

Lurking Dangers

No. 10007

Registered at G.P.O. as a Newspaper

ONE PENNY

Where Gorillas Roar

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 baby carriage

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and Mrs. William
Perderson

They were last heard of months ago at Anstey, N.Y. before their baby was taken ill and sent to hospital—and to help in the search an S.O.B. for there was broadcast last night.

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 surveilling like dogs over a loose chest 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

Where Gorillas Roar

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 players.
This is the fourth adventure in the Lurking Dangers series, and a sequel to
episode #3 - Art Of War

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.*

Designer notes:

I'm sorry for the little anachronism at the end but I could not find a 3D model of a 30's pontoon civilian airplane with at least two seats. This plane is about 8 years too new, but even Indiana Jones is full of anachronisms.

TABLE OF CONTENTS

ADVENTURE BACKGROUND	4
ADVENTURE START	4
OVERVIEW MAP FOR THE ADVENTURE	5
Map explanation	5
ADVENTURE SYNOPSIS	5
MANAUS - BRAZIL	6
IT'S A LONG LONG WAY TO TIPPERARY, EHH MANAUS	6
APPROACHING MANAUS	7
MANAUS	7
Asking about Germans	7
Asking about Gorillas or other strange animals	7
Asking about hunters	8
Asking about Ojo del Diablo or Volcanos	8
CAPERINIO BAR	8
Asking Romeo what's going on in Manaus	8
CASA DE CACADOR (HUNTER'S HOUSE)	10
MEETING LA ROCHA	12
BOOKING A STEAMER TICKET	13
ALL ONBOARD	13
PEEK-A-BOO ON A BOAT	13
Helmut von Mitterbach	14
Ex Gangster Nicolas Brewster	15
The bragging French big game hunter	16
The over-amorous miss Carter	16
The thief	17
COARI	18
Hunting or Gorillas or Germans	18
Meeting Luigi Montalbano	18
TEFÈ	19
LOOKING FOR FERNANDO	19
ON THE RIGHT TRAIL	19
SCOUTING THE AREA	19
LOS OUTCASTS AND THE PYTHON BAR	19
TAKE OFF	20
FINDING A NEW GUIDE	20

ADVENTURE BACKGROUND

This adventure can either be run as a stand alone adventure or as the sequel to Lurking Dangers - Art Of War.

The information obtained from the notebook of Professor Claude Bousquet in Porto Erina contained some information that just could not be left without action. According to his notes, there is a volcano deep within the Amazon jungle named Ojo del Diablo, The Devil's eye. The heart of that volcano seems to be a source for Fallens, at least Fallen Gorillas, and this has to be investigated by the expertise of Operation: Fallen Reich.

The Germans had Professor Claude Bousquet for a long time, as his research was very interesting because it involved one of SS most secret missions, the creation of endless of soldiers who would willingly die without causing any problems on the home front with sorrow or grief.

Germany have sent their own expedition to Brazil already and they are slowly working their way across the jungles to where the mythical Ojo del Diablo is supposed to be found. The German expedition is headed by the explorer Ullrich von Drygalski, the son of the more famous Erich von Drygalski.

ADVENTURE START

This adventure starts on Friday, January 21, 1938. The characters have been informed that they are to take a long journey by sea, destination unknown, and they should pack tropical suits for the occasion. They have now been summoned in the briefing room by Sir Geoffrey Beaufort.

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:●		

Briefing by the commanding officer Sir Geoffrey Beaufort:

Living in the jungles are many different local tribes, remains of the old red Indian population. They are excellent trappers and hunters, and are often hired for difficult tasks. In 1936, the Devil's eye had an eruption, which we now know released at least one Fallen Gorilla into this world, but we have no clue how, and the notes by Professor Claude Bousquet were very vague on that matter. We do know that several groups of bounty hunters sailed from Europe and from the USA to try to catch an Amazon Gorilla, as the bounty paid by Professor Claude Bousquet and his research was huge. We are talking about a bounty of about six thousand pounds sterling.

(GM Note: This would today have the buying power of approximately £ 300,000)

With such money, both individuals and more shady groups probably went out hunting, and some probably still are. As we all know that these beasts are very dangerous, and so is the jungle itself, several might have died.

