use a megaphone to say that want to inspect the boat, *Portuguese 10* to understand that. When they come onboard and find the sixty crates of rum, they will look very suspicious, but Mr. Larsson will point and one of the characters and tell the Police that he is only transporting this on behalf of one of his passengers.

Now there will be need of *Economics 15*, *Politics 15*, *Law 15* and some interactive skills on level 10 to be able to persuade the Police whatever the character in question wishes to state. If he denies owning the Rum and tell the police the truth, the characters will be transported to Coari on the Police boat, tugging the smugglers boat behind. This will cause them to miss the river streamer unless they can persuade the police that they will just take the boat to Coari and leave it to the local authorities there.

If they admit owning the rum, the police will require a toll receipt, which can be cleverly forged with a successful *Painting/Drawing 15*. Without a toll receipt, the Police will simply write out a bill, that needs to be paid before the characters can leave. The bill is for 61 crates of rum, 12 bottles a crate, 4 pennies / bottle.

That is 12 pounds and 4 shillings, and has to be paid cash or by a check that can be vouched at the bank. The Police will accompany the character in question to a bank in Coari to cash the check if the characters cannot pay cash. This will also cause them to miss the river steamer if they go with the Police boat, but they can suggest that two Policemen travel with them instead (*Charm 15* or *Law 15*).

If the characters suggest that they should go all the way to Manaus in the boat, Mr Larsson will just say:
– "*No-no, there ain't no gas stations in that part of the river and I will not run out of fuel in the middle of the stinking jungle. Coari is as far as this boat goes.*"

BACK IN COARI - IN TIME

After any special actions has been taken care of, the characters can very simple this time buy tickets for the river streamer. The trip is awfully booked, but there are double bed cabin in second class free Cabin 34, the only available, and they can get extra mattresses on the floor. It will be crowded and warm, but hat is the only options.

BACK IN COARI - TOO LATE

The characters can now spend another seven days waiting for the next river streamer, and the trip to Manaus will be less than eventful. They can also be constructive and locate an airfield south of Coari, and wait for a plane to arrive that they can charter. This is GM's call, but this will still take long enough time to miss the German ship out. Better luck next time.

THE RIVER STREAMER TO COARI

There are much information that can be picked up on board the river streamer, but the talk of the day is the German zoological expedition that is on board.

Bits and pieces of information

These bits of information can be obtained by either Charm, Observation, Etiquette, Attractiveness or Shadowing. Let the character decide how difficult to obtain information he or she is seeking.

- Any Oh Dear roll will alert some of the opposition that the character is snooping around, and even who he seems to travel with.

- If someone makes 5 or more failures, this will also point that character out as a snooper.

- Any Jolly-jolly good roll or better will give away some of the more difficult pieces of information, GM's choice.

At difficulty 10

- *The Germans loaded at least half a dozen huge crates at Tefé. They are stored in the aft cargo bay.*

- *There are many Germans onboard, and they seems to be very happy.*

- *They seems to be very keen on keeping their cargo for them self. They have even posted a guard near the aft cargo bay.*

- *There are German crates loaded in the stern cargo bay.*

- *There are many nationalities on this ship. I travel often and this is very rare with such a mix of people.*

- *I overheard a very rough argument between three men, at lest one of them was German, the others spoke broken German.*

- *I spoke with one of the Germans, he says that when these crates reaches Germany, he will get the Iron Cross.*

At difficulty 15

- *The Russians in the cabin next to mine behave very strange, they are out walking in the night. They have cabin 18 in the first class.*

- *Some of the men in the German expedition are so badly wounded that their comrades bring them food and water to the cabin.*

- *The leader of the German expedition, Ullrich von Drygalski, is not onboard, the took an aeroplane from Tefé, the Führer wanted to meet him urgently in Berlin.*

- *There are rumours that a group of bounty hunters on this very boat are going to steal the German bounty. it's so exciting!*

- *My mother is Italian, so I know the language, and I heard two gentlemen discuss in Italian, probably from Milano, that they were planning to kill somebody at night and toss the body overboard to the Piranhas, I don't know what I should do.*

At difficulty 20

- *Some of the Germans are armed, I've seen that they have guns hidden in shoulder holsters. Real gents carry their guns clearly visible, it usually has a more calming effect.*

- *Cabin 72 in the second class is occupied by two men that speaks Italian and like to walk round at night, in dark suits. I'm sure at least on the them carry a gun, as I heard the unmistakable sound of a gun falling to the floor and just moments afterwards swearing in Italian.*

- *One of the German explorers told me that they was attacked by head hunters. I think that is so exciting. He also told me that Günther, the tall blond German that usually guard the aft cargo bay is homosexual. No idea to waste any energy on him then.*

- *There is a very discreet Frenchman on board, very polite and friendly, but a little shy. I saw that he carried a gun. He is travelling somewhere in the second class cabins. You will recognise him, he has round glasses and large rabbitlike teeth.*

CAT AND MOUSE ON A SHIP

Now, the line up is as follows. The German expedition secretly house three German agents, Heinrich, Günther and Peter. The Soviets has two agents onboard, Sergej and Andrej. The Italians also have Giuseppe and Fabio on the river streamer, as Mussolini still doesn't trust Adolf. Even the French have the agent Luc onboard, that if contacted will share what he knows and help out, if the target is either the Germans or the Italians. Add to this a group of Eastern European bounty hunters from Romania and Hungary who seeks to snatch the bounty under the Germans very nose. No one except the German expedition second in command, Hans Vögler, knows that the real bounty (the Amazon Gorilla) is not loaded at all, but went ahead on a transport ship.

Where do everyone stay?

The italians
Cabin 72 - second class

The Russians
Cabin 18 - first class

The German entourage
Cabins 2-15 first class
Hans Vögler - Cabin 2
Heinrich & Peter - Cabin 3
Günther - Cabin 4

The Frenchman - Luc Messier
Cabin 88 - Second class

The East European bounty hunters
Cabin 25 & 26 - second class
Rudeck - Cabin 25
Mislow & Tjenka - Cabin 26

Characters
Cabin 34 - second class

STERN DECK BRAWL

This will only happen if the characters haven't disposed the agents involved. If so, GM can freely cook up another constellation of agents involved.

During this clock and dagger game on the ship, during an afternoon when at lest on of the characters are the stern deck, agents from the Soviet Union and members from the East European bounty hunters group ends up in a big brawl. The two East Europeans, Mislow and Tjenka, attack the Russian agents, accusing them for breaking in to their cabins and looking through their maps.

