CALL of CTHULHU ATIME FOR SACRIFICE

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CALL Of THULHU.



presents

A Time For Sacrifice

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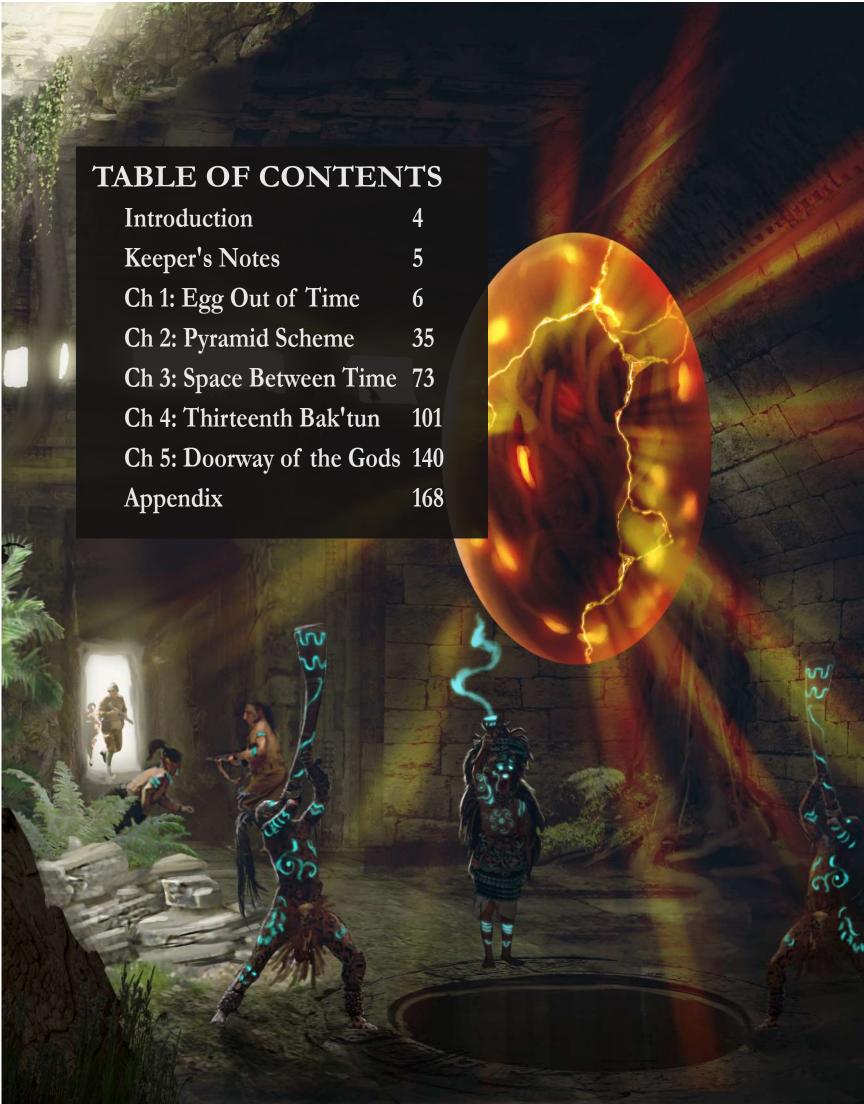










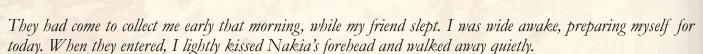


INTRODUCTION



I felt exposed lying on the stone altar. The warm wind blew over my naked body, covering it with dew from the jungle. I turned my head to see the treetops and the massive leaves covering the jungle like an umbrella. I was always at home in the jungle. The hours spent playing, running, and climbing when I was young, and then hunting later in life. I would miss the jungle; it had always been home. I turned my head the other direction and saw the dancing, heard the singing and smelled the perfumes and incenses being burned far down below at the base of the huge pyramid. I tried to find Nakia but the faces were too small. We had grown up and done everything together. I spent my last night with him, knowing he couldn't follow me this time. We had cried quietly together in the night, knowing this was our last time together in this world.







The priests painted my body with bright colors, preparing it for the ritual. Things had happened so fast since I had been chosen. I did not fear the obsidian blade or the priest; everyone in the city knew they might be chosen at any time. The gods demand tribute. My sacrifice would ensure good hunting and harvests for many months, and bring enormous honor and pride to my parents.



It was time. The sun was drawing to its peak, the music mounting to its crescendo. I had danced the dance, felt the rhythm of the drums and shakers, my foot silently tapping to the music. The afterlife would bring me great rewards. Being a sacrifice meant I got to skip the many levels of the afterlife, the trials and dangers that could keep you from reaching heaven where your ancestors awaited you. To get to live where the gods lived, to look back at my friends and family and in their most dire moments, reach out to give council and aid. I did not fear the afterlife.



The priest stood above me. The dark blade was coated in oils to reduce the pain. Men held my arms and legs to keep me from moving, but it was unnecessary. I held still, looking into the eyes of the priest. I knew what I was doing, what I was giving, would help my city, family, and friends. A small smile crossed my lips as I whispered a silent goodbye. I did not fear death. The blade thrust downward, and I felt warm liquid running down my sides. It didn't hurt, I didn't scream. I turned to look at the jungle one last time, but my eyelids fluttered and betrayed me, casting all in darkness.





In the darkness, something stirred.

A Time for Sacrifice is a collection of five Call of Cthulhu 7th edition adventures centered around Mayan culture, ruins, and cities throughout the Yucatán, Central Mexico, and as far south as Honduras.



KEEPER'S NOTES



A Time for Sacrifice has five scenarios that can be played as stand-alone adventures or, with a small amount of work from the Keeper, played sequentially as a campaign. Dates for the scenarios start in 1925 and end in 1931, providing time between adventures for extensive psychotherapy and recruiting of new investigators. If the Keeper wants to run them in chronological order, the scenarios take place in:



- 1. Egg Out of Time 1925
- 2. Thirteenth Bak'tun 1927
- 3. Doorway of the Gods 1928
- 4. Space Between Time 1930
- 5. Pyramid Scheme 1931



All of the dates can be moved somewhat except for "Pyramid Scheme," which needs to take place after the stock market crash in October 1929. Any dates moved should revolve around that scenario.



While every investigation begins with a hook and a step-by-step description of the investigations, Keepers should feel free to create their own hooks or change any part of a scenario they need to suit the story they and their investigators are creating.



While each adventure plans for a path the investigators may take, like any roleplaying game, the players often come up with new paths never conceived by the authors. It is the Keeper's job to allow them to follow those paths and to decide whether those paths prove fruitful.



In most scenarios, it is inevitable that the investigators will want to go to a library to research topics not listed in the adventure. It is up to the Keeper to provide information or clues to continue their research into areas that will help them. As the title suggests, time is a crucial element in every scenario, and while the players should feel a sense

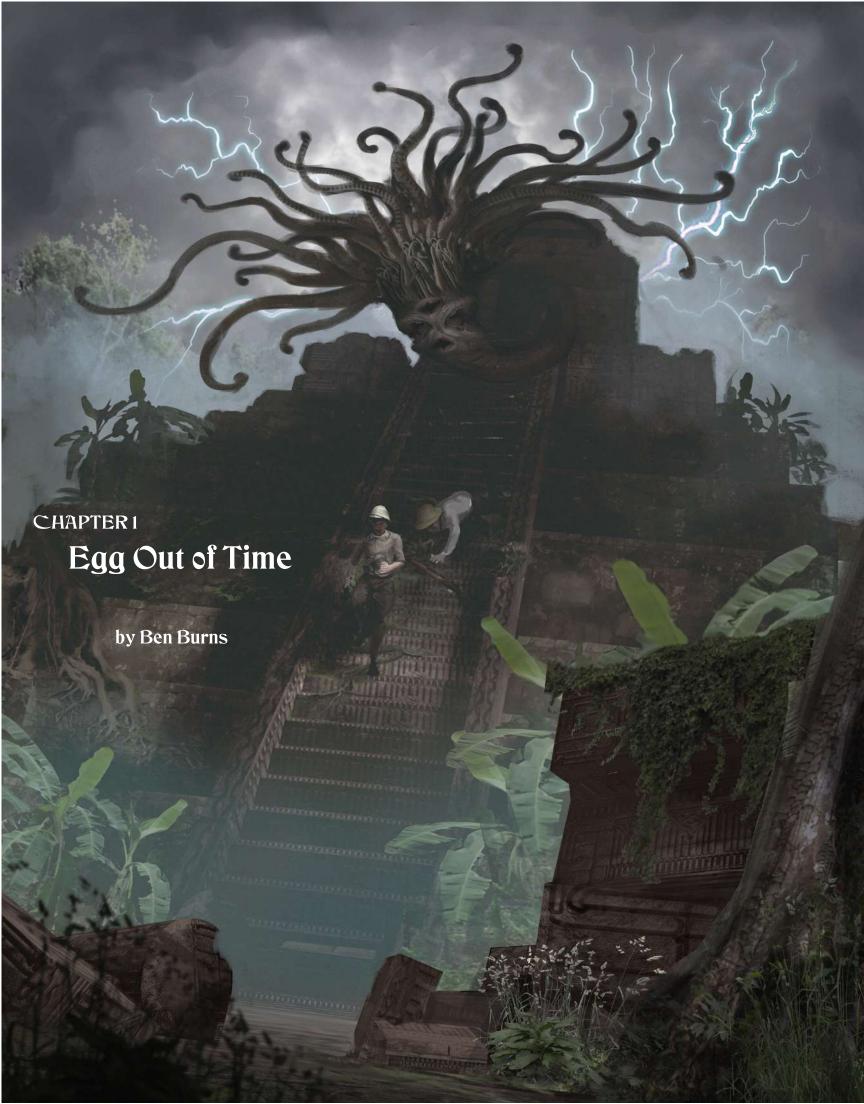
of urgency, they should also be provided time to complete their research.

Mayan culture is a wonderful topic that everyone should spend some time researching. Their accomplishments still baffle archaeologists today. All Keepers are encouraged to read about the ruins the investigators will be visiting and weave as much truth into the stories as seems appropriate. These scenarios are not meant to tell the Mayan story, but are used as a backdrop for Lovecraftian horror stories. While the locations of many of their historic cities are used, these are no more accurate than describing a horror attacking London or Boston.

While Mayan culture is fascinating, the Mayan language and writing are downright riveting. In the 1920s, their carvings were still not understood, and it wasn't deciphered until much later that they used logographic and syllabic systems for their engravings. In addition, they had at least 32 different forms of their language; their language had to be simplified greatly for these scenarios. This simplified set of logographic Mayan symbols, their Mayan word, and the English translation are provided in a set of spreadsheets at the end of the book. This same set of translations will be used in all scenarios where translations are needed. Stat blocks for all NPCs are listed at the end of each chapter.

The Keeper should feel free to photocopy and distribute any handouts in this book for their own personal use while running their Call of Cthulhu games.

Any text in a yellow box such as this, is written to be read to the investigators when they enter new areas to describe what the players see, or when certain events occur.



Introduction



August 4, 1925. At an archaeological dig at Chichén Itzá, near the city of Mérida in the Yucatán, a professor named Dr. Sam James is following a lead to find the burial chamber of the Mayan god Tohil. Tohil was known as the god of fire and war due to his ability to shoot bolts of fire. He was also known as the god of blood, as he demanded more blood sacrifices than any other Mayan god. While exploring the dig site, Dr. James opened a concealed door and took ill. The investigators rush him to a nearby hospital, where he barely clings to life.



Meanwhile, the investigators receive an urgent letter from Dr. Bill Carran, who is conducting a dig at the Kabah Ruins just south and west of Mérida. In a hand-delivered letter, by a young hispanic man, José. Dr. Carran claims that he has stumbled across an unnatural, perhaps supernatural evil that the local natives are trying to release it onto the world. He needs their help urgently to stop these fanatics.



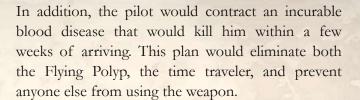
Keeper's Secret



Centuries ago, a Flying Polyp travelled across the Pacific Ocean to escape the Yithians and arrived during the height of Mayan rule. The Mayans named this new god Tox'mble and worshipped it for a short time, but the Flying Polyp brought only death and destruction, killing hundreds of Mayans, whose weapons were useless against the Flying Polyp.



The Yithians, dismayed at the Flying Polyp's devastation, devised a plan to deal it. They controlled the mind of a person in the far future and had him build a time-travel device as well as a spear that could produce fire and lightning capable of killing the Flying Polyp. They chose Captain Tom Tohil, who built the apparatuses and went back in time to slay the Flying Polyp. The spear was genetically linked to the captain to prevent anyone else from using it. The time-travel device was designed to allow time travel in only one direction, to prevent its misuse.



The Yithians didn't realize, however, that the Flying Polyp had evolved and was able to produce an egg before Tohil killed it. While the egg did not have any offensive capabilities, its defenses were very formidable. The egg would go completely out of phase whenever any danger was near, which prevented Tohil from destroying it. Tohil had worked for weeks attempting to destroy the egg when he discovered his blood disease. He discovered he could temporarily rid himself of the disease with a blood transfusion, but the disease would come back. He quickly discovered that his cure's duration got shorter and shorter. He convinced himself that the benefit of destroying the egg would outweigh the short-term costs, however dreadful, justifying the now daily sacrifices he required. The Mayans were happy to sacrifice more and more of their people for Tohil, not realizing he needed it to stay alive.

He was determined to find a way to defeat the egg, but succeeded only in finding ways to move it short distances. Eventually, though, the guilt of the dozens being sacrificed was more than he could stand. Using sounds and lights, he maneuvered the egg into a well and sealed it. Then he ordered the Mayans to build a temple above the well so that it would never be disturbed. He then returned to his ship, converted it into a cryogenic chamber, and instructed the priests to wake him if the egg is ever disturbed, so that he can rise again to destroy the Tox'mble that would be hatched.

Unfortunately, the investigators will discover that the cryogenic chamber was damaged by an earthquake years ago. Captain Tohil is, in fact, very dead. The investigators will be able use some of his gear, but not the most important piece, the spear. To use it they must cast one of two spells that they can find during the adventure. The first involves resurrecting Tohil by sacrificing one of the investigators. Tohil will return long enough to defeat the Flying Polyp and then die of blood poisoning. The second spell, which is more difficult to obtain, allows an investigator to mix their DNA with the dead Tohil. [Note: Most investigators should have no idea what DNA is.] This will allow the investigator to use the spear to slay the Flying Polyp. This spell is temporary, and the investigator will lose the ability to use the spear a day later.

Equipment: The investigators will have two jeeps, one rifle with 20 rounds of ammunition for each investigator, two pistols with 50 rounds of ammo, four machetes, two first aid kits, and a translation workbook.

Investigators: The players may choose from a variety of professions for this adventure. Students of any major, professors, soldiers hired as bodyguards, or doctor/nurses hired to take care of the expedition. Other investigators might be there as tourists visiting the site.

Chichén Itzá

The massive dig site has been ongoing for years. A large temple pyramid stands among the hot, arid shrub bushes. Two years ago, the Carnegie Institute was awarded the rights to restore the archaeological site, and its staff have been working hand-in-hand with the Mexican government ever since. The temple and a large part of the huge complex have already been cleared off.

Miskatonic University has paid a small tribute to the Carnegie Institute to allow Dr. James to work on a small portion of the ruins that had yet to be fully cleared. You have been there for several days working to clear brush and dirt from a small building. Dr. James was working near a building alone when you hear him yell in excitement.

You stop what you are doing and rush to the scene. A stone wall slides closed and you find the professor lying on the ground, unresponsive.

The professor had not cleared off the dirt on the door frame warning of the deadly killer. He accidentally opened the secret door and fell victim to the gas trap that was triggered by it.

A successful Medicine or First Aid check will indicate that Dr. James needs immediate medical attention. The nearest hospital is in the city of Mérida, 75 miles away, about a 2-hour drive. If the investigators choose not to take him to the hospital, other workers at the site will take him. Without treatment, his condition will grow worse and he will die the next day.

Thirty minutes after Dr. James grows ill, a courier arrives with a letter for Dr. James from a colleague, Dr. Carran, who is working at an archaeology dig at the ruins at Kabah. If the investigators have already left for the hospital, the courier will catch up to the investigators at the hospital to deliver the letter and encourage them to go to Kabah.

O'Horan Hospital

The O'Horan General Hospital is the oldest in the city of Mérida, and it shows. This two-story stone building takes up a city block up on a small hill. As you enter the building, it looks very similar to the hospitals you are accustomed to in the U.S. A nurse approaches, "Hola. ¿Cómo podemos ayudarte?"

The nurse is asking if she can help in Spanish. She also speaks some broken English and will switch to that if it becomes apparent none of the investigators speak Spanish. She quickly calls for help, and they place Dr. James on a gurney and wheel him away.

If the investigators did not meet the courier back at Chichén Itzá, he will catch up to them here.

A young Hispanic man runs into the hospital and rushes up to you, holding up a folded letter. "I have a message for Dr. James!"

Provide the players with Handout 1-1.























If the investigators seek out a library to do some research at any point in the adventure, or attempt to hunt down the book mentioned in Dr. Carran's journal, the *biblioteca* at the Universidad Autónoma de Yucatán will be their only option to find anything of meaning.

Universidad Autónoma de Yucatán



The new three-story university building, founded in 1922, is beautiful to behold. You easily find the library by walking into the courtyard and seeing the amazing architecture of arches that surround the balconies of the interior of the learning institute. Students of all ages walk around you as they move from class to class. The interior of the library is even more stunning with its vaulted ceilings and archways that separate the different subject matters.



Investigators may find the following with a successful library use roll.

Chichén Itzá



One of the largest Mayan cities in the Yucatán, and was the major focal point of Northern Maya from 600–1200 AD. Chichén Itzá means "At the mouth of the well of the Itzá." It was mentioned in the book *Incidents of the Travel in Yucatán* by John Stephens (1843).



In 1894 the US Consul to Yucatán purchased the ruins, and Edward Herbert Thompson did the first serious excavation of Chichén Itzá.

In 1923 the Mexican government awarded the Carnegie Institute a 10-year permit to excavate and restore the ruins.



Kabah



This small set of ruins is in western Yucatán south of Mérida. The city was inhabited between 300 BC and 1100 AD. Though the original Mayan name has been lost; in 1846 it was named Kabah to mean "strong hand."

No serious excavation has ever been made, as the only one structure seems to hold any real significance—the Palace of Masks, rumored to hold and protect secrets of the Mayan people.

Cheilith Kiraric

If the investigators search for the book, they will find it is missing and it is not eligible to be checked out. If they ask the librarian, Mária, she will say that it must have been misplaced.

Uxmal

One of the most important set of Mayan ruins in the Yucatán. It was built around 500 AD and inhabited till almost 1100 AD. The site is also featured in Stephens' *Incidents of Travel in Yucatán*. Sacheob, raised walkways of white stone, stretched out from Uxmal to other cities, the closest to the city of Kabah, only 10 miles south-east of Uxmal. The ruins are among the best preserved of all the Mayan ruins and include famous buildings such as the the Governor's Palace, the Pyramid of the Magician, the House of Birds, the House of Doves, the House of Turtles, and a large ballcourt. Uxmal is hypothesized to have been the center of mysterious, mystical aspects of the Mayan religions.

Tohil

Tohil was the god of war, fire and human sacrifice. He is most often depicted with a human face emerging from a giant serpent's jaws and flying through the sky. Only one temple of Tohil has ever been discovered at the city of Q'umarkaj but was heavily looted.

Tohil protected the Mayan people from many adversaries but demanded blood to gain the power to fight their enemies. Consequently he required more blood sacrifices than any other gods. The day Toh of the Mayan 20-day calendar was named after Tohil, and he is still worshiped today in pagan ceremonies using deerskins to represent him.

Tox'mble

A demon from the Mayan mythology, a creature powerful enough to destroy an entire village. Tox'mble was slain in an epic showdown with Tohil.

Note: Information on the University, Chichén Itzá Kabah, Uxmal and Tohil was taken from Wikipedia. Tox'mble is invented.

Kabah

You follow José down the small unpaved road lined with trees for over an hour. Finally, he pulls off the road. You can see the stone ruins as they rise above the treetops. He leads you further down a trail until you reach a clearing.

Here, you find Dr. Carran's camp. The tents have been torn down, a large fire burns in the middle of the camp, and you can see the remains of books and other items in the fire. Several bodies lay around the campsite, either shot or stabbed.

A dark entrance leads into one of the cleared Mayan buildings. Two native Mayans stand flanking the entrance, holding rifles. They are looking around, but they do not seem to have noticed you yet. They also keep glancing at a low crumbled wall to their left. As you look closer you can see Dr. Carran, a man in his mid-5os, crouching behind the wall, looking through a pair of binoculars.

You hear chanting in an unfamiliar rhythm echoing out of the entrance. It is too faint to clearly make out individual words, or even what language it might be.

Beneath the fallen tents are three more rifles with 30 rounds total. Under the doctor's tent lies a strange electrical device that has been smashed. Among the ruins of the device are the fragmented remains of several smashed quartz crystals. There is nothing else of value.

There will be a number of natives in the camp equal to the number of investigators, from a minimum of six to a maximum of ten, plus a priest. Two of them guard the entrance to the tomb and are armed with rifles. The rest are inside the tomb performing a ritual; two have rifles, the priest has a dagger, and the rest are armed with machetes. They came to stop Dr. Carran from hatching the egg. The ritual they are casting is intended to lower the egg back down the well and reseal it.

What the Maya don't realize is that two of their number inside the cave, the ones armed with rifles, are part of a radical group that wants to bring back the Tox'mble to drive away the foreigners who occupy their land and desecrate their monuments. If the investigators do not stop the priest, the two radicals will shoot the priest and stop the ceremony when the investigators enter.

Dr. Carran will run to meet the investigators and encourage them to attack as soon as possible. If they want to scout and spend more than 30 minutes planning, they will hear gunfire inside the tomb. The gunfire will distract the guards at the entrance, allowing the investigators to easily approach from behind and surprise them.

After the ritual is disrupted and the investigators enter the tomb read the following:

Once the acrid cordite smoke clears, the native Mayan priest painted in blue and purple lies on the ground dead. The large gold oblong orb hangs in the air above a large deep shaft, perhaps a well. The thing pulses with a strange light that hurts your eyes, and a sound, no more a vabration, that overwhelms your senses, its intensity growing stronger and stronger, a savage, hellish drumbeat, in sync with the pulsing ovoid. The orb grows larger and larger, until black lines, like cracks, appear and grow until the room is filled with an explosion of gold light and sound. The drumming, pulsing and vibrations come to a sudden end.

Before you, a blob of unknown substance floats in mid-air where the orb was seconds earlier. Tendrils stretch out and shrink back as if testing its newfound freedom. A dozen eyes emerge on the surface of the blob and blink at random intervals.

Any investigator seeing the Young Polyp must take a Sanity 1/1d8 check.

Firearms will have no effect on the egg or the newly hatched Polyp.



















A Sacrifice: If Dr. Carran is still alive.



As you watch in horror, Dr. Carran approaches the floating nightmare. He taps on a small metal tube, and the ringing sound draws the creature's attention. Then he begins to speak: "Oh, great Tox'mble, I have brought you forth and bring sacrifices for you. Follow me and I will be your guide in this new realm."

The Flying Polyp will use its whirlwind to knock the investigators against the walls. This will prevent them from firing more than a pistol, and even then with disadvantage. The creature lowers itself to Dr. Carran's height, and his eyes go wide, and he begins to scream. "No, I brought you back, don't do this!" A tentacle opens the top of his skull and squirms

into his brain. Some substance moves up the vaguely transparent tendril like a straw, and Dr. Carran chokes out a final scream as his body collapses in on itself. After long agonizing moments, his screams fade and the husk of what was Dr. Carran falls to the ground. Investigators seeing Carran die must take a Sanity 1/1d6 check.

If Dr. Carran dies before the egg hatches, have the Polyp drain one of the natives.

The flying horror soars out of the tomb and disappears into the woods. From inside the well, the investigators hear moaning-one of the Maya still lives. After they pull him out of the well, he will ask why they stopped them, why would they unleash this beast, this Tox'mble, into the world. He will say that it is their responsibility to stop it. They must seek out the elder in his village to the east of the ruins. The Maya can answer a question or two before he succumbs to his wounds. No first aid or medicine can save him, as his internal injuries are too great. If the investigators search Dr. Carran, they find his journal in his jacket pocket.

Provide the players with Handout 1-2.

There are three possible outcomes from this scene based on how the investigators proceeded.

Result 1: The investigators catch on to Dr. Carran's ruse early and refuse to attack. The two cult members stop the ritual and kill two of the loyal natives before they are killed. The Polyp comes out of the cave and kills Dr. Carran as in the cave, but the investigators gain six Mayan allies.

Result 2: The investigators attack but attempt to get the natives to surrender and stop the ritual. If they kill the lead priest, the ritual ends and they surrender. If the two cult members do not have to tip their hand to stop the ritual, they won't. The investigators gain a number of allies equal to those still alive that the investigators did not kill as well as two cultists who will wait to attack until the next time the investigators encounter the Tox'mble.

Result 3: If the investigators kill most everyone in the cave. The Polyp hatches and kills Dr. Carran. They only gain allies equal to those not wounded, or possibly none. There will always be one barely alive.



Miscellaneous: By reading the doctor's journal, the investigators should discover that the creature can be influenced using music, pulsating lights, and certain sound frequencies. The device Dr. Carran used for this was destroyed by the natives when they attacked, except the metal tube, which didn't work. The investigators may try and repair the frequency device with an Electrical Repair check. A successful Physics/Geology/Electrical Repair check will indicate that Dr. Carran used crystals to generate the right frequency. The Electrical Repair check will fix the crystal frequency device they can find under the doctor's torn down tent. However, they will need to replace the crystals that were broken. If they attempt to do this, go to the Crystal Generator section below.









The Native Village

A narrow, well-worn walking path leads to a small, secluded village. The collection of small, flat stone houses is home to perhaps 50 people. People wearing a mix of clothing from simple modern clothing to more traditional Mayan garb, mill about among the buildings and stop to stare openly as you walk into their village.



A young man in his 20s approaches. "I think you



may have gotten lost. Outsiders are not welcome here. You need to leave." Behind him, an old man peers from a doorway and says, "No, Cadmael, let them through. They are here to see me."



With this, the young man steps aside. "My apologies," he says. The old man beckons you forward, leading the way into his home.



The village elder, Aapo, will invite the investigators into his home. He has incense burning and tea brewing on a small, crude wood-burning stove in one corner. A bit of smoke swirls about the room.



The investigators become lightheaded and slightly dizzy as Aapo invites them to sit in a circle. Juan, a young boy of perhaps eight, serves tea.



As Aapo speaks, the story he tells plays out in the smoky air, the swirls taking the shape of his words.



"From your faces, I can see you have loosed the Tox'mble onto our land. Let me explain. Centuries ago, the Mayan of the Yucatán were finally peaceful and prosperous after years of warfare and strife. We multiplied and built beautiful cities to last for centuries. This is when the Tox'mble arrived, riding in the air as a thunder cloud. We knelt before it and worshipped the Tox'mble, for it was glorious. Then the killing began. There was no defense against this horrible creature. It killed with its wind and lightning. After killing thousands, we tried to attack back, but to no avail. Our weapons had no effect at all. We resorted to prayer and sacrifice, begging the gods to defend us from this horrible beast we called Death."



"Soon afterwards, our deliverer was sent to us. Riding a great fire-breathing serpent, the god Tohil stepped forth from his serpent and held a spear unlike any we had ever seen. He travelled south from Chichén Itzá hunting for the beast. There he walked into the whirlwind of death that shredded the flesh of normal men. When the beast disappeared, he could track it still until finally it stopped. Tohil fired lightning fire from his spear and slew the mighty Tox'mble."



"We held feasts and praised Tohil, but the battle was not won without a price. Tohil grew sick and weak. But Tohil refused help from our most skilled doctors. Then word came of the Tox'mble's egg. Tohil rose from his bed, and entered his serpent, and returned refreshed and strong again. He tried to attack the egg, but to no avail."



"He proclaimed that he would defeat the egg, but needed a sacrifice. He would drink the blood of our sacrifices to gain strength and continue to battle the egg. After months of battling, our sacrificial altars "ran with blood day and night. We could not supply Tohil with enough blood to quench his thirst. Finally, in resignation, he had us dig a deep hole. He forced the egg into the hole, and we sealed it with stone and magic. He returned to Chichén Itzá where his serpent awaited, and we built a temple over his serpent and set traps. He proclaimed it was not yet time for him to defeat the spawn of the Tox'mble, and that he will rest until that day. When the day should arrive that the Tox'mble is released, we are to awaken Tohil and he will rise again to kill the Tox'mble, and his time with us shall be complete. Having instructed us thus, Tohil entered his temple and has never come out."

Elder Aapo can also tell the investigators that his tribe has had the responsibility to watch over the egg for centuries. When the American arrived and dug it up, they had no choice but to try and reseal it before it could hatch, but due to the investigators' interference the Tox'mble has been released into the world again.

Aapo explains that resealing the tomb was their only option; while it is known that Tohil's temple is in Chichén Itzá, its exact location has been lost over the centuries.

He can also tell them that a small sect of radicals wanted the Tox'mble to rise to kill the foreign invaders in their land. They are misguided, either unable or unwilling to understand that the Tox'mble kills indiscriminately and follows no one's commands. But the investigators should be on the lookout, as these fanatics may try to intervene with any efforts to stop the Tox'mble.

Depending on how the investigators treat Aapo there can be different outcomes that will affect the rest of the adventure.

Result 1: Great role-playing by the players will allow them to convince Aapo to join them to help decipher the glyphs they will encounter later. This should also be allowed if none of the investigators speak or read Mayan. Result 2: If the investigators are respectful, listen to the story of Tohil, and ask for help, Aapo will provide each investigator with a good luck charm that may be used one time. After a roll, the charm can be used to add a bonus die to the roll. If the investigators are shorthanded (fewer than four investigators), he will send the warrior Cadmael with them. Provide the charms with Result one also.

Result 3: If the investigators seem bored or indifferent with the story, the elder will wish them luck and send them on their way.

Tohil's Tomb

You return to the site where Professor James fell ill. The other workers have completed clearing away the dirt and other debris. It appears to be a blank wall with an archway. While uncommon, you have seen these before.

Allow everyone to make two Spot Hidden checks. If the first is successful, they will see faint glyphs under some dirt on the door frame. If the second is also successful, they can spot the professor's handprint where he placed his hand to open the doorway.

The glyphs along the side of the doorway can be interpreted as saying "Yellow Cloud, two days to expire." This is to warn of the poison trap and let the investigators know they have two days to get the antidote to their professor. This is to keep out tomb raiders.

Provide players with Handout 1-3.

If the trigger stone is pressed, anyone within five feet of the doorway will be dusted with the poison and grow deathly ill, the same as Professor James. The door trap can be disabled from the inside; after four uses, it is out of the powdered poison. The secret door will stay open for only a few seconds before closing on its own. Attempts to wedge the door open will prove futile, as the door will push aside or break any wedges used to hold it open. The room they enter is 20 feet wide and deep but only six feet high. The wall to the left is ordinary masonary cracked from a millennium's worth of earthquakes. The wall to the right is smooth as if it is one large stone. There is another doorway across from the one they entered, but it has no handle or visible locks, and while covered in dust feels to be made of metal. If cleaned, they can tell it is copper.

After the outer door shuts, the smooth wall slides to the side revealing a strange image with glyphs as well as stones that are sticking out with glyphs.

This is a riddle the investigators must solve if they wish to continue. Their other option is to use sledgehammers or dynamite to get through the door, if they brought those with them.

Provide players with Handout 1-4.

The keeper can play this encounter three different ways. The first option is to give the players the handout and allow them to start working on it and allow them to figure everything out on their own. The second option is to allow them to use their skills and dice to solve the interpretation and riddle. The third option is a combination of the two, letting them use their skill rolls when they are stuck.

The glyphs translate to: "Sacred number doesn't change, earth divided by breadth, three numbers" The answer is Pi and must be provided to three digits, 3.14. If the players figure out that it is Pi, but don't know the value to three digits, allow the use of a Math or Physics skill check. The longer it takes to answer the riddle, the more deadly the trap becomes. There is no decimal point, so they just enter 3–1–4.

After round 1, one flesh-eating beetle enters the room. In round 2, two more flesh-eating beetles enter the room. In round 3, three beetles enter, and so on. If a wrong answer is keyed in, then four extra beetles are released. See the section at the end for the combat statistics for the beetles.

















After the correct answer is keyed in, a high screech resonates through the room and the beetles flee, even those already under someone's skin, and the interior door slides open.

If hammers are used to try and break down the door, the beetles will enter as above. It will take 100 points of damage to break through the door. When the door is broken, the beetles will leave. If the investigators attempt to use dynamite to blow open the door, the beetles will attack until the dynamite is detonated. Anyone in the room will take damage from the explosion, but if two full sticks are used it will destroy the door. If fewer than two full sticks are used, it will have no effect on the door.



Tohil's Inner Tomb



You have passed from the past into the future despite the stone walls. This is something out of an HG Wells book. Rocks are scattered around on the floor, evidently shaken loose from the ceiling. A large, dust-covered glass coffin sits in the middle of the room on a small dais. The glass is cracked and clouded over, preventing you from seeing inside. There are small glowing lights on the side, one yellow and one red. Next to the lights is a large red button labeled with the word "Awaken" in English, Spanish, Maya, and half a dozen other languages. A cable runs from the coffin to a small metal cabinet with a piece of glass sticking up. The top of the cabinet is caved in, probably by one of the rocks from the ceiling. Standing against the wall is a taller glass cabinet that holds a silver body suit, a helmet,









If anyone pushes the button, the lid for the case will slide down and reveal the very dead Captain Tohil. His cryo-chamber failed decades ago but failed to wake him. He died in his sleep. The chamber preserved his body somewhat from the elements.

several vials of liquid, and a spear.

If someone performs a successful Electrical Repair check on the cabinet, the screen will light up and the words "Error 263: Life Support Failure" will appear. A few seconds later, the image of a young man wearing Mayan garb appears and begins to speak in English.

"My name is Captain Tom Tohil of the United Earth Peace Corps. If you are seeing this, then my plan has failed, and I am no longer alive. I came from the year 2495, on a mission to save the world. For the last decade, I have been in contact with a race of beings called the Yithians, who can transfer their minds through time.

"The Yithians informed me that something horrible was going to happen in the year 843. An ancient enemy of the Yithians, called a Flying Polyp, came to the Yucatán Peninsula area. The natives of the area tried to worship the creature, but it began to slaughter entire villages and cities. The Mayans fled, abandoning their cities as their population dwindled quickly.