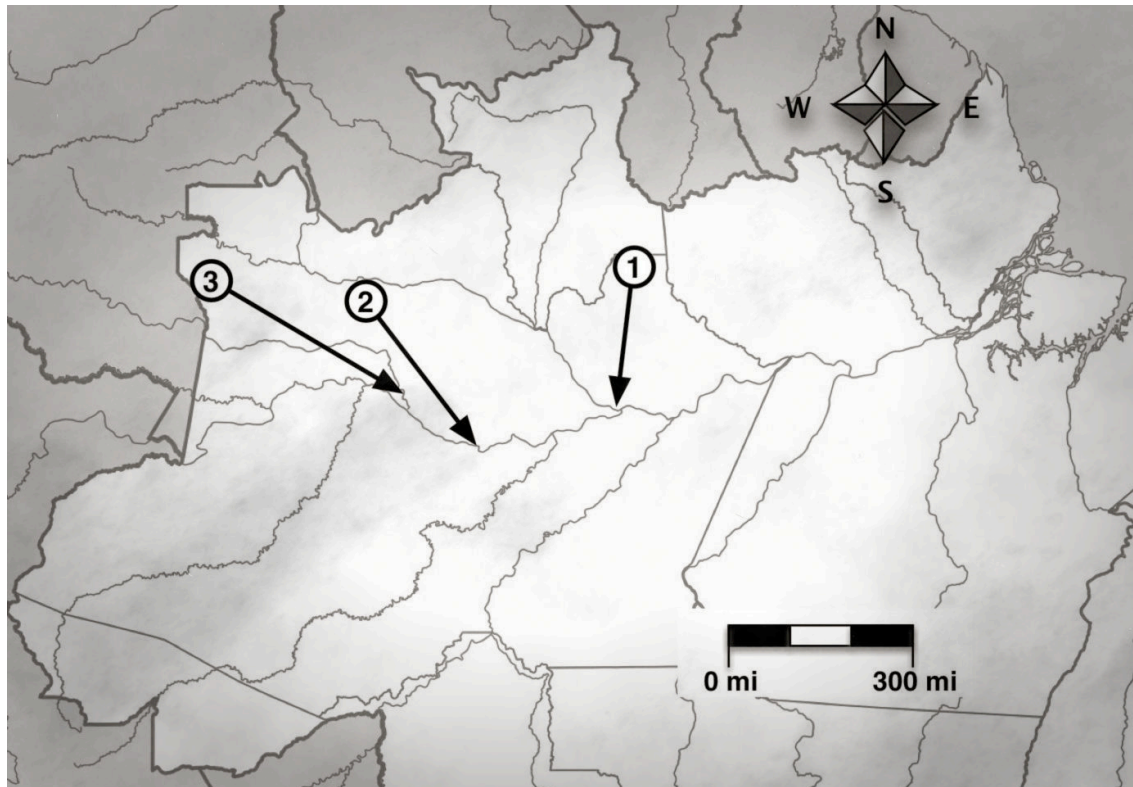
Brazil is a rather unstable country after a series of revolutions. Soviet supported communists openly fight with the green shirted fascist inspired Integralistas. At the same time Brazil is a major trade partner with several powers in Europe, among them Germany, but also with the USA, and we do not want to cause a diplomatic incident that will tip the bias over to the German side. The country is currently ruled by the military dictator Getúlio Vargas, who recently denounced a communist coup. The elections that was supposed to have been held this week are now postponed and he closed the Congress and established a new constitution that will give him control of the legislature and judiciary.

So, your mission is clearly rather simple, and at the same time complex. We want to know if anyone else is paying for Amazon Gorillas, and we want to be sure that anyone still searching will stop doing that.

We cannot take any action against a volcano without stirring up hornet's nest in the diplomatic corridors, but we can hopefully stop the active searching for the Amazon Gorillas conclusively. What the experiments by Professor Claude Bousquet taught us is that if someone can control and breed those, I wouldn't even wanna think about it, an army of slightly trained monkeys.

You will be sailing aboard HMS Nelson who will be part of a naval visit to Manaus in Brazil, half way up the Amazon River and one of the largest naval ports in Brazil. The fleet leaves tomorrow at noon from Portsmouth, you have about a day to wrap things up here and gear up, dismissed.

OVERVIEW MAP FOR THE ADVENTURE



Adventure map

Map explanation

- (1) Manaus
- (2) Coari
- (3) Tefé

ADVENTURE SYNOPSIS

This adventure will take the characters to the small town of Tefé deep in the Amazon jungles. There they will hopefully find a guide that will help them further. The next adventure in this series is called Heart Of The Jungle. The road, or river to Tefé is winding and dangerous, just like your players like it.

MANAUS - BRAZIL

History 10 or Info Searching 10 to know this about the destination:

You have all heard stories about the rubber city of Manaus, the first city in South America to be electrified, all because the huge income from rubber, being the worlds largest rubber exporter. That was something our beloved Great Britain changed at the end of the last century when Henry Wickham smuggled out 70000 rubber tree seeds and started plantations in Ceylon and India. The people of Manaus lost everything they built up and hate the British from the very bottom of their hearts.

The reason the fleet even sail to Manaus is that Brazil is constructing a naval base here as some kind of compensation to the people who now suffers over 50% unemployment and is very now very poor. Many have left for the farms in the southern part of the country, leaving a dead boomtown with abandoned houses, warehoused and industries.

There are no road connections to the coastal or southern parts, the only roads here leads into the Amazon jungle. Most of the rubber was shipped on the river from collecting points up stream.

There are many people here, specially among the elders, who would not hesitate to put a machete between the ribs on a British sailor just to even the score a little. Many of them saw their lives ruined in the beginning of the century when the cheaper British rubber overtook the market.

IT'S A LONG LONG WAY TO TIPPERARY, EHH MANAUS

The fleet detachment from the home fleet consists of the battleship HMS Nelson which also is the flagship, one light cruiser, three destroyers and two bunker ships with supplies.

It will take about 8 days to cross the Atlantic Ocean where fleet can hold a higher speed, but on the Amazon River the speed will go down to about 12 knots, and it will be another five days on the Amazon river before the fleet reaches Manaus.

On the journey the characters will have plenty of time for tea and biscuits, and for those who need a real adrenaline rush, there are bridge tables in the upper mess almost every evening. Time will pass rather uneventful on the trip to Manaus, except for the weak of stomach who cant stand some rolling ships. The 8 days crossing the Atlantic Ocean in rather bad weather will require an *Endurance 15* not to be totally wasted by sea sickness. The five days up the Amazon River on the other hand is a psychological challenge due to 5 days of cloudy skies and mosquitos everywhere. It requires a *Toughness 10* to not be broken down by the mosquitos that is everywhere all the time. Anyone either seasick or broken down by rain will suffer a penalty when the characters leave the fleet. The penalty is -2 for each failure (seasick or broken), and it will require a successful *Courage 15* at the end of the day to reduce the penalty by one. So, a really failed character would have a -4 penalty and that would take at least 4 days to shake off.

