

Lurking Dangers

No. 10007

Registered as a Newspaper

ONE PENNY

Heart of The Jungle

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

FROM OUR OWN CORRESPONDENT

SITTINGBOURNE, Kent, Tuesday.

JUMPING from behind the war memorial at the door of Borden Parish Church, a ghostlike figure, dressed in white, stabbed a ten-year-old boy on his way home.

The boy, who was on his way home from school, was taken to the hospital, but his condition is so serious that he is expected to die. The police are searching for the ghostlike figure, who is believed to be a man in a white suit.

Wounded Peter, a boy of ten, was taken to the hospital, but his condition is so serious that he is expected to die. The police are searching for the ghostlike figure, who is believed to be a man in a white suit.

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WAR HORSE REFUSED ALL FOOD. FOLLOWED MASTER TO DEATH

TOMMY died yesterday—a broken-hearted war horse that had refused all food since his master, Mr. J. A. Krupp, of Clifton-villas, Paddington, W., died a fortnight ago.

"Tommy was over thirty and had been with my father for nearly twenty years," said a son of Mr. Krupp. "When we bought him there were still shrapnel marks on his body."

He was in such a weakened condition that he had to be destroyed. He had served throughout the war in France and Belgium.

JAPAN is on the road to Britain's Far East base—Singapore.

And nothing less than Europe can bar the Emperor's advance. General Sir Ian Hamilton gave the startling warning last night.

It was at a dinner of the Royal Scottish Corporation in London last night that the General talked of Japan's war aims.

Singapore could be captured by a land army, he declared.

"Road Clearly Marked"

"How straightforward it will seem to posterity," he said, "that throughout 1937 the European nations should have been surrelling like dogs over a bone about Spain—at a moment when we ought to be having military conversations between the general staffs of Europe."

"The Emperor's road is clearly marked—Hankow, Hong-Kong, Singapore, Bhamo, Assam, Bengal. Nothing less than Europe can definitely hold up that army."

A land army can lay siege to and capture

Lurking Dangers

Heart Of The Jungle

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 players.

This is the fifth adventure in the Lurking Dangers series, and a sequel to episode #4 - Where Gorillas Roar

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 - Where Gorillas Roar.

The characters are deep in the Amazon jungle trying to locate the mythical volcano Ojo del Diablo, believed to be a source of fallens or a gate. They are also trying to locate any other hunting expeditions that are trying to catch an Amazon Gorilla. They have heard rumors that a German expedition is nearby and that it is headed by the explorer Ullrich von Drygalski, the son of the more famous Erich von Drygalski. They have also just recently seen a plane leave with the guide Fernando that they were supposed meet, and what seems to be a German officer.

The characters have now found another guide, Eduardo, who introduced himself as a friend of Fernando. What he characters doesn't now, but might of course suspect, is that Eduardo is not really trustworthy. He is on the German payroll, hired to sidetrack the characters. Their guide they hired in Manaus might begin to suspect this, and this will be something for GM to have fun with.

THE GUIDES

Depending on several factors the characters will have one of these two guides with them and they will both be referred to as the guide from Manaus.

La Rocha			
I do it for the money			
Reaction: 6	Defence: 14	Toughness: 12	All other melee: 4
Pain limit: 16	Aura: 5	Courage: 9	All Perceptive skills: 6
Pistol: 4	Rifle: 8	Blades: 7	All Other physical skills: 3
Orientation: 12	Tracking: 9		
He carries a machete (damage +2) and a Holland & Holland .600 Nitro Express with 20 rounds.			

Holland & Holland .600 Nitro Express

Cal.	Mag	Range	Recoil	Dam
.600	2	12	15	15

Marcos Oliviera			
I do it for the money			
Reaction: 4	Defence: 13	Toughness: 8	All other melee: 2
Pain limit: 14	Aura: 1	Courage: 7	All Perceptive skills: 4
Pistol: 6	Rifle: 3	Blades: 4	All Other physical skills: 3
Orientation:6	Tracking:5		
He carries a machete (damage +2) and a Colt M1911 with three mags.			

COLT M1911

Cal.	Mag	Range	Recoil	Dam
.45	7	3	5	6

ADVENTURE START - RUNNING IT STANDALONE

This adventure starts on the morning of February 2, 1938. The characters are in Tefé and have just met up with the guide Eduadro, friend of the guide there were supposed to meet, Fernando. They also has another guide with them from Manaus, La Rocha.

January							February							March						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
					1	2		1	2	3	4	5	6		1	2	3	4	5	6
3	4	5	6	7	8	9	7	8	9	10	11	12	13	7	8	9	10	11	12	13
10	11	12	13	14	15	16	14	15	16	17	18	19	20	14	15	16	17	18	19	20
17	18	19	20	21	22	23	21	22	23	24	25	26	27	21	22	23	24	25	26	27
24	25	26	27	28	29	30	28							28	29	30	31			
31																				
1:●	9:○	16:○	23:○	31:●			8:○	14:○	22:○					2:●	9:○	16:○	24:○	31:●		

ADVENTURE START - AS A SEQUEL

The adventure starts whenever the previous adventure left off, depending on how many days they spent in Manaus, if they missed the first river steamer and other factors.