THE CARGO BAYS
The cargo bays can be accessed in two ways. One way is through the large top hatch, that is firmly secured with several locks (*Lock Picking 20* to open), and needs access to the crane to lift the hatch or a *Strength 45* roll to pull it up enough so that something can be pushed under it to make a small opening, large enough for someone to crawl through. The other way is through a door on the lower deck.

THE AFT CARBO BAY

If the characters decides to take a stroll to the door leading to the aft cargo bay between 06:00 and 23:00, they will be met by the elegantly dressed man, Günther, who firmly but polite tells the characters:

"Sorry gentlemen but this section is off limits for your own safety as many different species of plants are kept here, which of some are very poisonous. There are also some very delicate scientific instruments here."

There are a few ways to lure away Günther as he has weaknesses. Remember that a brawl or a gun fight will attract other agents and other German expedition members. The cargo bay door is locked (*Lock picking 20* or *Strength 20* to open it), Günther and Hans Vögler carries one set of keys each.

Inside the aft cargo bay are several rows of crates of different make and age. Several are marked with the German eagle and the swastika.

Searching the creates

To open a crate without making too much noise, a *Stealth 10* is required, per crate. A *Strength 15* is required to open the create. There are two lists of crates, those marked with the German eagle and those unmarked. GM should roll on the table for the crate the characters decides to open. GM is responsible for any fun things that happens with oh dear rolls.

1d20	Content in German marked crates (16 crates)
1-4	Various plants and seeds. Some plants are in pots attached to a large water tank in the centre of the crate with rubber hoses for keeping them constantly watered. A Successful *Botany 20* to identify these plants as very rare orchids.
5-9	The crate contains large class cages. Each cage seems to hold at least two snakes. A Successful *Zoology 20* to identify most of them as extremely venomous and deadly. Anyone putting his hand down will attacked by a poisonous snake, and it will require a successful *First Aid 20*, only one try per character to save the fool from a certain death.
10-14	This crate contains numerous tribal items like spears, shields and other items that look like they do belong to different tribes in the jungle. A successful *Evaluate 15* will say, holy crap, it's worth a fortune.
15-18	This crate contains boxes with jars and the jars seems to contain dirt. Brown dirt, black dirt, grey dirt and even greenish dirt. A *Geography 20, Botany 20* or *Chemistry 20* to recognise this as soil samples.
19-20	The crate contains bags and suit cases which seems to be the personal items of the expeditions. A *Search 20* to successfully locate the most important piece in this cargo bay, the note saying that the cargo should be loaded onto the ship La Americana for the transportation to Germany. A *Read German 15* to get the translated version. *This event can only happen once, re-roll if it happens twice. Three time in a row; GM is disqualified for having cheaters dice.*

1d20	Content in unmarked crates (30 crates)
1-3	Sacks with dried coffee beans
3-7	Boxes of canned fish
8-13	Boxes of canned fruit
14-17	Carved wooden household utilities like spoons, pots and candleholders.
18	This crate contains boxes of rum bottles, the same kind of rum the characters recently handled.
19	This crate contains boxes of that smelly cheap Brazilian brandy the locals in Tefé drank.
20	This crate contains something that seems to come from an expedition of some sort. Tents, tools, and most of all a letter, a call for bounty hunters by the Portuguese government. Read *Portuguese 10* to get the translated version. *This event can only happen once, re-roll if it happens twice. Three time in a row; GM is disqualified for having cheaters dice.*

THE STERN CARBO BAY

If the characters decides to take a stroll to the door leading to the stern cargo bay, nothing vill prevent them except the locked door (*Lock Picking 15*).

1d20	Content in stern storage crates (32 crates)
1-5	Sacks with carrots, potatoes and cabbage.
6-12	Boxes with bottles of beer, cheap and oily Brazilian beer named Cerveja Selva.
13-18	Boxes with various fresh fruits and vegetables.
19-20	The crate contain several boxes of ammunitions, submachine rifles, Mosin Nagant model 1891, pistols model Tokarev TT33 and several bags with leaflets in Portuguese. If the characters contact the local authorities (*Law 10* to know what to say) when they debark at Manaus about this crate, the police will arrest the communist revolutionaries that these weapons are destined for. The characters will be granted some kind of favour by the Manaus Police, GM's call what that favour will be. Maybe transportation to Macapá, or help to stop and get onboard La Americana in Macapá. *This event can only happen once, re-roll if it happens twice. Three time in a row; GM is disqualified for having cheaters dice.*

Meeting the Italians
If the characters successfully can stay in the shadows and not to obviously show them self as working for the British government, they might get a chance to speak to the Italians, Giuseppe and Fabio. They will present them self as rubber merchants that have been upstreams watching plantations, such boring business this is, no joy and most of all, there is no place you can get a decent plate of pasta and a grappa.

Meeting the Russians
The Russians, or agents of the Soviet Union, will not socialise with anyone and will suspect anyone reaching out to talk to them of being agents of the corrupted west. If the characters make a big fuzz about finding the weapons and the revolutionary leaflets, the Russian agents will try to incriminate the characters in any possible way, like letting them take the blame for a dead agent from another nation.

Meeting Luc Messier
If the characters start to search for Luc Messier, or end up in a regular fight with any of the opposing agent groups, Luc Messier will soon be there helping the characters in what ever way that fits the situation, then he will introduce himself.

- *”Messieurs, my name is Messier, Luc Messier. To keep it simple, I’m an allied, serving the Republic of France, as France has interests in these matters as well as many other nations.”*

Meeting the Germans
Most of the Germans from the expedition are not really aware of what they did catch, only that they will be honoured when they come home. They Germans are ordered not to talk about it, so they won’t, and any questions will be politely ignored, and if they characters are persistent, they will say that they do not know, only the expedition commanders knows. They Germans gladly take a drink or two with the characters.

There are a few exceptions to the text above, the three military Germans aboard, Heinrich, Günther and Peter.

Heinrich and Peter mostly roam the river steamer, trying to prevent agents from getting too friendly with the German expedition members. They will interrupt any longer discussions and too happy cheering with orders about information in the quarters or some other rather lame excuse. They will also tell the characters to ”*keep your nose where it belongs*”, and ”*poke your nose in your own backyard*”.

Günther is a little different as he keeps watching the door to the aft cargo bay, see that section for more information.

Meeting Hans Vögler
HansVögler, military leader of the German zoological expedition is an old military man with old school ways. He is 63 years old, and talks with a powerful and deep voice. Mr. Vögler knows what goes on, but will not talk about it. He prefers the bar, drinking what he refers to as refined Indian pee, the Brazilian beer.