APPROACHING MANAUS

It is afternoon, Tuesday, February 3, 1938, and the clouds have finally scattered and the sun is visible for the first time, which will make the mosquitos to keep in the shadows. Just before the fleet arrive to docks, the fleet commander pass orders to the commanding officers to warn the crew about a few things here, this is the message heard on every ship intercom:

Attention!

Jolly good afternoon sailors, this is the captain speaking. We are now about to make port here in Brazil, in Manaus. A few warnings, and this time you should listen carefully.

One - make no trouble with the locals, we're here to show how friendly we are, not to make war.

Two - Stay away from the girls, many carries diseases you have never even heard of, but you will be painfully aware of them if you ignore my warnings.

Three - Some people here have a grudge against British people, so never walk alone and never walk in dark back alleys.

Four - Do not cross any of the rivers Rio Negra to the West or Rio Amazon to the South. We're only allowed to stay in the main city.

That's all for now. At ease sailors.

MANAUS

Now the characters are on their own. They now have to try to find some leads to where to head further. The next section will help GM with answers and events while they try to seek out the truth. Remember that there are both German agents and hostile Brazilians on Manaus. Asking should be done where people talk, in bars or hotels, not just ask the man in the street, he just wont answer. Bartenders and hotel desk clerks will talk, and they know a lot. There are also some taxis in town, cheap and cabbies also knows a lot what goes around.

GM can choose and alternate among the interactive skills depending on the approach the characters take, the difficulty is 20 when using English and 15 when using French, German, Italian, Spanish or Portuguese. Each attempt on a certain question will render an answer, pick them top down in each category. To succeed on a foreign language it requires a successful result of 5 or more, and anyone with at least 5 won't have to roll a die for every attempt, it is just boring rolls.

Asking about Germans

- We have many German merchants here. They buy some of our rubber, so we now make a little money.
- Germans pass through here all the time to go and visit the rubber tree harvest.
- If you want to know what goes around in Manaus, you should talk to Romeo. You'll can find him at the Caperinio Bar in the harbour district.

Asking about Gorillas or other strange animals

- Who do you think you are coming here asking those questions? Are you mad? What happens in the jungle stays in the jungle as we say here.
- I've heard rumours of three headed lizards and two headed birds, but gorillas? Don't they live in Africa
- There was some hunters here a year ago or two, asking the same questions. Rough looking men, I think they hired a guide down at Casa de Caçador (Hunter's House).

Asking about hunters

- They come here sometimes on their way to the jungle. They think they hunting is a game, they don't understand what a lady like the Amazon jungle can do to a man's head. You stay there a few months, you either die or go crazy.
- There was quite a lot of them a few years back, many passed here to take a river steamer into the jungle, but very few came back. You should ask down at Casa de Caçador (Hunter's House).

Asking about Ojo del Diablo or Volcanos

- Never heard of it, but it sounds like no place for man to visit. In the jungle many strange things are hidden. I think you need to ask someone closer to the real jungle. Try up the river a week or so by boat.
- Why is everybody so interested in Ojo del Diablo / Volcanos nowadays? I had a group of Germans asking the same questions just a month ago. I told them to go to Tefé, the river town. Many tales are passed in the evenings at the bars there.

CAPERINIO BAR

The Caperinio Bar is a run down place, and it looks like the place where you go to spice up your life by getting robbed or killed. The bar is open from noon to sunup (6 a.m.), but there are hardly any people here before 6 p.m. Romeo works in the bar from 8 p.m. to 3 a.m. every day.

Asking Romeo what's going on in Manaus

First, to get his attention if you aren't a young beautiful woman (*Attractiveness 10* to succeed), you need to buy some of his more expensive drinks, tip him well and then compliment him for his excellent bartender skills. *Charm 15* or *Acting 20* to get his attention. Remember that speaking British English will increase the difficulty by 5. You can get away by adding an American accent with a successful *Acting 5*.

Romeo			
For the money			
Reaction:3	Defence: 11	Toughness: 3	All other melee:1
Pain limit: 11	Aura: 2	Courage: 6	All Perceptive skills: 2
Pistol: 1	Blades: 2	Charm: 10	All Other physical skills: 4
JoC: 4	Bartender: 9	Attractiveness: 11	
He carries a Colt M1911 with 1 extra clips and a knife.			

COLT M1911

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

- So, you strangers come to Romeo for the latest gossip? You are smart people or you have good connections in this city, or both. Many things are happening here. The Germans are buying our rubber so we get a little money rolling into this dump again, making my life easier as there is more money in circulation. The girls now work the streets again with all those wealthy German businessmen coming here, and now we got the British fleet on a visit, thousands of horny sailors. My girls will have to work overtime. By the way, are you here to buy rubber or here for the bounties? Let me guess.

GM Note:

Depending on the characters look and style, Romeo will make a qualified guess, rubber or bounties. The characters can now accept or deny his guess, the result of that will control what Romeo says next.

Rubber it is

Are you interested in some girls to follow you on your boring journey to the rubber harvest? They will be good company and do everything you ask for; I will give you a good price, a very good price.

Bounties it is

You need a good guide that will not leave you when the going gets tough. I know just the right person, you will find him at The Python Bar in Tefé, the river town. Ask for Fernando and say Romeo sent you. Going to Tefé can be a challenge of its own. You should check at Casa De Cacador for a good guide.

GM Note:

Romeo will answer special questions but if the characters are going too far or being too nosy, he will just say that he got a job to do and if they want something more to drink, he'll be back.

Romeo's answers

{ The Bounties }

Everyone here knows about the bounties, everyone that matters that is. Some Europeans have set out huge bounties for some special catches in the jungle, the rare Amazon Gorilla. They are hard to catch and fifty men will die before someone catches one, but he who does catch one will live like a King for the rest of his life. I've seen brave and capable men from all over the world come here and leave for the jungle after they had their last night in civilisation with some of my girls. The next day they take a streamer upstreams and is never heard of again. I think some of those bounty hunters hate competition if you know what I mean.