ADVENTURE START - COMMON

Now the characters can prepare for the journey. Their guide from Manaus and Eduardo seems busy discussing where they should head, which of the many small streams going from the great river they should take. The discussion is sometimes hot, but that is just their half Indian half Mediterranean blood that has a tendency to quickly overheat, but at the same time calm as fast as it heated up.

BUYING EQUIPMENT

If the characters need anymore equipment, and most important of all, they need food, a decent amount of water and bottles to fill with water whenever they find fresh water. Some spare rough clothes might be in order too. A three piece suit and a pith helmet might be good and very British, but not very practical in the jungle. Machetes and mosquito repellents might be worth buying as well. Remember that checks wont work and British pounds will have about one-third of the normal buying power here.

Also, the stores are very limited, specially when it comes to weapons and ammunicions. You cannot get a box of ammo for your Webley here.

A SLOW RIDE AND HIDDEN TRUTHS

When everything is loaded the expedition can leave in the little steam boat with the matching name *Jungle Queen*. The journey will start west, upstreams where they guides have agreed to search for a certain smaller stream going north.

This journey up to the tributary that would lead closer to the Ojo del Diablo is slow and eventless, but during that week of very slow puffing up the river, small isolated events occur that after a while might be added to a bigger picture. From the third evening and onward, when camp is made for the night, let the characters secretly roll, or the GM might roll for them, using *Observation*, *Navigation* or *Sixth-Sense* the perceptive skill used. The difficulty is 25, but it is 1 step easier every night until they reach the tributary, one week later. If a character succeeds, secretly give the player the following information:

You have noticed that you're moving slow, painfully slow, and you think this boat should be able to move faster. You've also noticed that the provisions you bought are disappearing much faster than your calculations, and the direction in which you are heading seems to be a little off.

Depending on which guide they have from Manuas, it will take a longer or shorter time before the guide will approach the character with his observations. If the guide is La Rocha, it will take six days, otherwise it will take seven days. It will not be a direct accusation, but just he is not really sure that they are heading the correct way, and that the supplies are depleting in an alarming rate.

This is the work of Eduardo, who has been handsomely paid by the Germans to keep the characters out of the way. The reason the Germans doesn't just kill them is simple, they don't want to be seen as the evil guys, they are the good guys. Being allied with Brazil which has a gate to the fallen planes that could be explored is a very appealing thought for the German leadership, but they need to establish for themselves facts about how reliable this volcano is.

If the characters discuss this in secret with their own guide, he will admit that this seems very odd and that he has mentioned this already the second day to Eduardo, who got a strange look in his face when he did.

If the characters just get rid of Eduardo, go to *Lost in the Woods*.

The characters can confront Eduardo with the accusations, even threaten him with guns and this will dramatically change the situation. He will not reveal his plans, only that he was paid and threatened to *take care of unwanted competition*. He will however fight if threatened, and fight for survival. If he feels threatened he will try to take the boat and the supplies and flee, or fight for it. If a fight will arise, GM so see to that Eduardo, wounded or not, as a last resort tries to swim away, and get eaten by Piranhas, a very theatrical effect.

If the characters catch him off guard and capture him, he will try to escape, and if they take him with them, he will constantly whine about being hungry, being thirsty, needing to go to the forest alone to take a leak, just to annoy the characters to boredom.

If the characters bring this up secretly with Eduardo, he will accuse their guide from Manuas for stealing the food but he would state that the boat cannot go any faster because the steam engine is very old and would break under more strain. Also, he would say that they choose the route to avoid water falls, asking the characters if they are up to carrying the boat 800 yards down a steep cliff. It require a successful *Judge of Character 25* to see through the lies of Eduardo.

Eduardo			
Follow the money			
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

THE WATERFALL TRAP

This awful event can be avoided if the characters get rid of Eduardo before this happens. I that case continue directly to the Lost in the woods part.

If the characters just follow the ride, after one week on the river, the boat will turn north on a narrow tributary. Here, the forest is even more dense and humid, and the rain suddenly came back again, making the journey an exercise in bailing the boat, as the rain threatens to fill the boat. The water doesn't look very pleasant either, as when a piece of bread is tossed over board, the water explodes when the Piranhas tries to feed on it.

An *Observation 20* will reveal the sound of running water somewhere ahead. If Eduardo is asked about it he answers: "Yes I know, we will soon turn into a slower stream, no problema."

A successful *Psychology 20* will reveal that the guide from Manuas look a bit worried too. Then they pass a Y-intersection in the stream, and suddenly when the boat pass under a low hanging branch, Eduardo quickly jumps and grabs the branch, leaving the characters and the guide in the boat which quickly turns into the left tributary where the water runs much faster. Eduardo shouts from behind: "Good luck British pigs."

The Fall Map

- (1) This is the point from which the Jungle Queen travels.
- (2) This is where Eduardo jumps off.
- (3) This is the fall.

When Eduardo jumps of the boat and leave the control, it is quickly caught by the stronger surface stream driving it towards the fall (3).

Everyone in the boat has to roll a *Reaction 20* to be able to act directly, anyone failing will have to wait until the boat has drifted into the smaller stream before they can act.

Eduardo will quickly run to the east, cross a few streams then locate a small motor boat that he has hidden here just in case he had to escape some day.

It will take about 30 seconds for the boat to reach the fall if nothing is done to prevent the catastrophe. The guide from Manuas will fail his *Reaction* roll as he was caught off guard as everyone else. Then he will try to save himself by the swimming alternative.