"The Yithians helped me build a one-use time machine to allow me to travel back to the year 843 AD to kill the Flying Polyp. I was provided full details on the Polyp's strengths, abilities, and defenses. Besides being able to fly and cloak itself, it is also almost completely immune to normal weapons. The Mayans were completely helpless against the beast. Even our weapons from the 25th century would have a difficult time wounding the Polyp. With the Yithians' guidance, I was able to construct the plasma spear that I used to slay the Polyp.

"Unfortunately, I took too long in doing so. The Mayan people were devastated by the creature. At least 70% of their population was wiped out. Even worse, it was able to lay an egg here in the Yucatán Peninsula. The egg's defenses are even more formidable than those of the adult. This is to compensate for its limited offensive power. If you touch the egg, the Polyp embryo can draw the energy out of you to help feed it. But as long as you don't touch it, it cannot harm you. If it feels it is in danger, it can shift its phase to another dimension, becoming invisible, and you will be unable to attack

it in any way. I was unable to construct a device to force it to stay in phase long enough for me to destroy it with my plasma spear.

"While I was trying to destroy the egg, I discovered a side effect of the Yithian time device. It has caused my red blood cells to decompose. This began soon after I slew the first beast. It was almost as if the Yithians built this into the device to prevent me from becoming too powerful and changing the course of history. I beat them though; I found a blood transfusion procedure that could keep me alive for another few days. Since I was a god to the local people, the priests were more than happy to keep me supplied with fresh blood as often as I needed it.

"Then I saw the stories being written. I was the most bloodthirsty god in the history of the Mayan civilization. The sacrificial tables were running daily just to satisfy my blood lust. Men and woman, even children were being sacrificed to me, the great god that destroyed the floating demon. The Tox'mble.

"I decided it had to end. I moved the egg to a well using light and sounds, and sealed it deep inside. Spells from the local shamans should keep it sealed and unhatched indefinitely. I convinced them to abandon their major cities in the Yucatán in case it hatched. I then sealed myself in this tomb, in a frozen sleep, until such time as someone stumbles upon my body by accident, or the Flying Polyp has hatched, and I have been sought out to kill it. But only a fool would dare to hatch and control the beast. But if it has risen, and you have come to awaken me to fight it, and my makeshift sleep pod has failed, then God help you all. I will impart what knowledge I can to assist you.

"The Flying Polyp is almost completely immune to physical weapons. It would take hundreds of weapons shooting it at the same time to kill one. It can also make itself invisible at will, making it extremely difficult to fight without the proper equipment. It also has some limited ability to shift phases, but this isn't nearly as easy for an adult

as it is for the egg. When out of phase, you cannot see or touch it.

"To attack, it creates long appendages that stretch out and destroy living tissue just by touch. It can also reach directly through any armor and shielding to attack you. Finally, these creatures can control the winds. They can blow people around, knocking them off their feet or pushing some back, while others it can blow towards him to feed. I have seen entire villages where the creature's wind attack ripped the flesh off everyone in the village. According to the stories, it didn't gain this ability until it reached adulthood, which I've been told takes about one week.

"The equipment I brought with me was built specifically for fighting the Polyp. The suit is designed to prevent wind damage and slows down some of the tentacle attacks against whoever wears it. The helmet allows you to see the creature even when it is invisible or out of phase, though you still can't hurt it while it is out of phase. And finally, the spear itself creates a small plasma charge that will eat through the creature's hide. One good hit can kill it, or at least that is what it took when I killed the parent. The most difficult part of using the spear was getting close enough to use it.

"You probably don't think my news could get worse, but, well, to prevent the equipment from falling into the wrong hands, the helmet and spear were sequenced to my DNA my blood. I am the only one who can use them. I sincerely hope that I am alive for you to revive.

"I almost forgot, if someone was caught in the yellow smoke from the entryway, the antidote is in the glass vials in the case with my suit. Good luck. This is Captain Tom Tohil's final message."

With this, the screen goes dark and all the lights in the cabinet and glass coffin fade. The room becomes dark and a chill runs down your spine as the little hope you had dies.





















Any further attempts to power or repair the cabinet now fail. There is nothing of value in the coffin except for Tohil's body, which the investigators will need later. If the investigators want to burn the body, the local natives tell them this is not the Mayan way. Leaving him in the temple would be the most appropriate burial.



The standing case can be easily opened, and inside is the body suit, helmet, spear, and antidote. The suit will provide protection from the Flying Polyp's wind attacks and can be used by anyone. However, the helmet and spear can be activated only by Captain Tohil or someone with his DNA.



The investigators have several options here, and they may even attempt them all at once.



If they deliver the antidote to Professor James at the hospital in Mérida. – See Back to the Hospital.

If they ask advice from Aapo to give them guidance. – See Elder Second Visit.



If they attempt to repair the frequency generator they found smashed in the camp. – See Crystal Generator.

Exiting the Tomb



A switch that wasn't there before opens the door to the outside. As you exit the tomb, you hear yelling and screaming. The Tox'mble swirls the air around and blasts your campground with lightning bolts.



Any investigators seeing the Flying Polyp must make a Sanity 1d2/1d12 check.



The investigator with the lowest Luck has a lightning strike near them. If they fail their Dodge check, they take 2d4 damage.



After this, the Polyp hits one of the extra workers with a tentacle and he shrivels to a dry husk. It then drops him and flies off into the woods. Any investigator witnessing this horror must make a Sanity 0/1d6 check.

The investigators should have three to four rounds to attack the Polyp and prove that their weapons are useless before it flies off.

Back to the Hospital

The hospital is busy as you enter. People are talking loudly all around you. The staff and nurses look overwhelmed. At least ten people are waiting in line at the check-in desk. You can see many of those in the room have burn wounds and many are weeping and talking hysterically.

Anyone who speaks Spanish will hear them talking about *un diablo volante*, a flying devil attacking their villages. Trying to get to the check-in desk to find out where the professor is will take at least 30 minutes of waiting, or the investigators can create a disturbance to get to the head of the line and check the intake book. If the investigators ask the nurses or staff in the room, none of them will know where Professor James is located.

If the investigators just begin walking around the halls of the hospital, a Spot Hidden check will allow them to find the professor on a bed out in a hallway. He has been moved out here because of the need for more rooms and they don't think Professor James can be saved. He has shown no improvement from any of the treatments he's received so far.

If the investigators give the antidote to Professor James orally, or inject it, he will immediately look better. It will be two to three hours before he can speak. If the investigators tell him the story of the Flying Polyp, Captain Tohil, and their dilemma, he can tell them of a spell called *Join the Vessel* that he has heard of that might work. Dr. James doesn't know where to find the spell.



Aapo Second Visit



When you enter the village, everyone seems very busy. Guards with rifles are scanning the skies and they let you through without question. Elder Aapo looks hopeful as you enter, "Did you find the tomb of the great god Tohil?" he asks excitedly.



If you tell him the story of Captain Tohil coming from the future, he does not look surprised. If you tell him you retrieved the weapons but are unable to use them, he tells you that only the god Tohil can use them. Therefore, we must bring back Tohil.



"I have heard the greatest shaman of the Maya possessed a spell that would raise the dead, but at a mighty cost. It can be found in Uxmal in his tomb in the House of Turtles. Look for the tomb of Lord Tila. Lord Tila is at the center of a syncretic religion that combines the Pre-Columbian Cave god, Earth owner. A mysterious man appeared and guided the founders of the town to its current site atop a craggy mountain, forcing them to abandon three earlier sites as unsuitable because of swampy ground or ant nests. His tomb is a sacred vault of knowledge. You will have a very limited time and may take only one item from his tomb. It should be noted that looting Lord Tila's shrine will bring about his wrath from the underworld as you have never seen."







If the investigators ask about the spell Join the Vessel,' Elder Aapo will say that he does not know of it, but Lord Tila would have known it. He will write down the name of the spell(s) in Mayan to aid in their search. He will tell them to return with the scroll so that he can perform the ritual.



Crystal Generator

A Geology check with a bonus die can be performed to know that the best location to dig and find quartz crystals is near the city of Chicxulub in the northwest part of the Yucatán. This information can also be found in Carran's journal. In the 1920s, people didn't understand why, just that there was an abundance of crystals there. This was due to an asteroid impact just off the coastline of the Yucatán. Six pieces of quartz of varying length need to be replaced for the generator to function.

The small village is named Chicxulub, Maya for 'Devil Tick.' The poor village is nothing more than a few houses and a large adobe church in the center. A small trail with a sign reads 'Muelle' ('Dock') at the north edge of town. The sound of seagulls and the coastal waters can be heard nearby. Children of varying ages run up to you with their hands out.

Everyone in this small town speaks Spanish. However, many of the children dig up crystals to sell to tourists. You can also find crystals in various shops around town. A successful Luck check will allow an investigator to find one of the six pieces needed. Each investigator may only attempt this check one time. They will need to go dig for the rest of the pieces. A successful Geology check and an hour of searching will find a good area to dig. The investigators can also pay one of the older children to lead them to the best area to find quartz crystals, which will take only a few minutes.

A successful Geology or Luck check can be made to find a crystal of appropriate size. If Luck is used, reduce Luck by 1d6 points. Each attempt at digging takes one hour, using either skill check. If the investigators are digging in an area that is not a good dig site, have them use a penalty die for all their rolls. Any crystals dug up from the ground will need to be cleaned and polished before they can be used in the machine.

Once all the crystals have been obtained, a successful Electrical Repair or Mechanical Repair check will repair the device to working order.

Tomb of Lord Tila

The ruins of Uxmal are impressive. The Pyramid of the Sorcerer sits like a beacon in the center of the ancient Mayan city. The city is currently empty, but an abandoned archaeologist dig site can be seen near the pyramid. Waist-high brush covers most of the area, but the brush has been cleared from most of the ruins and the paths between the structures.

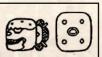
The House of Turtles is a rather modest-looking building situated near the structure known as the Governor's Palace. The House of Turtles has carvings of turtles along the walls. The center and both ends have collapsed.

The damage to the House of Turtles was due to looters who recently uncovered the hidden door inside. However, the looters never made it out alive. A successful Spot Hidden check will find the door on the floor of the west end of the building. The door opens easily, revealing a stairway of stone leading down into a dark room.

Your flashlights don't penetrate the dark more than a few feet in front of you. The stone steps feel solid. You hear running water from the dark room below you. As you finally reach the stone floor, the door to the outside begins to close.

If the investigators sprint back up the stairs, they can make it out. Anyone outside the tomb will have time to enter the tomb before it closes. Any attempt to block the door from closing will fail. The door itself is made of thick copper and cannot be broken with hammers. Attempts to use dynamite will either be futile or result in the collapse and destruction of the tomb. A successful Explosives or Architecture skill check will warn of the dangers of collapsing the tomb. Once the door shuts, the door will lock and not open until the first test is passed.

Raise Dead



Join Vessel Label (



Room 1

As the door closes, the room becomes visible by a luminescence with no obvious source. This room is about 30 feet square with a doorway opposite the stairs you entered. A small stream runs down one wall and into a small pool about five feet in diameter. Next to the pool is a small stone platform that holds two cups, one larger than the other.





Provide players with Handout 1-5.

If they check the stone platform, it will have four dots on it. If any weight is placed on the platform, several stones will fall from the ceiling. All investigators in the room must make a DEX check or suffer 1d4 points of damage. On a save, they suffer 1d2 points. If they make an extreme success, they suffer no damage.





If the investigators compare the two cups, the larger one is not quite double the size of the smaller one. One cup will hold exactly 3 parts and the larger 5 parts of the water. The investigators must fill up the larger cup with exactly 4 parts of water. There are a couple ways to complete this puzzle. If the investigators cannot do this, allow them to pass Math checks to complete the steps. Each time anything is placed on the stone that is not the larger cup with exactly 4 parts water in it, more rocks fall. There are only enough rocks for thirty attempts. Anyone just eyeballing it will be successful on a





Steps to complete the test successfully:

Hard Luck check with a penalty dice.

- 1. Fill up the 3-part cup, pour that into the 5-part
- 2. Refill the 3-part cup and use that to top off the 5-part cup with the 3-part cup, leaving 1 part of water in the 3-part cup.
- 3. Pour out the 5-part cup. Pour the 1 part remaining in the 3-part cup into the 5-part cup.
- 4. Refill the 3-part cup and pour that into the 5-part cup, which will now have 4 parts in it.





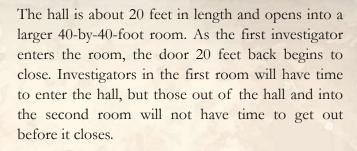


Alternative method:

1. Fill up the 5-part cup, and pour that into the 3-part cup, leaving 2 parts in the 5-part cup.



- **2**. Pour out the 3-part cup, and then pour the 2 parts into the 3-part cup.
- **3**. Fill up the 5-part cup, and then pour 1 part into the 3-part cup, filling it up and leaving 4 parts in the 5-part cup.





As the outer door closes, the room glows with an eerie strange light. In the middle of the floor are two bodies. Next to the bodies is a pistol. A copper door is on the opposite wall from where you entered. There are several Mayan glyphs on the right wall. Next to the glyphs are raised stones with markings on them.

Provide the players with Handout 1-6.

The pistol is an older .38 revolver with three unspent rounds. The bodies have

nothing else of use on them. A Medicine check will show the bodies have been dead five to six years, and cause of death appears to be related to sharp objects smashing the skulls in.

Two minutes after the investigators enter, a portion of the left wall opens and a skeleton steps into the room and attacks. It is holding axes with sharpened obsidian blades. The next minute, two skeletons step out, the next minute three, and so forth. No more than eight skeletons will come out to fight at one time and no more than twenty total.

Once the question is solved, and the correct answer entered, all the skeletons will return to their wall alcoves and the inner door will open.

The puzzle, written in the Mayan glyphs: Number days in a tun. Then answer is 3–6–0.





If the players describe either of these methods, they pass the test.



Alternatively, create real 3-part and 5-part cups, and use a scale to make the players do this themselves. Practice using both methods, and get a range of weights, depending on the accuracy of the scale. If they correctly follow the steps and it comes within proper weight range, they have passed the test. It is the keeper's discretion whether to throw rocks at them when they make a mistake.



Once the test is passed, the both doors unlock.



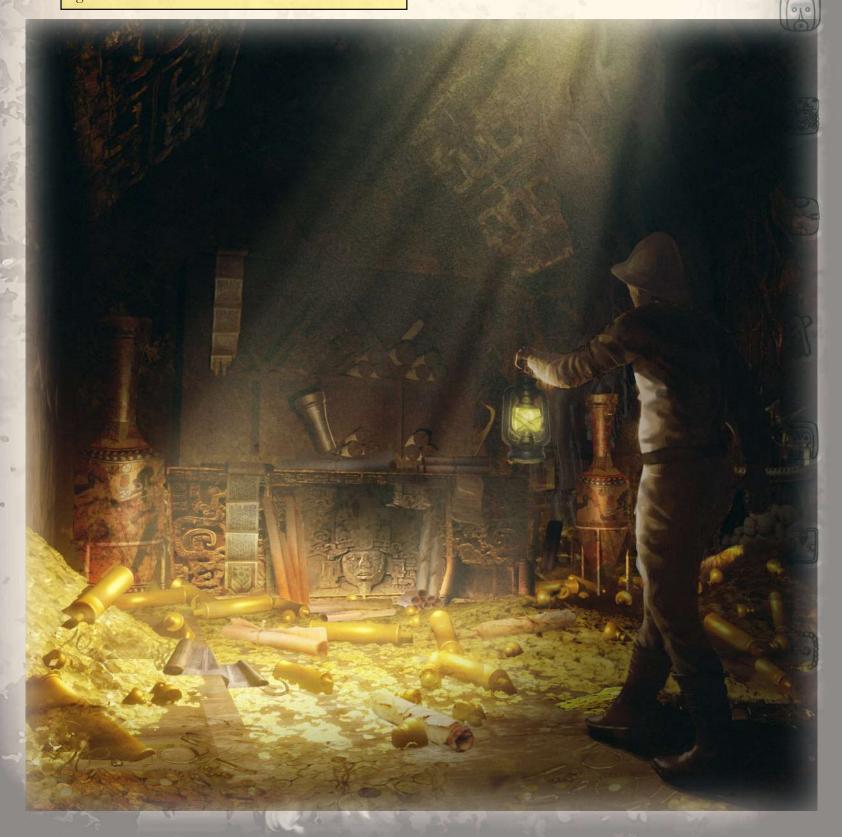
To the sound of metal grating upon stone, the door slides to one side. A dark hallway stretches out before you. Your flashlight barely penetrates the darkness. The stone passageway is only five feet in height.

The Treasure Room

With the proper answer punched in, the inner door opens, revealing a 20-foot square room filled with treasure. Piles of gold, large vases, statues, gems, and dozens of scrolls. Your lanterns light up the room, giving it a golden glow. A sarcophagus is against the back wall.

The investigators have five minutes to find the proper scroll. The keeper has two ways to handle this room. The first option is to print out 100 scroll page titles, cut up all the titles, dump them on the table, and give the players five minutes to find one of the scrolls.



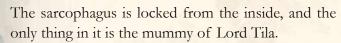




The second option is to allow the players to make Luck checks—they will need an extreme success. If they know both titles they are looking for, then they get to use a bonus die until they find the first one. Roll a d6 if they are looking for both: on 1-3 they find 'Join the Vessel' and on 4-6 they find 'Raise the Dead.' Each investigator searching gets two rolls per minute.



Every minute the door shuts 20%; after five minutes, it will shut all the way.





If nothing is taken out of the room after five minutes, then the outer doors will open to allow everyone out. The doors close again after ten minutes, and will not open again for 24 hours.



If only one item is taken, the doors will open and stay open for ten minutes. The doors will then close and will not open again for 21 days. There is no food or water in the tomb.



If more than one item is taken, then the door to Room 1 will not open, and all the skeletons not previously destroyed will be released and attack. The mummy of Lord Tila will unlock the sarcophagus, the door to the throne room will open, and he will join in the attack.



If the mummy is killed, the remaining skeletons will crumble, as well as the tomb. Any investigators must make three Dodge checks to escape the collapse. For each failed Dodge check, an investigator suffers 1d8 points of damage.



Uxmal



You exit the tomb, the fresh air filling your lungs, and begin to leave the House of Turtles. Suddenly, a bullet ricochets off one of the rocks next to you! At the bottom of the hill, there are two Maya holding rifles shooting up at you, and six Maya with machetes charging up the hill.

This number should be reduced if there are fewer than six investigators. These are the remnants of the cult that wants the Tox'mble to punish the invaders in their land. Also optionally, skip this encounter, or remove the fanatics with rifles.

Last Visit With Aapo

The odor of smoke hits you long before you even arrive at the village. You rush the final 50 yards to the clearing. The village is a smoldering mess. Dry husks of bodies with burn marks are scattered about the ground. Shell casings are very evident near the bodies of some of the men with rifles.

Bodies of women and children are also everywhere, their faces etched with a permanent scream, their eyes wide with horror. You can feel the pain they must have suffered. You rush to the Aapo's tent, only to find a burnt skeleton face down on the ground. You recognize the burnt clothing and charms from your previous visits. Aapo is dead.

The investigators need to make a Sanity 1d3/1d8 check upon seeing all the dead bodies of the children and villagers. But they need to press forward by casting the ritual themselves. The investigators will see Aapo's servant boy, Juan, hiding under a destroyed house. Juan cannot describe the glyphs, but if the investigators read the Mayan to him, he can clarify their pronunciations and explain how to perform the rituals.

Raise the Dead: kaloomte' b'alam kuch way hal winik kimi chan bih iwal ch'am tok' chak bak hoy winik.

For this spell, Juan can tell the investigators they must repeat this three times, then use the sacred knife and stab the sacrifice while they are touching the body of the one to be raised.

Join the Vessel: ahaw chan kuch tok' y'etel k'ak' tzak bak tal y'etel pat ka hal jun.

For this spell, Juan can tell the investigators they must repeat this three times, then heat the sacred knife in fire, cut themselves somewhere, and rub part of the other body into the cut.

First, they need to correctly translate the scroll from Mayan. If they are casting Raise the Dead, they must sacrifice one of their own. This life energy will be used to resurrect Captain Tohil, who can then fight the Flying Polyp. For this ritual, they need the body of Captain Tohil, Aapo's sacrificial knife, and a willing sacrifice. The sacrificial knife can be found with a Spot Hidden check while searching Aapo's destroyed home.

If they are using the Join the Vessel ritual, they just need a small part of Captain Tohil, a finger would be enough. They also need the sacrificial knife and someone willing to merge and fight the Polyp.

Both rituals take ten rounds to complete. Simply chant the incantation over and over for one minute and then either plunge the dagger into the chest of the sacrifice while they are lying next to Tohil for

Sanity Awards

Killing the Flying Polyp: 1d10 Using Join the Vessel Spell: 1d8 Using the Frequency Device: 1d8 Saving Professor James' Life: 1d6 Raise the Dead or make a cut on the target's body and rub the part of Tohil into the cut for the Join the Vessel spell. All observing the Raise the Dead spell must take a Sanity 1/1d6 check.

After 7 rounds of the ritual, the Flying Polyp will arrive, having sensed what is going on. Having consumed Aapo's brain, it knows of investigators' plan.

All investigators who see the Polyp will have to make a Sanity 1d3/1d20 check.

If they repaired the crystal device, they can turn it on to hold the Polyp at bay and prevent it from attacking until the ritual is complete. Then Tohil (or whoever joined with him) can attack with the spear. If they did not repair the device, the Polyp will attack with its full force. The other investigators must hold it off until the ritual is complete.

In this final battle, if there are only two to three investigators, have some surviving villagers emerge from the woods to join the attack; they can help hold off the Polyp until the ritual is complete.

Raise the Dead: The spell lasts 24 hours, and then Tohil will die. Add 10% to the character characteristics and set Ranged weapons to 90%. Used for the Spear, one hit will kill the Polyp.

Join the Vessels: The spell lasts 24 hours, increase Ranged weapon combat by +25% or 90% maximum.





















Gods, Monsters, and Mortals

Beetles, Flesh Eating: STR 10, CON 10, SIZ 10, DEX 100, INT 10, POW 10

HP 1, DB 0, Build -2, Move 8, MP 0, Armor: None

Attack 90% (45/18), Damage 1, Dodge 50%

Attacks per round 1

Description: Small black beetles 3-4" long, very fast. If they hit, the beetles will crawl under the skin of their victim, costing 1 SAN point per round. To remove the beetle they must be hit with a knife attack, doing one point to the victim as well as the beetle. The victim takes damage whether you hit the beetle or not.

All firearms except shotguns and area affect weapons always use a penalty die.

Flying Polyp: STR 250, CON 125, SIZ 250, DEX 65, INT 70, POW 80

HP 38, DB +5d6 (for windblast only), Build 6, Move 8/12 flying, MP 16, Armor: 4 + Phasing & Resistance Attack 85% (42/17), Damage 1d10, Dodge 30% (15/6)

Attacks: 2d6 or 1 wind attack

<u>Invisibility</u>: By spending 1 MP per round, the Polyp can become invisible. It can still be located with a Listen check, but any attacks are with a penalty die. The Polyp may not attack with tentacles when invisible.

<u>Phasing</u>: Anyone attacking the Polyp must make a luck check or they are attacking as it phases. If the luck check fails, the attack is made with a penalty die.

<u>Tentacle Attack</u>: Each tentacle (2d6) that hits, does 1d10 damage, (no damage bonus) and ignores all armor. <u>Note</u>: Each wind ability costs 1 magic point per round to use.

Wind Blast: 20 yard range, 10 yard diameter cylinder. Does 5d6 damage. The attacks damage is reduced by 1d6 for each 10 yards past the original 20.

<u>Wind Storm</u>: A small localized windstorm that does no damage, but will knock everyone back or down if they do not make an opposed STR check.

<u>Physical Resistance</u>: All physical weapons always do minimum damage, which is then reduced by the 4 points of armor.

<u>Description</u>: The Polyp is like a spinning cloud that continually forms and disolves tentacles. It also continually phases in and out of visibility. Certain frequencies of sounds, lights and vibrations can drive the Polyp away. <u>Sanity Loss</u>: Young 1/1d8; 2nd Encounter 1d2/1d12; Final Encounter 1d3/1d20 Sanity points loss to see the Flying Polyp.



DB +1d4, Build 1, Move 9, MP 12, Armor 0

Attacks: 1 (Brawl, Machete or Rifle)

Brawl: 50% (25/10), damage 1d3 + DB Machete: 40% (20/8), damage 1d8 + DB

Rifle: 30% (15/6), .30 Lever Action Carbine,

damage 2d6 (each will have 1d6 bullets)

Dodge: 30% (15/6)

Aapo and Ritual Priest: STR 40, CON 60, SIZ 45, DEX 40, INT 70, POW 80, HP 10

DB 0, Build 0, Move 7, MP 18, Armor 0

Attacks: 1 (Brawl, Dagger)

Brawl: 30% (15/6), damage 1d3 + DB Dagger: 40% (20/8), damage 1d4 + DB

Dodge:20%

Maya wise men will know 1d4 spells

Natural History 60%, Occult 60%, First Aid 40%



DB 0, Build 0, Move 7, MP 1, Armor 0 + Resistance

Attacks: 1 (Brawl or Obsidian Axe)

Brawl: 45% (22/9), damage 1d3 + DB

Obsidian Axe: 45% (22/9), damage 1d6 + 1 + DB

Dodge: 30% (15/6)

Resistance: Damage *5% chance to shatter skeleton or no damage. (i.e. 8 points *5% = 40% chance to shatter). All impaling weapons must use a penalty die when attacking.

Sanity Loss: 0/1d6 Sanity points loss to see an animated Skeleton

Mummy of Lord Tila: STR 105, CON 80,

SIZ 65, DEX 40, INT 70, POW 80, HP 15

DB +1d6, Build 2, Move 6, MP 16, Armor 2 +

Resistance to Impaling Attacks

Attacks: 2 (Brawl or Obsidian Axe)

Brawl: 70% (35/14), damage 1d3 + DB

Obsidian Axe: 70% (35/14), damage 1d3 + 1 + DB

Dodge: 20% (10/4) Armor: 2 point skin

Resistance: Impaling attacks do 1/2 damage then

subtract 2 for armor.

Sanily Loss: 1/1d8 Sanity Points to see a Mummy



Dr. Giles Carran, 57, Archaeologist: STR 45, CON 45, SIZ 50, DEX 50, INT 18, POW 90, EDU 80, APP 50, SAN 10, DB 0, Build 0, Move 8, MP 18, Armor 0

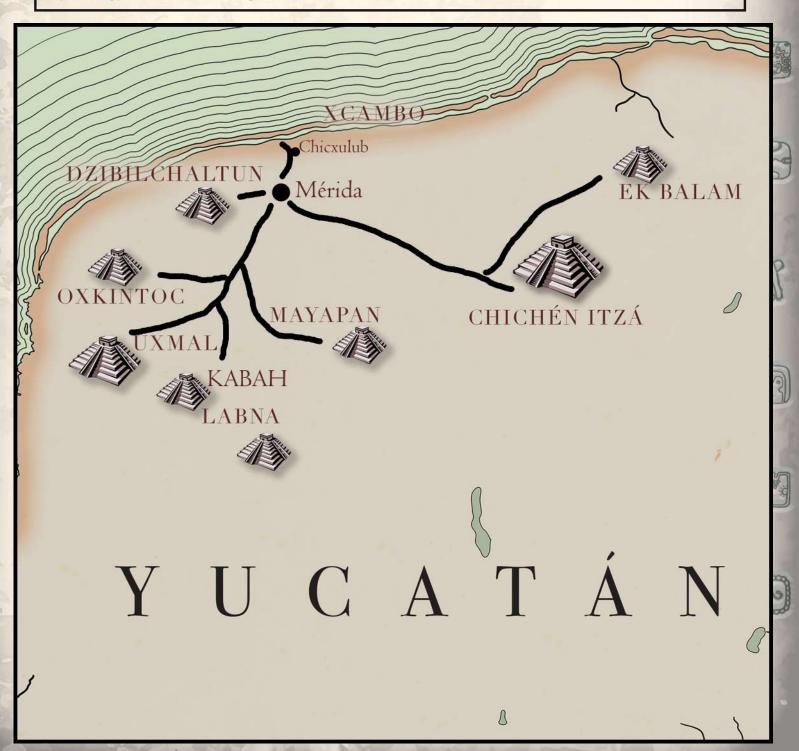
Brawl 25% (12/5), damage 1d3 Dodge 25% (12/5)

Skills: Anthropology 50%, Archeology 70%, Cthulhu Mythos 10%, Electrical Repair 50%, History 60%, Listen 50%, Mechanical Repair 30%, Occult 50%, Persuade 60%, Spot Hidden 40%

Description: An older gentleman with gray hair and short beard, that has become unkempt in the months out in the field. He stands only 5 feet 6 inches and seems very unassuming and non-threatening.

If a Psychology check is used on him, he may make an opposed persuade roll to prevent the Psychology check from being successful.





Handouts



My Dearest, Professor James,



We have suffered a terrible attack by the local Maya population, who have killed all of my workers, though most of them died in the attack as well. Perhaps three to four of them remain, but only José and I survived on our part. They declared we are violating a sacred tomb and must depart immediately.



I surmise that they believe I have found the tomb of a god, and as some sort of unreformed pagan cult, this village wishes to 'resurrect' it or some fool thing. I worry they will enact a cult of sacrifice when it fails, and more will die. The authorities seem blithely unconcerned with what these jungle people' are up to.



Please send help right away. Do not enter the camp. Meet me on the road just north of the site.

beyond the normal.

I can only explain them as extra

behave anywhere near as I had expected. series of tests I wanted to perform on After interviewing some of the wise men in

the

the area,

bottom of the well

Its defenses ranged

5th: I was finally able to return to the



Sincerely yours, Giles Carran

perhaps it needs water

It was found in the well,













of the unborn animal. that is still alive. Further discussions with the Mayan sage turned sour He started screaming in Mayan. My interpreter said Under intense light, I could catch glimpses Never have I seen anything so beautiful flying stalk or flower. I wonder if it

Closer observation proves there is an animal or creature inside

lournal of Giles Carran

only be described as opened a sealed well, and at its behavior is defensive in nature. for cataloging this most intriguing find. 2nd: Today we made a most remarkable discovery. We the bottom is something that could I decided to start a new journal Very odd. It seems very I tried to move it, but

















I will test my theory when I return to the well. I will heed his warning to be careful. One worker died when he held onto the egg for too long.

July 9th: The elder arrived at my camp today. He apologized for his outburst and wanted to view the egg. At first, I was hesitant, but took him down into the well. He observed the egg for a very long time. My observation would be that he was trying to communicate with the egg.

After several minutes when I had relaxed, he produced a knife from somewhere beneath his robe and attempted to stab at the egg. The egg vanished before my very eyes and the elder grabbed his head with his hands. Falling to the ground, I quickly took his knife and had him removed from the well.

After the elder was taken away, the egg was back in its resting place as if nothing had happened. A most strange occurrence.

July 13th: With my most trusted guards watching the site, I traveled to Merida to the University there. While their library itself is not large, its books on the supernatural is very good. I found a book there called the Cheilith Kiraric. This tome written in the 4th century referenced a creature such as the one I discovered. According to the history, the creatures were worshiped as gods by some and feared by many more.

It listed the ability to turn invisible at will, travel through dimensions and produce a whirlwind that would rip the skin of a man even at a distance. The beings known as the Tox'mble to the locals that worshiped them, were extremely intelligent as well as extremely powerful.

Also, in the book I think I have discovered a way to capture the egg using light to transport it to the surface for closer study.

July 16th. The native elder returned, apologizing once again and insisted we seal the well. I refused and sent him away.

I finished constructing my light array. Using pulses of light, in a triangular shape, I hope to guide the egg into a carrier which can be lifted to the top of the well.

July II(h), It worked. The hight pulsing at the right frequencies did the trick. I was able to maneuver the egg into a basket and thence hoist it to the surface. I covered it before we reached the surface but rumors around the camp have taken hold. Half of my work force has abandoned me. I know I am here to excavate Kabah, but the Tox mble is worth 10 of these ruins. I have never seen anything like it. I am now keeping it in my tent for further studies. It appears to enjoy the music of Mozart, and cares little for the new Jazz sound.

HI-2p3

HI-2p4

July 18th: Fascinating, while talking out loud in my tent, I swear I heard a voice answer a question I was pondering about the Tox'mble that lays in a basket on my table.

It showed me a vision. One of devastation not by any creature but of I man. We had just finished the great war, and now I can see another one just around the corner. This one even more devastating than the previous one. A man named flitter will come to power in Germany. But there may be hope still to stop it.

I have created a frequency generator with crystals that soothes the creature. The egg is now warm to the touch and less malleable than it was before. I feel it could be close to hatching. I must do more research.

July 19th. I returned to the library and found references to the Tox'mble being described as a jellyfish that floated. I found the incantation to seal it back in its tomb, and after reading about the destruction it can cause, I must admit I contemplated the thought. Then the thought of how much we can learn from him, what can be teach us. What about this Hitler and the upcoming war? Could it help me? Besides we are nowhere nearly as helpless as we were hundreds of years ago.

No, this time the Tox'mble will not destroy, but instead I will raise him to help mankind. There are a series of steps I must complete to hatch the egg without damaging the being inside. And to make it bound to me. First, I need to ensure it will help me stop this man Hitler.

July 20th: The new moon, begins the cycle to have the creature hatch. There are a series of rituals I must complete between now and the full moon on August 4th. The beginning sequence did not require any hard to find components. I shall be able to complete it tonight.

July 22nd: I have managed to start a dialog with the creature. The Tox mble describes itself as a member of the Great Elder. Race that came here millions of years ago and were used as slaves. They overthrew their oppressors and seek only to do good and live peacefully.

July 2Ath: I have seen our future. With the Tox'mble by my side, we can stop this war and lead the Earth into a period of peace, a period of enlightenment.

July 27th. It has been a long week. My non-stop travels have allowed me to gather all the rare components needed for the ceremony. One must be completed tonight.

HI-2p5































July 28th. The ritual last night went perfectly. The young worker I used as a sacrifice will never be missed. He had been talking of leaving our camp for several weeks since the egg was found. When the workers find him and his gear missing in the morning, everyone will assume he left during the night.

July 30th: I have completed all the steps in the ritual to bind the creature to me. He shall be my servant, and we shall rule the world together, there is nothing that can stop me. I shall finally bring peace to the world. End hunger, slavery, war and greed.

July 31st: The natives attacked today; my men drove them off but not by much. The camp and tomb are not very defensible. I'm down to just a handful of guards. I must hold on for 4 more days. That is when the egg will hatch, and it will be too late to do anything about it. I will complete the final ritual tonight. Then only them performing the ritual of reversal will stop the hatching.