{ The Germans }

They have been coming increasingly over the past decade, and an increasing amount of cargo ships sail to Europe with rubber. The Germans are bullies, but they have good money so I can take that.

{ The rest of Europe }

We don't have that many Italians here, but they do come here to buy rubber as well, so does the Spanish and the Portuguese too. The French and The British are very few.

{ The Soviets }

God I hate the communists. They are not good for business, not at all. They come here instigating uprisings among farmers, rubber harvesters and other workers, telling them they are oppressed by the government and the company owners. Hey, I had one of my girls almost run me through with a knife calling me various things like capitalistic male pig and oppressor of the working class. I'm lucky to be alive. I shot quick for once if you know what I mean.

{ Rubber }

We used to be the rubber centre of the world, my parent and my grand parent all worked with rubber one way or another. Packing, harvesting, selling or loading. This city was once the Paris of the Americas, beautiful, rich and prospering, now we are slowly coming back again, but it will never be as before if you ask me.

CASA DE CACADOR (HUNTER'S HOUSE)

This rather large, two story log building is located in the eastern outskirts of the town, and is built in a rustic style. Outside of the building is a large sign saying "Casa De Caçador" and several cars are parked on the lawn. Some are older and some new and fancy. Music and cheering can be heard from the large building, and the air is filled with tobacco smoke.

Inside, the building is very different from the outside, as it is in an extreme Art Deco style and could be a fashionable establishment in London, Paris or New York.

A successful *Observation 15* will tell the character that there are at least three kinds of people in this place. Rich men in either business suits or overdone hunting suits, many foreigners among them, enjoying the dancing girls. Girls trying to get the rich men to open their wallets for a little champagne and rough looking types, mostly Brazilian that looks like they belong in the jungle and not here.

On stage is a group of girls performing a very professional can-can.

Mingle along

When the characters mingle among the people at the Casa De Caçador they will most likely ask questions. Below are some answers to questions regarding different subjects, depending of the category of person the characters are talking too.

To speak with anyone, a successful *Language 5* is required, where the languages spoken are Portuguese, Spanish, German, French and Italian.

Many of the guides are just young boys, but some look more like the weathered men you saw on the sign outside. The girls are all young and pretty, and of course professionals.

Girls - Hunting or Gorillas

- *Oh, I love hunters, they are so strong and courageous, makes me all warm and fuzzy inside. Well I'm so thirsty, I would love a bottle of Dom Pérignon, the 22 is very good.*
- *Too sad the handsome men always leave for the jungle, I wish they could just stay here and make me happy. I love the drinks and the money they spend.*
- *I remember a German guy, not very handsome but very eager, he mentioned something about a Gorilla, but I thought that were just a legend, an old Indian legend.*

Girls - Rich men or Foreigners

- *They come here to look for hunting guides or hunt among us girls. Are you rich and willing to open your wallet and I will give you a night you will never forget. I got the samba in the blood, feel the rhythm.*
- *I have had men from many countries in Europe and I can tell you, never go to bed with a German businessman, no passion, no samba. I like the French, so romantic, so much amore.*
- *I think the Germans look so handsome in their uniforms. They look like real men to me. Yes, they have been here several times, some military attaché and his men. They are looking for guides but always find girls instead.*

Rich men - Hunting or Gorillas

- *I'm not a hunter myself, but I've met quite a few of them here. Best place to pick a good guide they say. I'm a businessman, I come here to watch the dance show and meet some lovely girls.*
- *I'm here to find me a good guide for the hunting. You don't want to end up as Piranha food or snake food. The jungle isn't for everybody, it is a tough world.*
- *I've heard that some hunters are chasing a very strange catch, a Gorilla. Don't talk about it, some people will not stop at anything to get that rumoured bounty, including killing fellow hunters.*

Guides - Hunting or Gorillas

- *You have come to the right man sirs. I am a very experienced guide, I have only lost three men the past year, and they all did very stupid things. One shot himself in the leg and died from jungle fever. One was eaten by Piranhas when he went for a morning swing and the last I don't no, one morning he was just gone.*
- *You are here for the hunting are you? Not just the pretty girls you hunt? Good, then we can make business. Are going up for it? I have a friend up in Coari, Juan Santos. We meet him and he will give you a good price.*
- *Are you also after the bounty? Is there one or is it just a big joke? I will not take any mission where I risk getting shot at. Just look what happened with Rodriguez who guided a mixed group of hunters from Europe. They were all shot dead.*

Guides - Foreigners

- *Without foreigners this place wouldn't exist. Their money makes the world go around here at Casa De Caçador.*
- *I've met hunters from many nations. The Germans are the worst, they think they own the jungle, but soon the jungle shows them it has other plans. They always want to head to the most dangerous places.*

MEETING LA ROCHA

After the characters have spent a few hours or so talking and looking around, they find the outer room where the interiors match the exterior of the house, and both the furniture and the people seems to more genuine. There they find a man who calls himself La Rocha, the rock. He looks like the kind of man you would trust to be your guide. A successful *Charm* 15 or *Zoology* 10 to get his attention. After some discussions, (GM has to roleplay this one) he is willing to guide the characters on their way to the Ojo del Diablo, but he admits he doesn't know exactly where it is located, but he knows someone who does, one of his friends, Fernando.

The price La Rocha asks is 10 pounds per week plus 20 pounds up front. Now role play any negotiations and roll any fitting interactive skills, difficulty 10.