This will be an interesting journey, fast but short. The waterfall is up ahead and is very dangerous, but the boat can still be saved with some skills. The options are many, but here are a few alternatives listed. Each of the actual saving skill has two chances, and you need at least one success or you will end up in the waterfall, which might be the last thing you ever do. There are some skills that can be used to improve your chances to survive. Remember that there are no Piranhas here, and that the guide will be first to jump into the water as a hint about that.

GM has to remember that the players cannot sit down and analyse the situation, they need to rather quickly decided their actions.

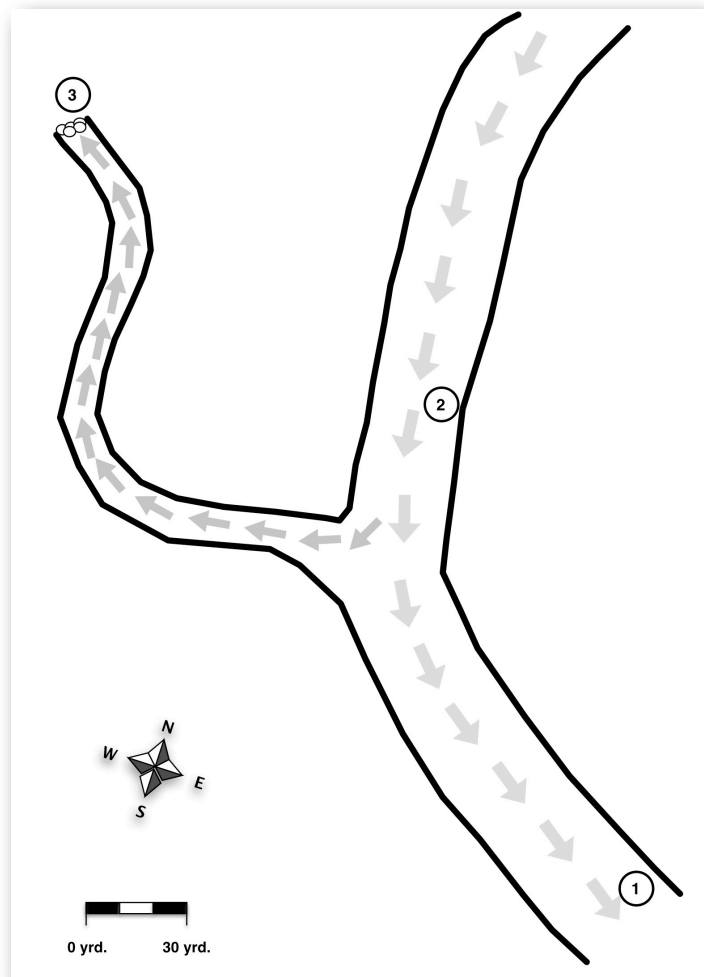
First some skills that might give some bonuses to the actual saving skills checks:

{*Geography 10*} A success mean that you quickly estimated where the shore will be shallow and tell anyone steering the boat to aim for that spot, giving him a +2 bonus on his die rolls.

{*Fishing 15*} Reading those fishing magazines and books have taught you that the water is calmer behind large rocks. Anyone swimming or steering the boat will gain a +2 bonus when you tell them that.

{*Observation 15*} You see a long branch hanging out over the water ahead. Anyone notified about it will gain a +3 bonus to jumping or throwing a line.

{*Agility 10*} If you choose to swim, jump or throw a line, you gain a +2 bonus because you make a perfect jump away from the boat.



{*Endurance 15* or *Strength 15*} Your sheer power and energy gives you a +3 bonus on steering or throwing a line.

The actual saving actions (two rolls on the action chosen):

Steering the boat and throw a line can be done by several characters aiding each other, and everyone helping will add 2 to the die roll of the character performing the task. As you see, this is a team building exercise.

Steer the boat - save the boat

{*Boats 10* or *Ships 15*} to steer towards land, saving all equipment and supplies, you'll be the hero for the day, and you and everyone helping you are rewarded right now with one extra experience point.

Throw a line - save the boat

{*Throwing 15*} to throw a line with the anchor at the end onto the ground to hook it to a tree and that way secure the boat, then slowly pull her to the shore. This will save the boat and all equipment and supplies, you'll be the hero for the day, and you and everyone helping you are rewarded right now with one extra experience point.

Swim to the shore - save yourself

{*Swimming 15*} to jump into the water and swim ashore, leaving any gear behind. The difficulty increase by one for each 2 pounds of gear picked up, and failure isn't an option.

Jump to a tree - save yourself

{*Agility 15*} to jump and try to grab one of the branches that hangs over the water, leaving all gear behind. The difficulty increase by one for each 2 pounds of gear picked up, and failure isn't an option.

SUCCESS

Everyone saved and who not fell down the waterfall will hear (*Observation 5*) in the distance to the East the sound of a small motor moving away.

FAILURE

Any character going down the waterfall takes two rounds of damage of $1d20 + 7$ damage, and if the character is stunned, there is a -5 penalty to *Swimming*. To swim to the shore requires a *Swimming 10*. If the boat goes down the fall, it is damaged beyond repair, and for supplies, 15% can be rescued.