Meeting the other bounty hunters
The three East European bounty hunters that have been spying on the German expedition for some time and is on the ship to try to steal the bounty from under the nose of the Germans. Their plan is simple but brilliant. They have a crate on board, filled with assorted vegetables. They plan to swap the content of their crate with the content of the crate containing the bounty.

They will not speak to the characters, ignoring them or just act as they don’t speak the language, no matter what language they are addressed in.

BACK IN MANAUS

After about 48 hours on the river steamer with all that fun and excitement it brought, the river streamer arrives in Manaus. The date is 3 days after the characters arrived in Tefé, so it's either Friday, February 25, 1938 or Monaday, February 28, 1938, in the afternoon.

Ullrich von Drygalski and the Amazon Gorilla are already aboard the trader steamer La Americana, slowly heading towards he Atlantic sea. The trader steamer is not very fast, and it left the port the morning the day the characters arrive.

GETTING CLUES AND FOLLOW UP LEADS

The characters might have some clues and will can find some more clues in Manuas.

They connected with Luc Messier

Luc Messier will have his own network of contacts and will tell the characters that he will gather some information. He will come back with any one important clue or follow up that the characters missed or failed to pickup, and he will come up with this special surprise:

- I have a contact working at the customs house at Macapá, he owes me a large favour, I saved his as during a little incident with a group of American gangsters smuggling liquor. Sebastian Cruz is his name and he works at the customs office in Macapá, tell him Francois sends his regards. I need to continue my mission now when I know this is in good hands.

The British fleet

The fleet sailed five days ago and has now reached open sea.

They did not connect with Luc Messier, or he is dead, some alternative solutions

- Let Romeo have an old friend named Francois, but make it somewhat difficult to obtain the contact.
- Let the characters meet Sebastian Cruz on the way to Macapá, helping him in an everyday but dangerous situation, like a mugging.
- GM might come up with something even better, but Sebastian Cruz is somewhat vital unless the characters come up with a better idea to get onboard La Americana.

Below is a list if keys that the characters either want to follow up or find information about:

Has Ullrich von Drygalski been around?

{*Info Searching 15*} There is an article in yesterdays newspaper, talking about the famous German explorer Ullrich von Drygalski, and that he spent a whole night with a lot of Champagne and girls at the Caperinio Bar, celebrating that his expedition to the Amazon jungle was a very successful.

{*Charm 15* or *Attractiveness 15* at the Caperinio Bar, talking to the girls 1 p.m. to 6 a.m.}
You fin a girl who worked last night.

- Yes he was here that dreadfully correct German. I thought being a famous explorer would make you adventurous, but he was as exciting as a bottle of milk. He talked about leaving by ship early today, I hope he has a bad hangover and gets sea sick.

{*Charm 15* at the Caperinio Bar, talking to the bartender Romeo from 9 p.m. to 6 a.m.}

(If the characters met Romeo earlier in the adventure)

- *Welcome back gentlemen, good to see that the mother of all jungles failed to kill you. What can I do for you? Ah, you want to know about that German explorer? Did he beat you to the bounty? He was here last night, drinking, singing horrible in German and making my girls reconsider their line of work. Trust me, that guy is so boring that if you put him in the same room with a rock, the rock would leave. But I do have some information for you. I overheard him speak to a German sailor about departure times, and that sailor said earlier that he should sail this morning with the ship La Americana, heading for Germany.*

(If this is their first visit to the Caperinio Bar)

- *Welcome to my humble establishment? Are you here for the rubber or for the bounty? Ah, you want to know about that German explorer? He was here last night, drinking, singing horrible in German and making my girls reconsider their line of work. Trust me, that guy is so boring that if you put him in the same room with a rock, the rock would leave. I do have some information for you. I overheard him speak to a German sailor about departure times, and that sailor said earlier that he should sail this morning with the ship La Americana, heading for Germany.*

La Americana

{ *Charm 20*, *Politics 15*, *Ships 15* or *Info Searching 15*, At the harbour master's office. }

- La Americana just sailed this morning after loading the last crates of rubber from a river transporter that came from Tefé. She's destined for Hamburg, Germany. She will reach Macapá in about 3-4 days, depending on river traffic, from there she will on the open sea. There is a customs control station in Macapá too.

Going to Macapá

{ *Info Searching 10*, *Navigation 10* + *Orientation 10* or *Charm 10* }

- *There are two major ways to get to Macapá, boat or plane. The airport in Manaus is the third largest in the country and the central hub for many domestic flights. International flights can also be boarded here, or in Rio de Janeiro.*

- *By boat you will get there in about 4 days, by plane in just 10 hours. Flying is of course more expensive, but as you can see, faster.*

GOING TO MACAPÁ - BY PLANE

There are two options, waiting for the regular flight that will arrive in Macapá about 30 hours from the time when the characters arrive to the airport, and that is about 8 hours before La Americana is scheduled to pass. There are also sea planes available for charter, if they money is right. A plane will cost about 12 pounds to charter, and another 2 pounds for a pilot. This way the characters can arrive more than 36 hours before La Americana to Macapá, having time to prepare whatever mischief they are planning.

GOING TO MACAPÁ - BY BOAT

This are also two options here, they can go by a regular river steamer, much like the one they have already travelled with, and they will then arrive to Macapá about the same as La Americana has cleared customs and sails out to the open sea, unless they contacted Sebastian Cruz before they left Manaus. If they did, La Americana will be held in customs and the reason will be some administrative errors that has to be corrected before she can leave.

MACAPÁ

This large city located at the Amazon delta is also a very important port. Much of the timber export, ebony, mahogany and other popular woods are shipped from this port. As ships can sail up the Amazon River, a large customs dock is located here where ships are inspected before they can sail. This is because there have been several incidents where ships sealed at Manaus picked up large amounts of cargo on the way, trying to avoid the Brazilian export taxes.

The city is built on the northern shores of the river, and there are several large dock at the river shore. The airport is located about 2 miles North-west of the city core, and was opened in 1930.

Meeting Sebastian Cruz

Sebastian Cruz is a rather shy, slender and grey haired man in his mid 50s. He speaks both French, German and English at an understandable level. He will meet the characters in the briefing room at the customs office, there he will introduce them as foreign customs agents here to help identify a case of smuggling that he have been informed of.

This is what Sebastian Cruz will tell the characters:

— I do this only because I owe Francois a big favour. I love my job and I do not want to be involved in any illegal activities.

— I haven't spoken to the Germans in person, but two of my fellow customs inspectors did, and the Germans were quite unhappy with this delay. They even threatened with diplomatic consequences and tearing up trade agreements over this as they called it, harassment.