Just when the characters and La Rocha are about to shake hands, a German in a perfect German uniform steps in and says:

— "Excuse my interruption gentlemen. I am Kapitän Hans Günther Meyer, technical advisor for the German military attaché here in Brazil. I will double whatever offer these men are giving you. I am a very experienced hunter, I fought in The Great War, I recently fought in Spain and now I need some well deserved recreation."

The German doesn't even look in the direction of the characters, and his arrogance is almost overwhelming. He continue to speak to La Rocha as the characters we not even present:

— "I hope you consider my offer as most generous. Please be ready tomorrow at 08.00 sharp outside the Amazon Hotel. Now excuse me, I have some young ladies that are longing for my presence. I just love this country, the people are so easy to do business with. Auf Wiedersehen."

Kapitän Hans Günther Meyer			
I serve the Reich			
Reaction: 5	Defence: 18	Toughness: 7	All other melee: 4
Pain limit: 14	Aura: 2	Courage: 16	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 Po8 with 2 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.

La Rocha is now in a rather strange situation and the characters will need to persuade him using both *Charm* 20 and *Politics* 20 to make him not work for the German.

Success

La Locha will work as a guide for the characters. They characters can now book the steamer to Coari and then up to Tefé.

Failure

The characters needs to find another guide, which they will but he will not be as good as La Rocha. Just let them search a while until they find Marcos Oliviera. Then the characters can book the steamer to Coari and up to Tefé.

BOOKING A STEAMER TICKET

When the are arrive to the ticket booth, there is only one person ahead of them in the queue, which would be short enough to book tickets for the next steamer leaving in about 1 hour. After about five minutes the woman ahead of them starts knocking at the glass windows as the woman in the ticket booth is just sitting there doing absolutely nothing. An *Observation 15* to spot her American accent in the Portuguese.

Now, the characters needs to get the ticket woman to start to act as the gang way will be closed in about 15 minutes, and you are not able to enter the steamer without a valid ticket. A ticket costs about 14 shilling a piece for second class and 1 pound and 16 shilling for the first class to Coari and then on to Tefé. The journey to Coari is about 330 miles and will take about 48 hours with this slow river steamer doing about 6-7 knots. There is a long stop in Coari until the journey continues another 15 hours to Tefé. No matter how many characters there are, there will only be enough stater rooms available to place half the party in second class and half in first class.

The woman in the ticket booth needs to be bribed (*Judge of Character 10* to realise this), secretly with about 2 pounds to start to sell tickets. She knows that tourists will do anything to get on board and this is her little theatre to make that extra money. This will require some interactive skills like, *Charm*, *Attractiveness*, *Scare* and of course the money under the desk. The difficulty level is 15, hard. If the characters also help the young American woman, Miss Stella Carter from Maine, she will be forever grateful on the journey.

If they miss the boat they will have to wait three days for the next river steamer, and so will Miss Dorothy Walker. She will not blame the characters and will talk with them, but not be as friendly as she would have been if they had saved her day.

ALL ONBOARD

If you doesn't have a valid ticket, you are not able to board the river steamer. Several armed guards are hopefully discouraging enough to prevent anyone from trying to climb onboard without a ticket. When the characters finally have tickets, boarding *La Margarita* is simple and they are guided to their assigned cabins. The Second class stater rooms are located below deck while the first class rooms are located above deck.

PEEK-A-BOO ON A BOAT

While on the river steamer, there are some interesting events that might occur, depending on the mood of the players and the actions taken by the characters. Below are a list of a few events that might occur to make this little journey much more exciting than it really is. None of these encounters have anything to do with the real adventure and the hunt for Fallen Amazon Gorillas, they are here just to annoy the players and make the characters a little more paranoid. Although they might provide the characters with a hint or two. GM can decided which ones to use and which to ignore, these are just to add some spice to the adventure.

Helmut von Mitterbach

Helmut von Mitterbach			
I hate Nazis			
Reaction: -5	Defence: 10	Toughness:-5	All other melee: -5
Pain limit: 7	Aura: -3	Courage: 8	All Perceptive skills: -10
Pistol: -5	Rifle: -5	Clubs: -5	All Other physical skills: -5
JoC: 7			
Unarmed			

Among the passengers is a German Businessman, Helmut von Mitterbach. He is travelling first class and has the cabin next door to one of the characters. He is in his mid fifties and both tall and rather large, and will bump into the character and other passengers at different occasions and will never ever say excuse me or sorry. If the characters investigate his cabin, they will find a pair of extremely thick glasses and a strange book in German. A successful Read German will translate the title to *Living a normal life with a severely incapacitated hearing*.

If the characters establish a connection with Helmut von Mitterbach by communicating in a proper way, like sign language, by writing or speaking slowly standing directly facing Helmut so he can lip read, they will learn the following from him:

- *He fought in the great war at Verdun and was hit by shrapnel that damaged his hearing centre in his head and damaged his eyes. He got glasses that he uses when reading, but he has very limited wide sight, he sees everything like in a tunnel.*
- *He is not really a businessman at all, just a German who is fed up with the Nazis, Das Reich and most of all Adolf Hitler. he left Germany to try to find a quite spot on the other side of the world.*
- *He has been pretending to do rubber business in Manaus and is now on his way to Coari to visit some rubber harvesting camps, but this is just to be able to roam freely, a German rubber merchant is never questioned.*
- *On his ship to Brazil, about four months ago, he spoke to a group of fellow Germans, filthy Nazis, but one has to keep up a good face. They spoke about a very special hunting expedition headed by Ulrich von Drygalski, son of the famous Erich von Drygalski. The fellow Germans I spoke to were to join that expedition.*

(A History 10 to remember the following about Erich Drygalski)

Erich Drygalski led the first German South Polar expedition with the ship Gauss to explore the unknown area of Antarctica lying south of the Kerguelen Islands. The expedition started from Kiel in the summer of 1901. A small party of the expedition was also stationed on the Kerguelen Islands, while the main party proceeded further south. Drygalski also paid a brief call to Heard Island and provided the first comprehensive scientific information on the island's geology, flora and fauna. Despite being trapped by ice for nearly fourteen months until February 1903, the expedition discovered new territory in Antarctica, the Kaiser Wilhelm II Land with the Gaussberg. The expedition arrived back in Kiel in November 1903. Subsequently, Drygalski wrote the narrative of the expedition and edited the voluminous scientific data. Between 1905 and 1931, he published twenty volumes and two atlases documenting the expedition. He retired in 1931 as a Professor at the geographic institute in Munich.