August Ist: The Maya attacked again killing all my workers and guards who stood up to them. I had to flee for my life. I need to get help right away. I know my colleague is doing a dig at the Chichen Itza ruins just north-east of here. I will send them a letter and ask for their help.

August 2nd: I found a courier to send the letter. I had to lie, I don't think they would understand my vision to save the world. This is too important, and we don't have time to debate the issue. I have misled them into thinking we are stopping the natives from destroying the world.

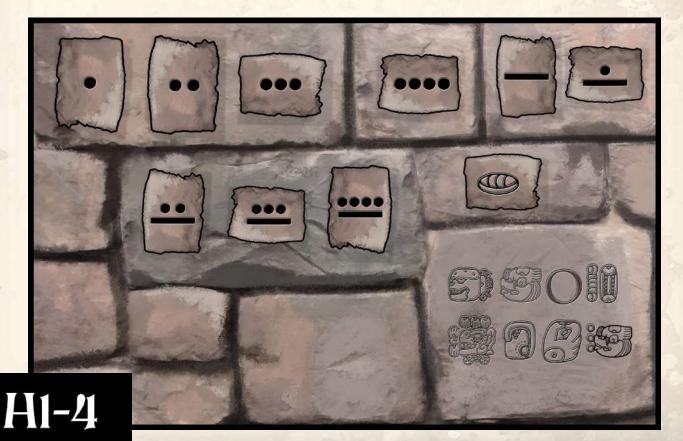
August 3rd: Today I observed them moving the egg. Such brutes, the men sacrificed themselves to move the egg back into the chamber and down in the well. At least a dozen men were wounded or killed in the effort. I am sure tomorrow they will perform the ceremony to seal the egg back into the well and stop it from hatching. The same night it should batch and awaken when it is at its weakest.

August 4th: The full moon is tonight and the beautiful Tox mble will batch and it will only answer to me. The Maya have only one slim chance to stop my plan, and if my colleagues show up, we can easily disrupt the ritual. José radiced and told me they are on their way. They just need to arrive before the ritual is complete.

The fools...

HI-2p7

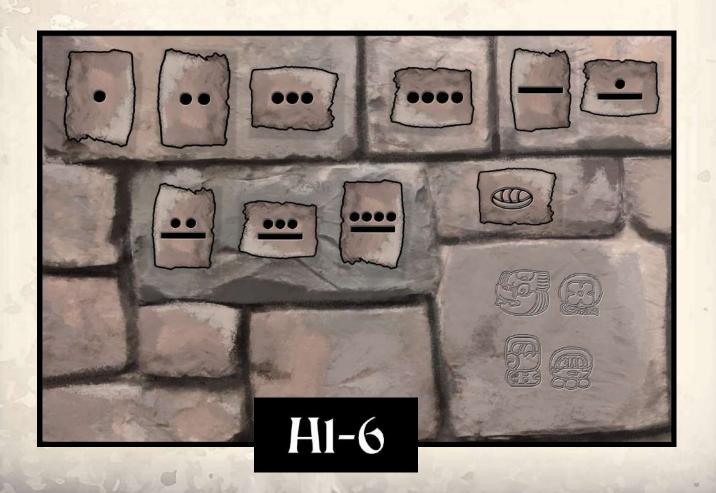




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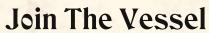
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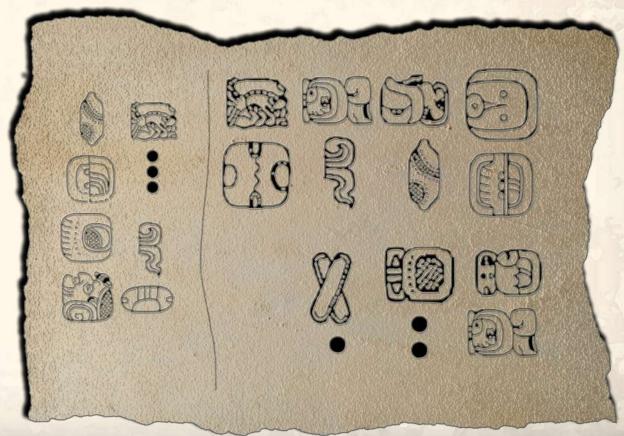
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Raise The Dead Scroll



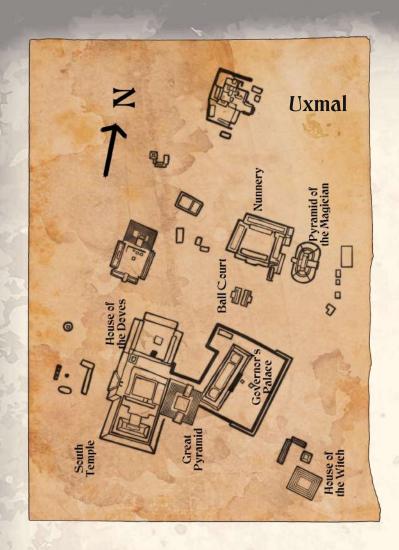














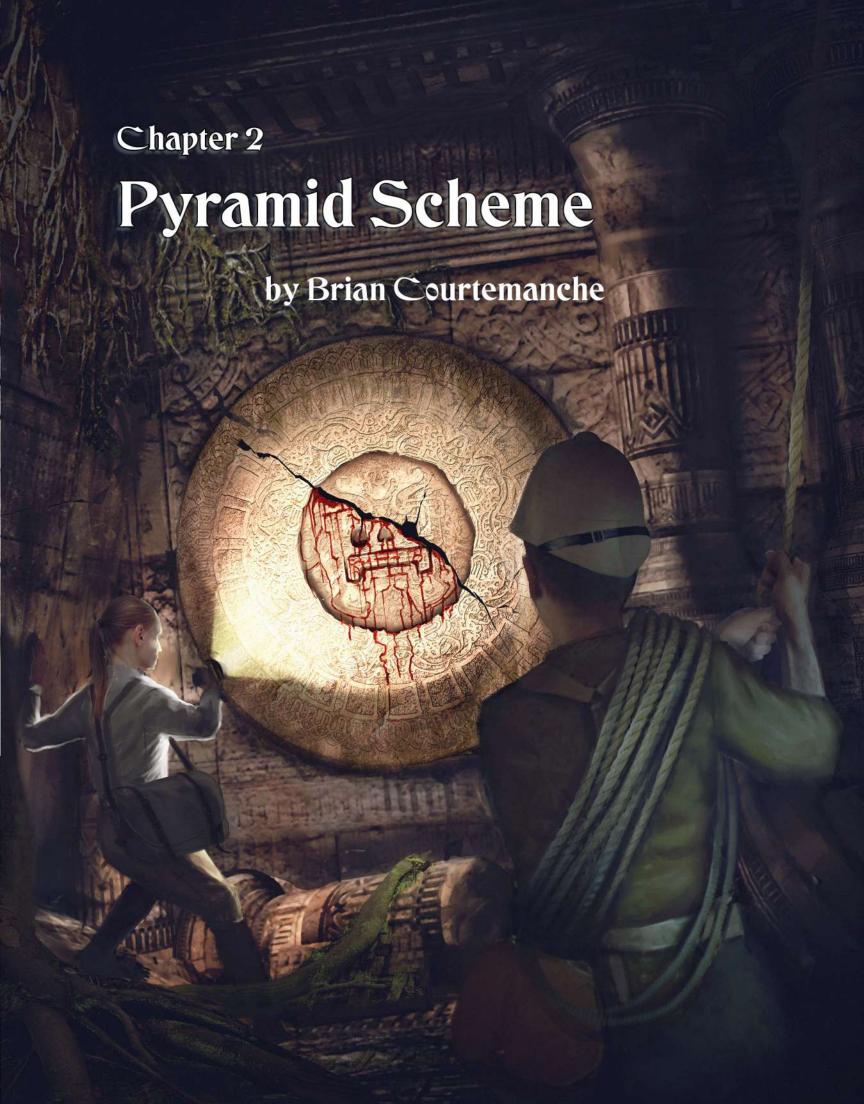












Introduction

When Wall Street crashes in 1929, many lost everything. Some will do anything to get it back. Now a stranger offers you a chance for a better tomorrow, if you'll just accept his offer: a trip to the Yucatán to keep tabs on interesting developments there, all expenses paid. Times are tough and jobs are scarce. Other than a little time, what have you got to lose?

Keeper's Secret

One does not summon gods lightly.

Margot and Maximillian Ritter are a complicated, ambitious couple. Leaders of the once-mighty Ritter Nautical and Industrial Supply Corporation, the couple is accustomed to seeing their goals met, their orders carried out, and their privileged place in the order of things secure. Blessed with an embarrassment of riches marred by a paucity of humility, the Ritters have been free to engage in whatever catches their interest. For Margot, an "iron woman" if ever there was one, this means pursuing physical perfection and ruthlessly growing the company's fortunes at every turn. Her husband Maximillian is content to let Margot's hawk-like business acumen take the lead. Maximillian has spent much of his adult life indulging in the exploration of outré occult philosophies and systems of mysticism.

Everything changed on October 24, 1929. The stock market collapsed, taking much of the Ritter fortune with it. Almost overnight, Margot and Maximillian Ritter found themselves comparatively broke and nearly ordinary. Humiliated, desperate, and out of conventional options, it is Maximillian's occultism that ushers in the events of the scenario. Unwilling to face economic ruin, the Ritters turn to New England's witchcraft in an attempt to save their empire. The Ritters travel to Massachusetts to summon the fabled "Black Man" of the witches and bargain for their fortunes. The ritual is interrupted by local law enforcement, but not

before the Black Man–Nyarlathotep, the Crawling Chaos–is called to the spot. Not appreciating what amounted to a crank call, Nyarlathotep privately marks the Ritters for later attention.

Their ambition not to be thwarted, the Ritters change tack, this time attempting to summon a "secret god of the Yucatán," about which little is known. The Ritters marshal the last of their resources and establish a company town deep in the Yucatán, ostensibly to revive the dying henequen industry. Really it's all there to summon this hidden god, which supposedly has control over time itself. If this secret god can be summoned and made to serve, the Ritters can turn back the calendar and regain their losses. Such is their boundless striving fueled by avarice and pride.

What of this secret god?

For forever and a day, R'gnochza, a mindless attendant lesser god, circled Azathoth. It writhed, danced, sang, and played for an eternity. Then the day after forever came, and R'gnochza became selfaware. That awareness marked it as different, and that difference brought fear. R'gnochza fled the Court of Chaos, traveling unfathomable distances across time and space in its escape. After untold epochs of flight, R'gnochza slammed into one of the most out-of-the-way, backwater chunks of carbon in our cosmos: Earth. We know its arrival today as the Chicxulub crater event that heralded the extinction of the dinosaurs. The flight and impact greatly weakened R'gnochza. For aeons, it rested deep beneath the earth of the Yucatán region, dimly aware of its surroundings and the passing of time. But a certain species came to infest the earth (humans) that had a tiresome habit of rooting out and calling upon slumbering gods, and R'gnochza was no exception. R'gnochza was roused on occasion by the dwellers of that region, enough that it would briefly make contact before falling back into torpor. Now it is ready to fully awaken, and as luck would have it, there's a pair of ambitious humans willing to facilitate its full rising.















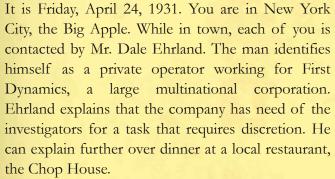




Meanwhile, Nyarlathotep watches from hidden corners of reality, one part amused and one part annoyed at the Ritters' audacity and R'gnochza's effrontery. And here's this fugitive god from Azathoth's Court of Chaos, thinking it can just leave Azathoth's service. The Crawling Chaos quietly places its own pawns on the board.



New York City





Should any investigator balk, Ehrland responds, "Come to dinner this evening. First Dynamics is a powerful company with connections the world over. Look to your future and see if First Dynamics might play a part in it." Ehrland smiles. "At the least, enjoy a dinner on the company and hear us out. What have you got to lose?" With that, Ehrland bids the investigator a good day and hopes to see them at the restaurant.



Investigators passing a Know check recall that First Dynamics is an international juggernaut. It weathered the terrible Stock Market Crash of 1929, but just barely.



At the Chop House, the investigators discover that Ehrland has reserved a private dining room for their meeting. Once everyone is settled in, pleasantries exchanged, and orders placed, their host gets down to business:





Ehrland says that one of First Dynamic's corporate rivals, Ritter Nautical and Industrial Supply, is also up and running after the stock market crash. "Which is odd," says Ehrland, "given they were down to the floor varnish when the market collapsed." Ehrland explains that First Dynamics would be very appreciative—and generous—if the investigators help First Dynamics find out what Ritter is really up to.

While Ehrland refers to it as "competitive intelligence," for all intents and purposes, industrial espionage is the name of the game.

Ehrland states point-blank that "any information we discuss from this point on is considered very sensitive." He waits for a restaurant server to clear a few plates before elaborating.

"First Dynamics is counting on your discretion. The company has a long reach and can generously reward efforts made on its behalf. Similarly," he adds with a smile that does not reach his eyes, "the company has an army of lawyers that can follow up on those who breach that trust." He pauses to let that sink in. "Do we have an understanding?"

As you indicate your assent, Ehrland nods agreeably and continues. First Dynamic's rival, Ritter Nautical and Industrial Supply, has gained concessions from the Mexican government to start an operation, complete with a company town, deep in the heart of the Yucatán Peninsula. Ostensibly it's to start a henequen textile operation. First Dynamics suspects otherwise. "Particularly since the Yucatán's henequen boom spun itself out years ago," adds their host. Henequen is a type of textile extracted from the agave plant.

Ehrland explains, "Ritter continues to recruit specialists and regular staff both locally and in the United States to keep Ritterville a going operation." He slides a newspaper advertisement across the table and lights a cigarette while they read.

Provide the players with Handout 2-1.

"That's where you come in," explains Ehrland. "Ritter has set up a recruiting facility just a few blocks from here, per the ad. They've got another ship leaving on May 2 from Florida, bound for the Yucatán. We'd like you to sign up on Monday as new Ritter recruits for their Yucatán project. As their newest employees, you'll travel from Florida to the Yucatán, then to Ritterville, their company compound. Sniff the place out. Find out what is going on. Once you've got the picture, return and report to me. Easy money and a nice little trip in the bargain." After gauging your reaction, Ehrland adds, "Could be they really are trying to get into the henequen trade with the last of their resources, God knows why-and this will be much ado about nothing. If so, fine." He stubs out his cigarette. "But if there's more to the story, you'll be there to find out."

With so many people unemployed in the wake of the great financial crash, Ehrland acknowledges that Ritter's advertisement is going to draw hundreds of job seekers. "Fortunately," he grins, "we've got someone on the inside to make sure you get picked. Just make sure to be there on time."

Ehrland disburses a \$250 payment to each investigator who agrees to the mission. Ehrland says that an additional \$500 will be paid to each investigator upon completing the assignment. Ehrland gives each participating investigator a card printed with his name and contact information. "For obvious reasons," he smiles, "my First Dynamics affiliation is not listed on the card. Discretion is paramount, you understand."

Wishing the investigators a safe and enjoyable assignment, and that he looks forward to their findings, the man takes his leave.

If the investigators ask Ehrland why and how they've come to First Dynamic's attention for this mission, his response is somewhat cryptic: the company has done its due diligence. Through various and sundry channels, the names of the investigators have come to the company's attention. What is far beyond Ehrland's awareness is that his employer, First Dynamics, have been quietly infiltrated by the Crawling Chaos. Nyarlathotep, through First Dynamics, has selected the investigators to be its pawns in the game to follow.



The Keeper should invite the investigators to supply their own reasons for getting involved. In case any investigators are struggling to define just why they're agreeing to take the job, some suggestions are offered:



The investigator might have a friend, relative, or valued colleague already absorbed into the Ritter Company's Yucatáan project, and who has not been heard from in weeks. This is worrisome. First Dynamics's offer is an opportunity to personally check on that missing friend, family member, or colleague.





Cold hard cash. First Dynamics pays well. Does the investigator have gambling debts? An ailing relative with expensive medical bills? Are they reeling from the stock market crash? Trying to purchase something normally out of reach? First Dynamics can provide some much-needed cash.



Is the investigator down on their luck and looking for employment? The First Dynamics offer could be a great temporary job or even develop into fulltime work for the company if this mission goes well.



While already gainfully employed, doing a solid favor for First Dynamics is an excellent way to advance a career. First Dynamics has many connections across the globe. Being a friend to the powers that be at First Dynamics might just open doors to loftier positions in just about any enterprise.



The allure of travel to an exotic locale like the Yucatán is potent. It's an opportunity to step outside of the routine and explore a new direction in life...or escape a present difficulty.



Journalist types might be lured—or assigned by their editor—to write an exposé on the shadowy world of industrial espionage.



Veteran of the Great War? Maybe the investigator has had a terrible time adjusting to normal life after the intensity of wartime experience. A return to a life of adventure—even if it's "just a field trip" to the Yucatán—is an exciting prospect.



For scientists and academics, forging ties between the home campus and First Dynamics could be quite a feather in their cap. Just think of the grant money opportunities, internship placements, and research funding that could come of such a relationship.



Perhaps the investigator works for a corporation, a powerful family, or some other going concern that already owes a favor to First Dynamics. If so, the investigator might be sent out on loan as a quid pro quo from their own organization to be at First Dynamics disposal.



In short, investigators should work with the Keeper to develop strong—or at least plausible—motives for their investigators to embark on a mission to the Yucatán to keep tabs on First Dynamic's business rival.



New York City - The Weekend



The investigators have scant little time—just the weekend—to luxuriate in their newfound employment. They may wish to do some research on either First Dynamics or Ritter Nautical and Industrial Supply. They've got Saturday, April 26, for such pursuits. On Sunday, the library is closed, and they're expected Monday at the Ritter recruitment office.



With some time on Saturday, investigators visiting the local library can dig up the following information on First Dynamics with several hours of research and successful Library Use checks:

Provide the players with Handouts 2-2 and 2-3 with successful Library Use rolls.

Those making a Know check are aware that Margot Ritter is a lifelong physical-culture enthusiast. She has a competitive spirit that meshes well with capitalist pursuits.

Investigators making a Hard Occult check recall that Maximillian Ritter is involved with various esoteric traditions and fraternal orders. He is said to leverage his personal wealth for access to the inner circles and deeper secrets of these organizations. Based on the dollars he has reputedly spent over the years acquiring many books of esoteric, anthropological, and occult lore, his personal library on these subjects must be the envy of many scholars. The latest gossip is that Maximillian is quite taken with Mesoamerican shamanistic practices, and that he has made several trips to the region to pursue his interest.

The Ritters' reputation took a bit of a hit when a New York tabloid published a story about the Ritters' involvement with the occult. The Ritters have expressed their outrage at the "ludicrous" story. With a successful Library Use provide the players with Handout 2-4.

Investigators following up on the *Big Apple Examiner* story can do so with Library Use or Accounting skill checks. They learn that the *Big Apple Examiner* was purchased by Ritter Nautical and Industrial Supply two weeks after this article hit newsstands. Freelance reporter Peter Reynolds was tragically killed in a single-car crash on Long Island a month later when his car swerved off a bridge and submerged in Long Island Sound. No other stories were published about the Ritters in the paper.

If investigators should reach out to the Arkham Police Department in the short time available to them, they are tersely rebuffed. If they persist, the chief himself angrily rebukes inquirers for bothering his staff with such "lunacy" and threatens to have anyone who keeps harassing his officers arrested.

Those making further Library Use or Accounting checks can affirm the dire fiscal state of Ritter Nautical and Industrial Supply: the company was nearly killed off by the great stock market crash of October 1929. Many of its holdings were liquidated, including the *Big Apple Examiner*.

With its last corporate gasp, Margo and Maximillian Ritter directed their company to acquire a vast parcel of land in the Mexican Yucatán. Concessions from the Mexican government were granted for the company to export henequen-derived product from the region. This is a baffling corporate move, with Ritter's remaining stock value falling through the floor. Business rumors have it that only the last of Margo and Maximillian's personal fortune is keeping the company afloat, but for how long?

Monday, April 27, 9 a.m. – The Perils of Employment

When you arrive at the offices of Ritter Nautical and Industrial Supply, you are greeted with the sight of dozens of job seekers, mostly men, milling about. They've arrived early and have the reek of quiet desperation about them. Hard eyes stare at potential competitors. Cigarettes smolder and low conversation buzzes. By nine a.m., the ranks have swelled, and the street becomes choked with a huge crowd. Police officers have materialized to keep order. The doors to the Ritter offices unlock, and several clerks step out, flanked by two beefy policemen. The clerks wade into the crowd, handing out brief questionnaires and stubby pencils to grasping hands. There's some pushing and shoving and some unkind words, but quickly everyone is busy scribbling. Those lacking basic English literacy are quickly identified and turned away amid a few sniggers and jeers. The form asks for the basics: home address, emergency contact, area of experience or expertise.

After perhaps twenty minutes, the clerks gather up all the forms and vanish back inside the office building. The crowd moves forward as if to follow the clerks, but is held back by a line of policemen at a word from the clerks. Time ticks by. A half hour. An hour. The crowd grows restless. There are impatient calls to "get on with it," and shouts by policemen to "settle down." Finally, two company representatives-a man and a woman-emerge from the building, one of them clutching a clipboard. The crowd grows intensely quiet and attentive. In a loud voice of public address, the man reads names off the clipboard: you-and only you-are called forward. When the last of you reaches the small group by the front of the building, the company man calls out, "That's all for today. Thank you for your time and interest. If we have later need, another advertisement will be posted. Good day."

This does not go over well with the crowd. Instantly there are angry, vocal protests:

"What? Just them? Are you kidding?"

"This is unfair! I've wasted a whole morning here!"

"Unbelievable! You call us all out here for this?"

"I came here today for a job, and I won't be turned away!"

Things turn ugly in a heartbeat. Someone bumps someone else; a sharp elbow catches someone else in the ribs; someone tries to push through the crowd. A careless fist lashes out. It's on.

The mob surges forward, a seething mass of punches, kicks, and scuffling bodies. Police whistles screech. Officers wade into the fray, clobbering convenient targets with billy clubs. You, along with the hapless man and woman from the company, are caught up in the angry riot.

















For 1d4+1 rounds, the investigators can "get their fight on" with some options:

- Slug it out on the sidewalk with a desperate, outraged job seeker.
- Attempt to protect the company man and woman from the worst attentions of the mob.
- Wriggle through knots of struggling bodies to the safety of the building's interior.
- Attempt to Charm, Fast Talk, or Intimidate their way past a foe (or at least from eating a knuckle sandwich).

At worst, investigators might suffer a bloody nose, a black eye, or an undignified shove to the pavement. The mob is unarmed and frustrated, not armed and homicidal. Investigators pulling a knife or a gun are quickly given some personal space.

After a few rounds of chaos, the investigators and the two company representatives are rescued (if need be) by policemen and roughly hustled inside the building. A paddy wagon has trundled up to the scene, disgorging a fresh squad of officers in a wave of screeching whistles and flailing clubs. The mob begins to disperse, but not before a brick is tossed through a front window (Luck check to avoid 1d3 damage from the glass). A few unlucky rabble members are roughly rounded up by the police and harshly thrown into the back of the paddy wagon.

After the chaos outside, the office building seems an oasis of calm civility. The company woman who was just outside with the investigators smooths her hair and clothing, catching her breath. Introducing herself as Miss Tobin, she welcomes the investigators with an apologetic smile. Those passing a Psychology check might even catch a hint of a conspiratorial air about the woman. Tobin escorts the investigators away from the muffled noise and distractions seeping in from outside to a small waiting room deeper inside the building. She leaves them to wait (and perhaps compose themselves) while she fetches a "Mr. Stone, the hiring manager."

After several minutes Mr. Stone bustles into the room. Stone is in his mid-thirties, with a shock of thick black hair, bad teeth, and jerky, nervous mannerisms. His voice is a piping falsetto. After briskly reviewing your application materials, Stone makes approving noises and welcomes each of you into temporary employment with the Ritter Nautical and Industrial Supply Company. "Not sure why the company put out such an advertisement for so few people," he muses to them frankly, "but the company wants what the company wants, so best we get on with things, yes?" Stone hands each of you a folder with basic employment details: a threeweek term of service, a pay package commensurate with level of experience and assumed duties, travel and housing accommodations while in the employ of the company, and so on. "All this pending a company physical examination, of course," states Stone. "We need healthy employees."

Stone walks the investigators down a short hallway deeper into the building. They reach a medical clinic overseen by a cigarette-smoking; wispy-haired, alcoholic old gasbag named Dr. Brooks. Dr. Brooks also has a couple of large German Shepherds roaming the clinic at will ("Stonewall and Grendel," he beams if anyone comments on the dogs). The dogs are unobtrusive, and steer clear of visitors.

One by one, Brooks leads each investigator behind a privacy screen. He subjects them to a series of pokes, prods, probes, and other routine medical indignities. The doctor also fires off a battery of bad jokes and puns ("If you find any Aztec gold down there, remember it's all Mayan! Har har!"). Should any investigator object to the good doctor's attentions, they're informed that examination by the company doctor is mandatory. Investigators of the fairer sex are examined by a female nurse behind a separate partition and spared Dr. Brooks' clammy hands and dubious humor. The doctor and nurse provide First Aid to any investigators who suffered a minor injury in the mob scene outside the building.















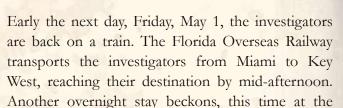
Once the medical examinations are completed, Mr. Stone reappears, all smiles. As they leave the clinic, investigators passing Spot Hidden checks catch sight of Dr. Brooks seated on an examination stool, watching them disappear down the hallway. He sports an odd, sardonic grin on his face while the dogs lick his palms. It's a strange and disconcerting sight.

Back in Stone's office, each of you is handed a new company identification card. "Welcome aboard," beams Mr. Stone, shaking each hand firmly in turn. Sitting behind his desk, Stone says, "The company ship—the *Hannah D.*—leaves in just two days. Show them your papers and you'll be all set. If you miss the boat, we don't have another one scheduled." Stone gestures to the assorted files and forms on his desk. "I have to make sure all your paperwork gets to the next stop up the chain. Miss Tobin will see you out. Again, welcome to the Ritter Company."

To the Yucatán

The investigators are set to depart from New York's Penn Station on Tuesday, May 28, on the late train bound for Miami. The train does not leave Penn Station until 11 p.m. This affords the investigators another business day if they wish to follow up on any inquiries (such as reading up on First Dynamics or the Ritter company). The rail journey south takes

a little less than thirty hours. Arrival in Miami is mid-afternoon on Thursday, April 30. The company has set them up with overnight rooms at the McAllister Hotel.



Island House hotel.

From Key West the investigators board the *Hannah* D., a freighter bound for the Yucatán. Accommodations aboard ship are spartan, yet the two-day trip across the Gulf of Mexico is pleasant and full of sunshine and gentle sea breezes. Around 9 p.m. on May 4, the investigators arrive at the port of Progreso in the Yucatán.

Investigators find Progreso to be an orderly port of call, if a bit bland. The weather is warm, hovering in the high seventies to low eighties Fahrenheit. Customs officials greet the investigators with professional competence and a routine battery of questions and paperwork. Those traveling armed are allowed to keep their weapons as long as they are not military-grade hardware. Port authorities in Progreso are used to seeing Ritter personnel entering the country, so unless the investigators are spectacularly belligerent there should be no problems.

Just after customs, the investigators are met by a Ritter company representative, a cheerful young man named Alessio Rossi. Originally from Boston's North End, Alessio has found good employ with the company despite its recent financial troubles. His job is to make sure that new company arrivals are duly escorted from Progreso to Mérida. At Mérida, Alessio ensures that his charges are safely aboard the company railroad out to Ritterville. He then returns to his post in Progreso. Alessio takes the investigators to a decent local hotel (The Ferdinand) where they can stow their luggage, freshen up, and have a decent meal in the hotel's

















restaurant. Over dinner that evening, Alessio explains that they'll leave first thing in the morning on the local rail line for Mérida, the capital of the state of Yucatán. It's a short rail journey of just 23 miles and takes perhaps an hour.

Alessio cannot answer many questions about Ritterville, as his job for the company keeps him posted at Progreso with inland excursions to Mérida. Alessio is fun-loving and much more interested in the local social scene than any deep assessment of his employer's business operations. He is open, honest, and friendly, but not a great source of deep information. He says that standard operating procedure will be for the investigators to meet with the regional governor, Señor Gabriel Ochoa. The governor appreciates educated persons pleasure in meeting company takes representatives, such as the investigators. Alessio is sweet on the governor's daughter, María, so he makes sure he can bring as many Ritter representatives to the governor's residence as possible. If any investigators are from Boston, Alessio takes a special interest in conversing with them.



The next morning, May 5, the train leaves Progreso for Mérida at 9 a.m., arriving at its destination a few minutes after ten o'clock. As the governor expects the party in the early afternoon, they've got a few hours to kill. Alessio recommends the local bookshops to read up on local color, as well as the Universidad de Yucatán (University of Yucatán). According to Alessio, the university has some "swell artifacts" of ancient Mesoamerican origin as well as books on the Mesoamericans by prominent scholars.



The Mysterious Bookshop



Perusing Mérida's bookshops, those unfamiliar with the Spanish language may be at a bit of a loss: around 75% of the titles in any given shop are in Spanish; the remainder are in English and other world languages.

One particularly intriguing bookshop is the *Libreria Perros de Medianoche* (which roughly translates into English as the Hounds of Midnight Bookshop). The little shop is tucked away in an ancient plaza off the main thoroughfare, surrounded by private apartments. Two sleepy Doberman Pinschers, tethered by colorful braided ropes, lounge just outside the entrance. Inside its shadowy confines are books piled upon books upon tottering wooden bookshelves in bewildering profusion. The proprietor is a man with skin so dark as to be almost ink-black, dressed in threadbare but respectable clothing. His eyes are milky with cataracts, yet he seems to navigate the shop and its contents with practiced ease.

If asked where he originally hails from, the bookseller smiles and says "Oh, very far from here." The bookseller can offer reading material on just about any mundane subject the investigators desire, at very fair prices. If the investigators purchase (and read) any book from this shop, they get a Bonus Die in the Contest of Wits challenge against Maximillian Ritter at the climax of the scenario.

In addition, a particular title in English catches the investigators' attention: Secret God of the Yucatán by David Hernan. This peculiar little tome, selfpublished in 1922, chronicles the investigations of the author into a heretofore unheralded god of the Mesoamericans. This "nameless god" supposedly fell from heaven to earth in prehistoric times, in the region of the Yucatán. The wrath of this angry god was so great that it caused the extinction of many animals before the coming of mankind. According to the author, a race of Serpent People, the previous masters of the earth, fled the wrath of this newly arrived god, supposedly fleeing to deep warrens underground. A search for these Serpent Beings is promised by the author in a forthcoming book (never published). According to the book's author, this dreadful deity has slumbered for eons beneath the wilds of the Yucatán. It influenced the ancient Mesoamericans to enact rites of blood worship to keep the stars in their rotations in the heavens. A god with power over time itself, only its

slumbering state has kept it from overtaking the entire world. The author purports to have found and translated an obscure ritual to summon this ancient being, which he calls "the Pyramid of Flesh and Blood." He asserts that summoning the god would be extremely dangerous. The book does not go into the specifics of the summoning ritual, only that he pieced it together from ancient Mesoamerican sources, including tracts that had escaped destruction by the invading Spaniards.

All told, Hernan's book-while coherent and captivating-offers neither scholarly nor objective proof of its assertions. A picture of the author on the tome's back flyleaf shows a man in his midtwenties standing before a Mesoamerican pyramid (those passing a History check correctly identify it as the Temple of Kukulkan at Chichén Itzá). Looking every bit the brave explorer, the youthful author sports an oversized Mesoamerican calendar wheel on a leathern thong about his neck. Observers making a Spot Hidden check observe that there is something wrong with the calendar wheel amulet worn by Hernan. With a follow-up Anthropology check (or Hard Know check, investigator's choice), the investigator can see that the symbols on the amulet depict images and icons unaligned with traditional Mesoamerican mythology. Just what they are is uncertain, although it leaves the beholder with a greasy, uncomfortable feeling (Sanity loss 0/1). The author also sports a small tattoo on his left forearm, a tiny Mesoamerican-styled figure gripping what appear to be a serpent and an axe. Another successful Anthropology check identifies the tattoo as representing Chaac, the Mayan god of rain and thunderstorms. Secret God of the Yucatán is offered by the bookseller at a pittance.

As the investigators leave the shop, those who look back at the place (or who pass a Spot Hidden check) notice the bookseller standing in the doorway of his shop. He is smiling blindly at the investigators while his two Doberman Pinschers lick his palms. If investigators try to return to the *Libreria Perros de Medianoche*, after an initial visit, they find that the dusty little shop has utterly vanished. In its place are apartments that look like they've been there for generations. None of the local residents ever recall a store or a bookseller of that type in their neighborhood. Successful Psychology checks determine that the locals are speaking truthfully.

The University

The 'Universidad Autónoma de Yucatán holds a number of artifacts of Mayan antiquity and has a decent library on related subjects. Anyone poking around the university library is very likely to meet Mr. Pedro Lopez, subject specialist in Mesoamerican cultures. Mr. Lopez is well past retirement age but is a bred-in-the-bone bibliophile and a fixture in the library. Fluent in English, Spanish, and Maya, the affable Mr. Lopez is eager to assist visiting scholars and anyone curious enough to avail themselves of the library. If they chat up the librarian, Mr. Lopez can offer the following tidbits of information:

If the investigators have not visited the Librería Perros de Medianoche, Lopez can produce the university's copy of Secret God of the Yucatán for perusal. "It is by a local author," beams Lopez. "Alas, it is not real scholarship, but an entertaining read," chuckles Lopez, "better as fiction." Should the investigators mention the Librería Perros de Medianoche, Mr. Lopez has never heard of it. "Is it a new shop?" the bibliophile asks with interest.

The elderly librarian recalls author David Hernan visiting the library for long hours, poring over books of Mesoamerican history, religion, and culture. "The young man was very kind, and so he donated a copy of his work to our library." Lopez shrugs. "It is quite fanciful, but Mr. Hernan was so earnest that I did not have the heart to keep it out of our collections."



















Mr. Lopez says there has always been half-rumors and unattributable accounts of a "hidden Mesoamerican god" behind the more acknowledged deities such as Itzamma, Chaac, and Kukulkan. "The invading Spanish destroyed so much," sighs the librarian. "No scholar has found any credible evidence of such a deity. I admire his passion, but I cannot give credence to the wild assertions of imaginative types like David Hernan."