LOST IN THE WOODS

The characters are now about a week with boat into the wild jungle of the Amazon River. They might or might not have their guide from Manaus with them, and they might be out of boat and out of supplies. If they don't have a guide, they have to rely on their own *Orientation* skills. For food, *Fishing* is a good skill, so is any *Aiming* skills, but snake soup is boring in the long run. Other skills as required.

KEEP CALM AND CARRY ON

As the character will travel up streams, a raft of any kind will be very difficult to travel, but it might be worth a try, at least they will have fun building it. The guide will, if asked, suggest that they move on foot along the river on this side. A raft will require a successful *Endurance 15* every hour or the two persons pushing it will need a rest. Unless they have some Olympic athletes in the group, going by foot will be faster. Building a raft will take about two days, as long as there are enough available tools.

THE HEAD HUNTERS

After about two days of either walking or rafting or three days boating, the following will happen. Read or paraphrase the following text:

For boating or rafting:

As you slowly move along the river, you all hear some howling sounds from the river banks on both sides. When you look up you see several short Indian looking men wearing nothing but loin cloth and they are all armed with spears and blow pipes.

For walking:

As you slowly walk along the riverside, you all hear some howling sounds around you. When you look up you see several short Indian looking men wearing nothing but loin cloth and they are all armed with spears and blow pipes.

An *Observation 15* to notice the small shrunk heads that some of the men have hanging in a belt around the waist. If they guide is still with them, he will quickly raise his hands over his head and tries discretely to make the characters to do the same. A *Judge of Character 10* will say he is very trustworthy when it comes to this. A *Psychology 15* will reveal that he is genuinely scared too. If someone pulls up a gun (*Courage 15* to do that) the Indians will instantly fire blow pipe dart at the characters, warning shots over their heads.

This can either be a stupid downhill battle for the characters which will end the adventure here, just look at the odds, or they will surrender and be brought to the head hunters village.

Head Hunter Warrior			
Reaction: 4	Defence: 18	Toughness: 8	All other melee: 3
Pain limit: 14	Aura: 8	Courage: 12	All Perceptive skills: 3
Blades: 6	Blowpipe: 5	Observation: 12	All Other physical skills: 3
Stealth: 10	Swimming: 8	Athletics: 8	
Armed with Spear (damage +2), Blowpipe and Machete (damage +2)			

BLOW PIPE

Cal.	Mag	Range	Recoil	Dam
-	1	3	0	2*

* The blow pipe dart is dipped in Curare poison and anyone hit will have to succeed with an *Endurance 25* or be paralysed, or really the inverse, all muscles become totally relaxed, and the character is incapable of taking any actions at all. The poison will not kill and wears off after 10+1d20 hours.

MYTH ON HEAD HUNTERS

A successful *Myths 10* will give the following brief information:

Head hunters are very rare in South America but more common in Borneo. They are known to take heads of important enemies they kill. They reserve them by removing the skull and drying the heads and use them to decorate their garments.

MEETING THE CHIEF

Now the characters, conscious or not, are brought to the natives village, deep in the forest. There, they are put in a huge roofed cage in the centre of the village, and the natives are looking at them with curiosity. They are stripped of everything except underwear, and any interesting items they might have carried like a cigarette lighter, a flashlight, glasses or a watch is investigated by the natives.

The cage is very strong but a Strength 30 will break it open. Such an attempt, even a failed one will alert the natives watching the cage, sending a dart at the character. The door is massive and closed with heavy wooden bars on the outside, out of reach for any captives inside.

GM Note:

GM should take this opportunity to have a little fun, like some native setting fire to his hair with a lighter or putting on reading glasses and walking into a palm tree. We all need a little slap stick comedy now and then.

After a few hours when the sun starts to set, the natives start to build a huge bonfire. They are all dancing and cheering and singing while they prepare the bonfire.

Now comes the big moment, the natives are all dancing around the cage, looking and pointing at the characters and the guide inside. The guide looks very scared.

GM should now choose which of the characters the natives choose and they will bring that character with them. The character is blindfolded and carried away.

When the blindfold is removed, he is inside a small hut. In front of the character, on a crate that doesn't look at all native sits a gramophone with a record on. The record is German, Charles Kullmann: "*Schön ist jeder Tag den du mir schenkst, Marie-Luise*". The natives are pointing at it and have eager looks on their faces. A quick check (*Observation 5*) will reveal that it looks broken.

Anyone with some technical skills like *Carpentry*, *Lock Picking* or *Mechanics* at a moderate difficulty of 10 might be able to fix it, at least temporarily. An *Observation 10* will reveal that the hut is full of different items belonging to the modern civilisation, probably garbage from different hunting expeditions.

The chosen character can now try to communicate with the natives to either tell them he needs to talk to his friends and find out if someone else can fix it, or that he needs to dig around among their precious loot to find something useful.

I need to talk to my friends

This action requires some *Acting*, *Psychology* or *Charm* at level 10 or some great roleplaying to succeed. Every failed attempt will just make the natives a little more aggressive, but they won't attack the character unless provoked. When the character has successfully convinced the natives that he must see his friends, he will once again be blindfolded and led to the cage where the blindfold will be removed. He can now discuss with his friends and then he will trade place with the character that will do the job. The procedure with the blindfold will of course happen again.