Ex Gangster Nicolas Brewster

A former Chicago gangster that left New York in 1937 after he help the F.B.I to arrest the gangster Louis "Lepke" Buchalter by acting as a middle man to make Lepke believe he would only get a ten year sentence if he turned himself in. Lepke was sentenced and executed and Nicolas Brewster became a target. He fled to South America with several hundred thousand dollars that he had scammed from Lepke and thought he was safe, but the mob sent an Italian hitman, Luigi Montalbano from Sicily to track down and kill Mr. Brewster. Brewster has a first class cabin, and Mr. Montalbano has a cabin down at the second class. Mr. Montalbano will sneak into Mr. Brewster's cabin and shoot him with a silenced gun during the night, then place the gun to make it look like a suicide. He also had a suicide note, perfectly forged with Mr. Brewster's handwriting, and by leaving the cabin door slightly open he ensured that the suicide would be discovered quickly. Nicolas Brewster travelled with false papers under the name of Howard Morris from Ohio.

Luigi Montalbano			
La Casa Nostra			
Reaction: 6	Defence: 19	Toughness: 8	All other melee: 3
Pain limit: 14	Aura: 2	Courage: 8	All Perceptive skills: 3
Pistol: 6	Rifle: 5	Blades: 6	All Other physical skills: 3
Acting: 6	JoC: 6	Scare: 9	Interrogation: 6
He carries a Beretta M1934 with 2 extra clips.			

BERETTA M1934

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

Leads found in the room

- { Searching 10} A ticket in the name of Howard Morris, A notebook with some handwriting in.
- { Searching 15} A briefcase with about 10 000 dollar in 1,5, 10 and 100 dollar bills.
- { Observation 5} To see that the handwriting in the notebook and the suicide letter are the same.
- { Painting/Drawing 20} to see that the handwriting in the notebook and the suicide letter is not really the same.
- { Pistol 10 or Observation 15} The gun hasn't been fired since last cleaning and it has all shots in the mag.
- { Autopsy 15} To pick out the bullet
- {Pistol 25} to identify the bullet as a 9mm short

The bragging French big game hunter

In the dining room area at one of the tables, a French big game hunter is sitting and bragging about his adventures in Africa, south east Asia, or as he prefers to call it, Indochine, and of course South America. The stories are filled with exotic details and the younger women aboard the steamer flock around his table and he seems to enjoy every second of it. The any of the characters come close to his table, he invites the character with a very large gesture and introduce himself as *Philippe Dupas, chasseur de gros gibier extra ordinaire*, (extra ordinary big game hunter). He then stats to tell a story about how he single handed, here in the Amazon jungles captured the legendary Amazon Gorilla. The longer the story goes on, the more it sounds just like the movie King-Kong, and when the Gorilla escaped and climbed the Eiffel Tower and he had to climb after it to bring it down, one of the young women faints in pure excitement.

Now, if the character decides to call this bluff, the Frenchman will be very upset and will charge to assault the character in question, challenging him in a fair dual, boxing, man to man, to prove his point.

Philippe Dupas			
Je suis Francais			
Reaction: 7	Defence: 20	Toughness: 9	All other melee: 2
Pain limit: 14	Aura: 3	Courage: 12	All Perceptive skills: 3
Pistol: 7	Rifle:6	Blades: 7	All Other physical skills: 3
Acting: 7	Storytelling: 12	Boxing: 12	Zoology: 6
Unarmed, but a former French national champion in boxing			

The over-amorous miss Carter

(play this only if the characters helped miss Stella Carter to get her tickets in time.)

Miss Stella Carter invites herself to the cabin where the most handsome male character lives, arriving with a bottle of champagne, two glasses and a very revealing outfit. She will giggle and say:

- *"Thank you so much for helping me out with that awful old hag in the ticket booth. Do you care to open the bottle to pour mer a spot of bubbly. Isn't that what you say in the mother country? My uncle Bob always says so anyway."*

When the champagne is served she giggles again and continues:

- *"Don't you think going by boat up the Amazon River is so romantic. It is one of those moments in life you need to share with someone to remember it. Come closer, can you smell my perfume? My Uncle Bob brought it with him from Paris. Isn't it very romantic? I'm off this ship tomorrow so I only have tonight"*

Now GM can take it from here, but this might be a night to remember with a little romantic spice, or just a very awkward situation.

The really bad bartender

The bartender Enrique Gonzales in the bar on the streamer is really bad. Whatever the characters order is wrong or poorly mixed, but whenever they complain or tries to tell the bartender the ingredients in the drink they order, the reply is *I know, I'm the bartender!*

Enrique Gonzales			
I know, I'm the bartender			
Reaction: 1	Defence: 10	Toughness: 1	All other melee: 1
Pain limit: 10	Aura: -3	Courage: 4	All Perceptive skills: 2
Pistol: 2	Boxing: 2	Blades: 2	All Other physical skills: 2
He has a machete and a snub nosed S&W M10 under the bar.			