— To get on board, we need to take the customs pilot boat out and climb aboard using the rope ladder. If anyone feels uncomfortable about climbing outside a ship, just say so and you can stay on the pilot boat.

— We leave now as we do not want to cause any more delay. I have papers here stating that you are officially legal customs inspectors and have authority to inspect La Americana on behalf of the Brazilian Customs. Please do not abuse this trust.

La Americana

La Americana is anchored out on the roadstead outside the port itself. To get on board, the characters needs some kind of transportation, a pilot boat or a customs boat is ideal, but a small boat, an aeroplane or a zeppelin might do it as well. There are two kinds of approaches to La Americana, friendly or hostile, and GM has to decide how to class the approach used by the characters.

Friendly approach

The characters arrive to la Americana in a way that is not hostile, like going with a customs boat. The characters will be welcomed aboard by the ships Captain, Pedro Vasquez, who will tell one of the sailors to guide them around. A *Judge of Character 20* will reveal that Mr Vasquez is hiding something. The characters will be able to move together with the sailor José Chaves, inspecting any cargo spaces. As the ship is loaded with 240 tons of rubber, there are many crates to search through.

Hostile approach

The characters approach La Americana in a way that is hostile, like with a small boat and grapple hooks. When they enter the ship, they will see no one, but an *Observation 20* will reveal that they are being watched.

Encounters on La Americana

During the time the characters, they will encounter some of the important NPCs on board. Remember that any hostile activities, like gun fire will attract the Brazilian Military Police, which can be good, or bad, depending on the current situation.

As the cargo of La Americana is declared rubber, finding a live or dead Amazon Gorilla will incriminate the Germans on board, and the crew, so in case of combat, being able to show that the Germans were smuggling will be an important point.

Kapitän Meyer has stationed guards at the cargo bay holding the crate, some local ruffians he enlisted as sailors and armed with handguns. He is afraid that agents from other countries would attempt to take the Amazon Gorilla, or that it will try to escape. If it happens, the gun shots would warn him and give him time to leave the ship. If gun shots are fired from within the cargo bay area, Kapitän Meyer will rush to the nearest life boat, or if the pilot boat is near, to that boat and use his gun to force anyone on board to drive away from the ship. He will convince anyone near that "*something will explode*".

Pedro Vasquez - Captain of La Americana

Captain Vasquez is an old sea dog who have sailed the seven seas. He has no knowledge about the crate with the Amazon Gorilla, just that this is a rubber shipment to Germany, one of many. He asked about the armed guards, but assured by Kapitän Meyer that this was just a precaution against pirates. Mr Vasquez will of course take it very seriously that his ship is under investigation and will try to talk to Kapitän Meyer about it.

Ullrich von Drygalski

Mr Drygalski is really indifferent to whatever happens as he is now off duty and spending his time drinking. He has full trust in Kapitän Meyer's capabilities when it comes to handling a difficult situation like this. He will not tolerate that anyone starts to snoop close to the armed guards and the special crate and will in a drunken manner rather stupidly try to drive anyone away with lies that are very easy (*Judge of Character 5*) to see through.

Kapitän Hans Günther Meyer

The most dangerous person on the ship, except the Amazon Gorilla is Kapitän Meyer. Being a veteran from the Great War and the current war in Spain, he is a real threat. After the recent events with the Amazon Gorilla slaying almost a dozen men, his courage regarding such beasts is very low. Kapitän Meyer will fight if the feels threatened or if the suspects that his precious bounty is being taken from him, but as stated before, he will flee if he suspects that the Gorilla is loose.

José Chaves

Jose is the sailor assigned as a guide to the characters by Captain Vasquez, if they came aboard in a friendly way. Otherwise, he is just minding his own business, caring less for what happens around him.

The mercenary guards

The mercenaries, three of them, are stationed in the same cargo bay as the crate with the Amazon Gorilla. They do not know what they guard, and why, but have been instructed not to let anyone in or out of the cargo bay. They have a small sleeping corner with three sleeping bags, and one man is always one guard, one of off duty and the third is sleeping. They were well paid but are not very brave.

THE BOUNTY

In the middle of the three cargo bays, the cage with the Amazon Gorilla is hidden inside a crate that doesn't look any different from the other crates. All crates are marked with I.G. Farben's logo, and all crates are in good German order numbered with a serial number.

The three mercenaries are here, one of them on watch, one is resting and the third is trying to sleep. The mercenaries will do their duty, unless convinced buy weapons, money or by watching the fatal fate of a friend.

A *Search 20* in the cargo bay will reveal a create without a serial number. The create is in the middle of a stack of three creates. This is the crate.

THE ENDGAME

The brave characters have hopefully disposed the Fallen Gorilla and some of the evil Germans. The Brazilian coastal guards and marine police will most probably be swarming La Americana by now, asking all kinds of questions.

This is the part of the adventure where GM has free hands to tie up any loose ends. The mission is over, the fleet has already sailed and there are not any real hurry to get back to England just now. Some poolside quality time to heal the physical and mental wounds might be just what weary characters will need.

ROSTER

Fallen Amazon Gorilla

Very Angry

Reaction: 8	Defence: 12	Toughness: 25	All melee skills: 8	Stability: 5
Pain limit: 30	Aura: 12	Courage: unlimited	All Perceptive skills: 2	
Sixth Sense: 15	Max Damage: 150		All physical skills: 14	
Simple Mind Control: 12+1d20 vs. targets Aura. Success will make target perform a simple action, like shoot friend, or toss weapon or something similar.				
Description: This Fallen is on Earth training for coming missions and have been given the body of a gigantic Gorilla.				

Kapitän Hans Günther Meyer

I serve the Reich

Reaction: 5	Defence: 18	Toughness: 9	All other melee: 4
Pain limit: 14	Aura: 2	Courage: 16 (2)	All Perceptive skills: 3
Pistol: 9	Rifle: 9	Blades: 11	All Other physical skills: 3
Observation: 6	Boxing: 8	Wrestling: 9	Dodge: 8
He carries a Luger P08 with three extra clips. Courage 2 when it comes to Fallen Gorillas.			

P08 LUGER

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	8	3	4	5

(-1 difficulty on all shots)
Saved "Oh Dears" are malfunctions, one round to fix.

Mercenaries (3)

On Guard

Reaction: 2	Defence: 12	Toughness: 8	All other melee: 2
Pain limit: 14	Aura: -1	Courage:2	All Perceptive skills: 2
Pistol: 4	Rifle: 3	Blades: 4	All Other physical skills: 2
They carry a Beretta M1934 with two spare clips.			