The librarian recalls several visits in the past couple of years by industrialist Maximillian Ritter, including one just several months ago. Here the aged librarian frowns. A Psychology check discerns that Mr. Lopez is holding something back. If prompted with a successful Persuade check, Lopez relates that he caught Ritter attempting to smuggle Secret God of the Yucatán out of the library. Ritter even tried to bribe the librarian into letting the book go, but the old librarian was adamant. In the end, the industrialist spent hours painstakingly copying portions of the book into his own journal.

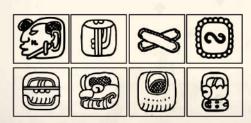


"After he'd spent many hours bent over the book with his pen and paper," relates Lopez, "I told Mr. Ritter that he could simply visit Mr. Hernan here in Mérida if he needed more information." The librarian smiles indulgently. "I almost thought that he was going to hit me for not relaying that tidbit of information sooner, that Hernan keeps an apartment here in town." The old man grins. "Fair penance for attempting to steal a book from the library. All his money, and attempting theft from the library. Imagine!" Lopez shakes his head in disgust.



Should the investigators wish to track down author Hernan's apartment in Mérida, the kindly old librarian shuffles off to the circulation files to provide the address.





David Hernan's Apartment

Those paying a visit to David Hernan's apartment will have to make haste: their local guide Alessio arrives at their hotel by mid-afternoon to take them to the governor's mansion.

Hernan's apartment is located on a quiet street in Mérida's old Santiago neighborhood, above a cinema. Knocking at the door, there is no response. Hunting up the landlord requires a successful social skill check (such as Charm or Persuade) and a successful Luck check. The landlord, Mr. Flores, is an incurious fellow. He says that Mr. Hernan's rent money is overdue. He's going to have to re-let the apartment soon if Mr. Hernan does not come through with the rent money. Flores has not seen Hernan for maybe a month or six weeks. The landlord allows the investigators into Hernan's apartment if they make a successful social skill check (Fast Talk, Charm, Intimidate, or Persuade) or express a lively interest in renting out the apartment. Mr. Flores will hang in the doorway as the investigators check out the apartment, keeping a casual watch both on the investigators and for his

Even a casual inspection of the small apartment reveals that David Hernan is obsessed with Mesoamerican culture and the occult. His bookshelves are messily cluttered with common works on both topics, as well as two copies of his self-published work, *Secret God of the Yucatán*. Photographs of well-known ancient Mesoamerican sites are pinned to the walls, some with Hernan posing amid the ruins. If the investigators somehow missed Hernan's photograph on the rear flyleaf of Secret God of the Yucatán, they'll find it here, pinned up with other photos.

Stale food in the kitchenette gives mute evidence that David Hernan has not been in the apartment for weeks. Further, he may have left in a hurry: several drawers in the bedroom bureau have been pulled open, their contents strewn across the floor. A Hard Spot Hidden check discerns a dusty corner of the bedroom closet where a rectangular object (a suitcase) once sat on the floor. If investigators intend to make a lengthy forensic search of the apartment, Mr. Flores will object. However, he is susceptible to social skill checks (Fast Talk, Charm, Intimidate, or Persuade) and/or a good oldfashioned bribe. Additional searching of the apartment reveals that many of Hernan's research papers, journals, and such are present. Collectively, they reveal nothing that has not already been published in Secret God of the Yucatán or other readily available sources. There are plenty of unopened, unpaid bills on his work desk. Several of the envelopes are dated mid-April. On the wall, along with the photographs, is a cheap monthly calendar, annotated in Hernan's hand with penciled appointments and such. There do not appear to be any notations past mid-April, other than an upcoming dentist appointment in October. One notation of interest on the calendar is penciled on March 2. It says: "Tell Ritter NO."

A Meeting with the Governor

Shortly before three o'clock, Alessio guides the group to the governor's residence, an grandiose and well-maintained manor in a fine neighborhood. Past the gated front entrance, the investigators are met by an aide and led into the house proper. The governor soon appears, shaking hands and offering refreshments to his guests. In his early fifties, Governor Ochoa is normally a pleasant if somewhat bland man with impeccable manners. A few minutes later, Alessio innocently asks if the governor's daughter, María, will be joining them. The older man fumbles with a glass tumbler, wiping at his brow with a shaking hand.

"No," says the governor to Alessio. "María is not feeling well. She is in her rooms and will not, unfortunately, be joining us this afternoon."

Those passing a Psychology check, however, notice that the governor seems very ill at ease. Something is deeply troubling the man. If none of the investigators make the skill check, Alessio quietly whispers, "Something is wrong with the governor."

A successful Psychoanalysis or Persuade check gets the governor to open up about what troubles him:

Two nights ago, a young man broke into the estate. Approaching the governor and his daughter, the man was clutching a journal. He seemed about to warn the governor of some great danger. "He named the Ritter Company," says the governor, "your employers."

"Just as he was about the explain himself," says the governor, "the man, he, he aged decades in seconds! Right before our eyes!" The governor performs the sign of the cross and looks like he is about to be sick with the memory.

"The intruder died on the spot," shudders the governor, "nearly caving in on himself with age and decrepitude. María screamed, summoning the household staff. The intruder's remains were carted off to the morgue."

The governor takes a healthy gulp from his tumbler. "María is still in shock and wishes to see no one," says Ochoa. He is adamant that she is not bothered.

Governor Ochoa pulls at a desk drawer, removing a fancy, leatherbound executive journal. "The journal the man was holding," says the governor. "It was kicked under a sofa in the excitement, not found again until earlier today." The governor explains that he speaks but does not read English. "My daughter translates English to Spanish for me when I have need," says the governor, "but understandably I will not ask her to translate this at this time, you understand."

The governor hands the journal over to the investigators. Alessio is more concerned about the governor's daughter and has little interest in reading the journal. Investigators may wish to read the journal and/or visit the city morgue where the corpse of the intruder was taken. Governor Ochoa











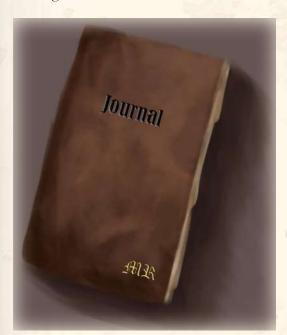






has no issue with the investigators taking the journal from him (frankly he's glad to be rid of anything connected to the incident). He can swiftly clear the investigators with city officials for a visit to the morgue.

As the train for Ritterville leaves first thing in the morning, the investigators have the late afternoon and evening to act.



Reading the Journal

Stamped in gold stamp on the rich brown leather cover of the journal are the initials M.R. This journal belongs to Maximillian Ritter. It was stolen by David Hernan as he escaped Ritterville. Hernan returned to Mérida with the journal in a vain attempt to warn authorities of the threat posed by the Ritters.

The journal details the last year and a half of Maximillian Ritter's pursuits. Most of the entries show a man obsessed with the occult. They also reveal Maximillian's anguish over the stock market crash and the Ritters' steeply declining fortunes.

The entries hit upon Maximillian's realization that he and Margot should turn to occult forces to reverse the misfortunes suffered by their business empire.

Provide the players with Handout 2-5.

There is a smaller missive folded just inside the front cover of the journal. Scrawled in pencil, it is in a different hand on different paper.

Provide the players with Handout 2-6.

At the Morgue

The office of Mérida's medical examiner is on the western outskirts of town, in a large, modern limestone building. Governor Ochoa will have called ahead, so you are expected and will not be impeded. As the train for Ritterville leaves in the morning, expediency is key. Alessio will take the investigators to the building but is averse to going inside. Such places give him the 'heebie-jeebies.'

Coroner Juan Álvarez escorts you to the morgue in the basement. You may view the body: an exceedingly old man on a gurney. He easily looks to be north of one hundred years old. The only feature of note about the corpse is that it bears a tattoo of a little Mesoamerican god on its left forearm: the rain god Chaac, gripping a serpent and an axe.

Those making Psychology checks ascertain that Coroner Álvarez seems shaken. With a successful Persuade (or even Intimidate) check, Álvarez opens up to the investigators:

The state of the body does not particularly disturb Álvarez. He's seen plenty of corpses. What bothers the coroner are two items that arrived with the body. Moving to a nearby counter, Álvarez shows off the two items:

The first item is a small chunk of what appears to be limestone rock. It is smooth and worked, like it has been chipped away from a building or other construction. Alvarez invites the investigators to handle it. Those that do are in for a shock: the bit of worked stone feels warm, exactly like touching a chunk of living flesh (Sanity loss 1/1d3). Alvarez



says it was found gripped in one of the corpse's hands when the body was brought in. Note to Keeper: this is a piece of the summoned god R'gnochza. David Hernan chipped off the piece while making his escape from the Ritters.

The second item is a disk-shaped amulet, two inches in diameter, attached to a leathern thong. Made out of a pinkish-gray stone, the amulet is a Mesoamerican calendar wheel. However, none of the symbols on the little wheel correspond to known Mesoamerican iconography, confirmed with a successful Anthropology check or Hard History check. A successful Cthulhu Mythos check determines the true significance of the amulet: it depicts when the gods of the Cthulhu Mythos shall fully awaken to ravage across the earth, spelling humanity's doom. The stone of the amulet has an unwholesome, greasy feel to it; the unfamiliar sigils are vaguely disturbing: Sanity loss 0/1 to behold.

Provide Players with Handout 2-7



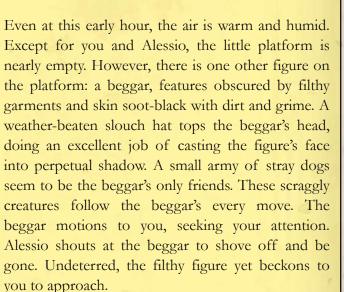
Investigators may recall (with or without a helpful INT check) the picture on the flyleaf of *Secret God of the Yucatán*. That picture featured youthful author David Hernan wearing this very singular amulet around his neck. Hernan also sported a small tattoo of the rain god Chaac on his left forearm. The body in the morgue is that of David Hernan, terribly and unnaturally aged. This realization causes all investigators that see him take a Sanity 1/1d3 check.

If the investigators somehow failed to find and read David Hernan's hastily penciled missive folded into Maximillian Ritter's journal, the Keeper can place it with the body for them to find. It is tucked into Hernan's shirt pocket, found with a Spot Hidden check (the coroner missed it on initial examination).



The Ritterville Express

The next morning, you are escorted to the Mérida train station by Alessio. He is proud to show off the rail line, which was specially constructed by the company to connect Mérida with Ritterville. The Ritterville Express is a narrow-gauge railway traversed by a Baldwin Class 8-D steam locomotive. Behind the locomotive and tender is a single passenger coach followed by two enclosed cargo cars and a flatbed carriage for oversize loads. There is no caboose. A team of four—the engineer, the fireman, the brakeman, and the conductor—attend to the operations of the train. The Ritterville Express leaves at 8 a.m. for Ritterville, some 25 miles and 5 hours through the Yucatán jungle to the southeast.



Any investigators who do approach the beggar find the figure to be quite tall, masked by a perpetual stoop. Face partially swathed in yellowed rags, the beggar's eyes—milky with cataracts—crinkle with a smile at the investigators. The beggar holds out its dusky palm to each investigator in turn, requesting a token sum "so that I may feed my friends." For those who fish out a few coins for the beggar, the

















smile lines around its eyes deepen as the money disappears somewhere within the filthy garments. The beggar thanks those that give, ignoring those who do not. Any who pay the beggar enjoy a Bonus Die when confronted with the challenges against the Ritters at the climax of the scenario.



Investigators making a Spot Hidden check notice a gleam of silver amid the beggar's soiled and sootsmeared rags. A pocket watch! Those succeeding with an Extreme Spot Hidden—or simply having the chutzpah to ask the beggar to see the watch—notice that his timepiece has five dials. The watch face bears sigils that correspond to no known system of timekeeping. The silvery little dials crawl across the face of the watch seemingly at random. If asked about the crazy timepiece, the vagrant chokes out a laugh, saying it keeps time in ways "you would not understand."



When Alessio accuses the beggar of stealing some citizen's watch, the beggar's canine retinue encircles the vagrant like a protective guard, growling and yipping. The vagrant begins to retreat into a cloud of steam produced by the locomotive. As he backs away, the dusky figure winks and holds out its hands to either side. The dogs lick the beggar's palms.



With much hissing and belching of steam, the Ritterville Express toots a departure call. Investigators climb aboard while Alessio serves as makeshift porter. With a huff and a lurch, the engine pulls out of the station. Alessio nimbly steps down from the train at the edge of the platform, waving goodbye to his new friends. The investigators are on their own.



As the train picks up steam, the urban sights, sounds, and smells of Mérida soon disappear, replaced by wilderness. The train's crew stay out of sight, busy attending to their tasks. Outside the train windows, birds squawk, and there are the cries of less-identifiable animals. There is a hint of rain on the wind as the sky gradually clouds over. It looks as if a mid-afternoon storm may be shaping up. The little engine hoots mournfully in the vast wilderness.

Mérida is suddenly a memory of another time, another place. The scenery outside is vertiginous and beautiful, but soon becomes monotonous in its own way. The train plunges ever forward into the heart of the Yucatán.

Something in the Sky

A couple of hours into their rail journey to Ritterville, investigators passing a Spot Hidden check receive a bit of a shock: there's a strange, silvery object in the sky. It is very bright against the dark clouds. The object seems to be keeping pace with the train. It appears to rotate and even to change shape in mid-air: first spherical, then elliptic, then flat, almost two-dimensional. It's impossible for those aboard the train to gauge the thing's true size or distance, given the absence of markers in the sky to provide perspective. The flying object makes no sound (at least, none that can be heard over the noise of the locomotive). The thing is certainly not an aeroplane, not by 1920s-1930s standards. At some hidden signal, the bright object zips away in a blink, punching a hole in the cloud cover. Sanity loss to observe this bizarre aerial display is 0/1d2 points. The train's crew do not spy the object, absorbed as they are in their duties. The silvery object does not reappear for the remainder of the train journey.

Getting Off Track

Another hour or so passes as the locomotive steams its way through miles of the Yucatán wilderness. The company town cannot be that far off now. A thick mist overtakes the entire train. This is no ordinary fog. This is a strange, opalescent mist that envelops the entire train like a pearly shroud. It feels as if the train is gliding on air rather than trundling over the rails. The familiar click-clack, thump-bump thrum of the train in motion is entirely absent. The sensation is like the entire train is caught up in a cloud.

Investigators seeing this must make a Sanity 0/1d2 check.

With a sickening lurch, the train suddenly and violently derails. Each passenger must make a DEX check or suffer 1d3 points of damage. For those who gave the beggar at the station a pittance, they may make their DEX check with a Bonus Die to avoid harm. Luggage and incidentals fly about the carriage. With a final shudder, the train lies still. Somewhere ahead, investigators can hear gouts of steam escaping from the listing and crippled locomotive.

Clambering out of the disabled railroad car, investigators are confronted with an impossible situation: the railroad tracks both ahead and behind the train have vanished. The train lies on its side like a beached whale. The brakeman and conductor are both dead, pinned between earth and tons of locomotive steel. The fireman is alive and conscious but sports a nasty-looking head wound. The engineer is dazed but up and about. The engineer gestures vaguely ahead of the train. "Ritterville should be here," he says simply. "It's just, gone. Just gone." A passed Psychology check determines that the engineer is in shock.

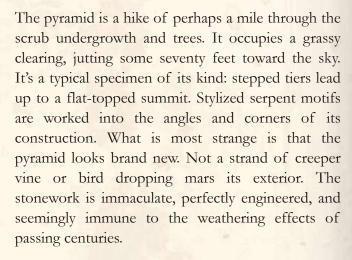
While the company town seems to have vanished, something in the distance draws the eye: rearing above the lush foliage is a Mesoamerican pyramid. The sun shines directly overhead, though high noon was hours ago. Every pocket watch displays random hours, and compasses go haywire. It would seem that the investigators are in a place out of time. All investigators must take a Sanity 1/1d3 check.

Jungle or Pyramid?

The train engineer decides to attempt a trek with the injured fireman through the wilderness back to Mérida. This will take days of punishing travel, perhaps encountering hazards of the Yucatán jungle, such as dangerous wildlife. Snakes, spiders, jaguars, Gila monsters, and scorpions are detailed at the end of the scenario if investigators choose this route. Retreating from the pyramid means ignoring the urgent message written by David Hernan.

Meanwhile, R'gnochza continues to test its power, disrupting the flow of time across an increasingly wider range. These will eventually overtake Mérida and beyond. The Crawling Chaos will haunt the investigators' dreams. Nyarlathotep urges its errant champions to confront the Ritters and their new god at the pyramid.

To the Pyramid



Investigators making Archaeology, Anthropologyor, failing these, Hard Know checks-recall that no explorers documented previous have Mesoamerican pyramid in this locality. The pyramid simply shouldn't be here. Those who touch the pyramid are in for a shock: the stone construction feels like warm, living flesh (Sanity loss 1/1d4). The structure is as resilient as limestone. It behaves in every way like solid rock if struck with hammers, blasted away, and so on. However, even when blasted or chipped away, holding the fragments still feels like holding a chunk of flesh. The pyramid is R'gnochza, or some manifestation of it in this dimension. Chipping away at the pyramid is about as irritating to the god as the loss of a fingernail clipping. Total destruction of the pyramid with an abundance of explosives might harm the god. R'gnochza might reform or react in some other manner. In any case, it's more destructive power than the investigators presently have at their disposal. Ill-fated author David Hernan chipped away a bit of this pyramid in his flight.



















At the base of the pyramid is a wide opening. Those passing Listen checks hear the echo of voices from somewhere within. On a Hard success, the listener discerns the languages to be a mixture of English, Spanish, and Maya. Calling or yelling into the pyramid elicits no response. The bright sun reflects off the stonework, casting the interior space

into deep shadow. No movement, shapes, or other defining details can be noted about the interior by standing on the threshold and peering in. Even the aid of an electric torch reveals little except that the interior seems to be stonework and quite vast. Stepping into the pyramid is the only way to explore its mysteries.



Inside the Pyramid

Those screwing up their courage and venturing inside the pyramid feel a momentary faintness: R'gnochza smoothly drains 1d4 magic points from each investigator who enters its domain. Explorers find themselves in a large, shadowy antechamber. The walls are covered in a series of Mayan-styled pictographs. With a successful Astronomy or Anthropology check, investigators realize that the imagery depicts a plethora of stars, planets, and even galaxies. Many of them are unfamiliar. These are some of the star systems that R'gnochza passed on its long-ago flight from Azathoth's court to Earth.

Deeper within this chamber is a huge Mayan calendar wheel, some 20 feet in diameter, standing on its edge like a great stone coin. It is somehow fixed in place and cannot be tipped or rolled. Indeed, it must weigh many tons. It is also profoundly wrong.

A successful Archaeology, Anthropology, or History check affirms that a proper Mesoamerican calendar wheel depicts the Mayan cycles of time: the 260-day count (the Tzolkin), the 365-day count (the Hoab), and the Long Count, the accounting of days since the Mayan creation date. This calendar wheel, however, features esoteric sigils and disturbing pictographs. They seem to writhe across the stone surface of the gigantic wheel in a manner that leaves onlookers with a greasy, unwholesome feeling (Sanity loss 0/1). The ominous markings do not correlate to any known Mayan script and are a wholesale departure from Mesoamerican artistic stylings. Investigators passing a Cthulhu Mythos check read something dreadful in the markings: they mark the time until "the stars are right" and the Old Ones return to raven across the earth. Investigators who got a good look at the calendar wheel amulet worn by author David Hernan see that this wheel is identical to that one in all respects, excepting size. Also, any who touch this great wheel find that it feels like the surrounding pyramid: warm, pulsing flesh instead of cold stone.

A successful Spot Hidden check will notice a stone that will turn at the base of the great wheel. Behind it is a slip of folded notebook paper jammed into the crevice. In David Hernan's handwriting, there is a penciled note, followed by a weird poem or chant. Provide the players with Handout 2-8.

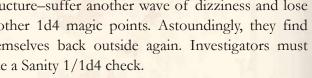


Investigators making a successful Cthulhu Mythos check recognize the chant's language as a human reconstruction of R'lyehian script.



The snatches of English, Maya, and Spanish speech seem to be emanating from behind the great calendar wheel. Investigators venturing beyond the massive calendar-deeper into the structure-suffer another wave of dizziness and lose another 1d4 magic points. Astoundingly, they find themselves back outside again. Investigators must take a Sanity 1/1d4 check.







It is suddenly twilight, even though it was broad daylight when you entered the great pyramid. You stand on a slight rise of earth, with the little company town of Ritterville stretched out before you at the base of the hill. Beyond Ritterville, there are river reeds and swampy marshland. Beyond the swamp, in the far distance, broods what looks to be a second pyramid. Beyond the pyramid, many miles away, black silhouettes of angry volcanoes smoke and smolder. The air is humid, smelling and tasting of swamp and ash. It is almost as if Ritterville-and you-have been transported to a more primal version of the Yucatán. Behind you, the great calendar wheel and entranceway have vanished, replaced by trackless jungle wilderness.





Any attempts to retreat from Ritterville at this point are fruitless. Tramping through the undergrowth, the investigators find themselves approaching the same scene. The investigators are now in the body of R'gnochza, who has become stronger and cannier since David Hernan's earlier escape.





The Company Town



In Ritterville, there are signs of life. Lights are lit in houses and buildings. People shuffle about the structures, albeit somewhat aimlessly. Descending into the company town, you find the inhabitants exhausted and listless. They have not seen outsiders in quite some time. They hope that you herald their liberation from this awful place.



These are the frightened and dispirited Yucatán Project employees of Ritter Nautical and Industrial Supply. R'gnochza keeps them around like chattel. The god regularly drains magic points from the inhabitants of Ritterville. This both energizes R'gnochza and keeps the humans weak and pliable. The investigators have now fallen into the same flytrap. For each day they delay in Ritterville, R'gnochza drains 1d8 magic points from each investigator. This drain is accompanied by feelings of lethargy and hopelessness.



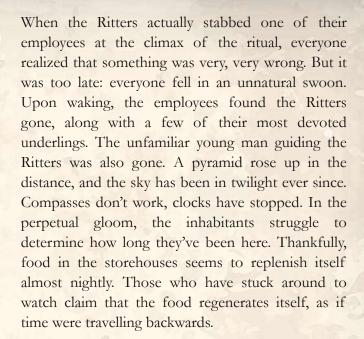
Interacting with the Ritterville folk, investigators learn the following:



There are approximately 60 company employees in the company town, a mix of locals and imported staff. They were directed here by their employers, the Ritter Nautical and Industrial Supply Company. Their orders were to build Ritterville as the first stage of a henequen production facility. Shortly after the dwellings and general facilities were constructed, the employees were visited by company owners Maximilian and Margot Ritter.



The Ritters had the employees gather at the center of the little compound. Maximillian Ritter organized and made the employees enact a strange ritual. Maximilian himself appeared in full dress as an ancient Mesoamerican priest. The employees figured they'd better humor their boss and went through with the ridiculous routine. Beside the Ritters was a second man, a young fellow. He appeared very unhappy to be participating. In some ways, he appeared to be coaching the Ritters as to their parts in the ritual.



The people here have been unable to contact the outside world for days or weeks (they've lost track of time). Those who set out to explore possible escape routes return defeated or have simply vanished. The investigators are welcome to shelter with them. Other than their growing ennui and lethargy, they've been safe from the jungle while they remain trapped in the company town. The investigators are shown to simple quarters where they can bunk. The investigators find Ritterville prosaic and dull, nothing more or less than what it presents itself to be. Besides the housing units, there's general storehouse, small. nondenominational chapel (no pastor), a large tool shed, and a radio communications hut. Operators using the radio equipment to reach the outside world are rewarded with nothing but static.

A narrow, sluggish river snakes its way from the Ritterville clearing into the swamp, ostensibly toward the distant pyramid. A small, shallow-drafted skiff with a long-handled pole or oar is tied up at a tiny wooden dock by the river. The inhabitants of Ritterville have not attempted to travel the little river to the pyramid. They are too frightened, exhausted, and dispirited. Of course, the investigators know that to defeat R'gnochza and the Ritters, they must head for the second pyramid.



To the Second Pyramid

Once you are aboard the skiff, you can pole the boat forward along the glassy surface of the dark river. The little skiff cuts a weaving path through the reeds closing in on both sides. You hear weird, sonorous piping music echoing from the swamp.

On a Spot Hidden check, investigators espy half-glimpsed things flopping about in the murk, obscured by the tall reeds, intoning the strange melody. Those rolling their POW or less feel with mysterious certainty as if they are travelling a river of time, somehow flowing backwards through hundreds of years or more. All investigators must take a Sanity 0/1d3 check.

At a bend in the little river, you notice a clearing in the reeds off to one side of the boat. A hump of earth rises up out of the swamp. On this patch of land is a stone altar carved with Mesoamerican motifs. Behind the altar stands a Mesoamerican high priest, completely kitted out in ceremonial garb: feathers, beads, shells, body paint. The priest is accompanied by ritual celebrants.

There are as many figures standing at the altar as there are investigators in the little boat. Atop the stone altar is a bound victim—a human sacrifice. Sighting the investigators in their little boat, the victim pleads for help in an unfamiliar language. Investigators succeeding with an Anthropology or Hard History check recognize an ancient dialect of Yucatec Maya, not spoken in centuries.

If the investigators do nothing, they're treated to the sight of the victim being messily dispatched by the high priest. After a few moment's rough work, the victim's heart is removed. The priest holds the steaming, slick trophy up to the dark sky, then tosses it to the celebrants. The priest's acolytes catch and devour it with gusto. All investigators witnessing the horror show must take a Sanity 1/1d6 check. The boat glides onward, the scene disappearing out of sight with the next turn in the river.

Should the investigators attempt to rescue the would-be sacrifice, they must splash into the waist-high water and plunge through the reeds to get to dry land. Their opponents, the celebrants, do not engage until the investigators have closed with them in hand-to-hand combat. If the investigators use firearms, their opponents are astonished and startled. The ritualists retreat, melting into the tall grass. The celebrants fight to the death. However, they will not pursue any who flee to the skiff.



If the investigators manage to best their opponents and free the sacrifice, the figure bound to the altar weeps with relief, thanking the investigators in his ancient tongue. However, the man suddenly gasps as if stricken. The poor fellow ages decades in heartbeats. In moments, he is dead. All that is left is a dried-out husk. Investigators can't help but recall the corpse of author David Hernan. Investigators seeing this must take a Sanity 1/1d6 check.





Of Flying Disks and Winged Horrors

As your skiff draws closer to the second pyramid, a silvery disk appears out of the sky. At first nothing more than a metallic glint in the twilit sky, the disk zooms in on your location with shocking speed. In an eyeblink, the house-sized disk looms some hundred feet overhead. For long moments, the disk is utterly motionless and silent.



The disk suddenly emits a reddish-orange beam, pointed directly at you. You are bathed in a blinding, fiery light. Something probes your minds,

sifting through your consciousness.





Those making a successful Hard POW or INT check can push back against the prying presence. Those failing the check (or who do not resist) discover a conduit of communication between themselves and the disk hovering above. Investigators must take a Sanity 0/1d2. It is imperfect communication, a sort of empathic exchange without the nuance of true dialogue. Nevertheless, rudimentary communication occurs.





The occupants of the disk query the investigators:



"Who are you?"

"Where are you?"

"When are you?"

"Why are you here?"

If the investigators ask similar questions of the disk, it responds:

Question: Who are you? Answer: "We are you. Many tomorrows from now. Look to the future."

Question: why are you here? Answer: "doors in time have been opened. Ones that should be closed. We investigate."

Investigators asking for more detail are frustrated; the method of communication is inexact.

After several fleeting moments, the hovering disk emits a final thought-transmission: "We have been detected. We must flee." The vermilion beam winks out and the silvery disk whisks skyward at breathtaking speed.

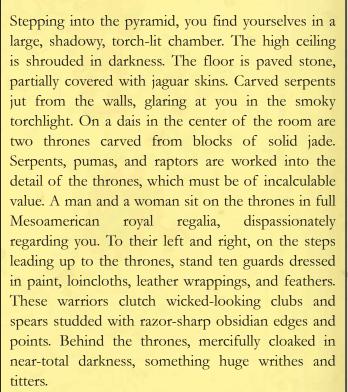
A shape emerges from behind the pyramid, launching itself into the sky. It resembles a titanic oarfish, enormous asp, or monstrous tapeworm borne upon a trio of gigantic, bat-like wings.

Getting a look at this Hunting Horror causes a Sanity 0/1d10 check.

If the investigators call attention to themselves, the winged horror slithers down through the sky to investigate. It does not seem at all threatened by the investigators. For the most part, it ignores any attempts to harm it. The monstrosity lazily circles the skiff at a slight remove, undulating its bulk through strange dimensions as it hovers impossibly in the air. Close up, the thing smells like burning rubber and spilled blood. After eyeing them, the abomination addresses the investigators in a deep, wet, gravelly voice. "I am not here for you." With a bit of patience and questioning, the investigators can learn more from the creature. It is surprisingly civil for all its fearsome appearance. The monster claims that it has been summoned into the service of R'gnochza to guard the pyramid. "But R'gnochza's orders were to chase away the disk, not you. So I will not impede you." The thing claims to chafe under its voke of servitude to R'gnochza. It will be especially glad if the investigators can liberate it by defeating its master. "I will then owe you a boon," croaks the thing, letting one of its oily black scales fall into the skiff. "Use that to call on me...once." With that, the winged monstrosity slithers back up into the sky. It is soon lost to sight.

The Second Pyramid

Finally, the little river winds its way to the very base of the second pyramid. You spot a shadowed entryway in its side. This pyramid seems much smaller than the original pyramid you entered, no more than thirty feet in height and proportionally wide. This does not align with how large the structure seemed when it was first sighted at a great distance from Ritterville.



"Greetings," says the woman on the throne. "Your coming was foretold. I am Margot Ritter." These are not ancient Mesoamericans but modern people, dressed in ancient garb.

"My consort, Maximillian," says Margot, gesturing to Maximillian Ritter, who sits placidly atop his own throne. His face is a tranquil mask while his eyes are bright with madness.

"My loyal servitors." Here Margot gestures to the armed attendants. "Once my best employees, they continue to serve as we ascend to new glories." This group, while musclebound, bear slack faces and dull-dark eyes.





















A Psychoanalysis or Psychology check strongly indicates that the attendants are heavily drugged, exceedingly traumatized, or both.



"And your new god, R'gnochza." Margot gestures behind her to the half-glimpsed thing twisting and shivering in the darkness.

Even this minor glimpse of what lurks in the darkness prompts investigators to pass a Sanity 1/1d4 check.



Margot Ritter savors the moment. From atop her royal perch, she is pleased to fill in gaps in the investigators' knowledge:



For many years, Margot and her husband enjoyed all the benefits of an exceedingly opulent lifestyle. While Margot enjoyed handling many of the day-to-day business operations, her husband, Maximillian, pursued his passion: esoterica and occultism.



Everything changed with the Great Stock Market Crash. Almost overnight, Ritter Nautical and Industrial Supply was decimated. For the first time in their lives, Margot and Maximillian Ritter were faced with the horror of becoming exceedingly middle class.



This could not stand. It was then that Maximillian's occult knowledge "saved" the Ritters: they would call upon ultramundane forces here in the Yucatán. After much scheming and work, they did just that.

"With the assistance of Max's god," smiles Margot arrogantly, "time shall be reversed. Our wealth and prestige shall be restored. Further, we can use R'gnochza's mastery of time to become the true masters of the earth!" The newfangled queen leans forward on her throne. "Imagine the power we'll wield when all of time itself is open before us like a grand buffet. With R'gnochza, we shall be as gods ourselves!"

Margot and Maximillian share a broad smile. For the first time, Maximillian speaks to the investigators: "You can either serve as worthy slaves in our regime...or die."

Before you can respond, the torchlight flickers and all the flames turn a ghastly shade of violet, like blacklight bulbs. A tall figure, dark as the void between stars, sweeps into the room. The figure is escorted by two ultra-dimensional Hounds at his side. Completely hairless with silver eyes that glow like moonlight, the power emanating from this being is palpable. The phantom Hounds lick the palms of their master while hungrily eyeing all others in the chamber. The Ritters seem astonished.

"You do realize you look ridiculous," says the ebon being to the Ritters. His smile is as cold and dazzling as the lunar surface. Gazing at the space between and behind the thrones, Nyarlathotep speaks: "And you, infantile god. You are missed at the Court of Azathoth." The thing behind the thrones stirs fitfully in the darkness at these words.



Nyarlathotep continues: "However, I am loath to simply drag you back like a truculent child." The Crawling Chaos looks about the chamber. "Since you seem to have gone native with all these trappings," Nyarlathotep runs a finger down the fangs of a carved serpent, "let's settle things as the ancient people of this place would have approved."

The Crawling Chaos gestures to the investigators while addressing the Ritters and R'gnochza. "My champions against yours, little god. You know how I love games." Nyarlathotep smiles again, colder than ever. "A classic Mesoamerican ball game for the athletically inclined, and a battle of wits for those who place more stock in their brains than their brawn." The jet-black figure crosses his arms. "Make your choices, ladies and gentlemen."

Let the Games Begin

Action-oriented investigators may opt to play a game of ball against Margot Ritter and a team of her attendants, in the fashion of the ancient ball games of the Mesoamericans. Margot is surprisingly muscular and fit for her years. It will be a contest of physical skill and combat prowess.

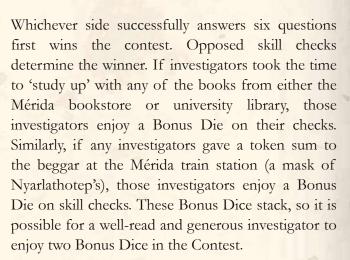
Intellectually inclined investigators can choose a contest of wits against Maximillian Ritter and his flunkies. Both teams are put to a series of academic questions.

After investigators pick which game they will participate in, **provide players with Handout 2-9** so they know what skills will be used in each game.

A third option is to ignore Nyarlathotep's wager and intone the Dismissal of R'gnochza chant. The chant serves as a sort of interrupt and trump card, an ace up the investigators' sleeve. It can be employed immediately or after winners and losers are determined in the contests proposed by Nyarlathoteop. If and when investigators enact the chant, the Keeper can immediately move to that option (detailed later in the scenario).

The Contest of Wits

Investigators unwilling to take their chances in the ball court may face off against Maximillian Ritter and his attendants in a challenge of wits. A small stone table and stone chairs appear in the chamber. The investigators up for the challenge sit in one of the chairs, his or her opponent takes the chair opposite. Nyarlathotep produces a large woven basket, its top lidded with a cloth coverlet. It is placed in the center of the small table. Something shifts and writhes inside the basket, causing its woven strands to creak. A faint ophidian fetor fills the nostrils. Nyarlathotep instructs each contestant to place a hand under the coverlet, into the basket. Something dry, thick, and scaly brushes against fingertips and knucklebones. From within the covered basket, a sibilant voice hisses out questions to the contestants.