S&W M10

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

The thief

Someone is stealing from the passengers, breaking into cabins to steal jewellery from women and cash from men, and wallets and handbags mysteriously disappear. The captain orders everyone to the dining room, and them walk everyone together with two guards to everyones cabin, one by one to search it, and in one of the characters cabin, in the wardrobe, is a pile of handbags and wallets, all emptied.

While this happens, the other characters spot a passenger, a short rather young man with typical South American look that arrives through the door and quickly disappear in the crowd. Now, will they be able to track down the real thief and clean their friend from all accusations?

Manuel José Jara			
They are rich, I am poor			
Reaction: 3	Defence: 14	Toughness: 2	All other melee: 3
Pain limit: 11	Aura: -3	Courage: 6	All Perceptive skills: 3
Climbing: 8	Agility: 5	Lock picking: 12	All Other physical skills: 3
All Aiming: -5			
He carries a small sharp knife, damage +2			

COARI

This is a town where the river boat make a stop for resupply and loading and unloading cargo. Passengers are free to roam, but is expected back on the steamer one hour before it leaves. The steamer will leave around 18.00, so depending on when it arrived the stop will be longer or shorter.

Coari is a town much like Manaus, but smaller and poorer. There are many bars and pubs here, and other places to go.

GM Note:

If you ran the *Ex Gangster Nicolas Brewster* event, this is where the local police will meet up, and the hitman Luigi Montalbano will leave the steamer if the character hasn't caught him. If the characters do something stupid (my test players did), the police will bring them in for questioning and keep the most suspected one, and the others will meet Luigi Montalbano on their way back.

In Coari during the time ashore there are plenty of time for the characters to ask questions. Below are answers for some different type of questions.

Hunting or Gorillas or Germans

- *There are many hunters passing here on their way into the deep and deadly jungle. Some of them come back here to resupply and they goes back into the jungle.*
- *I've heard a lot of talking about Gorillas over the past years. Even saw a hunter that team caught one alive. It passed here when they shipped it down the river. I heard it was going to Europe and the hunters, Hungarian I think they were, spent money as you could think they were kings, not hunters.*
- *The best guides are located in Tefé, but most of them are working. A German hunting expedition passed her some months ago. It was headed by this famous German, what was his name again, I know I've seen it in the newspapers.*

GM Note:

If the characters have a guide with them, which they hopefully have, they might avoid being subjects of pick pockets, but if they decide to stroll in Coari, they should roll a d20 without GM telling them what for, from time to time, and when they succeed with an *Observation 20*, they feel a hand in their pocket that doesn't belong to them self. Everyone not taking security precautions will loose some of the pocket money they had with them into town.

Meeting Luigi Montalbano

(Run this only if you ran the Ex Gangster Nicolas Brewster event on the boat)

When the characters are heading back to the steamer, they see someone they remember from the boat. The Italian guy from the cabin next to one of the characters in the second class. He just sits there sipping a large drink. If the characters calls his attention or move closer he will see them and start to run into the bar, trying to escape, thinking the characters are Americans searching for him. If the characters take up the chase, Luigi will fire his gun at them to try to stop them, but at the same time alerting the Police in the area. The characters might get unwanted attention from this.

TEFÉ

After another night aboard the ship without any interesting incidents, the characters are finally in Tefé. The steamer makes port and everyone is to leave as this is as far as the journey goes. Tefé is not really more than a mooring and a large group of wooden houses. More houses can be seen in the jungle.

If they have a guide with them, he will tell them to book rooms at the Pan Amazon Hotel as it may take some time before they can get going. They also need to gear up before the leave. The guide will now tell them that they will have to find Fernando, a hunting guide who lives here and is the best source of information regarding Ojo del Diablo.

LOOKING FOR FERNANDO

Either through information from Romeo, a guide and by asking around (*any suitable interactive skill at difficulty 10*), the characters now know that they need to locate the Python Bar, which is in a small village about a mile upstreams along the river. The village is rather rough as the people living there are called Los Outcasts, people feeling even Tefé is too civilised and urban for them.

ON THE RIGHT TRAIL

After walking about two miles on a slightly overgrown dirt road following the river into the deep jungle, the characters come to a sharp bend of the river. Just where the road and the river bend, a few buildings are visible. An *Observation 15* to hear the sound of bottles and card games. When the characters come closer, they will hear the sound of gunshot, and a short while later, something is thrown out on the road from what looks like a bar or a pub. An *Observation 15* too see that was a body of a man, looking like an Indian or half Indian, dressed in dirty clothes.

SCOUTING THE AREA

If the characters decide to first scout the surroundings, run the section named Take Off now, as the characters shall not be able to get their hands on Fernando, not yet.

LOS OUTCASTS AND THE PYTHON BAR

The village along the river is quite a lot larger than it looks at the first glance. Several shacks and sheds are located behind what once was a plantation owner's mansion. The mansion is now the Python Bar, where poker is the game and cheap Brazilian brandy is the drink, and death usually the outcome. This is where those who feel uncomfortable living in the town but still want the comfort and security of a village with friends seek refuge and build their new life.

There are about 20 persons in the bar, all men. When the characters enter the Python Club, they feel that everyone is looking at them, and the poker players put down their cards. It requires some interactive skills at difficulty level 15 (hard) and a free round of Brandy to be able to break the ice and ask for Fernando. Remember that British English will make the difficulty 5 harder.

If the characters are arrogant or threatening, three of the most mean and ugly looking men will pull out guns and machetes and decide to get rid of the characters.