BERETTA M1934

Cal.	Mag	Range	Recoil	Dam
9mm short	7	2	3	3

Ullrich von Drygalski

Explore and enjoy

Reaction: 3	Defence: 14	Toughness: 4	All other melee: 2
Pain limit: 12	Aura: 4	Courage: 3 (8*)	All Perceptive skills: 3
Pistol: 4	Rifle: 6	Blades: 4	All Other physical skills: 2
Navigation: 14	Orientation: 12	Tracking: 9	Geography: 11
He carries a bottle of rum (Club) and a Luger P08 with one spare clip. *Courage 8 when drunk.			

P08 LUGER

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	8	3	4	5

(-1 difficulty on all shots)
Saved "Oh Dears" are malfunctions, one round to fix.

Heinrich and Peter

Duty for the Reich and I will get a medal

Reaction: 6	Defence: 16	Toughness: 6	All other melee: 4
Pain limit: 13	Aura: -2	Courage: 10	All Perceptive skills: 6
Pistol: 8	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Walter p38 (early issued for field testing)			

Walter P38

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	8	3	4	5

One extra reroll sttempt to save against "*Oh Dear*" results.

Günther

Duty for the Reich and I will get a medal

Reaction: 6	Defence: 16	Toughness: 6	All other melee: 4
Pain limit: 13	Aura: -2	Courage: 10	All Perceptive skills: 6
Pistol: 8	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Walter p38 (early issued for field testing) Weakness - easily charmed by members of the same sex (opponent gets +5 on all interactive skills).			

Walter P38

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	8	3	4	5

One extra reroll sttempt to save against "*Oh Dear*" results.

Sergej and Andrej

For the Motherland

Reaction: 6	Defence: 18	Toughness: 6	All other melee: 3
Pain limit: 13	Aura: -3	Courage: 9	All Perceptive skills: 4
Pistol: 8	Rifle: 3	Boxing: 6	All Other physical skills: 3
Stealth: 7	Scare: 5	Attractiveness: 6	JoC: 5
Armed with a Tokarev TT33 with 2 extra clips.			

TOKAREVTT33

Cal.	Mag	Range	Recoil	Dam
7.62mm	8	2	7	6

Giuseppe and Fabio

For il Duce

Reaction: 2	Defence: 13	Toughness: 5	All other melee: 3
Pain limit: 12	Aura: 1	Courage: 4	All Perceptive skills: 3
Pistol: 5	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Beretta 1934			

BERETTA 1934

Cal.	Mag	Range	Recoil	Dam
9mm short	7	2	3	3

Eastern Europeans (Rudeck, Mislow, Tjenka)

We shall have the bounty, it's mine.

Reaction: 2	Defence: 13	Toughness: 5	All other melee: 3
Pain limit: 12	Aura: 1	Courage: 8	All Perceptive skills: 6
Pistol: 5	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Browning High Power			

BROWNING HIGH-POWER

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	13	3	4	5

(-1 to fire if strength < 4)

Luc Messier			
For France			
Reaction: 8	Defence: 17	Toughness: 11	All other melee: 3
Pain limit: 15	Aura: 7	Courage: 9	All Perceptive skills: 3
Pistol: 9	Rifle: 4	Club: 5	All Other physical skills: 4
Armed with Modèle 1935 Pistol			

MODÈLE 1935 PISTOL

Cal.	Mag	Range	Recoil	Dam
7.65mm long	8	3	2	3

(-1 difficulty on all shots)

Hans Vögler			
I serve the Reich, and myself			
Reaction: 5	Defence: 13	Toughness: 7	All other melee: 2
Pain limit: 13	Aura: 2	Courage: 16 (2)	All Perceptive skills: 3
Pistol: 7	Rifle: 9	Blades: 7	All Other physical skills: 2
Observation: 5	Throwing: 6	Wrestling: 6	Dodge: 3
He carries a Luger P08 with two extra clips.			