Teams take turns. On their turn, an investigator or NPC selects an area of knowledge on which to be quizzed (examples: History, Science–Chemistry, Occult, Natural World, etc.). It's likely that the investigators will choose an area of knowledge to which they have a correspondingly high skill percentage. The NPCs will likewise choose areas of knowledge where they have strength. Someone on the opposing team must volunteer to oppose them or they automatically gain a point. Each participant must take a turn picking a subject for their team before they can go again. Anyone can oppose when it is the opposing teams turn.



















Each contestant places their hand in the basket as the question is asked. The question is resolved with a standard opposed skill check. The winner gains a point for their side. The loser gets bit by the thing in the basket for 1d3 hit points of damage.

Whichever side gets to 6 points first wins the contest of wits. The players may pick any of the knowledge skills listed below:



- Archaeology
- Science–Astronomy
- History
- Law



- Medicine
- Natural World
- Occult
- Science–Chemistry
- Science–Mathematics



Science–Biology

As the sixth point is won, the contestant on the losing side who has their hand in the basket is bitten. The victim takes 1d4 points of damage and must make an immediate INT check. On a failed roll, the victim loses 1d20 points of INT, drained by the uncanny serpent in the basket.



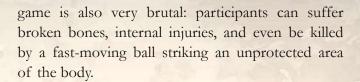
The Ball Game



Investigators choosing the ball game find a part of the stone chamber impossibly shifting and stretching to assume the form of a Mesoamerican ball court: a long, wide central corridor paved with flagstones, bordered by sloping stone walls. All investigators must take a Sanity 1/1d4 check.



For each participating investigator, Margot and her warriors form the opposing team. Each participant suits up with a leather helmet, thick leather girdle, and cloth padding on the knees and elbows. Play consists of scoring points by landing a heavy, solid rubber ball across the middle line of the ball court in the opposing team's territory. It's remarkably like volleyball without a net, with the stipulation that the ball may not be manipulated by hands or feet. The



The ball game is simulated with a series of opposed checks. The character with the highest DEX score goes first, opposed by a character on the opposite team. After those two characters have squared off, play goes to the character with the second highest DEX score. This character is opposed by someone on the opposite team. Play then goes down the line in DEX order, always opposed by a character on the other team. Each player on the opposing team may only oppose 1 opponent per round. That way, no one character (investigator or NPC) can be everywhere on the ball court at once. Whichever team is the first to score 6 points wins the contest. Any investigator who gave a token offering to the beggar (a mask of Nyarlathotep's) at the Mérida train platform enjoys a Bonus Die to any checks they make in the course of the ball game.

Play options include:

Make an opposed DEX check to take a hip, leg, elbow, forearm, or head shot. Whoever wins the opposed check scores a point for their team.

Make an opposed Jump check to save the ball from bouncing out of bounds. Whoever wins the opposed check succeeds and scores a point for their team. If the Jump check fails, the jumper must make a follow-up DEX check or take 1d3 points of damage from slamming a knee, elbow, hip, or head into the stone walls or stone-paved ground (1d6 points on a fumbled DEX check). It is possible for both jumpers to fail and be forced to make DEX checks.

Make a Fighting check to take a cheap shot at a an opposing player. Whoever wins can score a point or do 1d3 points of damage to the opponent. If the winner chooses to do damage, then the opponent may attempt a Dodge. If successful, no point is won and no damage is done.



Make a Stealth or Sleight of Hand check to make a fake pass to another teammate and score a point. This check is opposed by a Spot Hidden check by an opposing player. Whoever wins the opposed check scores a point for their team.

Make a Throw check, opposed by a Jump check by an opposing player. Whoever wins the opposed check scores a point for their team.

Make an Intimidate check to get an opposing player to back off, allowing a point to be scored by the character doing the intimidating. This check is opposed by a Psychology check. Whoever wins the opposed check scores a point for their team.

As each player on the ball court takes their action, they must immediately make a follow-up Luck check. If the Luck check is failed, that player suffers bad luck: a mishap costing 1d3 hit points. This could be a twisted ankle, being buffeted by another player's flailing limbs, scraping against the walls, getting winded, getting hit by the ball, receiving a cheap shot by the opposing team, a slip and fall, etc.

One team will win, due to accumulation of scored points or opposing players being too injured to continue.

Winners and Losers

If the investigators have won both the ball game and the battle of wits, there may be no need to invoke the Dismissal of R'gnochza Chant. If this occurs, Nyarlathotep smiles nastily at R'gnochza, still cowering in the darkness. "It seems you have lost, small god." Nyarlathotep's wickedly amused glance flickers over the horrified Ritters. "And so have you, fools who have meddled with forces beyond your ken."

R'gnochza is a sore loser, a petulant child. Screeching, R'gnochza lashes out at the human pawns that have failed it. In its rage, R'gnochza lurches out of the concealing shadows, revealing itself fully to the investigators for the first time. All investigators must take a Sanity 1d8/1d20 check, and R'gnochza utterly destroys Margot Ritter, Maximillian Ritter, and their lackeys in a spectacular fashion. Any witnesses who go insane at this point will run.



The stonework of the pyramid shakes as if struck by an earthquake, raining down rocks on all within the structure. Nyarlathotep turns to his champions. "Apologies for this unseemly spectacle." He almost looks apologetic. "I'd run now if I were you."



Each investigator must make three separate Luck checks while fleeing the pyramid or be hit by falling masonry for 1d6 points of damage each time. Anyone not insane can attempt a Dodge check if they fail a Luck check. Those making it out of the pyramid see it collapse into the swamp behind them. A sickly wave of energy sweeps out from the epicenter of the implosion. Investigators must make a Hard POW check or lose 1d6 Sanity points and 1d10 magic points. Following the weird energy outburst, there is no sign of the pyramid, the Ritters, R'gnochza, Nyarlathotep, or his ghastly Hounds.

Conversely, if the investigators lost both contests,

R'gnochza hisses and titters gleefully in the darkness behind the Ritters' thrones. Now would be a very good time for the investigators to invoke the

Dismissal of R'gnochza Chant. Call for INT checks

with

gloat

and

disappointment.

crow.

Maximillian

frowns

if players do not think of this on their own.















If for some reason the investigators do not have the Dismissal Chant or choose not to invoke it, Nyarlathotep takes the surviving investigators as surrogates back to Azathoth. With a sweep of his arm, Nyarlathotep fuses the physical forms of the investigators into one screaming, pulsing mass. Simultaneously, their INT scores are wiped out to zero. The investigator-thing becomes a new lesser god. It is given an alien flute and made to play and cavort mindlessly around Azathoth for all of eternity. That is the end of the investigators.

Margot

Nyarlathotep

and



If the investigators and the Ritters each win a contest, then there is a tie. This, too, would be a very good time for the investigators to initiate the Dismissal of R'gnochza Chant. If for some reason they do not, Nyarlathotep proposes a tiebreaker: "We've tested your bodies, we've tested your minds," says Nyarlathotep. "But we've not tested your spirits."



Nyarlathotep commands each party to offer up a champion "of great spirit." Maximillian Ritter steps forward for his party, as he has the highest POW. The investigator with the highest POW should do the same. Nyarlathotep holds out a hand to each participant. As each participant grabs one of Nyarlathotep's hands, they are shown extradimensional vistas and cosmic realities, shocking to the soul. Each participant rolls their POW score and automatically loses 1d6 Sanity points to the searing cosmic visions. The contestant who wins the POW check wins the tiebreaker. Keeper: note that investigators can spend Luck points to alter the outcome of their dice rolls if necessary. Also note that Maximillian Ritter has a very low Sanity score. If Ritter should go permanently insane, he automatically forfeits/loses this contest.



If the investigators win the tiebreaker, proceed as though they won both initial contests, as previously detailed. If they lose the tiebreaker (and do not invoke the Dismissal of R'gnochza Chant), then proceed as though they lost both contests, as previously detailed.



The Dismissal of R'gnochza Chant



The investigators may invoke the Dismissal of R'gnochza Chant imparted to them by the late David Hernan at any point to deal with the fugitive god. This method is an ace up their sleeve, a trump card, a way to short-circuit the contests and go straight for R'gnochza's jugular, so to speak.

If they employ the Dismissal Chant, Nyarlathotep appears surprised and amused. "It seems these ones have their own ideas for you, small god," smirks

Nyarlathotep, folding his arms to watch what happens next. If the Ritters or their underlings attempt to disrupt the Dismissal Chant, Nyarlathotep's two Hounds of Tindalos keep them at bay. Nyarlathotep is too entertained to let the Ritters interrupt this contest.

Investigators utilizing the Dismissal Chant must pick a lead chanter. The lead chanter matches their POW against that of R'gnochza (POW 150) in an opposed roll. Each additional chanter gives their leader a Bonus Die to their roll, up to a maximum of two Bonus Dice. If both sides achieve the same level of success (regular, hard, or extreme) then continue the chant and roll off again until there is a clear winner, or the investigators concede.

If the investigators prevail with the Dismissal Chant, R'gnochza is banished, wailing and screeching, to another dimension. His pyramid implodes. Each investigator must make three separate Luck checks or be hit by falling masonry for 1d6 points of damage each time. Anyone not insane may attempt Dodge checks for any failed Luck checks. Those making it out of the pyramid see it collapse into the swamp behind them. A sickly wave of energy sweeps out from the epicenter of the implosion. Investigators must make a Hard POW check or lose 1d6 Sanity points and 1d10 magic points. Following the energy outburst, there is no sign of the pyramid, the Ritters, R'gnochza, Nyarlathotep, or his ghastly Hounds.

What Now?

The investigators can take the skiff back up the river to Ritterville. Compasses and timepieces work normally again. The sun follows a normal course in the sky. The inhabitants at Ritterville claim to have experienced an earthquake but have no memory of ever being duped or trapped by the Ritters and R'gnochza. Additionally, Mexican officials and soldiers have arrived at the little company town. They say that the Ritters' funding has dried up. The Ritterville operation is to be shuttered and the inhabitants escorted back to Mérida.

Sanity Awards

Surviving: 1d10 Winning your competition: 1d6 Using the Dismissal Chant: 1d6

Other Awards

Reporting to Mr. Ehrland: \$500

Hunting Horror Scale: May call on the Hunting Horror one time in the future for a favor.









Gods, Monsters, and Mortals

R'gnochza, fugitive god from the Court of Azathoth

STR 300, CON 400, SIZ 200, DEX 75, INT 75, POW 150, HP 60, DB: +5d6, Build: 6, Move: 10/12 flying,

MP: 30

Attacks per round: 1d4+1 (flailing blows and bites)

Fighting: 45% (22/9), damage: fists 1d3 + DB or bite 1d10 + DB

Dodge: 37% (18/7)

Armor: 5-point skin and scales. Immune to all environmental effect attacks (heat, cold, vacuum, electricity, blasts, drowning, etc).

Spells: R'gnochza has a 25% chance to know any spell of the Keeper's choosing.

Sanity Loss: 1d8/1d20 Sanity points to see R'gnochza. Mercifully, the god prefers deep shadow, requiring a Spot Hidden roll to take in its awful details unless it is provoked into the light.

Description: A cosmic refugee fleeing the seething nuclear Chaos at the center of the Universe, R'gnochza is still an infant, as Outer Gods go. It has hunkered down for eons in the section of earth that would come to be known as the Yucatán Peninsula. Most of that time it has simply curled up in a semi-somnolent state, dimly aware of its surroundings. With the arrival of humans and the development of Mesoamerican culture, R'gnochza's consciousness occasionally roused. Tentative contact was made with the ancient Yucatec cultures, enough that a few scattered, very occult, very rare references to the god have been recorded. It is one of these rare pieces of lore that scholar David Hernan learned and chronicled. Summoned forth by the Ritters' sorceries, the stripling god plays their game, for now. But soon it will be wise enough and strong enough to assert its own will over this backwater planet. Then, no puny humans shall rein it in.

Physically, R'gnochza's form can play with time and space. The god can be as big as a temple or small as a housecat, or any number of forms at the same time. Taking inspiration from its surroundings, R'gnochza's favored forms are as a Mesoamerican pyramid and as a monstrous amalgam of creatures found in the region. In this second form, R'gnochza's head is a nightmare mash-up of crocodilian and bat-like anatomies. Its midsection is a scaled and feathered bulk reminiscent of a plumed snake that tapers to a thick, scaly tail. Four human-like arms extrude from its central mass, as do a pair of bat-like wings from its back. It is overall horrible to look upon, mercifully preferring to lurk in shadows and darkness.











Nyarlathotep, the Crawling Chaos, Messenger of the Outer Gods

Human Form – the Doctor, the Beggar, the Mysterious Boatman, the Aztec

STR 60, CON 95, SIZ 55, DEX 95, INT 430, POW 500, HP 15, DB: none, Build: 0, Move: 12, MP: 100

Monstrous Form

STR 400, CON 250, SIZ 450, DEX 95, INT 430, POW 500, HP 70, DB: +10d6, Build: 11, Move: 16, MP: 100 Attacks per round: 1

When in human form, Nyarlathotep has the attack forms available to any human being. However, if brought to zero hit points, Nyarlathotep reforms into a huge, monstrous form, terrifying to behold. In this form, the Crawling Chaos may simply depart the scene or stick around to punish those who dare attempt to bring it low. When his monstrous form engages in melee, it is capable of lashing out each round with 1d4 claws, tendrils, fists, pseudopods, teeth, or even stranger appendages designed to tear, pummel, rip, and slice.

Fighting (human form): 100% (50/20), 1d3 or damage as per weapon.

Fighting (monstrous form): 85% (42/17), 10d6 + damage bonus.

Armor: None. However, if brought to zero hit points, Nyarlathotep always reforms into a more monstrous presence, costing onlookers additional Sanity points. Reformed, Nyarlathotep either flies away into the void or stays to continue the battle.

Spells: Nyarlathotep knows all spells. He can also summon any monster at the rate of 1 magic point per 5 POW possessed by the summoned creature. He is partial to summoning Shantaks, Hunting Horrors, and servitors of the Outer Gods, in which case he spends only 1 magic point to manifest these entities.

Sanity Loss: It costs no Sanity points to see Nyarlathotep in human form. Sighting the Crawling Chaos in monstrous form, however, costs 1d10/1d100 Sanity points for each new horrific manifestation.

Margot Ritter, 65, industrialist

STR 60, CON 60, SIZ 50, DEX 65, INT 75, APP 60, POW 80, EDU 80, SAN 10, HP 13

DB: 0, Build: 0, Move: 9, MP: 16 Brawl 40% (20/8), damage 1d3

Dodge 32% (16/6)

Armor: None.

Skills: Accounting 70%, Credit Rating 55%, Cthulhu Mythos 6%, Intimidate 50%, Jump 50%, Law 50%, Persuade 60%, Psychology 50%, Ride 40%, Swim 40%

Languages: English 80%, German 60%, Spanish 40%.

Description: Strikingly handsome woman with irongray hair and athletic features that defy her age. Confident, arrogant expression. A powerful woman in love with power, extraordinarily physically fit despite her advancing years. Margot is willing to do just about anything to recoup her vast financial holdings and social status in the wake of the epic stock market crash, to the point of making devil's bargains with dubious entities.

Traits: Direct manner, decisive, does not easily suffer fools.

Maximillian Ritter, 63, industrialist

STR 40, CON 45, SIZ 50, DEX 50, INT 65, APP 40, POW 85, EDU 70, SAN 03, HP 9

DB: 0, Build: 0, Move: 8, MP: 16

Brawl 25% (12/5), damage 1d3

Dodge 25% (12/5)

Armor: None.

Skills: Anthropology 50%, Appraise 50%, Archaeology 60%, Credit Rating 55%, Cthulhu Mythos 16%, History 60%, Listen 50%, Occult 70%, Spot Hidden 40%

Languages: English 80%, Latin 65%, Spanish 60%

Description: Small-framed man, piercing eyes behind thick eyeglasses and pencil-thin moustache going gray. A man whose family wealth is matched only by his eccentricity. Until the great stock market crash, never gave a moment's thought about his financial security. Obsessed by the occult, Maximillian has traveled the globe pursuing mystical secrets. With the near-ruination of his financial portfolio, Maximillian intends to 'save' his company and family wealth.

Traits: Taciturn and disdainful of any who do not share his passion for the occult



Dale Ehrland, 48, First Dynamics representative STR 55, CON 55, SIZ 60, DEX 50, INT 60 APP 70, POW 50, EDU 60, SAN 65, HP 11

DB: 0, Build: 0, Move: 8, MP: 16 Brawl 30% (15/6), damage 1d3

Dodge 25% (12/5)

Armor: None.

Skills: Charm 60%, Credit Rating 40%, Fast Talk 40%, Law 50%, Listen 50%, Persuade 70%,

Psychology 60%, Stealth 40%

Languages: English 60%

Description: a A trim, dapper-looking man with a friendly face and intelligent eyes. Prefers well-tailored suits that are not ostentatious. For all his neat appearance, can easily blend into a crowd. A charming fellow, a face of the company, doing the bidding of unseen masters.

Traits: Friendly manner with a wry sense of humor. Seemily open and casual in conversation, yet knows what to reveal and what to conceal. Not one for physical exploits, would rather talk his way out of trouble.

Señor Gabriel Ochoa, 54, Regional Governor of the Yucatán

STR 70, CON 60, SIZ 80, DEX 40, INT 50 APP 50, POW 60, EDU 60, SAN 60, HP 14

DB: +1d4, Build: 1, Move: 8, MP: 10 Brawl 40% (20/5), damage 1d3 + DB

Dodge 20% (10/4)

Armor: None.

Skills: Accounting 50%, Credit Rating 60%, Law 50%, Persuade 60%, Ride 60%

Languages: English 40%, Spanish 60%, Maya 50% Description: A large, patrician-looking man with warm brown eyes and pepper-hued moustache. A low, rumbling voice.

Traits: An able governor, well-versed in political and administrative maneuvers. Deeply loves his daughter. Honest if a bit unimaginative. A solid law-and-order fellow.

Alessio Rossi, 25, Ritter Nautical & Industrial

Supply representative

STR 80, CON 75, SIZ 70, DEX 65, INT 50 APP 70, POW 50, EDU 50, SAN 50, HP 14

DB: +1d4, Build: 1, Move: 8, MP: 10 Brawl 50% (15/6), damage 1d3 + DB .32 Auto pistol 50% (25/10), damage 1d8

Dodge 45% (12/5)

Armor: None.

Skills: Climb 60%, Credit Rating 40%, Drive Auto 50%, Firearms (Handgun) 50%, Jump 70%, Navigate 50%, Throw 60%

Languages: English 50%, Spanish 40%, Maya 30% Description: An athletic young man with Mediterreanan good looks and a beaming smile. An

adventurous young American living his best life south of the border.

Traits: Friendly and loves to laugh. Very happy-golucky with an honest, open demeanor. Makes friends easily and a favorite with the young women of Mérida.







Scorpion, a peril of the Yucatán wilderness

STR 01, CON 01, SIZ 03, DEX 55, POW 01, HP 2

Move: 6, Attacks per round: 1 stinger.

Sting 45% (22/9), poison damage: Those stung must make a CON check or suffer 1d10 points of damage. In addition, physical symptoms include muscle pain, weakness, and hemorrhaging.

Dodge: 25% (12/5) Armor: None.





Poisonous Spider, dangerous arachnids

STR 01, CON 01, SIZ 03, DEX 75, POW 01, HP 2

Move: 7, Attacks per round: 1 bite.

Bite 45% (22/9), poison damage: Those stung must make a CON check or suffer 2d10 points of damage. In addition, physical symptoms include intense internal cramping, dizziness, and weakness.

Dodge: 37% (18/7)

Armor: None.





Hounds of Tindalos, extradimensional companions of the Crawling Chaos STR 80, CON 150, SIZ 85, DEX 50, INT 85 POW 120, HP 23

DB: +1d6, Build: 2, Move: 6/20 flying, MP: 24 Attacks per round: 1

Fighting attacks: Hounds may either paw or bite. The creatures are covered in an extradimensional, blue-hued goo that smears all over victims on a successful attack. In addition to the bite or paw damage, the blue goo eats into the victim's flesh, causing 2d6 damage per round until wiped off with a passed DEX roll. Water rinses it off and fire will burn it off, although the victim suffers 1d6 burn damage in the process.

Tongue: A successful tongue attack by the Hound bores a deep, hollow wound in the victim that strangely does not cause pain, nor does it bleed. This wound never heals. The attack permanently drains 3d6 POW from the victim.

Fighting 90% (45/18), damage 1d6 + DB + blue pus (2d6 damage per round until removed).

Tongue: 90% (45/18), damage 3d6 POW drain

Dodge: 26% (13/5)

Armor: 2-point extra-dimensional hide; regenerates 4 hit points per round. Completely immune to earthly weapons, although enchanted weapons and spells do full damage.

Sanity Loss: 1d3/1d20 Sanity points to see a Hound of Tindalos.

Snake, venomous serpent of the Yucatán (coral snake, rattlesnake, moccasin, Nauyaca pitviper) STR 35, CON 35, SIZ 15, DEX 90, POW 50, HP 5 DB: -2, Build: -2, Move: 8, MP: 5

Attacks per round: 1 bite.

Fighting attacks: Victims of a bite must pass an Extreme CON check to resist the poison's full effect. A successful CON check indicates a lessened effect. Poison damage can be fatal if not treated with antivenin within a few hours.

Fighting: 40% (20/8), 1d4 bite damage + damage bonus + 2d10 poison damage.

Dodge: 37% (18/7) Armor: None Skills: Stealth 90% Hunting Horror, viperine flyer STR 145, CON 50, SIZ 205, DEX 65

INT 75, POW 105, HP 25

DB: +3d6, Build: 4, Move: 7/11 flying, MP: 21

Attacks per round: 2 (claw, weapon)

Fighting attacks: These monsters can bite, crush with their bulk, and swipe with their tail. As a fighting maneuver, the Hunting Horror can wrap its tail around a victim, preventing movement. The horror can then fly off with the victim or attack others. The ensnared victim can break free on a successful opposed STR check. If the tail is occupied constricting a victim, the Hunting Horror is constrained to one attack per round. If it uses that attack to bite at the ensnared victim, such bite attacks enjoy a bonus die to hit.

Fighting 65% (32/13), damage 1d6 + DB

Grasp (maneuver) target immobilized unless winning free on a successful opposed STR check.

Dodge: 35% (17/7) Armor: 9-point skin.

Sanity Loss: 0/1d10 Sanity points to see a Hunting

Horror.

Gila Monster, poisonous lizard

STR 03, CON 10, SIZ 07, DEX 55, POW 30,HP 6

Move: 7, MP: 3, Attacks per round: 1 bite.

Fighting 45% (22/9), 1d2 points of damage plus poison: Those bit must make a CON check or suffer 1d6 points of damage. Intense localized pain accompanies the poisonous bite.

Dodge: 37% (18/7) Armor: None

Jaguar, great cat of the Yucatán

STR 70, CON 50, SIZ 50, DEX 95, POW 65

HP 10, Move: 10, MP: 6, Attacks per round: 2

Fighting attacks: Sharp claws and teeth make quick work of prey. May use a fighting maneuver to wrestle and pin a victim.

Fighting 60% (30/12), damage 2d6

Dodge: 25% (12/5) Armor: 2 points of fur.

Skills: Stealth 50%, Track 25%

Temple Guards, former Ritter employees, now brainwashed retinue of deluded 'royals' Margot and Maximillian Ritter

STR 60, CON 50, SIZ 50, DEX 50, INT 50

APP 50, POW 50, SAN 0, HP 12

DB: 0, Build: 0, Move: 9, MP: 10

Brawl 50% (15/6), damage 1d3 + DB

Obsidian knives 50% (25/10), damage 1d8 + DB

Dodge; 25% (12/5)

Base skills: Jump 20%, Stealth 20%, Sleight of Hand 10%, Spot Hidden 25%, Throw 20%, Psychology 10%, Intimidate 15%

Armor: None.

Note: Five of the Ritters' former employees-now temple guards-are decently skilled at physical skills and will join Margot in the ball game. The other 5 are good at one knowledge skill and will join Maximillian in the Game of Wits.

Guard #1: Jump 50%

Guard #2: Stealth 50%

Guard #3: Throw 50%

Guard #4: Intimidate 50%

Guard #5: Spot Hidden 50%

Guard #6: Astronomy 50%

Guard #7: Science-Chemistry 50%

Guard #8: History 50%

Guard #9: Natural World 50%

Guard #10: Law 50%

Ancient Mesoamerican Priest & Ritual

Celebrants, enactors of riverside blood sacrifice

STR 60, CON 50, SIZ 50, DEX 50, INT 50

APP 50, POW 50, SAN 0, HP 12

DB: 0, Build: 0, Move: 9, MP: 10

Brawl; 50% (15/6), damage 1d3 + DB

Obsidian knives 50% (25/10), damage 1d4+2+DB

Dodge: 25% (12/5)

Armor: None.















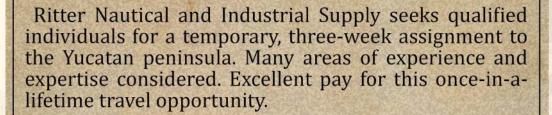


H2-1

Qualified Applicants Sought for Assignment

Temporary Work in the Yucatan

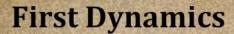
April 23, 1931

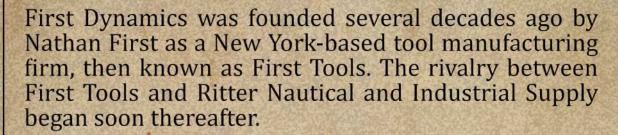


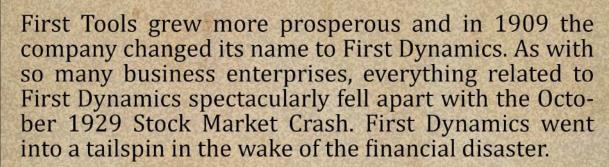
Apply in person this Monday at 9 a.m. 32 Liberty Street, Manhattan

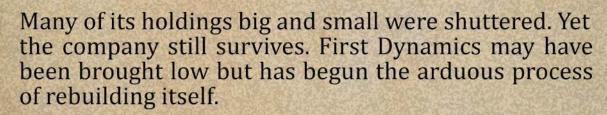
















Ritter Nautical and Industrial Supply

Ritter Nautical and Industrial Supply gets its namsake from its founders, Maximillian and Margot Ritter. Both wealthy individuals, the pair met during their college years and were married soon thereafter. The Ritters have tirelessly fostered the growth of their business empire over the decades through shrewd business practices. Much of the company's wealth stems from supplying maritime and industrial supplies and machinery to ports and factories west of the Mississippi.

That core business model is - or was - augmented with a large and diversified stock portfolio and real estate holdings. Longstanding talk in corporate circles aver that Margot Ritter is the genius and driving force of the company's growth. Maximillian remains something of a cipher within the business community.

H2-3









H2-7

H2–L

Big Apple Examiner

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Monday, May 12, 1930

2 c per copy

MAXIMILLIAN AND MARGOT RITTER CAPTAIN OF INDUSTRY OR WITCHES OF WALSTREET?

By Peter Reynolds

Executives at Ritter Nautical and Industrial Supply were at a loss to explain how company owners Maximillian and Margot Ritter were caught up in a police raid several nights ago in a small New England town. Were the Ritters in the middle of nowhere Massachusetts for some historical edification? No. Were they there visiting family or friends? Evidently not. Unless you consider a gaggle of would-be witches to be your friends! Police were called out to the fields of Arkham, Massachusetts, late in the evening of April 30th on the report of shouting and fires burning in the vicinity. Upon arrival, the good officers discovered a ragtag mob of persons cavorting about, engaged in all manner of debauched activities, the least of which was that none of the group was wearing a stitch of clothing! Citing numerous violations of decency laws, Arkham's finest swept up this band of degenerates for booking at the local police station. And that's when none other than Maximillian and Margot Ritter were discovered to be among the so-called 'celebrants' cavorting about in nothing but their birthday suits! According to confidential sources at the scene, several of the 'celebrants' reported that they were on hand to honor someone known only as the 'Black Man of the Woods.' No mysterious man matching such a description was found at the site. As for the Ritters, they were first to post bond and hastily swept out of Arkham, not on broomsticks but on a wave of scandal.

Since becoming aware of the story, your humble reporter has done his best to ferret out the details in service to the truth. The Ritters-through their attorneys-deny ever being at the scene. According to their legal team, there are first-hand witnesses who affirm they were with the Ritters in Manhattan the night in question. Indeed. No police record of the incident is logged. What is on record is that a very large cash donation by an anonymous donor was made to the Arkham Policemen's Benevolent Fund within days after the-ahem-alleged event.

Has Ritter Nautical and Industrial Supply gained its footing in the business world thanks to black magic? Do the reading of tea leaves and tarot cards guide the company's boardroom decisions? Do the Ritters spend their time reading cauldron cookbooks instead of stock reports? The 'alleged' Massachusetts incident can do nothing but ding the reputation of the already embattled Ritter Nautical and Industrial Supply, which has been decimated by losses on Wall Street earlier this year.

This reporter is on the case and will report back to loyal readers of the Big Apple Examiner as more facts are discovered. Until then, if you should see the Ritters on the streets of the financial district, be sure to compliment them on their fashionable attire...that is, if they're wearing any.





If you are reading this, then I have failed in warning the governor. The Ritters are up to something truly terrible. They made me do what I did. I did not wish to bring this horror upon the world. To defeat, R'gnochza, go to the pyramid. Do not wander the jungle. Do not stay in Ritterville. From the first pyramid, you must take the river to the second. Find the wheel. Find the letter, the chant. Do this and forgive me of my sins. - D.H.

生送

Jan. 2nd. 1930: What a terrible year 1929 has been. The company is on its knees. Margot and I will be reduced to the middle class in the wake of this terrible mess. We we already seen company holdings, personnel, and assets stashed to the bone. Middle class! How revolting. There may be some hope, however. My long delving into esoterica may yet provide a way to save ourselves, and the company. The mundane methods of feektess accountants and bumbling lawyers have failed us. More soon.

Jan. 15th, 1930: There is a way. Possibly more than one. Two options: The Black Man of the witches, of whom I we read and studied extensively. Ind secondly, the so-called 'hidden god of the Ywoatan,' as referenced by that writer (Herman? Hernand?). Don't know much about that Mexican god, so I think our best bet is to summon and treat with the Black Man of the witches. My thinking is that the Black Man is none other than the so-called Crawler Between the Phars, the Will of the Gods Given Voice. The witches of old mistock the entity for Oatan, but we modern scholars of the cocult know better. I we made arrangements with my New England contacts for a summoning ritual that we may perform on Walpargisnacht.

Margot is dubicus, but as our fortunes continue to sink, she is willing to try anything and everything to recover. The has on occasion seen my sorceries firsthand, so is willing to bet that this grand summoning may yet work for us. We teave for New England in a few months. Much to study, prepare, and arrange before Spril 30th.

H2-5pl



H2-5p2



May 7th, 1930: Damn and blast it all! It was all going so well, until the damn looal constabulary arrived and rained everything! Ther accepting and devouring our sacrifice, the Black Man was set to discuss terms. We were so close to achieving our goal! Then the police arrived, and everything went to hell.

Marget and I were arrested, along with the majority of our New England colleagues. Money and lawyers have ensured that this debacte can be buried. The Black Man vanished without a trace as the dann police wayon trundled up. We've burned our bridge with that one. On to our fall-back plan: that Mescamerican god. Not nearly familiar enough with that entity to summen it, let alone come to terms with it. But Hernan, author of Secret God of the Yucatan, certainly is. Must reach out to him, make him an offer.

May 14th. 1930: An aide brought a tabloid article to our attention this morning at breakfast. Apparently, our little episode in New England did not go entirely unnoticed. Big Apple Examiner'-what a rag! And this reporter, Reynolds something or other-must be put off the soent or sitenced. Margot and I have people on it.

July 5th. 1930: Hawe made arrangements to travel down to Merida. to meet with author David Hernan. If he truly poississes the knowledge of which he boasts in his self-published tittle tract, then he will be quite useful to us.

H2-5p3

out of him about this so-ealted "Rynochza," his 'sweet god' of the Ywatan very eagey. He quards his secrets well, despite being an author. He seems the July 20th. 1930: Hernan seems sincere and knowledgeable. But abse. and a supposed master of the flow of time. real thing. I've arranged to višit him again, see if I can worm more details

to work on him. If he ultimately does not see things our way, he will be made may yet pick us up out of our temporal troubles. But Hernan is suspicious. Friendly, but loath to give up exact details of the sammoning. I'll continue divinations and sense that working with Hernan to summon Regnoohza October 314, 1930. The night when the veil is thinnest. I've done my

we do manage to summon R gnockza and turn back the calendar. Dec. 214, 1930: Winter solstice. The the snow fulls, Marget and she is taking a shine to the idea of being a queen of blood and sacrifice when I continue to study everything Mescamerican quite assiducasty. I believe Margot and I have people on it. Damn Hernan still being difficult. We will have to do things the hard way.

working with the regional governor to acquire a large tract of land south and Doo. 30th. 1930: We've got the few company attorneys still on retainer time-bending powers, nothing else will matter. We will rute all. deplete nearly the last of our funds, but once we are masters of Rignockza's east of Merida. To revine the henequen trade, 'hah! The acquisition will

> staughter. Ritter workers already dearing the land, putting up temporary howing. Tools-like ants on the march, where we will them. Or like lambs to the Teb. 1st, 1931: Yucatan land acquisition complete. Initial troop of

but we'll still need him alive for now). summoning. I we learned much in a short time from the young scholar, employees have got Hernan under wraps until we need him for the The authorities and the people in the camp suspect nothing. Our most loyal March 8th, 1931: Hernan has been difficult to no end. No matter. We ve removed him from his apartment and relocated him to Ritterville.

their employers but their monarchs! thinks we're here for an inspection tour. Tools. Toon we will not only be Preparations nearly complete. Our team down here in the Yucatan March 12th. 1931: Greetings from Ritterville. Very soon, now.

went mad at the sight of the god and had to be put down. Hernan yet glorious and more hideous than I had imagined. Several attendants March 20th, 1931; We've summoned Regnochza! It is more need him no further, it may be time for another sacrifice. lives but vacillates in and out of catatonia. Once I can be assured we













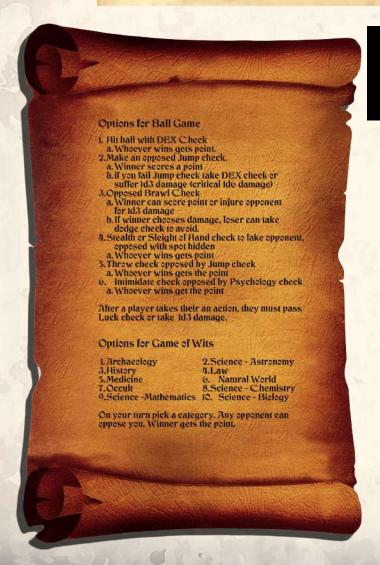
This may help banish the thing, if chanted at it with confidence. The shaman who taught me these words says that it reminds R'gnochza of its ancient obligations. If I fail to return and a sane reader finds this, challenge R'gnochza at the pyramid. Do not fail as I have. God help us all. - D.H.