Brazilian drunken goons (3)			
Shut up!			
Reaction: 2	Defence: 12	Toughness: 8	All other melee: 2
Pain limit: 14	Aura: -1	Courage: 8	All Perceptive skills: 2
Pistol: 4	Rifle: 3	Blades: 4	All Other physical skills: 2
They carry machetes (damage +2) and a sawed off shotgun (only one of them)			

When the characters ask that question, they will get the following answer:

SAWED-OFF SHOTGUN

Cal.	Mag	Range	Recoil	Dam
12 ga buckshot	2	2	8	10

— "You are looking for Fernando? You came to late. He left just before you came in, together with that German guy in a shiny uniform. They went through the back door down to the river I think. The German said something about a ride."

TAKE OFF

Just at this moment, the sound of a roaring engine is heard (*Pilot 20* to identify it as an aeroplane engine). The sound is very close, and when the characters rush down to the river around the bend, they see a seaplane taking off from the river.

FINDING A NEW GUIDE

There are more guides at the Python Bar, and if the characters ask around a little they will soon find one of Fernando's friends, Eduardo. He has seen the whole incident and when the characters ask him, he will first laughs and says:

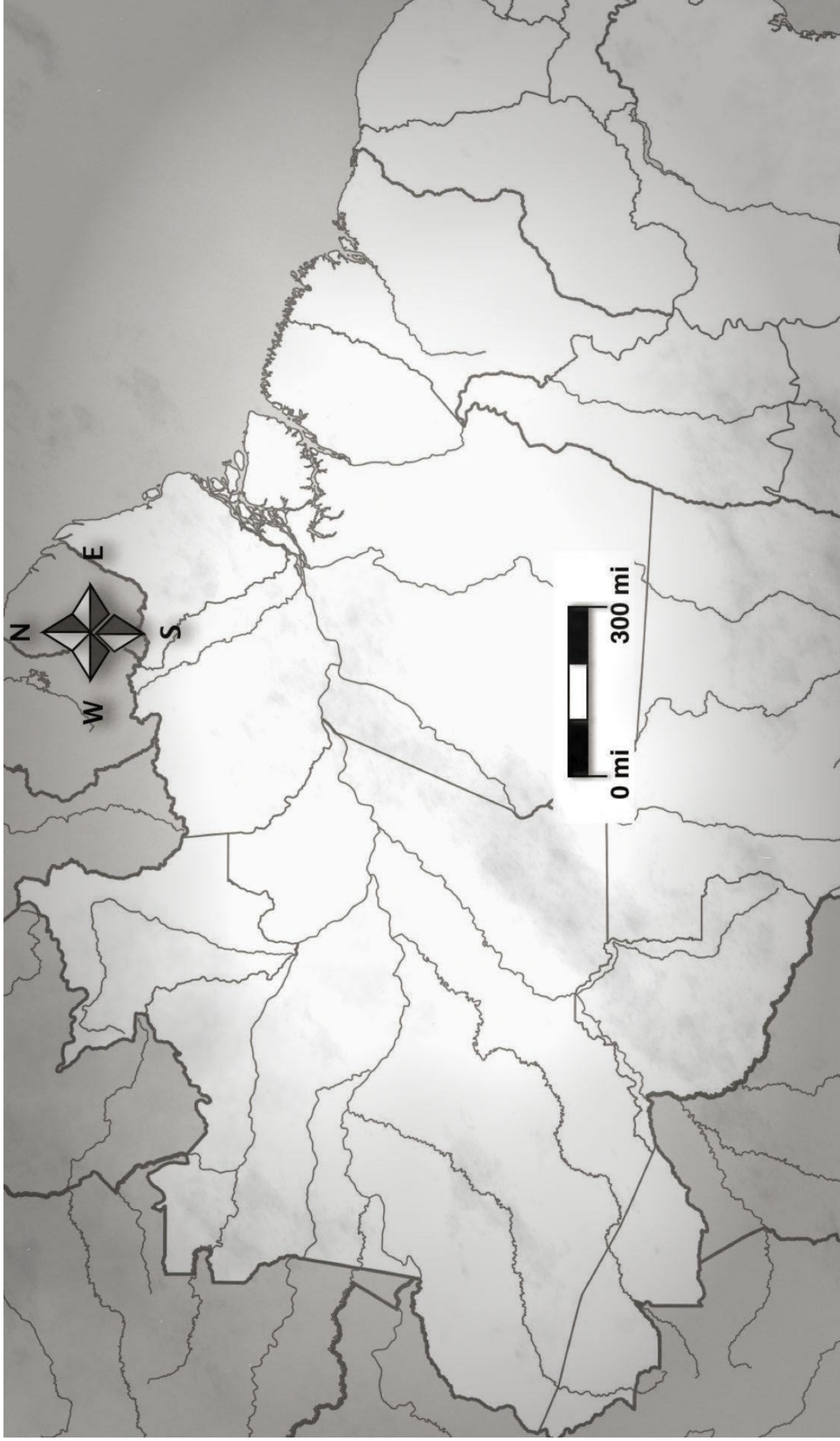
- "You feel you have been beaten by that German with an aeroplane? Fear not, I have something much better. Come with me and I'll show you. But first, show me the money so I know you can pay for what you get."

When the characters follow Eduardo down to the river, he shows them his small river boat and says:

- "This one might not fly, but it can go where you cannot go by plane. So, when are you ready to leave?"

To be continued....

Brazil Map



Romeo



Casa De Caçador Sign



Casa De Caçador



La Rocha



La Rocha - German intrusion



Steamer Tickets



Manaus Steamer Docks



Nicolas Brewster



Helmut von Mitterbach



Miss Stella Carter



The Takeoff



Eduardo



Jungle Queen