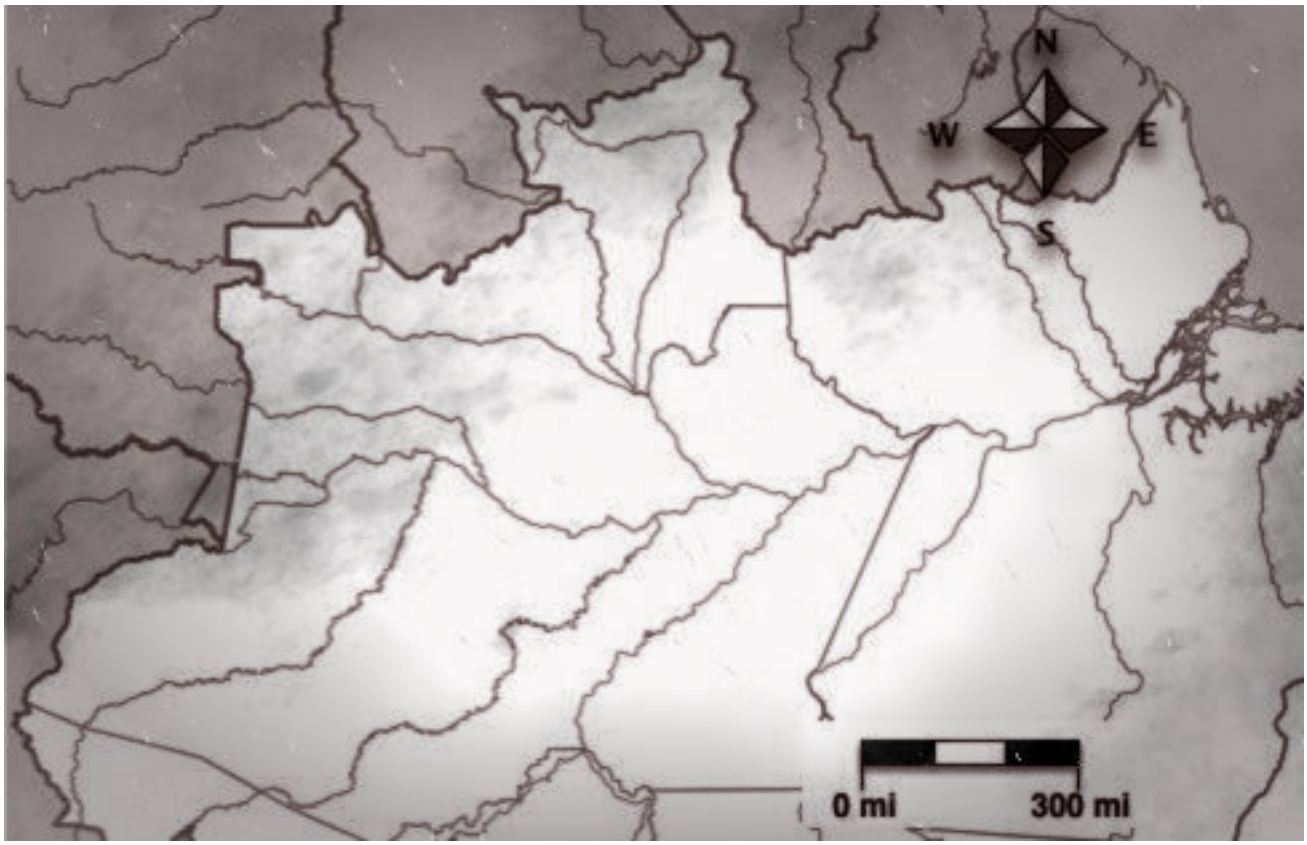
P08 LUGER

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	8	3	4	5

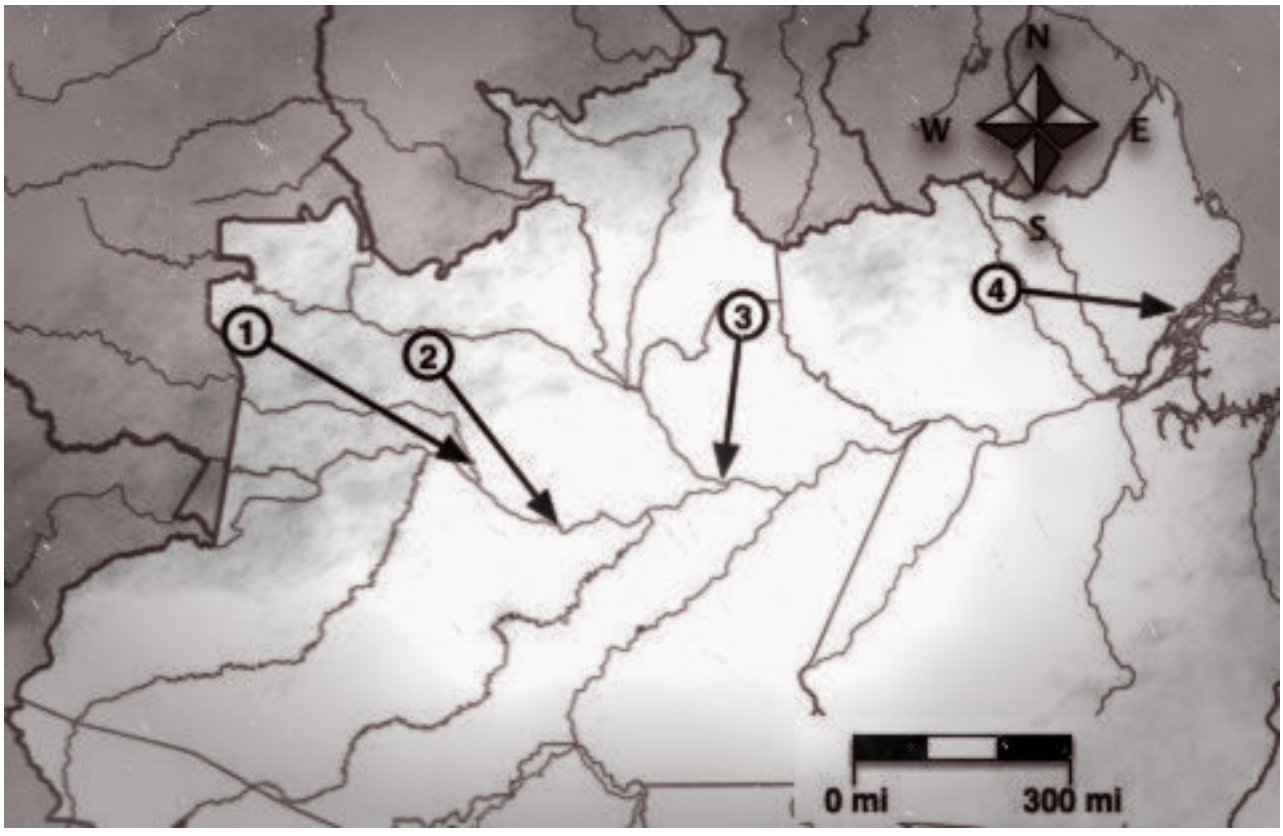
(-1 difficulty on all shots)

Saved "Oh Dears" are malfunctions, one round to fix.

Brazil Map



Brazil Map - GM



Newspaper

Dois aviões de bombardeio chocaram-se em pleno ar durante as manobras navaes dos Estados Unidos

Em consequencia do choque verificado pereceram dez tripulantes, salvando-se apenas quatro

2A Edição 13 horas **FOLHA DA NOITE**

PROPRIEDADE DA EMPRESA "FOLHA DA MANHÃ" LTDA. — OCTAVIANO ALVES DE LIMA — DIOGENES DE LEMOS AZEVEDO

ANNO XVI | S. PAULO — QUINTA-FEIRA, 22 DE FEVEREIRO DE 1938 | N. 5.265

Ullrich von Drygalski

O famoso explorador alemão Ullrich von Drygalski hoje mostrou que a expedição alemã zoológica ter apanhado um dos Gorillas raros da Amazônia e carregá-la para um barco a vapor do rio junto com a expedição.

Isso é uma pegadinha muito raro e posso assegurar-lhe o nosso amado Führer vai ficar muito contente.

A expedição foi mais de seis meses na selva, mas tem notavelmente só perdeu uma dúzia de homens.

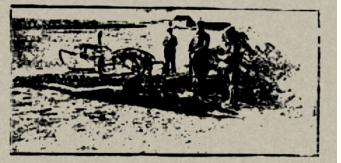
Amanhã 100 CONTOS LOTERIA PAULISTA A Nossa Loteria

INTEIRAMENTE GRATIS PARA OS NOSSOS ASSIGNANTES E LEITORES

1º SORTEIO ESPECIAL DE BONIFICAÇÃO

Baixam em retirada os governamentaes na região da estrada Caminal-Monta.ban

Atacando pela retaguarda, as forças republicanas foram postas em fuga pelo inimigo — A concessão de licença para a compra de aviões e material de defesa anti-aérea pelo governo de Barcelona



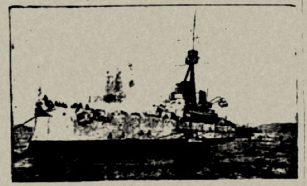
HUMBERTO I NO PARAISO

Jazz Band Ra Cinelli — Ambiente exclusivamente familiar

Hoje: Matinée infantil

As proximas manobras do "Minas Geraes" durarão tres dias

O ENCOURAÇADO BRASILEIRO APRESTA-SE PARA PARTIR



Os soberanos britannicos devem inaugurar o Parlamento do Canadá

Todos os dominios do Reino Unido serão visitados, no praso de alguns annos, pelo rei Jorge, a rainha e a princeza Elizabeth

3 dias na folia... com dinheiro da LOTERIA!