I need to look in the loot piles

This action requires some *Acting* or *Mechanics* at level 10 or some great roleplaying to succeed. A Searching 10 is required to locate some useable parts like some metal wire, a tin can and some tools, like a screw driver and a plier. The tools are German and it looks like the natives have raided at least one expedition camp to collect all that.

Performing the repair

With all required parts and tools a successful *Carpentry*, *Lock Picking* or *Mechanics* the gramophone will now work. The success rate do judge how well it will work. An *oh dear* roll will break something else and making the repair 5 steps more difficult.

When it works, the natives will bring in an old man, and a successful *History 10*, *Religion 15* or *Myths 15* will tell the character that this is the chief. The character can now use an *Instruct 15* to try to teach the chief how to use it without breaking it. If this succeeds the chief will give the characters a bonus in the next scene.

Now if the gramophone is repaired, the characters are still kept in the cage, even the one making the repair, but they are well fed. The natives brings the gramophone out to the bonfire and play that dreadful German record repeatedly, all night and all day.

YOU HELP ME - I HELP YOU

When the feast seems to be over, the chief comes up to the cage, and tries to ask something. He shows you a piece of plank with a white border in the middle that makes it look like a tennis court. On one side he has drawn what looks like the gramophone, and the other side is empty. Now he point at himself, saying Onakko, then at the board where the gramophone is. He then points at the empty side, then at the characters. This is a traditional trading plank, used when the natives trade with other tribes.

This can be really fun when the players tries to combine acting and drawing and a massive amount of roleplaying to try to describe what they want to trade with.

GM Note:

The natives are well aware of the existence of the Amazon Gorillas and fear them very much. Normally these naives respect wild life, but the Amazon Fallen Gorillas is an exception. Tribal medicine men usually possess some spiritual gifts and the can sense the evil these monsters are surrounded with. They gladly trade a guide guiding the characters to Ojo del Diablo, or as they call it, Ginga Tomo. They try to explain that it is not very far, just ten sunsets with canoe to the Southeast.

The chief will as he gradually understands what the characters are asking for, add items to the characters side of the trade plank.

- He will add one canoe per character, not including the guide.
- He will add one native warrior per canoe.
- He will add what looks like food and drink.
- The guide is offered to stay with the tribe until the characters comes back to help the natives with many of the other modern items they have collected.

During this negotiation, a woman arrives with the characters clothes, all washed up according to native standards. A large basket will all equipment is also brought forward, and the chief points at the trade plank showing that this is also included.

So, when the deal is done, the characters are let out of the cage and invited to a dance around the now long gone bonfire to the German record. If the characters still have the Jungle Queen, she will stay as she is too slow.

BACK ON TRACK

Now the journey can continue and each character will travel together with a native in canoes. The communication is limited but after a day or two names and simple words like eat (nama), sleep (oroko) and camp (tabokti) can be understood. As some players insist in asking "What is his name?", here are the names of the native guides: *Moromi, Nahuda, Bvalo, Norok, Ghondo, Kmani & Zwaruh*. Just use as many names as you need.

The canoes are surprisingly fast compared to the Jungle Queen, and the natives paddle all day with only short breaks for food and rest. As they travel up streams, at several occasions the characters and the natives have to carry the canoes up along rather steep cliffs to bypass water falls, but it is not as trying to carry the Jungle Queen. They also stay away from the main river and take smaller streams then carry the canoes across the forest to another stream. These natives really know how to move fast.

The natives have some kind of cream they smear on the self that seems to be a very effective mosquito repellent. The character are offered to use it and it smells like something just died on you, but it really keeps those annoying insects at bay.

On the third day, suddenly the natives go all pale, they all say *Ginga Tomo! Ginga Tomo!*. An Observation 25 will make the characters notice the small waves in the river and hear a faint vibrating sounds from the woods.

After about ten days of travelling, they see a huge tall mountain. It has been impossible to see it because of all the forest until now when they are very close. The natives point at it and say "Ginga Tomo".

The canoes are beached and the natives say *taboki* and points into up ahead in the woods, trying to tell the characters to move in that direction. The natives start to make the usual camp close to the river.

THE DEAD CAMP

Sunday, February 20, 1938. When the characters walk in the direction pointed out by the natives, they reach a large man made clearing aft about 500 yards. The original clearing is probably hundreds of years old, as an old Mayan or Incan temple is standing in the far end of the clearing. Several large trees have been cut down to form some kind of barricade, but by the look of it you cannot say it was very effective. On the outside of the barrier, where the characters are coming are ten newly dug graves.

The camp, or what is left of it is torn to pieces. Shredded crates and tents all over the place, and several bodies torn in pieces as well, most of them seems to be half Indians, but some distinctively European, probably German. There are a lot to see and find here are things that can be found using suitable skills. The most astonishing is that moored on top of the old temple is a small air ship.