A'ah hasa yaagna Azathoth!

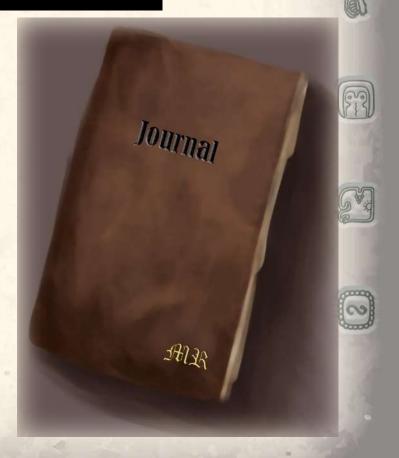
Berloa ela chi'mho frila Azathoth!!

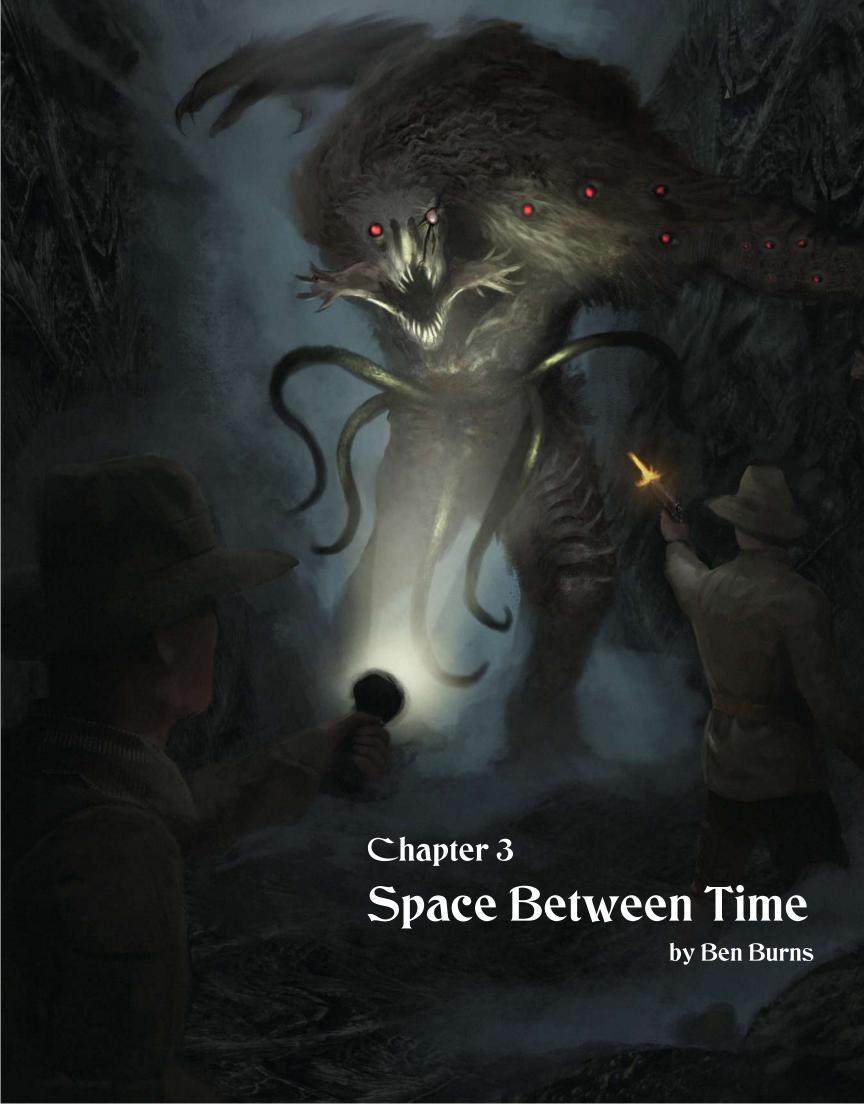
Y'agga Ctulu mayam ran'kara elos'his Athathoth!!

Karama telorg aama helrim bira no'n Athathoth!!



H2-9





Introduction

It is July 12, 1930, and the investigators have travelled to Havana, Cuba. They are part of a cultural exchange conference between Miskatonic University and the Universidad Nacional in Cuba. Professor Donald Williamson has requested that the investigators assist him and his graduate student, Steven Marsh, with research while at the conference.

Keeper's Secret

Dr. Williamson has a different reason for inviting the investigators to Cuba. His father disappeared almost 50 years ago. Last year, his mother, who had remarried and forced Donald to change his name, passed away and he found his father's old journal. He had always been told that natives killed his father while he was researching the Mayan ruins on Cozumel, but the journal suggested a very different story. After reading the journal, he has been planning with Steven to go to Cozumel. He has selected the investigators to help him in this endeavor.

While Dr. Williamson's father, Dr. James Sanderson, was excavating the ruins in Cozumel, he found a deep cenote with a sacrificial table next to it. Sanderson deciphered the glyphs and translated the ritual and entered through the portal of the cenote. Once his team had passed through, the portal closed and they didn't have what they needed to return. His team began to explore the area more commonly known as "Lost in Time and Space." A Protector patrols the catacombs, removing any intruders that stay too long in this area, where no one should stay. The team's weapons were useless against it. The Protector killed off Dr. Sanderson's team one by one until only he was left alive. He ran randomly and stumbled upon the Protector's lair, where he found a strange weapon. When the Protector came for James, he used the weapon and it worked. He managed to kill the Protector.

That is when Dr. James Sanderson discovered the curse of the catacombs. There must always be a Protector. When one Protector dies, whoever killed it becomes the new Protector. The transformation drove the man totally insane; his only thoughts are to defend the catacombs.



Dr. Williamson has a further secret, not presented in the adventure. He discovered an old tome at Miskatonic that describes the Space Between Time that he believes his father found. The tome describes that the Space Between Time is home to dozens of portals, and the right rituals allow for travel to almost anywhere in the universe and to any time. Also, at the heart of the labyrinth is the Fountain of Knowledge, where visitors can learn anything they want. Don's plan is to get to the fountain, find out how to use the portals to go back in time, and prevent his father from entering the Space Between Time all those years ago.







Investigators can come from a variety of backgrounds. Students are the obvious choices, but since this is a cultural exchange, Miskatonic has given Dr. Williamson a wide berth to bring anyone he feels has something to contribute to the conversation. The Keeper can start the game in Havana or at Miskatonic. Each investigator will have received an invitation by Professor Williamson to meet him at Miskatonic. There, he will explain the conference. With the stock market crash less than a year past, jobs are scarce. A relaxing trip to the beaches of Cuba might be the best vacation the investigators get for some time.







Havana, Cuba

Your two-day train ride from Arkham to Miami and the one-day boat trip to Havana, was uneventful. Other than changing into ever lighter clothing due to the increasingly oppressive heat, the days blurred by. You still aren't 100% sure why Professor Williamson invited you on this trip. He claimed that it would broaden your horizons and offer new opportunities. These seemed like vague rationales at best. But it was an all-expenses-paid trip and the



professor personally paid an extra \$100 to each of you. As the ship pulls up to the pier, you look out over the beautiful white sand beaches of Cuba, where dozens of tourists play in the warm, clear waters of the Caribbean.

But you are quickly hurried onto a bus and taken to the university. A beautiful bronze statue of a seated young woman, her hands outstretched and her robe clinging tightly to her, sits at the entrance, with the words "Alma Mater" carved into the marble base. Carved above the columned entryway to the multistoried structure are the words "Universidad de La Habana". You know it was originally called the University of Saint Jerome and was a religious institution until the 1840s. Greek and Roman architecture is found throughout the building as well as religious stained-glass windows and paintings.

Soon after arriving, Professor Williamson leads the investigators to an unoccupied room and produces a journal. Provide the players with Handout 3-1 and Handout 3-2. He tells the following story:

"I must confess, I have brought you here under false pretenses. There is an important conference going on, and if you do not want to continue with me, please attend the conference with my aide, Steven. It will be well worth your time, not only from the perspective of knowledge exchange, but contacts for your future. I am here for a different reason.

"Approximately 48 years ago, my father, Dr. James Sanderson, was exploring the San Gervasio Mayan ruins on the island of Cozumel, and was killed. I was still a young lad, and my mother told me it was the local natives. I always feared going to the old ruins until just a few months ago, when my mother passed away. In her attic, I found a dusty box of my father's belongings along with this old journal. I didn't think much of it until I took the time to read it, and it was about his time at San Gervasio. I couldn't figure out how his journal could have been returned if it was the natives that killed him.

"After reading the journal, it appears that the natives there are very friendly and helpful. It turns out he found something that is hard to explain, but he found a pathway that he took and he never returned. I have to see if I can find that same path. I know there is no hope that he is still alive, but I must go find out what happened to him. I've selected each of you for skills and knowledge that may prove invaluable on this journey. I am asking you to help me, if you are willing.

"In addition, I have hired several guards to go with us, in case we encounter anything dangerous. They should be able to protect us against anything we could possibly run into. I just need to know what he found that kept him from returning home. Will you help me?"

If the investigators wish to look at the journal, Dr. Williamson will hand it to them. When he does, they will discover a photo in the book. It is of a young man in his late 20s or early 30s with a young boy of about eight years of age. The man has a distinctive scar across his right eye. Williamson's assistant, Steven Marsh, will be staying behind to cover their presence at the conference so that Miskatonic will still cover the majority of their expenses.

Dr. Williamson has chartered a small boat that will take them from Havana to Cozumel the next day. He has hired four Cuban natives to help protect them. Juan is the leader of the group and speaks English. The others speak only Spanish and are only in it for the paycheck. The investigators have the rest of the evening free if anyone wants to use the university library to research the ruins or Cozumel or Dr. James Sanderson.

University Library

The massive, marble-columned library holds thousands of books. The religious and historical sections are the largest, but the library houses a wide variety. The majority of the books are in Spanish, but a great many are in English as well.

Items the investigators might research:

Cozumel: Cozumel was first settled by the Mayans around 500 AD, though that date is disputed and it could be much earlier. Cozumel was named by the Spanish after landing there, and comes from the word cuzam, which is Mayan for "The Isle of the Swallows." There are two religious centers on the island, San Gervasio and El Cedral. It was an important seaport for trade and a pilgrimage site for the shrines of Ixchel, a god of childbirth and fertility. The pilgrims arrived at Cozumel for the fulfillment of their vows to offer sacrifices, to ask for help, and for the mistaken adoration of their false gods. The Mayans held Cozumel in the same veneration as we have for pilgrimages to Jerusalem and Rome, and so they used to visit and offer presents there, as we do to holy places; and if they did not go themselves, they always sent their offerings with friends and family.

Juan de Grijalva and Hernán Cortéz "liberated" the island in 1518, but due to disease and pirate attacks the island was abandoned by 1600. It became a base for the pirate Jean Lafitte in the 17th century. In the mid-1800s, the island was home to refugees from the Caste War of Yucatán. A peaceful fishing village, San Miguel, is located on the east side of the island.

Dr. James Sanderson: James Sanderson, Ph.D., b. May 3, 1858, d. c. October 5, 1888. James Sanderson graduated from Miskatonic University in May 1882 with a doctorate in archeology, and was on the tenure track at Miskatonic in the archeology department for a professorship. His doctoral thesis was on the topic of Mayan ruins, and he made great strides in deciphering the complicated Mayan written language. He was researching a book on the San Gervasio ruins when he disappeared and was presumed dead having fallen into a cenote on the island and never surfaced. His body was never recovered.

San Gervasio Ruins: Ancient Mayan ruins dedicated to the Mayan god, goddess Ixchel, "She of the Rainbows," a deity of fertility and medicine. Almost all Mayan women would take the pilgrimage to San Gervasio at least once in their lives. The ruins consist of almost a dozen buildings, pyramids, temples, archways, and altars.



Space between Time: A mythical location reported to connect all of space and time. Occultists have suggested that this area would allow a being with the proper training to travel to any location in the universe, and arrive at any time. Without the proper training, however, a traveller could find themselves lost in time and space and unable to find their way out. It has also been posited that any location this powerful would be protected to prevent the destruction of the timeline or a breach in time and space.







San Miguel, Cozumel

San Miguel is a very small fishing village on the east side of the island of Cozumel. The water is crystal blue and you can see all the way to the ocean floor. It looks only a few feet deep, but you know it is well over a dozen feet. Colorful fish you have only read about in books and paintings spring to life and give you a surreal feeling of peacefulness. The hot sun feels like it is baking your face as you step off the boat. The locals speak only Spanish, but are extremely friendly. The skyline is dominated by a large clock tower that rises 50 to 60 feet into the air.



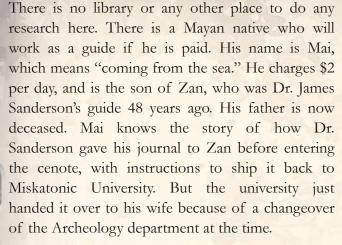






San Miguel is probably the best place to set up camp. There is one other village further south on the island, but it is further from the San Gervasio ruins. Dr. Williamson arranged for rooms at the Gran Hotel Louvre. The rooms are surprisingly well ventilated and cool despite the hot weather. The attached restaurant serves a wonderful dinner. Williamson has also arranged to have two cars available. The center road that bisects the island passes within a mile of the San Gervasio Ruins.







If the group refuses to hire Mai as a guide, then they will have to rely on luck to find the ruins in the dense jungle. If they want to talk to the locals about the ruins, many can tell them about the temple to Ixchel, and that people come every spring to leave donations at the shrine. Mai usually leads the pilgrimage to the ruins.



San Gervasio Ruins



After driving between 1 and 2 miles down the small dirt road out of San Miguel, Mai will tell you to stop. Mai explains that from here you must travel on foot. He leads you north into the thick jungle. He moves fast, and between the heat and mosquitoes you find it difficult to keep up.



There is very little in the jungles of Cozumel that is life threatening. Mosquitoes are the most dangerous annoyance, as they can carry diseases. Investigators can run into extremely large iguanas, which are fast and intimidating but not dangerous.



The trek through the jungle seems to last forever. The overbearing heat and mosquitos continuously daunt you and slow you down. Finally, you break into an overgrown clearing in the trees, and several stone structures without roofs sit before you.



There are several buildings in San Gervasio, so from here it depends on what the investigators have shared with Mai, their guide. If they want to go directly to the archway that leads to the altar by the cenote, he can take them, but he will warn them that they should visit the temple first to pray and offer a sacrifice.

The paths between the buildings are badly overgrown, but a successful Spot Hidden or Tracking check can still find the white stone paths known as *sache*, which means "white road." The area forms a large triangle in the main part of the city and spreads out with other buildings and temples, almost half a mile from the city center. The buildings are built on stone bases of very impressive workmanship. Many of the buildings have steps and columns. One of the buildings has small red handprints on one wall. Several of the structures look like altars. At each of these, Mai places a small shell he fishes out of a belt pouch

Mai doesn't know about every building, but he can talk about some of the bigger buildings in the ruins.

- 1. Altar: This first structure is a flat bed of rocks with stone steps at the base. The structure is overgrown and looks crude and weathered. Mai can say that this was probably a small altar for sacrifices.
- 2. Little Hands: The structure beside the altar Mai calls "Little Hands." It looks large enough to be a residence. The whole structure is on a stone pedestal with two to three steps leading up. Stone columns stand at the front and mid-way to the back wall. On the back wall are red handprints that look old and weathered, but are still very clearly visible.

Mai can tell the investigators that this was probably the house for a chief or elder, and the altar next to the house was probably their own personal altar.

3. Small House: This small structure is on a stone platform and several of the wall are intact. But it looks too small to be of use as a living residence. Mai can tell the investigators that it was probably a small shrine.

4. Elite House: There isn't much left of this large house. The foundation is at least 40 to 50 feet long and wide. Only a few interior walls still stand inside. Mai can tell the investigators that this was probably where the rulers or other rich families lived. The regular Mayans lived in wood houses—only the rich and powerful lived in stone houses like this one.

5. Elite Oratorio: Next to the elite house is a smaller building with columns and half walls. Mai can tell the investigators that this was probably a private shrine or small temple for use by the family that lived in the house. The foundations are even connected. Next to the temple is a circular rock wall that Mai can say is a cenote. This one is kind of small, so it was probably used just by this family for fresh water.

Central Plaza

As you enter this area, you can almost look back in time. Despite the trees and overgrowth, this is easily identified as the city center. The open plaza is surrounded my structures that form an almost complete circle around it. In the center of the plaza is a large, flat platform. A large building with columns stands to the southwest.

If the investigators search, they can find four *sacbeob*, white stone roads, that lead out of the central plaza. One *sacbe* leads to the east, toward the buildings in the previous area. One *sacbe* leads northeast through the Archway. One smaller *sacbe* leads northwest, directly to the Pet Nah Altar. The final *sacbe* leads west to the Ka'na Nah Temple, almost half a mile away.

6. Central Altar: The central altar is 3 to 4 feet high and around 25 feet long and 20 feet wide. There are steps that lead up to the top on each end. The large flat platform could be used for several functions, from city announcements to sacrifices. There is a distance of at least 30 to 40 feet between the altar and the surrounding buildings.



7. Palace: In the southwest corner of the plaza is what Mai will call "the Palace." It's one of the largest buildings. The platform for the palace is about 50 feet wide and 25 feet deep. Stone columns are scattered around the foundation.



8. There are other foundations around the plaza, but Mai does not know what they were used for. Some of the ruins have columns, stairs, and niches. If an investigator searches the area and makes a Spot Hidden check, they can find an obsidian knife, incense burner, or small stone figure. Only one of each item can be found. Colorful drawings of spirals, handprints, and circles are in one room. The stones look like they could have been built at different times, even hundreds of years apart.







Obsidian Knife: This can be used as the sacrificial knife in the ritual to return from the Space Between Time after the professor breaks his knife. There is another in the cave system, so they do not have to find this item.



Incense Burner: There is just enough incense to burn for a few minutes. If the investigators light the incense, it will give off a sickly sweet smell like burning syrup. If they save the incense, they can use it to drive away the creatures in room 8 in the Space Between Time.



Stone Figure: If someone inspects the figure, they will notice a small Mayan glyph on the bottom. If the figurine is placed on the ground and the word spoken, it will come alive and fight for whomever used the word. It will last for only a couple of minutes, then crumble into dust.





Companion Spirit

– Way –



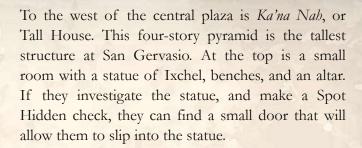
On the northeast end of the plaza, about 100 yards up the trail, there are two columns that appear to be the remnants of an archway. To the northwest is a smaller path. Mai will explain the smaller path goes to the round altar, but that the way through the arch is supposed to be a spiritual journey. The only difference is the chance to go to the Temple of the Serpent and possibly gain the clue by making a sacrifice in that temple and receiving the message from Ku'kul'kan.



Ka'na Nah (9)



You come into a slight clearing and a huge pyramid stands before you. It isn't as symmetric as others you have seen in photographs—this one appears to have sunken or fallen on one side, while the other side lurches upwards. Windows can be seen at the top. The base is easily 70 to 80 feet wide, and it stands at least 40 feet high. A set of stairs leads up one side. At the foot of the stairs are several human faces carved into the stone, though they have worn down considerably over the centuries.



If an investigator is looking closely at the altar and passes a Spot Hidden check, they will see some Mayan carvings. If they pour water on the altar, give them a bonus die. **Provide the players with Handout 3-3**. The proper translation is "Ahaw hoy hoy k'u bih pat ch'ul." If the investigators leave a sacrifice of food or gold on the altar, and recite the carvings in Mayan properly, then as they reach the bottom of the pyramid read the following:

You see a glowing light from the top of the pyramid. The statue of the old Mayan god seems to have come alive. It speak: "Foreigners, travel to my round altar. Provide a sacrifice of food for the Protector to the space between time. You may venture forth, but do not linger. To return, you must reverse the way you came."

The Keeper should read what is said only once, it shouldn't be repeated. Everything goes back to normal; if the investigators go back to the top, the sacrifice is now gone. Leaving more sacrifices does nothing. Any investigator who saw this must make a Sanity 0/1d3 check. Mai can say that he has never seen this before, and will ask if the investigators want to return to San Miguel.

The Archway (10)

A short wall of 3 to 4 feet in height flanks the sacbe. It is easy to imagine the archway over this path. A raised stone sits in the middle of the path. A dark hole filled with water is just to the west of the path that stretches to the northeast.

Mai will tell them that this is the beginning of the spiritual journey. He can guess that a statue once sat on the raised stone. The hole filled with water is what's called a cenote, and it's usually fresh water. Most Mayan cities were built next to these cenotes.

Templo Nohoch Nah (11)

Mai follows some unseen path for several hundred yards deep into the jungle. You start to wonder if he even knows where he is going when a small clearing opens. A building sits upon a round, threeto four-foot-high platform. The building has a second floor, but it was partially destroyed. There is a small altar in the building.

Mai can explain that this is a temple to Ku'kul'kan, the feathered serpent god. On the walls inside is the faded red, ochre, and blue of some ancient mural. If the investigators search the altar and pass a Spot Hidden check, they can make out the faint traces of Mayan carvings on the altar. Provide the players with Handout 3-4. Give them a bonus die for the check if they pour water on the altar. The carvings translate as "Ahaw K'uk' chon kaloomte' akut chan y-etel tun ha iwal chak k'ak'."

If the investigators leave a sacrifice of food, a dead animal, or gold here and repeat the ritual in Mayan, then as they leave the building, read the following:

You see a glowing serpent rise out of the building and speak. "Beware the dangers in the space between time. There is and always has been a Protector. It guards against those that would seek the Fountain of Knowledge for their own personal greed and desires. So precious is it that a deadly price must be paid to reach the fountain. Seek instead roads of trade and friendship. Gain knowledge as it should be, earned from experience." As the final words fade, so does the flying serpent.

The sacrifice is gone. The serpent will not return, even with more sacrifices. All who see Ku'kul'kan must make a 1/1d6 Sanity check.

Mai will then lead the investigators directly west. Mai will say he has never seen this before, and asks if the investigators are sure they want to continue.

Pet Nah and Los Murcielagos (12)

After travelling for another few hundred yards, you come upon another clearing. This area has several buildings. One is still completely intact, while little more than crumbling walls survive of the others. Columns and stone pedestals litter the area between the building and the large round structure.



A square building was obviously attached to the round altar. But unlike other altars, this one was sitting directly on the ground and is almost 10 feet tall and 20 feet in diameter.



Inside the small square building is another small altar. If a Spot Hidden check is made on the altar in the enclosed building, they will find another set of Mayan glyphs. Provide the players with Handout 3-5. The proper ritual is "Chok ha chak iwal tzak' sotz" ahaw muyal." If a sacrifice of blood is left on the altar in Los Murchielagos, and the ritual properly recited, then when they leave the building read the



following:



The building begins to glow, and a large bat rises to hover above the building. Its eyes pierce your souls. After a long pause, it speaks: "Go forth and gain knowledge of the future, of the past, and of other worlds. But seek not the Fountain of Knowledge for your own personal gain or greed, but for the betterment of your world. Do not attempt to change the past-let those spirits lie, for a heavy price must be paid to travel that path." The bat then fades away.





Anyone observing the bat apparition must make a Sanity 1/1d6 check.







Opening the Portal



The round altar covers a cenote that is also a portal into the Space Between Time. The Mayans built the stone cover over the cenote to prevent anything from traveling into Cozumel. On the top of the Pet Nah Altar, there is one stone that is made of a different material. A Geology check, or a hard Spot Hidden check, will easily identify which stone doesn't belong. By pressing on the odd stone, some of the stones slide aside to reveal a wide cenote. The cenote is just a water hole. The water is fresh water. The cenote leads down to a series of caves that run under the island. To reach the Space Between Time, the investigators must cast the opening ritual carved on the altar.



They must make a Spot Hidden check to find it. By adding water, they gain a bonus die to the roll. **Provide the players with Handout 3-6**. Properly translated, the ritual is "chak ha chok tun iwal akot hal bih yilah kun Yook'ol kaab na."



If the investigators place food on the altar, along with blood drawn using an obsidian ritual knife that Dr. Williamson has, and properly recite the ritual, read the following.



As you complete the ritual, the spring in the cenote ripples and the water begins to glow. The liquid swirls for a minute, then goes still with an eerie shimmer. Dr. Williamson nods to the four guards with him. They tie a rope to a nearby tree and throw the rope down into the cenote. One of the guards, looking a bit nervous, shoulders his rifle and begins to climb down the rope and into the cenote. He pauses, takes a deep breath and goes under the surface.



Time drags by. One minute, then two. You are about to give up when you see the rope pull twice, the signal that everything is good and to follow. The professor reaches for the rope but Juan, the leader of the guards, says "No señor, you follow me." He takes the rope and goes down, then the professor, shaking with excitement, follows him in.

One after another, each of the guards climbs down the rope. Mai will explain that the professor paid for him to stay for a few days. He will stay here and make sure the cenote stays open for one week; afterwards, he will close the cenote and return to town.

If the investigators are hesitant to enter, then the professor will return full of excitement and tell them to come on, that what they have found is truly incredible.

All investigators that participated in the ritual lose 1d6 Magic and 1d3 Sanity Points. Everyone that travels through the portal will lose 1d3 Magic Points and 1d3 Sanity Points.

Space Between Time

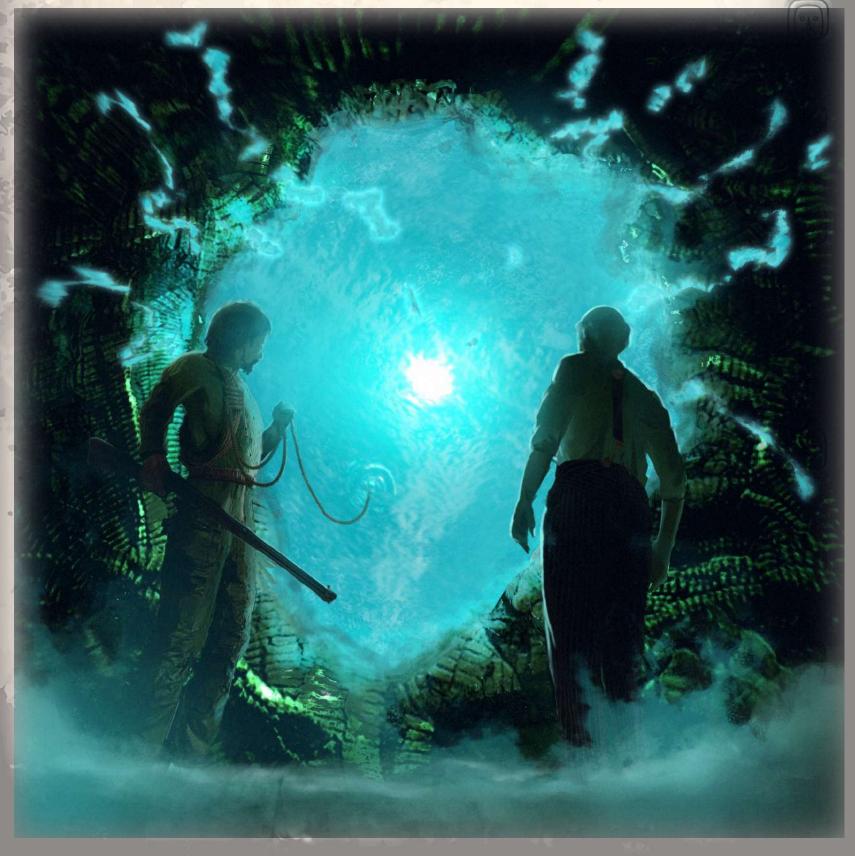
The Space Between Time is a junction point between universes. The portals in each of the rooms can take someone to hundreds of planets, to dozens of locations on each planet, a variety of times and even different timelines. The space is interdimensional and does not necessarily follow the same physical laws as Earth. Don't think of this space as flat, but more of a spiral helix, the rooms and tunnels formed into non-Euclidian shapes. The map wraps side to side and top to bottom. The passages from 7 to 8, 13 to 19, and 14 to 15 do not intersect with the crossing path, and it always feels as if one is traveling up or down. The Space is also always changing, though it may take years to actually change. The Keeper should feel free to be creative, have a corridor be so small they can barely pass through it, but on returning has closed off, or a new corridor has opened up. All the walls, portals and passageways look very similar but wrong. There is no weapon the investigators possess that will do any damage to the walls or portals in this realm.

In this adventure, the investigators should want to return to the location they came from in their own timeline. This is the only option the Keeper should allow. Unfortunately, the sacrificial knife they need to return broke when the professor fell against the column in the room. This will trap the investigators, Lost in Time and Space, until they can find another dagger: the dagger of the elder professor, James Sanderson. It is currently in room 22.

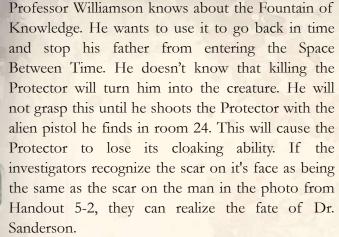
If someone drinks from the Fountain of Knowledge, in room 25, it will provide the ritual for them to return through their own portal without a

sacrificial knife. The only way someone has time to drink from the fountain is if they kill the Protector. However, whoever kills the Protector, becomes the Protector. This is the sacrifice to use the fountain. It will take 10 to 15 minutes for the new Protector to finish their transformation. This provides someone else time to drink from the fountain and get away before the Protector will go after them.











The Protector



The Protector has always been here, it keeps beings from staying too long in the Space Between Time. If it is ever killed, whoever killed it, becomes the new Protector. The transformation takes approximately 15 minutes. Once someone has gained the curse of the Protector, it cannot be stopped. The Protector, when fully transformed, is cloaked and virtually invisible, silent, fast, and extremely strong and dangerous.



If someone wants to attack the Protector, the best option is to use an area affect attack. A Spot Hidden check will allow someone to see a slight distortion in the air. To hit, the attacker must pass the Spot Hidden check and then pass a Combat check with a penalty die. If an investigator fails the Spot Hidden check, they may still attack, but to succeed they must pass a hard Luck check and then pass a hard Combat check with a penalty die. The first hit on the Protector does not actually harm it, but instead removes its cloaking ability for a few minutes. See the Protector's full stats at the end of the module.



The Space and the Protector are one. It knows where everyone in the Space is at all times. Its main purpose is to encourage invaders to move on. Once the investigators begin an exit ritual to open a portal, it will no longer attack. It will also wait several minutes between attacks to give the trespassers a chance to leave. However, the

Protector is quite insane and cannot communicate once the transformation is complete. It only understands its job, and cannot leave the Space Between Time.

It won't go after a traveler unless they have been in the Space Between Time for more than 15 minutes. It will target armed travelers first, and only take out one target at a time. In this adventure, the Protector will first take out the guards at different points around the area, building up a sense of a clock and a buildup of tension and horror.



Playing the Protector

The shortest path from room 1 to room 25 is seven rooms. However, the investigators don't know this, so they could end up exploring many more rooms than necessary. Setting the proper level of fear can be tricky. The Keeper should time the attacks so that the final guard, Juan, is dragged off from room 23 or 24. Start with the first attack when they hit the third or fourth room, depending on how much time they are spending in each room. Keep descriptions of the Protector vague; the lights flicker as it attacks, dragging someone off screaming in the dark. The screaming quickly cuts off. Even if the investigators run to follow, they will find a dead, decapitated body.

If the investigators ever manage to hit the Protector, its cloak will turn off at the end of the round; the Keeper can briefly show the players Handout 3-8, but shouldn't let them get a good look at it until they reach room 24 or 25. If not in those rooms, the Protector will slip away and wait for its cloak to return, and then attack again. When the investigators reach room 24 or 25, the Protector will attack and will not stop. At this point, if it is hit, the cloak will go off, and the Keeper can provide the players Handout 3-8. They should notice that the scar across its face matches the scar of the professor's father from Handout 3-2. If no one notices it, allow a hard Spot Hidden check to see it, or have Dr. Williamson recognize the scar.

All the walls, passageways, and portals look very similar. No weapon the investigators possess will do any damage to the walls or portals in this realm.

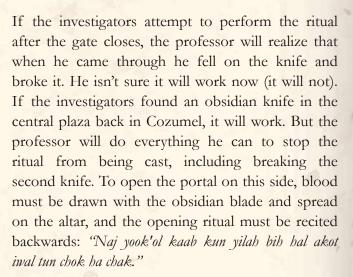
Entering the Space Between Time

When you climb down the rope, you find yourself walking across a floor, away from a glowing blue portal. The room is about 20 feet across, with walls made of some strange alloy of vegetation and metal. Unusual angles make the room difficult to look at. A thin fog covers the floor. There are four other portals in this room, and three tunnels lead out of this room. You see four columns in the room, obviously man-made, and possibly of Mayan construction. The columns stand on each corner of a small altar covered in dust. A wave of nausea overwhelms you as you empty your lunch onto the floor and stumble to the ground. The guards catch you to keep you from falling and hurting yourself.

The professor is already studying the room carefully. The guards are kneeling with rifles pointing down each tunnel. Through the portal, you can see Mai on the other side, setting up camp, prepared to stay for a while. A minute later, the glow of the portal goes dark, and the rope leading into the portal is severed. The rope falls to the floor with a finality that sends a chill down your spine.



Room 1: This contains the portal back to Cozumel, Earth. A Spot Hidden check will spot dried blood on the altar. A Medicine check will determine that the dried blood is decades old. To return, the investigators must recite the ritual backwards and make the sacrifice as before.



The professor is consumed with finding the Fountain of Knowledge so he can go back in time and save his father. If he cannot convince the investigators to stop the ritual, he will order Juan and the guards to stop it. After Juan has lost two men, he will no longer stop a ritual to return home.













Room 2: This room contains three exits and four portals. There is an old metal cauldron about 2 feet in diameter with strange letters carved on the side. A Cthulhu Mythos check will reveal that the writing is an old spell in the Cthonian language, but not what it actually says. With an extreme success, they can read it. If they read it and put blood in the cauldron, it will open a portal to R'yleh.