AMANHÃ 100 CONTOS PAULISTA A NOSSA LOTERIA

Eduardo

The Pickup

Newspaper - Translated

Dois aviões de bombardeio chocaram-se em pleno ar durante as manobras navaes dos Estados Unidos

2A Edição 13 horas **FOLHA DA NOITE**

Em consequencia do choque verificado pereceram dez tripulantes, salvando-se apenas quatro

ANNO XVI — S. PAULO — QUINTA-FEIRA, 22 DE FEVEREIRO DE 1938 — N. 5.265

Ullrich von Drygalski

The famous German explorer Ullrich von Drygalski today showed that the German zoological expedition have caught one of the very rare Amazon Gorillas and loaded it onto a river steamer together with the expedition.

This is a very rare catch and I can assure you our beloved Führer will be very pleased.

The expedition has been over six months in the jungle but has remarkably only lost a dozen men.

Amanhã 100 CONTOS LOTERIA PAULISTA A Nossa Loteria

INTEIRAMENTE GRATIS PARA OS NOSSOS ASSIGNANTES E LEITORES

7º SORTEIO ANNUAL DA BONIFICAÇÃO

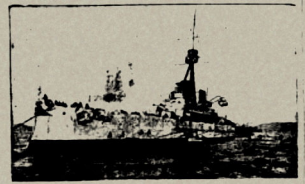
Batem em retirada os governamentaes na região da estrada Caminal-Montalban

Atacando pela retaguarda, as forças republicanas foram postas em fuga pelo inimigo — A concessão de licença para a compra de aviões e material de defesa anti-aérea pelo governo de Barcelona

HUMBERTO NO PARAISO

As proximas manobras do "Minas Geraes" durarão tres dias

O ENCOURAÇADO BRASILEIRO APRESTA-SE PARA PARTIR



Os soberanos britannicos devem inaugurar o Parlamento do Canadá

Todos os dominios do Reino Unido serão visitados, no praso de alguns annos, pelo rei Jorge, a rainha e a princeza Elizabeth

Smuggler's Bay

River patrol

Agents Fighting

Info note English

IMPORTANT MESSAGE
For Mr Ullrich von Drygalski.

Congratulations to your success.
The Fuhrer is very pleased.

Now orders. Load the crate on the rubber transporter Manina XII in Tefé, and board that ship, alone. The rest of the expedition will take the normal route.

We suspect that we have enemies around.

Jürgen Kuntz

Commander Jürgen Kuntz

Info note German

WICHTIGE MITTEILUNG
Für Herrn Ullrich von Drygalski.

Herzlichen Glückwunsch für Ihren Erfolg. Der Führer ist sehr zufrieden mit Ihnen viel Erfolg zufrieden.
Jetzt Befehle. Laden Sie die Kiste auf dem Gummi-Transporter Manina XII in Tefé und Bord dieses Schiffes, allein. Der Rest der Expedition dauert die normale Route.
Wir vermuten, dass wir Feinde haben sich um.

Jürgen Kuntz

Kommandant Jürgen Kuntz

Letter Portuguese

ALIQUAM VITAE

Universidade do Porto
Instituto De Pesquisas Parapsicol gicas

Você recebeu esta carta, porque você tem sido recomendado por alguém que pensa que é um homem capaz e um caçador de recompensas experiente. Nossa Universidade estabeleceu uma recompensa por uma Amazônia vivem Gorilla, enjaulado e enviados para o seguinte endereço:

Universidade do Porto
Instituto De Pesquisas Parapsicol gicas
Route De Maine 45
Porto Erina
Portugal

Eles o pagamento de tais recompensas uma é de R $ 6.000 ou US $ 30.000.

Quando você estiver pronto para o embarque, envie-nos uma carta e vamos garantir que o dinheiro estar na conta banc ria de sua escolha.

Atenciosamente,

Professor Claude Bousquet

Professor Claude Bousquet

Letter English

ALIQUAM VITAE

University of Porto
The Institute Of Parapsychological Research
September 8, 1937

You have received this letter because you have been recommended by someone who thinks you are a capable man and an experienced bounty hunter.
Our University has set out a bounty for a live Amazon Gorilla, caged and sent to the following address:

University of Porto
The Institute Of Parapsychological Research
Route De Maine 45
Porto Erina
Portugal

The payment for such a bounty is £6,000 or $30,000.

When you are ready for the shipment, send us a letter and we will ensure the money will be in a bankaccount of your choice.