- { Searching 15 in the camp } In one of the destroyed tents are two crates with dynamite sticks, fuses and detonators.
- { Searching 15 in the camp } There are some chewed and bloody diaries in one of the tents. The name Ullrich von Drygalski can be read on the outside on one of them.
- { Read German 10 } The diaries talks about using dynamite to artificially generate a small earth quake, large enough to open the gate but small enough not to destroy the cave.
- { Read German 10 } The last note says something about tomorrow will we make it happen, this is the big one. The note was written on February 13.
- { Observation 10 The temple } It looks like grave robbers and tomb raiders have been here on more than one occasion. Several holes have been blown in the walls.
- { Tracking 10 } Tracks from many humans seems to lead back and forth in the direction of the Ojo Del Diablo, but there are some really huge tracks leading towards the camp,
- { Tracking 10 } A small trail has been formed in the jungle going Northwest from the camp.
- { Observation 15 } Moaning sounds can be heard from one of the smashed tents. Inside the tent lies a mortally wounded German.
- { Speak German 5 } Beware of the monster. We caught one and lost ten men during the capture. It had a friend though. It came last night, killing everyone. We were left as rear guard, and they will radio us when they have reached Tefé. The German faints, and dies.
- { Searching 5 } Rifles, Kar-98 and ammunition is everywhere. Even Lugers can easily be found.
- { Searching 15 } Under a pile of smashed crates is a box with two Holland & Holland .600 Nitro Express and an ammo box of 40 rounds.
- { Searching 15 } An almost intact military explosives field manual, in German. A Successful Read German 20 to gain +1 in explosives.

OJO DEL DIABLO

Now the characters are finally here, Ojo Del Diablo. During the one mile walk from the camp, nature shifts from green and moist rain forest into dark and black volcanic rock and ashes. When they follow the trail they see in the distance what looks like a cave opening with several obelisks on both sides. An *Observation 15* will reveal that it looks like under the ashes are very old flagstones, like this was once a paved road. A quick *Orientation 10* will say that the road goes in a straight line between the cave opening and the temple.

When the characters come closer, they hear a roar, and another one, and then they see a huge beast coming rushing out of the cave opening. The Gorilla is really angry and will not think smart, just charge.

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. The Fallen Gorilla is immune to the effects of curare, instead of being poisoned, it takes twenty points of damage when hit by a curare poisoned weapon.				

Anyone shouting "A killer kangaroo!" will get a free beer when and if they make it back to London. The Fallen Amazon Gorilla is really mad and his bloodlust is still cooking since he ravaged the German expedition camp when he realised his friend has been captured. He is still waiting for more Amazon Gorillas to arrive before they will go hunter hunting.

This might be a really tough fight, but the natives have been keeping a close eye on the characters, so when the combat begins, two of the five natives join the battle.

After the fight, the characters hopefully will try to blow the cave opening. It will require a successful *Explosives 10* to plant the explosives, connect the detonator and cut a long enough fuse. This is not where a *oh dear* roll is optimal.

If done correctly, the explosion will collapse the cave, preventing any more Fallen Gorillas from escaping, but there is a problem, the Germans probably have one captured.

THE GREAT ESCAPE

The characters now can choose to go with the natives, which will take them to Tefé if they successfully can explain that using *Acting 15* or *Drawing 15* or they can go by air ship. To fly the airship, some skills in *Aeroplanes* is required. If none of the characters has it, there are two solutions:

- (1) One of them will suddenly remember that he saw a German air ship instruction manual in the camp, and runs to read it. He will suddenly feel that this is what he should have been doing all his life, it is just so simple and it's like he has a gift for it, and that is exactly what he has. Give him the Gift *Born to fly 5*.
- (2) There is a very frightened German pilot hiding in the cabin. He saw the carnage last night but is too afraid to fly away, orders are orders. He can be persuaded to fly them to Tefé.

The air ship cabin is full of maps to the navigation will be rather simple, a *Navigation 10* is required though.

Using the air ship is rather simple, and the natives look at the characters with amazed faces when they take off. The natives won't go near the old temple, saying *Tomo Tomo*, which means very evil on their language.