If this happens, they will open the portal and see the sleeping Cthulhu in his home. Have them make a Sanity 1d10/1d100 check. They will hopefully close the portal at that point. If anyone travels through, simply have them start a new character or take over as a guard.



Room 3: This room has two exits and four portals. Every surface of this room is covered in a strange-colored crystal that was brought here from an alien world by accident. It has invaded this room, but the Space Between Time has limited it so it cannot leave this room without help.



This room glows as you enter. The glow comes from what resembles quartz crystals that are covering 90% of the walls, floor, and ceiling here. They exude a warmth that make you feel relaxed and calm.



The crystal is invasive and will grow on anything. It is easily broken free and will provide light as it continues glowing. When carried into a new room, however, it will sting the holder so that they drop it and thus infect the new area. The sting does not do any damage, but the crystal will begin to grow inside the victim. This will inflict 1d2 damage every ½ hour as well as 1d3 Sanity points. A successful Medical check will heal the victim and remove most of the growing crystal, but it takes an extreme Medical success to remove all of it. If an extreme success is not achieved, in two hours it will continue to grow again, dealing damage and sanity as before.



Room 4: This room has three exits and three portals. One of the portals in the room is open, though no one is in the room.

You can see one of the portals is glowing in the room up ahead. Through the opening you see a colorful world, with a violet mist swirling across the cityscape before you. Tall buildings that reach as far as you can see, reflecting the violet sun. Strange alien creatures can be seen walking past. They are tall and elegant and almost glide past your view.

This gate was opened a bit ago. The travelers have already entered into this portal and it will be closing in two to three minutes. The atmosphere in this world is poisonous to humans. Anyone entering the portal will immediately begin to cough and will die within a few minutes if they don't re-enter the portal right away. Travelling through the portal will use 1d3 Magic and Sanity points each way. Anyone viewing the aliens must make a Sanity 1/1d3 check.

Room 5: This room has four exits and four portals. It looks heavily traveled, as the rock here is worn. There is nothing of interest in this room. A successful Track or hard Spot Hidden check will see non-human tracks running between this room and Room 4 to the east.

Room 6: This room has three exits and five portals. A rectangular table in this room has four legs and stands about two feet off the ground. The table is made of a metal and sits in the middle of the room. This was brought here to leave food for the Protector, similar to the altar in Room 1.

Room 7: This room has only two exits and five portals. Hanging from one wall is a set of shackles. There are dark stains on the wall behind and floor beneath the shackles. These were also designed for sacrifices to be left behind, as well as punishment. When someone committed a crime punishable by death, the perpetrator would be brought here, chained up, and left. After 15 to 20 minutes, the Protector would come and kill them.

Room 8: This room has three exits four portals. It is also home of a rather dangerous swarm of living creatures. If someone makes a Listen check before entering, they will hear clicking noises.

As you enter this room, an overwhelming smell of ammonia hits you. You see shadows moving up on the ceiling, and you hear a clicking noise, like someone cracking a knuckle.

The room is full of approximately 80 Camazotzob. Camazotzob are similar to bats, but much larger. If the investigators move though quickly and quietly, so as to not disturb the Camazotzob, then they can pass through safely. All investigators need to make a Stealth check with a bonus die. If any of the investigators, the guards, or the professor fail their Stealth check, or if they shine a light at the Camazotzob, the creatures will attack.

Camazotzob are mostly scavengers, cleaning up anything dead in the Space, but will attack living creatures if they are hungry. They are hungry. Once a Camazotzob latches on, the rest will swarm that victim in hopes of bringing it down. Then the rest will feed on it, while anyone else can get away. Witnessing a person being eaten by Camazotzobs requires a Sanity 1/1d4 check.

When playing the attack, roll one xenote attack on each guard, each investigator, and then the professor. After the first hit, roll all remaining attacks on that same target.

If someone lights the incense burner from Cozumel Central Plaza, the Camazotzob will flee the area as they cannot stand it. There is only enough incense to burn in this room one time.

Room 9: This room has four exits and four portals. A small pond of water is in the middle of this room. There are several fish swimming around the pool. If anyone puts anything in the water for any reason, the fish will attack.

Room 10: This room has four exits and three portals. In this room is some broken pottery. Anyone examining the pottery closely will see faded Egyptian hieroglyphics. A Spot Hidden check will make out people using incense to drive away bats.

Room 11: This room has three exits and three portals. There are several skeletons scattered around this room. However, there are no skulls. The clothes are too rotted to tell where they came from.

Room 12: This room has three exits and four portals. Scattered about the room are several old, rusted medieval weapons: swords, daggers, and axes.

Room 13: This room has two exits and four portals.

As you approach the room, you see that it is lit up, and you hear strange noises and movement.

If the investigators make Stealth checks, they can approach the room without being heard. In the room are seven large, insectoid humanoids called Sand-Dwellers. They are approximately 8 feet tall and are in the process of setting up strange equipment around one of the portals in the room. Any investigator that sees the Sand-Dwellers must make a Sanity 1/1d6 check.

If the investigators do not make contact, then in a couple of minutes the portal will open to reveal a huge desert on the other side and a strange structure made of an alien black stone. The Sand-Dwellers will pass through, and a couple of minutes later the portal will shut.

If the investigators do make contact, the Sand-Dwellers will turn and speak with them. One of them speaks English, but it is still a struggle to understand him due to the insectoid anatomy. There is still a lot of clicking and whistling. If asked how he knows English, he will explain that a woman by the name of Elizabeth came to visit their village and stayed with them for a period of time. He can answer questions for a minute or two, but his companions look increasingly nervous and click insistently. He will explain that they must go before the Protector comes.

He can answer the following questions for the investigators:













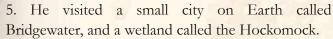




1. He has never travelled more than a couple areas from this one.



- 2. The Protector has always been here. It can be killed but not without a price. He will not elaborate.
- 3. His name and the name of his world are both unpronounceable in English.
- 4. Elizabeth came through a portal with a large creature called a Shantak years ago. She helped his people rid them of the demon and he helped her return home.



6. They cannot give the investigators anything that can aid them.



7. If asked, they can come through his portal. He will then reopen it and they can re-enter the Space Between Time. This will restart their timer with the Protector. If they do this, they take 1d3 Magic points and 1d3 Sanity points each way.



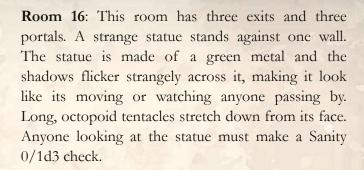
If attacked, the Sand-Dwellers will shoot back then quickly enter the portal.



Room 14: This room has two exits and three portals. A few scattered bones litter this room, but nothing more.



Room 15: This room has two exits and five portals. In the room is a skeleton with no skull. It is wearing a hole-ridden backpack. Next to the skeleton is a rusted dagger. If the backpack is searched, inside is a book, the pages of which are rotted and unreadable. Most of the gear inside the backpack has deteriorated, broken, or rusted. There is one unbroken vial containing a red liquid. This is a Cure Wounds magical potion, which is why it has not dried up yet. Anyone taking a sip regains 1 Hit Point (this can be done eight times). If they drink half the potion, they regain 1d4+1 Hit Points (this can be done two times, or one time after taking four sips). If they drink the whole potion, they regain all lost Hit Points, Magic Points, and 1d6 Sanity Points (if a sip had already been taken, drinking the entirety of the rest of the potion heals 1d4+1).



Room 17: This room has two exits and four portals. This room is littered with bones. The bones are covered in red and gold heraldry. The clothing is blood-stained and old, but not completely rotted. There are no skulls left.

Room 18: This room has four exits and five portals. On the floor in the center of the room is a faded circle with a strange, nine-pointed star pattern. At the corner of each point is a melted-down candle. There is what appears to be dried blood in the center of the symbol.

Room 19: This room has four exits and four portals. The room is covered in mushrooms. It is difficult to pass through the room without kicking or stepping on them. They have begun to grow up the walls as well. The Protector will not attack anyone in this room. The mushrooms can be harvested and, if burned, will protect whoever is within five feet of the burning mushrooms from the Protector. He can pass through the room; he just won't attack while in the room. If the mushrooms are deliberately kicked, the mushroom will explode, filling the room with hallucinogenic spores. If someone eats part of a mushroom, it will cause hallucinations. If harvested properly and mushrooms do not cause hallucinations. If thrown in the direction of the Protector, this will also cause it to back off for two to three minutes. A mushroom will burn for five to six minutes.

If someone eats the mushroom or inhales the spores, read the following:



You see a path before you that leads to a cave full of massive mounds of skulls. As you walk, skulls crack and burst beneath your feet.

A hundred spirits rise from the floor, some horribly recognizable. Old family members, an aunt and uncle, a brother who died at birth, a grandparent. Some you don't recognize at all, but they seem to know you. They reach up and remove their faces, as if they were masks, and what lies beneath is grotesque and horrifying. Maggots crawl from noses and eye sockets, vines and roots grow up from their feet and entangle their hands. As you watch, their flesh rots and falls to the ground like ash from a cigarette. You scream and fall into a pile of the skulls. You are being buried in the skulls, kicking and screaming until you fight your way through the ghosts and into the next room.

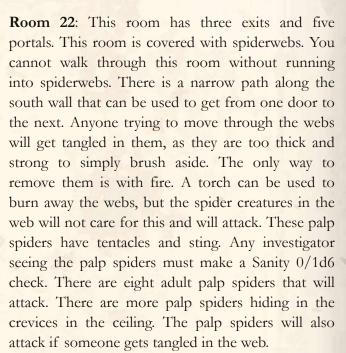
There you see a crystal fountain. Sparkling water arcs through the air and splashes back down into the fountain bowl, making continuous ripples. Your throat is parched, as if you had just crawled through a desert. You crawl to the fountain, shaking loose the last of the skulls. You cup your hand in the water to drink, but the water thickens to blood in your mouth, and you scream and spit and wretch blood until you suddenly awake.

Anyone seeing hallucinations must make a Sanity 1/1d6 check.

Room 20: This room has two exits and four portals. Inside the room are eight urns located around the area, as well as a several bones. Each urn has a symbol on the front of it. If anyone touches an urn, an image appears above the urn. It is similar to a projector screen, except it isn't projecting onto anything except the air above the urn. The image is of a man or woman. They are wearing unfamiliar clothes, and closer inspection reveals that they are not human. Anyone looking at the images needs to make a Sanity 0/1d3 check.

Room 21: This room has only two exits and five portals. The investigators can see that this room is

glowing before they reach the room. When they look in, they will see a fire burning in the center of this room, but there appears to be no wood or oil. In fact, a small interdimensional hole directly below the fire is feeding methane gas into this room from some other dimension. Anyone that makes a Chemistry or other science check can tell it is a methane fire. It is using up the oxygen in this room, so if the investigators linger here too long, they will start to get headaches and become lightheaded. If they decide to sleep in here, they will die.



In the web is a sacrificial dagger. Dr. Sanderson temporarily got tangled in the web and ended up leaving the dagger behind when he freed himself.

Room 23: This room has three exits and four portals. In the room are two skeletons, neither of which has its skull. One is dressed in clothing from Earth of around 50 years ago, though it is rotted and falling apart. Clutched in his hand are a couple of old pieces of rolled up paper. The other skeleton is dressed in a most unusual set of clothing, some sort of one-piece uniform made of an unfamiliar red fabric. Both sets of clothing have massive tears and blood stains.

Provide the players with Handout 3-7.

















Room 24: This room has two exits and no portals. This is the Protector's living chamber. There are skulls piled up in the room and covering the floor. The professor will find the weapon described in the letter from Room 23. If the investigators make a Spot Hidden check, they will find a Miskatonic signet ring with the name James Sanderson inscribed on the inside. The sound of running water comes from the next room.

You hear a loud crunching noise coming from the entranceway you came through. You turn to see something hazy in the entranceway. A strange crackling noise comes from the gun the professor is holding and a spray of red light shoots out and hits the haze. The creature slowly becomes visible. For a breathless moment, it stands still long enough for you to get a good look at it for the first time. It stands at least twelve feet tall. The beast is covered in fur, scales and eyes, as it flexes its tentacles and snaps at the air with its huge claws. Then the creature roars and, with a speed that belies its huge size, lunges forward to attack.



Everyone in the room must make a Sanity 1d3/1d10 check. **Provide the players with Handout 3-8**. The Protector will not stop attacking until everyone is dead or has fled, or unless it has been killed. Luckily, the gun the professor has will kill the beast with two shots. This will drop the force field that seals off Room 25.

Room 25: This room has only the one entrance, which is sealed with a protective force field. After the Protector is killed, the force field will go down for the 15 minutes it takes for the "victor" to transform into the new Protector. Anyone still in this room at that time is pushed out of the room, and the seal goes back up.

As you pass through the entrance, your eyes are immediately drawn to the huge fountain that dominates the center of the room. Sparkling water sprays into the air and splashes down into a crystal bowl. The fountain is over ten feet wide and stands at least eight feet in height. You have never seen such clear water in all your life. It takes you a minute before you even realize the floor, walls, and ceiling all seemed to be made of a crystaline reflecting material, like a mirror.

The keeper has wide latitude in how they handle the Fountain of Knowledge. The investigators can each

Sanity Awards

Getting back to Earth: 1d8 Drinking from the Fountain: 1d8 Not Spreading the Crystals: 1d8

Tech

Silver Pistol: Heat Beam

Skill: Firearms (Handgun) Damage: 4d6 / 3d6 / 2d6

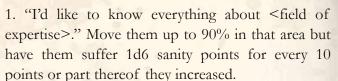
Cone 10 foot diameter at 10 yards

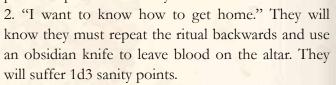
Base Range: 10 / 20 / 30 yards

Uses per Round: 1 or 2 Charges: 4 left (maynot be recharged)

Malfunction: 100

drink and ask a question, but no more than one drink per investigator. Or perhaps limit the group as a whole to one to three questions. Keeper's discretion must be used. Here are some examples of possible requests:





3. "I want to know all about Cthulhu or all about all the Cthulhu Mythos gods." Have the player roll 1d100 and increase their Cthulhu mythos by that amount, but lower their maximum by that amount and suffer that many sanity points.

Whatever question they ask, the fountain will answer them, and there will be a sanity cost. The more knowledge gained, the more sanity lost. If any investigator attempts to drink a second time, the water turns blood red and they will gain all the knowledge in the universe; however, their sanity drops to zero and they will go totally insane and can never recover.







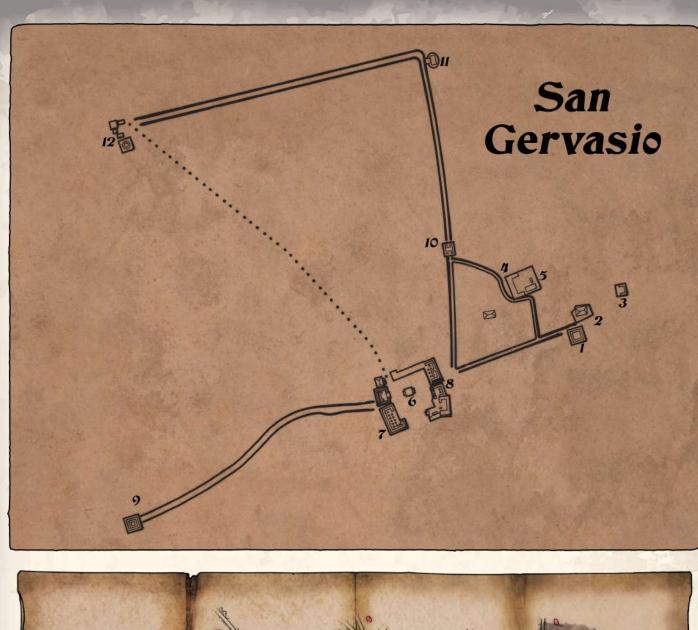
































Gods, Monsters, and Mortals

The Protector

STR 200, CON 200, SIZ 170, DEX 150, INT 50, POW 120, HP 37

DB: +4d6, Build: 5, Move: 12, MP: 24

Attacks per round: 2

Fighting Claws: 90% (45/18), damage 1d8 + DB

Dodge: 75% (13/5)

Armor: 3-point hide, does not stop energy or magical attacks.

Regeneration: The Protector regenerates 4 hit points per round

Natural Cloaking: When the Protector is at full health they are are naturally cloaked. It takes a Spot Hidden check to see it. Any attacks that are not area of effect must use a penalty die. The first hit removes the cloak but does no damage. After 5 rounds the cloak will return if the Protector is uninjured.

Space Knowledge: The Protector always knows where everyone is in the Space Between Time. Anyone in the Space longer than 15 minutes will draw the Protector's attention.

The Protector's Curse: Whoever kills the Protector will become the next Protector. The transformation takes 15 minutes and is irreversable.

Description: The Protector protects the Fountain of Knowledge and the Space Between Time. If anyone is in the Space longer than 15 minutes, it will begin hunting them removing one member of the trespassers at a time encouraging them to leave until they do.

The other creatures in the Space will not attack or hinder the Protector.

Sanity Loss: 1d3/1d10 Sanity points to see the Protector of Space Between Time.





Dr. Donald Williamson, Professor of Archeology Miskatonic University STR 45 CON 60 SIZ 60 DEX 45 INT 70 APP 45 POW 65 EDU 90 Sanity 50 HP 12

Damage Bonus +0 Build +0 Move 7

Weapons: Fighting(Brawl) 25% (12/5), damage 1d3 Skills: Anthropology 50%, Archaeology 60%, Credit Rating 45%, Dodge 22%, History 40%, Language (English) 90%, Language (Spanish) 50%, Library Use 70%, Listen 30%, Persuade 60%, Psychology 40%, Spot Hidden 65%



Mai, Cozumel Guide

STR 60 CON 70 SIZ 50 DEX 80 INT 60 APP 75 POW 70 EDU 40 Sanity 70 HP 13

Damage Bonus +0 Build +0 Move 9

Weapons: Fighting (Brawl): 40% (20/8), damage 1d3+DB, Machete 40% (20/8), damage 1d8+DB Charm 50%, Dodge 60%, Drive Auto 40%, First Aid 40%, History 50%, Listen 50%, Spot Hidden 40%, Survival (Jungle) 30% Language (Spanish) 60%



Sand-Dweller, Insectoids

STR 50 CON 70 SIZ 80 DEX 65 POW 50 INT 60

HP 15; Damage Bonus: +1d4 Build: 1 Move: 8

Attacks: 1 Dodge: 32% (16/6) Armor: 1

Fight: 45% (22/9) damage 1d4 + db

Electric Staff: 60% (30/12) damage 1d6 + db + 1d6 (electric charge, stun 1d3 rounds) range 40' or hand to hand.

Skills: Stealth 55% (27/11), Listen 60% (30/12), Spot Hidden 50% (25/10)

Special: Limited telepathy, cannot be surprised attack, always attack first each round.

Sanity Loss: 1/1d6 Sanity points for seeing a Sand-Dweller



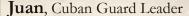
Fish, flesh-eating

STR 1 CON 1 SIZ 1 DEX 90 POW 1 INT 1 HP1

Damage Bonus: 0 Build: 1 Move 0/10 swim

Attacks: 1 Dodge: 45% (22/9) Armor: 0

Fight: 30% (15/6) damage 1



STR 65 CON 60 SIZ 65 DEX 60 INT 60 APP 55

POW 60 EDU 70 Sanity 60 HP 12

Damage Bonus: +1d4 Build 1 Move 8

Weapons: .32 revolver 40%, 1d8 damage, .30 leveraction carbine 60%, 2d6 damage, Machete 50%, 1d8

damage + DB

Skills: Credit Rating 30%, Dodge 35%, Fighting (Brawl) 50%, History 45%, Intimidate 65%, Language (Spanish) 70%, Listen 40%, Persuade 40%, Psychology 40%, Spot Hidden 55%, Stealth 50%, Survival (Jungle) 50%, Tracking 40%

Cuban Guards

STR 55 CON 50 SIZ 60 DEX 60 INT 50 APP 50 POW 50 EDU 60 Sanity 60 HP 11

Damage Bonus: 0, Build 0 Move 8

Weapons: .32 revolver 40%, 1d8 damage, .30 leveraction carbine 50%, 2d6 damage, Machete 45%, 1d8 damage + DB

Skills: Credit Rating 20%, Dodge 30%, Fighting (Brawl) 45%, Intimidate 50%, Language (Spanish) 70%, Listen 40%, Spot Hidden 50%, Stealth 50%, Survival (Jungle) 50%, Tracking 40%

Camazotzob, bat-like creatures

STR 10 CON 20 SIZ 2 DEX 100 POW 20 INT 10

HP 3 Damage Bonus: 0 Build: -2 Move: 1/20 flying

Attacks: 1 Dodge: 50%(25/10) Armor: 0

Fight (Bite): 30% (15/6) damage 1 point

Swarm: After one Camazotzob successfully bites, the remainder will swarm and all attack the same creature until it drops.

Sanity Loss: None to see a Camazotzob. 1/1d4 Sanity points to see a person eaten by Camazotzob.

Palp Spiders

STR 50 CON 50 SIZ 20 DEX 50 POW 50 INT 10

HP 7; Damage Bonus: 0 Build: 0 Move: 12

Attacks: 1 Dodge: 30%(15/6) Armor: 0

Fight (Bite): 60% (30/14) damage 1d3 + poison

Poison: anyone bitten by a Palp Spider must make a

CON check or die.

Webs: If anyone touches one, they must pass an opposed STR check vs 80 to break free.

Sanity Loss: 0/1d6 to see a Palp Spider

Sept 6th, 1888: We finally made it to San Miguel, Cozumel. I have been looking forward to this day for almost two years. It was heart breaking to leave my wife and young son behind in Arkham, but Miskatonic finally approved my grant to explore the Mayan ruins on the north end of the Cozumel island, called the San Gerrasio site.

The natives dedicated it to their goddess Ixchel, the goddess of fertility and medicine. The Mayan women still come here every year on a pilgrimage to sacrifice food and other goods to the shrine. Such superstitions are still surprising to me, but I believe I can use this to my advantage. The shrine is over 2 miles away through thick jurgle, and we will need a guide who can take us there.

Sept 8th. My team and I have been enjoying the hospitality of the natives here. They don't have much in the way of supplies or lodgings. It's a small fishing village that doubles as a port where ships going north and south stop to restock on food and water. We traded for some trinkets, to talk to the villagers till we eventually found a guide. He is a simple fisherman named Zan, and in the spring he leads women and children into the jungle to leave their sacrifices on one of two different altars dedicated to Ixchel.

H3-lpl



Zan was reluctant to leave off his fishing, but when we offered him more than he could make in a month fishing he was more than happy to lead us. He thought we were joking 'til we showed him the money. We leave first thing in the morning.

Sept 9th: The jungle is thicker than I would have liked, and the mosquitoes are horrible. The temperatures are easily above 100 degrees. I fear at the rate we are perspiring, we did not bring enough fresh water. Zan showed us a secret of using some of the native plant extract to keep the pests away. I fear I've probably already caught some rare, incurable disease. We are on a 10-minute break now, and Zan says we should reach the tall building in another hour at our pace.

We have finally set up camp. With the sun going down, the temperature and humidity are finally dropping as well. We made it to the tall building, the Mayan word is Ka'na Nah. It is very impressive. We went to the top, and while it is covered in a thick layer of dust, it's obvious that there have been many sacrifices on the altar over the years. You can still see the dried blood.

Sept 10th. We spent today clearing off the pyramid and the area around the building I spent most of my time.

H3-lp3

studying the altar and the pyramid itself, in case it had a hidden entrance, but I could not find one. The statue is extremely interesting. It is different than any I have seen before. Zan explained that it is a statue of their god, Ix'chel. I did find a secret entrance into the back of the hollow statue. Someone could slip inside of the statue, and if they spoke, it sounded like the god spoke. I played a small joke on Robert, who was not amused.

Zan admitted that legends of his people say that the priests would do this to fool the common villagers. He also said that after people leave their sacrifices, he would usually return the next day and take the offerings back to the village to share.

Sept 12th: We have moved our camp into the central plaza area. It is very impressive. There is a large altar in the middle of this area, which is large enough that one can imagine a whole city square here. Shops and vendors would crowd the plaza to sell their goods. How did the Spanish ever say these were savages?

Sept 15th. We have spent the last several days clearing the plaza and the ruins. In one of the buildings I found several small alcoves, and an obsidian knife tucked away inside one. I kept it for myself as a souvenir. I know it goes against everything archeology

teaches, but I was drawn to it. I know I need to turn it over to the museum when we return, but for now, I will hold onto it.

We also discovered the largest animal that lives on the island, the Iguana: The first one we saw frightened the men, but Zan quickly explained that they are harmless. He gave it some carrot, and the large lizard ate it and ran off. Since then we have seen a dozen more. I still fear getting too close to them, but I can ignore them long enough to do my work.

Sept 17th: We have found another area with a cluster of five buildings just to the east of the plaza. This appears to be where the upper class lived. Red hand-prints on one wall were of very peculiar interest.

Sept 19th: After spending two days clearing and documenting what we've taken to calling the Elite Quarter, we have cleared off the sacbe that leads beneath what was obviously an archway. The sacbe is a road made of white stones slightly raised from the ground around it. We also found a cenote, which contained fresh water from a spring, and we were able to refill our water supplies. We were running low. Luckily the days are not as hot as they were when we arrived two weeks ago.















H3-1p4

Sept 21st. Following the sacbe was difficult, as it was often overgrown, but we finally made it to the building Zan calls the Templo Nohoch Nah, or big house. It still has a roof, and there is an altar inside. I had a strange feeling entering this temple, like someone or something was trying to talk to me.

Sept 23rd: We spent the last two days clearing the area and photographing everything. I spent my time in the temple clearing off the altar. I found some strange ruins carved onto the surface, but I can't read them:



Sept 24th: We have traveled west and have reached the round altar. Beside it is the Temple of the Bat. Zan explains that this was the most sacred temple for San Gervasio: Legend has it that the round temple would open to the space between time. There at the center was the Fountain of Knowledge, but only the bravest attempted to reach the fountain and the secrets it contained. Usually, the people would hand sacrifices directly to the gods through the opening.

H3-1p5







H3-1p6

Sept 25th: We have cleared off all the area and photographed the ruins. I am mesmerized by this location, despite it not being nearly as impressive as the pyramid. I can tell the team is weary and ready to head home, but I want to stay one more day to explore.

Sept 26th: I FOUND IT! The round altar does open! I can't believe I almost missed it. I didn't think the Mayans had this kind of skill. I was so excited, but as with most things it was short lived. The altar was sitting atop a cenote, and the water was refreshing, but there were no gods awaiting our tributes. This mechanism and architecture will need to be researched and documented further, but this will change everyone's perception of the technology level of the Mayans. The team has agreed to stay one more day to explore further.

Sept 27th: While working, we spilled water on the altar. It revealed glyphs that are lightly carved into the stone. Again, I could not read these alien hieroglyphs, but I forced Zan to. He spoke the words, and I could feel the power, but nothing happened. He explained that we would also need to leave an offering. Legend had it both food and blood were required, and that the blood had to be drawn with a sacrificial obsidian dagger. We have wrangled one of the local lizards, and I plan to try this in the morning.

H3-1p7

Sept 28th: It worked! I will make this quick, as the others are waiting on the other side already—we managed to open the portal! The team and I will enter. I will be leaving my journal with Zan with instruction to return it to Miskatonic if we do not return within a day. I have never faced such fear as this before. To come face to face with the gods, or whatever the Mayans referred to as gods, is an incredible opportunity. Robert has already entered and returned using a rope. He says there is an alter on the other side, but the area is not like any place he has ever seen before. They have all gone in, I am the last. I hesitate, and yet, as the expedition leader, I must.

If I do not return, please tell my wife and my son Donald how much I love them. I do this for science.

James Sanderson 1888









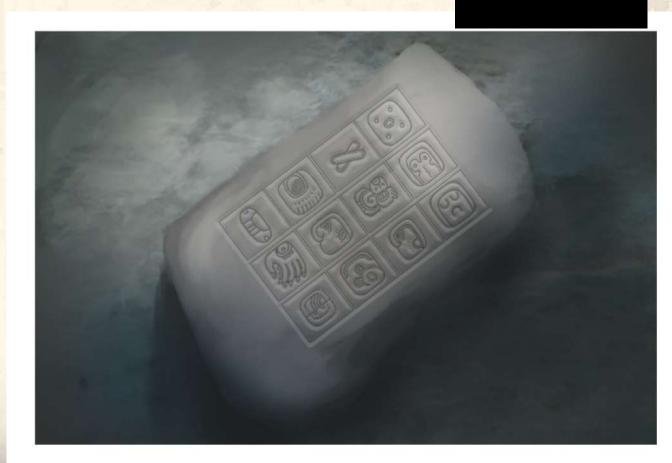








H3-5



This is James Sanderson, I will be writing these notes in haste during our small breaks. After going through the portal, things did not go well. The portal closed, and we could not reopen it. Not sure what we did wrong. After a short discussion, we decided to explore a bit to see if we could find some clue on how to return home. I am seeing things I never would have imagined possible.

The team no longer follows my direction but are now looking to Robert for guidance. His experience during the Civil War as a captain in the army gives him an air of authority I can't match.

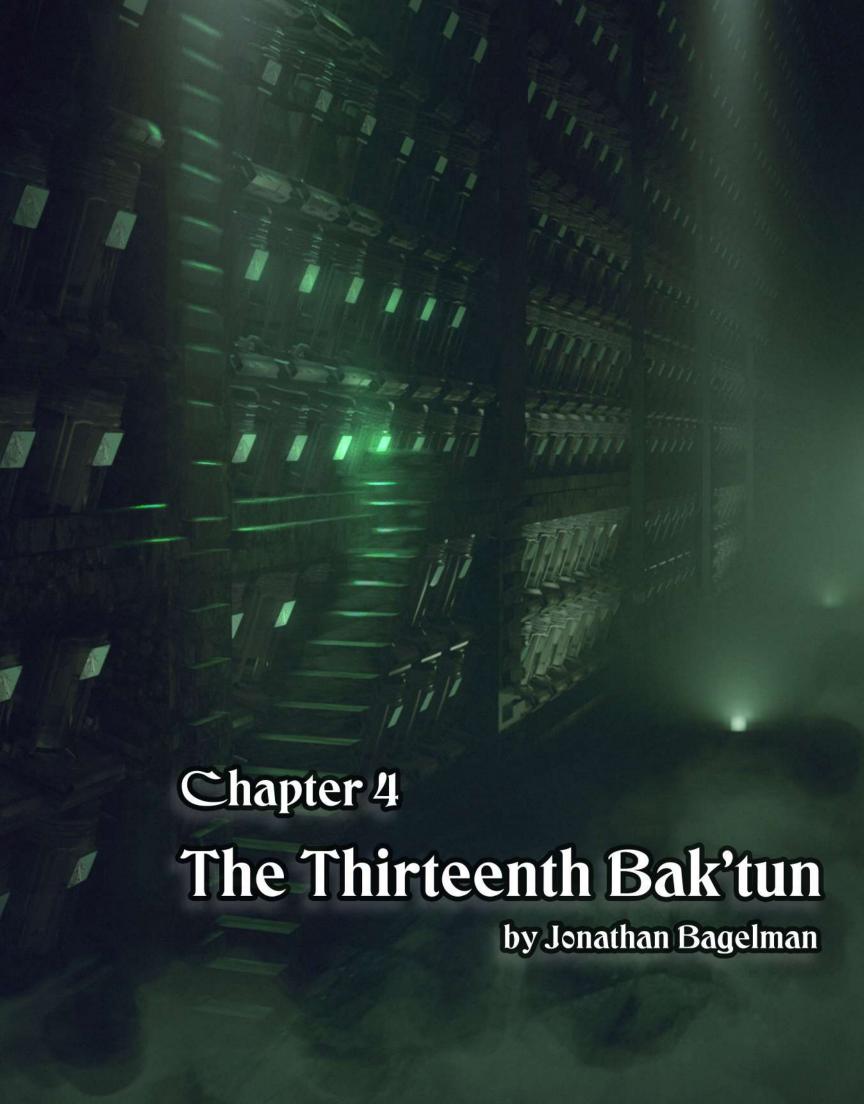
I write this in hopes that someday someone might find it. I fear we will never leave this horrid place. Something is hunting us and has already taken two of my team. We don't know what it is. By the time we hear the screams, they are gone. Whatever it is, it is fast and strong.

Robert has us running now, but it doesn't seem to matter how fast we go, the thing is right there. I have become totally lost in this maze. We ended up going in a circle at one point. John tried making a map, but he was taken and the map with him. It is only Robert and I now. I fear I will never see the faces of my family again.

I lost my obsidian dagger. We got caught in some spider webs, and that was the only weapon I had. I got out alive but lost my dagger. I wanted to return for it, but Robert convinced me it was no good to us until we know how to get out. We are hoping to find the Fountain of Knowledge and that it can help us get out.

I found a strange pistol. I have decided to hold onto it in case the creature attacks again. It is metallic and makes a whirring noise when I press the button on the side. Very strange. I see something, like a glow, down one of the tunnels up ahead.

H3-7



Introduction

It is September 1927. A Miskatonic University expedition to a Mayan ruin in the mountains of south-central Mexico has been attacked by bandits, as reported by the only member of the expedition to escape. The investigators are hired by the university to find out what happened and rescue any survivors.

Keeper's Secret

In the ancient past, the Serpent People had a vast empire that included what would later become Mexico. They were very technologically advanced and had access to what people today would consider to be magic. Their scientists determined that the Earth was going to enter a lengthy ice age caused by an impending meteor impact, and neither their magic nor their technology could prevent it. They did, however, devise a way to survive the coming cataclysm. Underground facilities that could house thousands in cryogenic suspension were built near volcanoes around the world; the largest of these facilities was constructed in the jungles of central Mexico. The volcanoes provided a limitless supply of geothermal power. They chose their best to survive, expecting that most of those who remained behind would perish in the ice age. As cold-blooded creatures, they could not endure such conditions.

The Serpent People had no idea how long the ice age would last. They made their best estimate and set an automatic timer to awaken their people at the end of one of their calendar cycles. The timer was set to awaken the Serpent People at the end of the thirteenth *bak'tun*, which would fall on December 21, 2012. At that point, the Serpent People would reclaim their world.