Sincerely,

Professor Claude Bousquet

Professor Claude Bousquet

Leaflet English

Leaflet Portuguese

Luc Messier

Sebastian Cruz

Hans Vögler

Aft cargo bay door

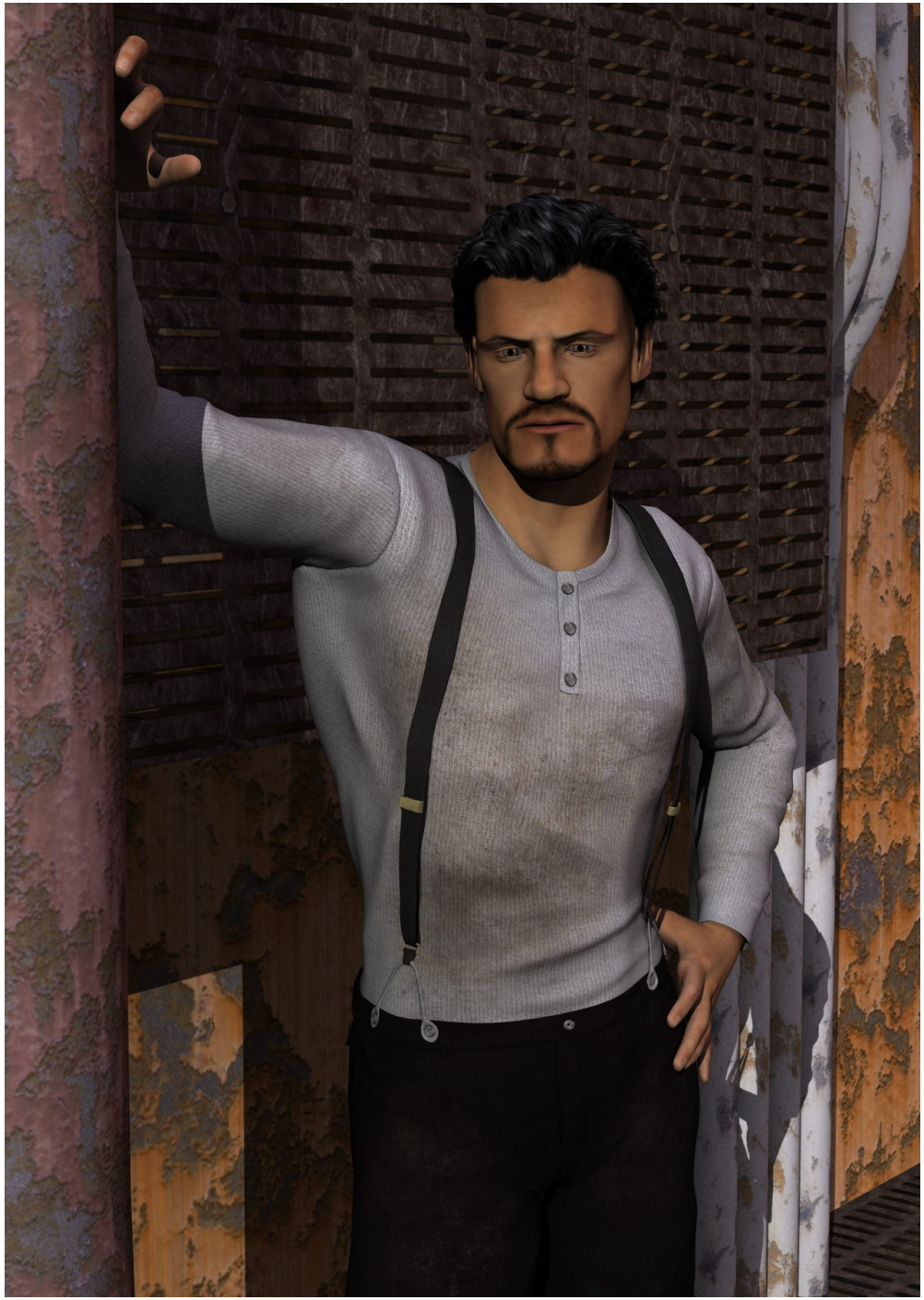
Aft cargo bay

Ullrich von Drygalski

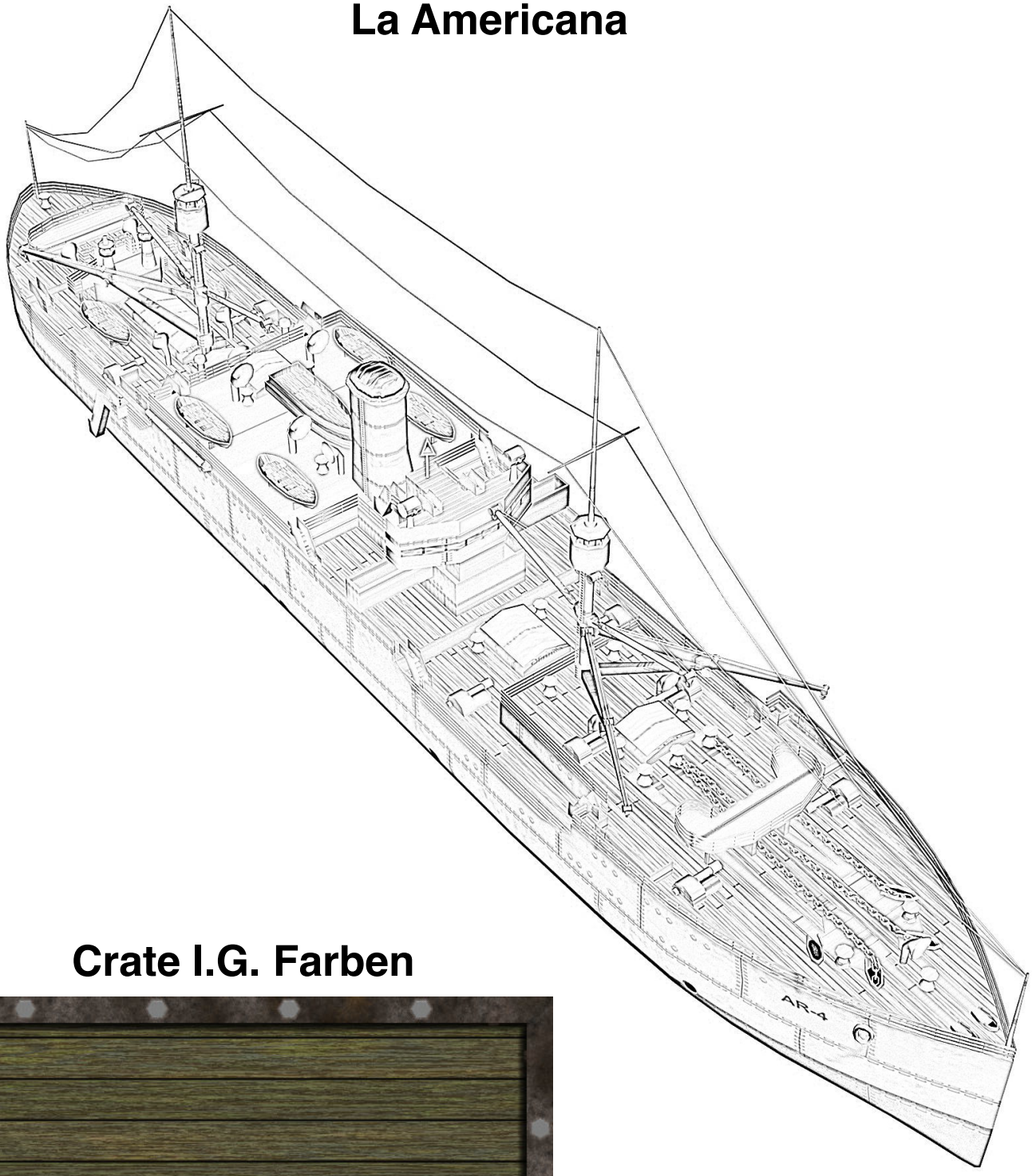
Kapitän Hans Günther Meyer

Captain Pedro Vasquez

José Chavrez



La Americana



Crate I.G. Farben