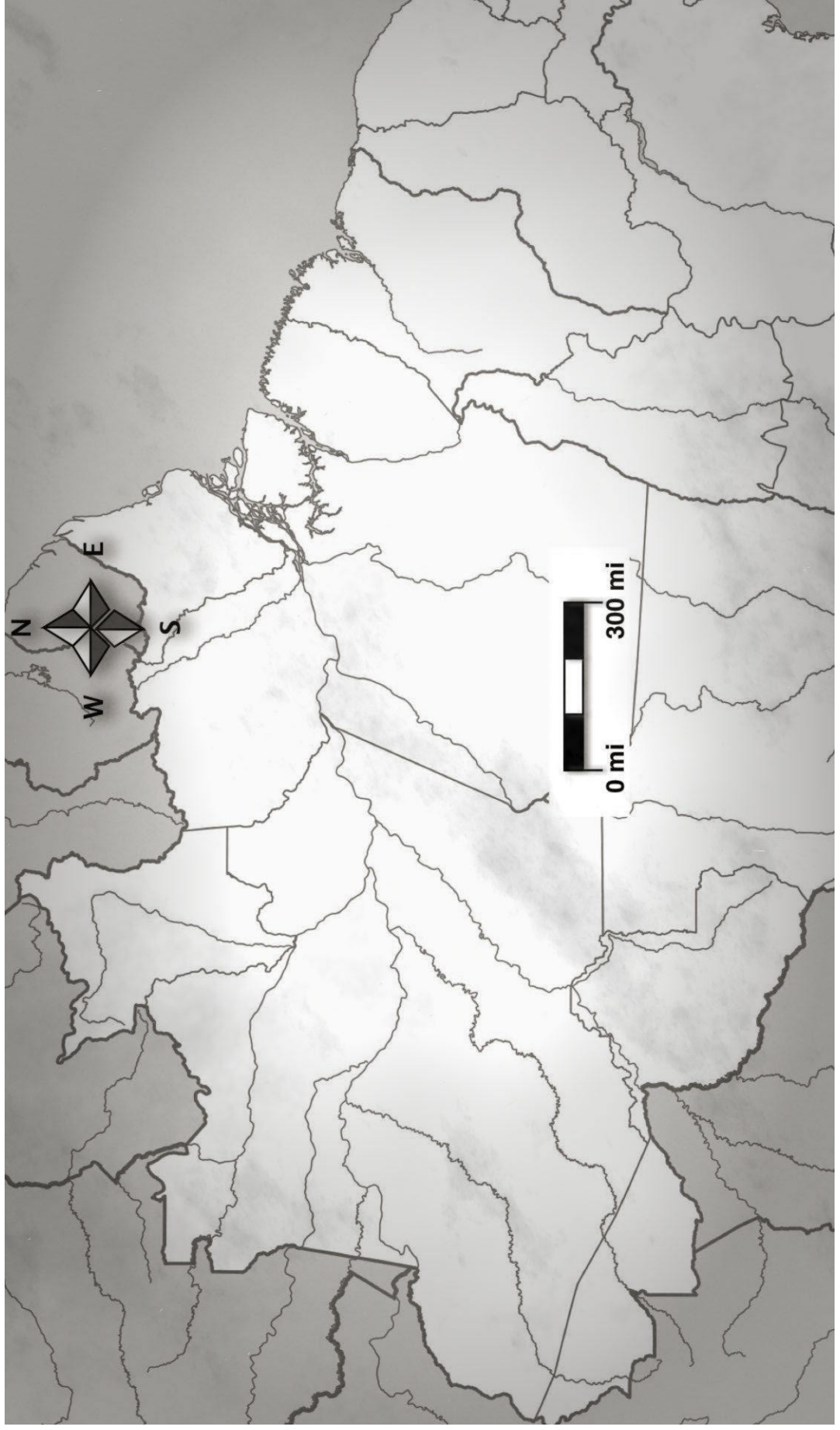
If they go with the natives they will be set off beside a small stream in a clearing about 4 miles south of Tefé. The natives won't go any further. They bow, smile and then disappear on the stream in their canoes. This will be on February 25.

If they go by air ship, they will make it to the clearing south of Tefé in just two days, and will arrive on February 22.

The German land expedition arrived on February 21 and loaded the cage and most of the expedition onto a chartered river steamer that will take them down to Manaus. Some of the Germans are still in Tefé.

To be continued...

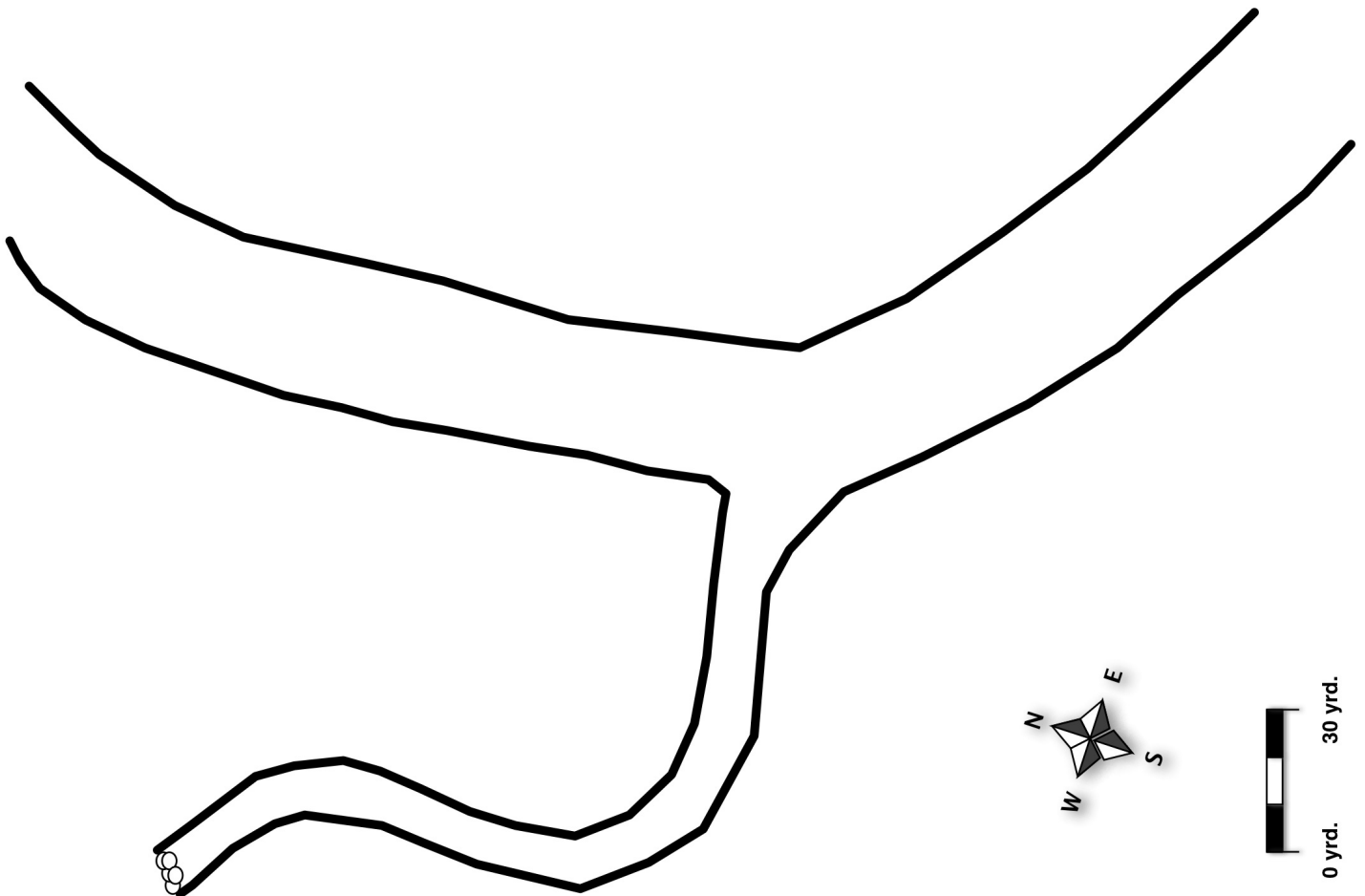
Brazil Map



On the river



The Fall



A Head hunter



The Chief



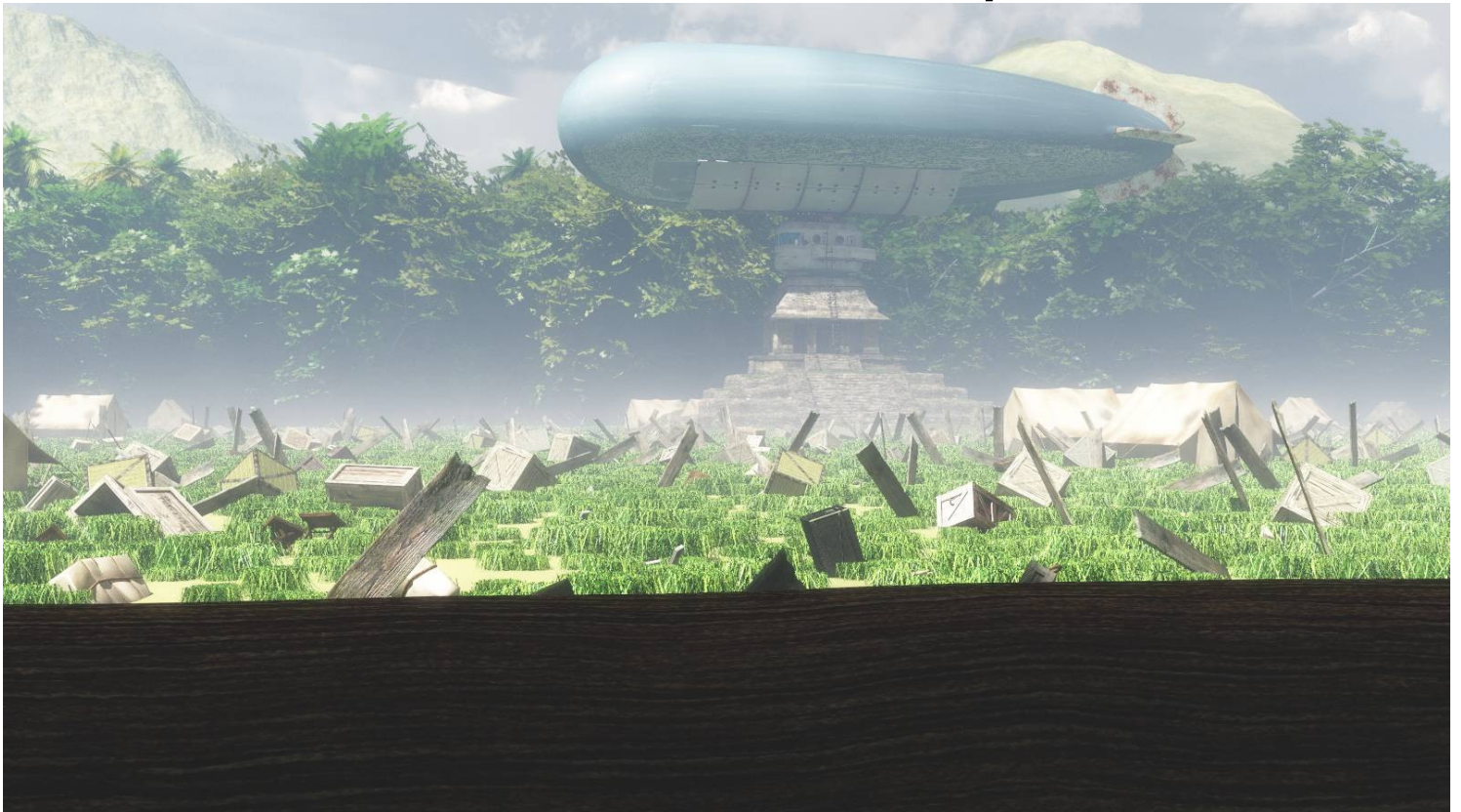
The tradeplank



The gramophone



The smashed camp



The Volcano cave



The Flight