The Serpent People anticipated unforeseen difficulties, and so they chose one of their number, frozen in a separate chamber, to awaken at regular intervals. Each time he woke up, he would use the facility's instruments to analyze the conditions on

the surface and check on the well-being of the sleepers. If the environmental conditions were, in his judgment, satisfactory, he could use the facility's manual controls to awaken the others prematurely. Otherwise, he would return to his sleep chamber. Every time he woke up, the climate was too cold to awaken his people. The ice age finally ended, but the last scheduled time he awakened was during a mini ice age. Since the conditions were still not good enough, he returned to his slumber. However, he knew that the temperature was increasing, and he hoped that the next time he awakened, shortly before the thirteenth Bak'tun began, conditions would be acceptable as the scientists had predicted. If conditions were still inhospitable, he could override the automatic timer and prolong their slumber until the outside world was once again habitable by the Serpent People. It seemed a foolproof

However, not all of those Serpent People left behind died during the ice age. One of the survivors, in the guise of their deity Itzamna, taught the Mayans the Serpent calendar and language and shaped their culture.

Unwittingly, the remnant Serpent People and their influence on the Mayan people complicated the plan. The Mayans became strong technologically advanced, especially in the field of astronomy, though still nowhere near the level of the Serpent People or even that of modern humans. The Mayans found the secret facility with the sleeping Serpent People, whom they dubbed "chan winik." They deduced enough about the place to realize its purpose and how to interfere with it. They located the control room and buried an Elder Sign sigil beneath the entryway to prevent anyone from using it to awaken the Serpent People. To make doubly sure that the Serpent People would not emerge, they built a pyramid on top of the facility and placed another Elder Sign in a stone seal over the opening that led to the underground compound. Fierce Mayan warriors guarded the pyramid for as long as their civilization stood.



















However, like all civilizations, the Mayan civilization eventually fell, and knowledge of the pyramid faded into legend. It was only rediscovered in 1927 when an expedition from Miskatonic University, led by Professor Henry Witherspoon, found it in the jungles in central Mexico. They excavated the pyramid, which had plenty of Mayan glyphs warning of terrible danger beneath, and they found the stone with the Elder Sign blocking the entrance. Not deterred by vague warnings and threatened curses, the archaeologists broke open the stone seal and found the structure below. While that structure was also made of stone, strong enough to withstand eons, it was easy to see that the construction was very different from that of the pyramid above. They soon found the cryogenic chamber containing the frozen Serpent Man, who is due to be awakened in a mere 85 years, along with all his fellows.

At this point, Professor Witherspoon took the warnings seriously, and he was amazed at the advanced technology involved. He sent two graduate students, Katrina Tolliver and Simon Derricks, who had not seen his find, back to the city of Veracruz to send a telegram to Miskatonic University. In this telegram, the professor informed the university that he had made an astounding discovery; fearing that he would not be believed, he provided no details as the exact nature of his findings. He asked the University to assemble a team to join him, specifically requesting additional archaeologists, scientists, and people capable of securing the site. He knew just how big and how dangerous this place was, and he did not want it falling into the wrong hands.

Unfortunately, the wrong hands stumbled upon it. Katrina and Simon sent the telegram as instructed. The telegraph clerk, Eduardo Gómez, was secretly a member of a band of Mexican bandits and revolutionaries who admire Marx, Lenin, and Trotsky. Believing that the telegram meant that there was great treasure at the archaeological site that could be used to finance his cause, he alerted his leader, Enrique Castillo. Castillo gathered his people, and when the students left in the morning

to return to the dig site, he and his band secretly followed them. Katrina barely had time to reunite with Professor Witherspoon when the revolutionaries attacked. Desiring to protect her, he told her to flee to Veracruz and get help. He cared for her deeply, as not only was he her mentor, but he was also secretly her father. She was born of an affair with her mother 25 years previously, of which Katrina was unaware. While Katrina escaped, the armed members of the expedition fought back against their attackers. People on both sides were killed, but ultimately the surviving members of the expedition had to surrender.

The revolutionaries quickly took over the site and set up a perimeter.

Enrique Castillo and his second-in-command and lover, Alicia Márquez, interrogated the captives. Castillo demanded to know where the treasure was, but Professor Witherspoon insisted that there was no treasure, which Castillo didn't believe for a second. He and his band forced the professor to show them the ruins, and they soon reached the cryogenic chamber housing the frozen Serpent Man. Seeing a golden circle resembling an earring attached to the Serpent Man's ear through a transparent, unbreakable window in the chamber, but unable to find a way to open it himself, Castillo insisted that the professor open it so that he could loot the treasure he knew was inside. When he refused, Castillo held his machete to Simon's throat. Professor Witherspoon reluctantly agreed to open it. Analyzing the Mayan glyphs on the control panel for the chamber, which he knew how to read, Witherspoon found a way to manually override the chamber's lock. The Serpent Man gradually thawed out and began to stir, and once the process was complete, the door slid open.

At this point, Castillo greedily tried to grab the gold ring, but the Serpent Man was too quick. It grabbed Castillo and bit him in the neck, causing the revolutionary to collapse in agony. The Serpent Man then opened a small compartment beside the sleep chamber, retrieved a small energy weapon whose barrel resembled the mouth of a snake, and shot Castillo with a deadly red beam. The professor and Simon stood transfixed in horror as the Serpent Man stripped the dead man of his equipment and clothing and then disposed of the body by devouring it whole, as Serpent People do, especially when they're hungry after just being awakened from a long nap. Then his appearance transformed into that of the man he had just slain, and he put on the dead man's clothes, weapons, and other gear.



To their surprise, the Serpent Man spoke to them in perfectly understandable English. His golden earring is a translator device that allowed the wearer to understand any spoken language, as well as to speak in his own tongue and cause those hearing his voice to hear it in their native languages. Pointing the beam weapon at them, the Serpent Man ordered them to walk ahead as he made his way to the control room so that he could check on the environmental conditions and, provided they were satisfactory, awaken his people. However, he was unable to enter the control room due to the Elder Sign hidden under the stone, which he could feel but not see. Knowing that the professor had been the one who awakened him, he realized that Professor Witherspoon could read the glyphs and ordered him to check certain instruments in the control room and tell him the readings, threatening to kill Simon if the professor did not comply. Reluctantly, the professor gave him the information he required.

Seeing that the conditions on the surface were acceptable, the Serpent Man gave the professor step-by-step instructions for the controls to awaken the rest of the Serpent People. He had found the sleeping chambers of the Serpent People and deduced the purpose of this place, Witherspoon refused. The Serpent Man repeated his threat, but the professor had seen what one Serpent Man could do-he was not about to be party to unleashing thousands of them on the world. The Serpent Man again threatened to kill Simon, but Witherspoon remained steadfast in his refusal. Then the Serpent Man followed through on his threat, shooting Simon dead. He ordered Witherspoon to bring the body out of the room. Not yet realizing that the Serpent Man could not enter the room, he complied, dragging the hapless young man's corpse back through the doorway. Only afterwards did it occur to him that the Serpent Man could not come into the room.

The Serpent Man tied the professor up using Castillo's rope and left him in a side chamber, then went to the surface to look around. He found that the other revolutionaries deferred to him. While he did not have Enrique Castillo's knowledge, he was able to fake his way until he encountered Alicia Márquez, who was guarding the other prisoners. She knew Castillo well, and she quickly caught on to the fact that he wasn't who he said he was, but she didn't let on in front of the captives. She spoke to him privately and he admitted the truth to her, briefly revealing his true form. While she was upset by Castillo's death, she knew that this being was very powerful, and with that power her revolution could succeed. She agreed to help him awaken the other Serpent People in exchange for being allowed to rule Mexico once they had conquered the world. She told him what he needed to know to pretend to be Enrique Castillo. If any of the revolutionaries were suspicious, they kept those suspicions to











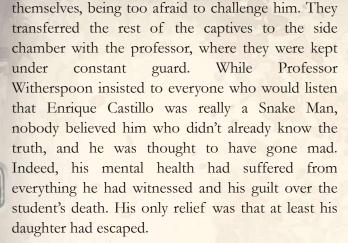














While the Serpent People knew how to make drugs to dominate or coerce victims, there were none of them here, nor was it possible to manufacture them here. Instead, the Serpent Man resorted to threatening the other captives in an effort to get Professor Witherspoon to wake up the sleepers. He was not about to wait 85 years for them to awaken on their own, especially as the site had been discovered by these strange human creatures. One by one, every day, he would tie a prisoner to the altar and make the professor watch while he sacrificed and then ate the victim in front of him, but still Witherspoon would not submit to his demands. The Serpent Man would run out of prisoners by the time anyone else arrived, leaving only Witherspoon. He tried to torture him, but that did not prove effective either. The professor knows that the gold earring is actually a translation device, as the Serpent Man told him when asked how he knew English.



Meanwhile, Katrina managed to make her way back through the jungle on her own until she reached the city of Orizaba. There, she took a pickup truck to Veracruz. She reported what happened to Captain Arturo Sandoval of the 1st Military Police Brigade (the precursor to the Mexican Federal Police, the Federales, which won't be founded until 1928). While he sympathized with her, he told her that there was nothing he could do, and that the bandits were probably long gone. She sent another telegram to Miskatonic University to tell them about the attack and request help.

The Hook

The investigators are responding to Miskatonic University's search for people to go to Mexico and find out what happened to the expedition, and to rescue its members if possible. Each investigator is either part of the team that the University was assembling in response to the first telegram or is answering the call for help in the second. Suggested include occupations Agency Archaeologist, Explorer, Federal Agent, Foreign Correspondent, Journalist, Laboratory Assistant, Laborer, Military Officer, Mountain Climber, Outdoorsman/woman, Police Detective/Officer, Private Investigator, Professor, Researcher, Scientist, Soldier/Marine, and Student. Other occupations are certainly possible.

Miskatonic University

It is September 17, 1927. You are called into the office of Dean John Harrison of the Archaeology Department, who has recruited you. The office is remarkably clean, and there doesn't appear to be a speck of dust. The desk is large, made of solid oak, with a telephone and a couple of artifacts: a fragment of stone engraved with Egyptian hieroglyphics and a small Chinese urn. The left and right walls have bookshelves that are filled with books, their spines precisely aligned. The books are all about archaeology, covering many different eras and cultures throughout the world. The rear wall has an eastward-facing window through which the morning sunlight shines. There are only three other chairs in the office besides the one on which he sits, and he will invite any female investigators to sit first, with the next priority to those who are more advanced in age.

Dean Harrison is a white-haired man in his sixties, his hair neatly parted. He wears a brown suit and maroon tie that are, while a decade out of date, nonetheless in excellent condition and wrinkle-free. He is as compulsively neat in his grooming as he is with his office.

The dean thanks the investigators for answering his call for help and tells them what little he knows of the expedition. Several months ago, Mexican goatherds searching for a stray goat discovered an old Mayan ruin in the Mexican jungle, at the base of a dormant volcano. The goatherds did not touch anything, though it was unknown whether this was because of superstition or due to wanting to preserve the site. Word got back to Veracruz, and Professor Henry Witherspoon got wind of the find and organized an expedition. Last month, the expedition set out to find the site. The dean had heard little news of the expedition since then, until a telegram came in a week ago, sent by Katrina Tolliver, a graduate student who was part of the expedition. The telegram indicated that a great discovery had been made and asked for additional experts and security. Then another telegram arrived from her yesterday, reporting that the expedition had been attacked by bandits. Katrina had escaped and made her way back to Veracruz. He shows the telegrams to the investigators. Provide players with Handouts 4-1 and 4-2.

The dean can fill in the investigators about what he knows of the members of the expedition. There were various laborers and guides hired locally in Mexico, about whom he knows nothing, but he can tell them about those from Miskatonic University:

* Professor Henry Witherspoon: Professor Witherspoon has been in the Archaeology Department for twenty years, and before that he had been a student at Miskatonic. He has spent most of his time teaching in the classroom and doing research, though he had been on a couple of other expeditions before. This was the first one he had led and organized, however. He handpicked the team for the expedition from among his colleagues and students. He is an expert on the Mayan civilization, highly knowledgeable about their history, culture, religion, and language. The one thing he doesn't know, which nobody does, is how the Mayan civilization ended. It is this that he most wants to discover.

- * Professor Eric Potter: Professor Potter has been with the Archaeology Department for nine years and is close to getting tenure. He hopes that this expedition will clinch it for him. He tends to spend more time in the field and has been on several expeditions before this one, mostly in Central and South America. While his area of expertise is the Aztec civilization, he is also knowledgeable about the Mayans who preceded them.
- * Professor Grace MacKenzie: Professor MacKenzie is a visiting professor from Edinburgh, highly knowledgeable about pre-Columbian cultures in Mesoamerica. She has some unorthodox theories about ancient contacts between those cultures and those on the other side of the Atlantic, but she is a thorough researcher and backs up her ideas with intriguing evidence.
- * <u>Katrina Tolliver</u>: Miss Tolliver is a graduate research assistant working for Professor Witherspoon, who has been her mentor throughout her academic career. Under his tutelage, she has learned much about Mayan language and culture, including how to read and interpret their glyphs. In addition to her research, she has used her strong organizational skills to make many of the arrangements for the expedition.
- * Simon Derricks: Mr. Derricks is Professor Potter's graduate research assistant. This is his first expedition, and Professor Potter brought him along so that he will gain valuable field experience. Mr. Derricks is young and has only recently entered graduate school, though he is very bright and earned good grades as an undergraduate.

The dean provides the investigators with train tickets to Boston, where they are to board the *Lucky Lady*, a steamship that will take them to Veracruz, where Katrina Tolliver will meet them. The train leaves Arkham early in the afternoon, so there are still several hours for them to prepare for their departure. He will also grant them access to the Orne Library should they wish to conduct research before they leave, though the Restricted Collection will remain off limits. The ship is due to leave on the evening tide.









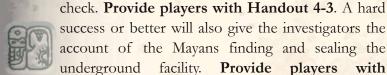








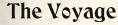














The train ride from Arkham to Boston is uneventful, giving the investigators time to get to know each other or get some reading done. After they arrive, they will not have time to do much of anything in Boston before they must board the Lucky Lady, though they will find on their way from the train station to the harbor that Boston is a busy, populous city with a mix of old and new. The streets have many cars on them, and the drivers sometimes verge on recklessness.

The Orne Library is a large, ivy-coated building on

the edge of the quad. Students and faculty are

constantly moving among the stacks and studying at

the tables. The investigators each have time to make

one Library Use check to do some research.

General research on the Mayans will yield the

Mayan civilization's creation story on a successful

Handout 4-4. The investigators will also find the

latter document on a hard or better success when

researching the south-central Mexican region,

though they will not also find the Mayan creation

story in that case. They will uncover a news article

about revolutionary bands being active there

recently, waylaying and robbing travelers on any

success. Provide players with Handout 4-5. Each

investigator may research a different topic.





At the harbor, you find the Lucky Lady, a fast passenger steamship. Her captain is Edward O'Malley, a man in his sixties with white hair, who has been told to expect them. Calloused and wrinkled, he has spent most of his life at sea, starting out on fishing boats when he was a boy. He is gregarious and outgoing, and proud of his ship and crew. The steamship's accommodations are modest but comfortable, and each investigator is given a separate cabin.

During the Great War, Captain O'Malley served in the Merchant Marine, transporting much-needed supplies across the Atlantic in convoys under constant threat of U-Boats. On the voyage to Mexico, he will be happy to regale the investigators with tales of his life and exploits, which will be only slightly exaggerated.

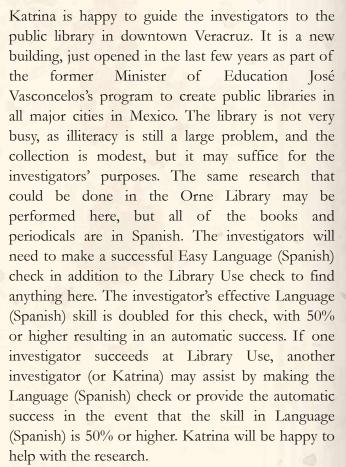
On the second night of the sea voyage, a storm will strike, awakening the investigators. The crew will tell the investigators to remain in their cabins but will not prevent them from going out on deck, and those with experience at sea will be welcome to help. The sailors are superstitious, and a successful Listen check from any investigators on deck will allow them to hear the crew muttering to each other about this part of the sea being haunted by "ghost ships." A successful Spot Hidden check from those on deck will momentarily reveal to them, in a flash of lightning, what appears to be an eighteenthcentury Spanish sailing vessel surrounded by an eerie blue glow. Anyone who sees it must check Sanity, with a Sanity loss of 0/1. The ship will vanish as soon as the lightning fades, and it will not be seen again. The storm will pass shortly before dawn, and when the sun comes up, all is normal, and the sea is becalmed. Fortunately, the ship's steam engines propel her and not sails. Anyone who saw the ship and shares the experience with Captain O'Malley will be answered with a knowing nod, and he will say that he has seen similar things before in this part of the ocean. He speculates that perhaps time doesn't function normally there, that it may be possible to look across the centuries and see ships from other times, and that ships that have vanished in the Triangle may have gone to another time. He will confide that once he had seen a flat barge with stacks of long, rectangular objects of different colors on top of it. He suspects that this was a ship of the future, and he is disappointed by the lack of elegance that ships will one day have. He looks forward to emerging from the area and approaching the Mexican gulf coast, as "nothing weird ever happens there." The rest of the voyage is uneventful.

Arrival in Veracruz

A few days after it set out, the ship docks in Veracruz early in the morning. Katrina Tolliver waits for you on the dock, having been told by the dean when you were due to arrive. The port in Veracruz is busy, but it is not quite as big or as heavily trafficked as the one in Boston. It was been modernized after the turn of the century by President Porfirio Díaz. Katrina Tolliver is athletic and beautiful. She has brown, shoulder-length hair and black eyes. She is wearing a white sleeveless blouse, khaki shorts, brown calf-length boots, a white pith helmet, and a sheathed machete on her belt.

Katrina is friendly and relieved to see the investigators. Once the introductions are made, she will bring them to the hotel where she's staying and fill them in on her account of what happened with the expedition, as far as she knows. The hotel, called El Gato Blanco, is cheap but not run-down. It has no electricity; the rooms are lit by gas lamps. There is a public telephone in the lobby, but the rooms do not have their own phones. The food there is delicious, if a bit spicy. While waiting for them to arrive, she took the liberty of booking rooms for them and making arrangements for a return expedition to the site. Unfortunately, she was unable to hire any local guides. They had been superstitious about the site to begin with, believing there to be an ancient curse on the area. After word of the bandit raid on the site got around the city, nobody was willing to go anywhere near it. However, she has gathered enough supplies for their time and rented a pickup truck that will get them as close as possible before they have to go onward on foot, and she has mapped out the route they will need to take. She wants to leave as soon as possible, as she is worried about the other members of the expedition; but, she is willing to remain in Veracruz until they are ready to go in case they want to do things in the city first. She speaks fluent Spanish and will act as a translator if necessary; however, if the investigators split up, she can only be with one group. If the investigators wish to purchase additional weapons or equipment, Katrina will make the arrangements, and she can tell them where in Veracruz they can accomplish anything else they might want to do. She also has a Mayan translation guide she has been working on with Professor Witherspoon. Provide Investigators with the Mayan Translation Guide.

Research in Veracruz





















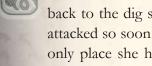
The Telegraph Office



















Located in Marina Mercante Street in the port area, not far from the Customs building where you were processed after arrival, are the Correos y Telegrafos, the post office and telegraph office, in two identicallooking buildings next to each other. Long-term President Porfirio Díaz commissioned a military engineer named Salvador Echegaray to build the structure around the turn of the century. This area is very busy, due to the nearby port, and travelers come and go frequently. The interior of the building is clean and functional, with modern electric lights, and there are people who speak English who can help them. It was this telegraph office that Katrina used to send both telegrams, and she remembers the clerk who helped her both times, a young man named Eduardo Gómez.

Katrina realized that she must have been followed back to the dig site in order for the bandits to have attacked so soon after she got back, and this was the only place she had told anyone about the fact that there had been a great discovery.

Eduardo Gómez is in his early twenties, cleanshaven and well dressed, and he wears wire-rimmed glasses. He speaks good English and has the air of an intellectual. If Katrina accompanies the investigators when they talk to him, he will be nervous around her, which a successful Psychology check will reveal. A hard or better success on a Psychology check will reveal that this nervousness is not due merely to the fact that she's an attractive young woman-there is some deeper reason. A successful Spot Hidden check will reveal that among the books on his desk is a well-thumbed volume of Marx's Das Kapital. Offering him a sizable bribe will get him to open up on a successful Credit Rating check (his dedication to communism is not perfect). A successful Intimidate check can work as well if the investigators imply that he is in trouble with the law or could be fired. The investigators may also attempt a Persuade, Fast Talk, or Charm check. Pretending to have Communist sympathies will earn them a bonus die. Katrina can make one of these checks as well. If none of these checks work, Gómez can be induced to talk by luring him to an isolated location after work (Katrina can do this without a check by offering to go out on a date with him) and threatening him or getting the police to bring him in and question him aggressively (see the section on the police), without a check. Gómez is not as tough as his revolutionary comrades, and he can be made to talk easily.

Once he is convinced, Eduardo Gómez will admit that he is part of a band of communist revolutionaries seeking to overthrow government of Mexico and replace it with their vision of a socialist workers' paradise, modeled after Leon Trotsky's ideas. He will use the opportunity to propagandize the investigators, hoping to win them over to his cause. He will be more forthcoming if they play along and pretend to be convinced. The leaders of his group are Enrique Castillo, who is a wanted man, and his second in command, Alicia Márquez. Gómez adores Alicia, but he knows that she is Enrique Castillo's lover and is too afraid to challenge his leader for her. He will admit to passing word on about the contents of Katrina's first telegram to Enrique and Alicia, but he swears that's all he did. He does not know where they stay when they're in town; he informed them by calling a telephone number where another comrade answered. He will give the investigators the number, but if they call it, there will be no answer (the revolutionary in question is at the dig site). He will under no circumstances accompany investigators on their expedition, as he is terrified of what his leaders will do to him if they discover that he has betrayed them.

The Police

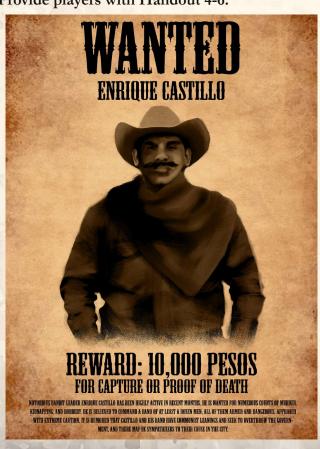
The investigators may want to visit the police station. Katrina has already been there to report what happened to Captain Arturo Sandoval, after she returned the second time from the jungle. The police station is a modern building, with whitewashed stone walls and electric lights. On a bulletin board in the lobby are various wanted

posters, which include a prominently displayed poster of Enrique Castillo, who is wanted for banditry and murder. There is a reward of 10,000 pesos for him, dead or alive. It is in Spanish, but Katrina can translate if necessary. Captain Sandoval will be happy to speak to the investigators and to Katrina again.

Captain Sandoval's office is large, its walls painted the same white as the rest of the building. His desk is made of sturdy oak and is home to a typewriter, a telephone, an electric desk lamp, a green porcelain ashtray, and a humidor filled with fine cigars that he will offer to share with visitors.

Captain Sandoval is a tall, handsome man in his early forties with a finely waxed black mustache and hair to match. His Mexican Army 1st Military Police Brigade uniform is spotless, and the medals on his chest shine brightly. He wears a revolver in a holster on his belt. He speaks good English, and while he is sympathetic, he will tell them what he told Katrina: that there is nothing he can do about the bandits out in the jungle, who are no doubt long gone.

Provide players with Handout 4-6.



He is, however, open to being convinced otherwise. If the investigators tell him of their suspicions about Eduardo Gómez being in league with the bandits, the captain can be induced to bring him in for questioning with a successful Credit Rating, Persuade, Fast Talk, or Charm check. Katrina may check as well. Mentioning that they've seen *Das Kapital* on Gómez's desk will earn them a bonus die. If Gómez is brought in for questioning, he will break under the pressure and admit to the police what he knows, which Captain Sandoval will then tell the investigators.

Getting Captain Sandoval to commit to providing

an escort for the expedition to investigate the site is

more difficult. He cares about his men's lives and does not want to risk them unnecessarily, and he

feels that going after the bandits in their own















territory is foolish and dangerous. In his mind, they will probably never find the bandits, and if they did, they would regret it. However, he is aware that the attack on an American expedition is an international incident with all that that entails. He is ever mindful of American intervention in Mexican affairs, which he does not want. He still remembers the American invasion and occupation of Veracruz in 1914 over an international incident, in which he briefly fought against the U.S. Marines and lost. The last thing he wants is for something like that to happen again. A successful Psychology check will give the investigators an inkling of his concerns, and a hard success will give further details. It will take a hard success on a Charm, Credit Rating, Fast Talk, or Persuade check to convince him, or a normal success on an Intimidate check. Alluding to this being an international incident or the possibility of using diplomatic influence will award a bonus die. However, any failed attempt at an Intimidate check will cause Captain Sandoval to cease cooperating, and he will politely but firmly ask them to leave. If they insist on trying to stay and get his help further, he will get angry and threaten to arrest them if they do not go. If he agrees to help, he will say that he

does not want an international incident and will quote Porfirio Díaz and say "Poor Mexico. So far

from God, and so close to the United States."



If Captain Sandoval agrees to provide an escort, he and five of his men will accompany the expedition. He will insist on coming personally, as he does not want to put his men in any danger that he does not face himself. He will handpick the men, who are fiercely loyal to him. They also only speak Spanish. They will bring their own pickup truck and supplies, and they will meet the investigators when they are ready to leave Veracruz.



The Journey Begins



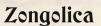
Katrina has rented a pickup truck for the expedition. While it is capable of driving off-road, it is not suitable for driving in the jungle and will have to be left at the edge of civilization. The route to the site is to first head to Córdoba and then on to the city of Orizaba. Orizaba sits in the valley with Pico de Orizaba, with its white cap, to the north. This dormant volcano is the tallest peak in Mexico. To the south, a series of mountains covered in jungles stretches out as far as the eye can see.



Orizaba is an old city that has been around for centuries. It is an important trade route between the east and west coasts. The wide, clean streets and railroad tracks run between the two- and three-story buildings made of clay and brick. You can smell the textile factory on the edge of town as the fumes hang in the valley, trapped in the hills. The stores are full of produce that is unusually large.



Katrina pulls the truck up to a large building and will explain that this is as far as can be driven. The investigators must travel by foot from here. She will make arrangements for the truck and get a mule for their supplies. If the investigators left Veracruz first thing that morning, they may have enough daylight to get to their next stop. If they didn't leave until noon and it is 2 p.m. already, they will not have time to make it to Zongolica before nightfall and will have to stay the night in Orizaba. Katrina can arrange a hotel for the night if needed. If the investigators did not go to the police station, have them find Enrique Castillo's wanted poster in town, either in the hotel or posted outside a store.



Katrina shows up at the head of the trail with a mule loaded with food and supplies. The well-worn trail winds its way south, up into the mountains. She tells you it is a twenty-mile hike up into the mountains, and says "We don't want to be on the trail when the sun goes down."

The trail is full of switchbacks as the elevation goes up quickly, and while twenty miles is a long hike, only halfway through you find yourself exhausted and dragging. On occasion you pass people going down the hill. The descending sun is a constant reminder that you are racing against a clock. As you walk, you can look down the steep edges next to the trail and you quickly realize why Katrina didn't want to take this path at night—one wrong step could be your last.

If the investigators insisted on going up the trail and left later than 10 a.m., they will end up on the trail after dark. Each investigator must make a Luck check. If they fail, they will slip off the cliff and suffer 1d10 points of damage.

You finally make it into the village of Zongolica, home to a few hundred native people. The houses here are small and have none of the modern conveniences found in Orizaba or Veracruz. You can't imagine why anyone would want to live here. A young woman comes out of a house and smiles when she sees your group. She runs up to Katrina and hugs her.

The two women begin to speak in Spanish. The woman, Rosa, was worried about Katrina and is so glad to see her again. Katrina explains to her that they were going back to the pyramid to save the professor. Rosa tries to talk her out of it, but in the end, Katrina says she has to try. Rosa insists that they all stay in her house that night. If the police are escorting the investigators, they will find their own housing. It has gotten dark and there are no lights except oil lamps.



Rosa leads you to a small house. She clears out the living area for you to relax and stay for the night. After a half-hour, she brings out a small dinner consisting of a soup and a tortilla. You look into the soup and there are definitely ingredients you have never seen before. She smiles, saying "It is called Tlalpeño. It is good. You will need it if you are going back to that accursed temple." She looks back to Katrina. "People don't go there for a reason," she says.

Katrina swallows some of the soup. "Thank you for your hospitality, but you know I must go," she says. "I can't leave Dr. Witherspoon to those bandits. I know if we can get the jump on them, we can rescue him. He's always been like a father to me." She lowers her head and continues with the soup.

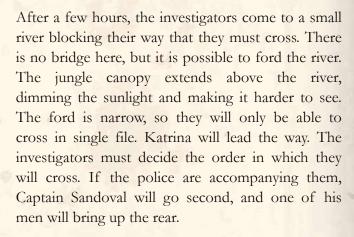
After dinner, Rosa collects the dishes and suggests you get a good night's rest. You will need it for the hike tomorrow. While your body is exhausted after the hike up the mountain, your mind is still awake. Your body wins the struggle, and you quickly fall asleep.

During the night, your dreams are invaded with sights and sounds you have never seen before. Large snakes cover the valley, but you constantly trip and fall as you try to flee down the mountain. The large serpents rear up their heads and you can see that the snakes have faces. One is of a Mexican man. You realize it is Enrique Castillo, from the wanted poster. He smiles at you and you realize that he is standing on the edge of a huge lake of lava, the heat burning your face. He seems to embrace the heat. The cavern begins to shake, and the lava spews up to fill the room. You try to run, but the ground is constantly shifting and moving-you trip and fall as you wake, but the ground is still moving. You are now fully awake, but the ground is still moving. Dust falls from the ceiling and small items topple to the ground. Before you know it, it is over. Rosa steps into the room wearing a robe. "Is everyone all right?" she asks.

She can explain that small quakes are common here. This whole mountain range is a series of old volcanoes, so the ground is always shaking. The rest of the night is uneventful, and the next morning the investigators awake to the smell of bacon and coffee. Investigators must make a Sanity 0/1 check.

Journey to the Temple

The next morning, the sun is shining early, and no one mentions the small quake from the night before. Katrina is eager to get everyone moving. She hugs Rosa goodbye and, compass in hand, walks into the jungle.



Unbeknownst to them, there is a large constrictor hidden in the trees above the river, in the middle. All of those present may make an opposed check pitting their Spot Hidden skill against the constrictor's Stealth of 90% to see it. If it is spotted and the investigators start shooting, it will drop into the water and swim downriver as fast as it can. If nobody spots it, or if nobody takes any action, it will drop on the last person to cross the river and attempt to crush whoever it is to death, intending to swallow the unfortunate victim whole afterwards. The victim may take action against the constrictor, as may whoever is next-to-last. However, those further ahead cannot get a line of sight on the constrictor, as the person second-to-last is in the way. It is possible to go around the narrow ford, but this requires a successful Swim check. Failure means the investigator will start to drown. Shooting at the constrictor while it is attacking someone is firing









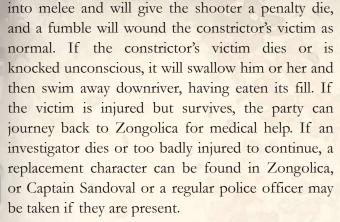






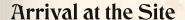








From this point forward, the jungle gets denser, and everyone will need to use their machetes to help clear a path.





It takes a day of hiking to reach the site after setting out from Zongolica. As they approach, a large mountain will become visible in the distance through occasional gaps in the jungle canopy. This is a volcano. It is dormant, but it is used to provide geothermal power to the underground facility. As the investigators get closer, they will also catch site of a crumbling Mayan step pyramid at the base of the volcano. Katrina has been inside the pyramid before, but she did not go underground.



The crumbling pyramid is in the middle of a clearing in the jungle, a clearing that was cut by the original Mayan builders to make room for the pyramid's construction. In the clearing are five tents that belong to the expedition, arranged in a semicircle facing the front of the pyramid. The clearing itself is semicircular, with the pyramid and the mountain behind it forming the straight side.



The expedition's camp is currently occupied by the revolutionaries. All the people in the camp are young Mexican men with tanned skin. They wear green shorts and short-sleeved shirts to blend into the jungle, and they wear bandanas they could use to cover their faces. They each carry a rifle and bandoliers of bullets across their chests, and they have machetes on their belts.



They have two sentries patrolling the perimeter of the camp in the jungle, even at night, though it will be easier to slip past them at night. A successful Spot Hidden check is required to see the sentries. They have also placed concealed pit traps all around the edge of the clearing. There are two revolutionaries posted in plain sight as guards at the entrance to the pyramid. Four other revolutionaries spend most of their time in the tents, though they will take their shifts on guard and sentry duty. There will typically be one revolutionary in each tent, usually asleep, except the center one, which was shared by Enrique Castillo and Alicia Márquez. The Serpent Man who has taken Castillo's form and Alicia will be inside the underground complex, where they now spend most of their time. The revolutionaries on the surface have their shift change at sunset and sunrise. Their patterns can be discovered by waiting and observing them from the jungle.

If the investigators attempt to sneak up to the clearing, each person approaching (including Katrina and any police accompanying them) must make an opposed check pitting their Stealth skill (with a bonus die at night) against one of the sentries' Spot Hidden scores. If anyone fails this check, that sentry will see them, raise his rifle, and demand in Spanish that the intruders stop by shouting "¡Alto!" Even if the investigators don't know Spanish, they should gather the meaning from the context, and Katrina will tell them if she is with them. The investigators may fight, flee, or do as they're told and stop. If they flee, the sentry will not chase them, but he will fire a shot at a fleeing investigator (though not at Katrina). Any gunshots will also automatically awaken the four sleeping revolutionaries in the tents. All revolutionaries will be on much higher alert thereafter, and will gain a bonus die on future Spot Hidden and Listen checks.

Should the investigators manage to evade detection, they may wish to ambush the sentries and take them down. Gunshots will draw attention, but they can be attacked with silent weapons such as machetes. The investigators will have the advantage of surprise, but any ambushed sentry who survives long enough to act will fire and shout for help. The sentries' weapons and ammunition may be taken if they are defeated, and their clothes could even be used as a disguise for one or more investigators. Though there will probably not be enough for everyone, the remaining people can pretend to be their prisoners. If the players do not think of this themselves, they may make Idea checks. Katrina may make one, too. A successful Disguise check will be necessary to pass close inspection, but Katrina can help with this as well. Failure means that there is some telltale error in the disguise, such as blood stains or a cut from the ambush that is not concealed. Any sentry who is taken down will have his absence noticed at the next shift change, and the other revolutionaries will be on high alert as above.

Anyone who eludes detection and attempts to enter the clearing must check Luck. If this check is failed, they head directly for one of the concealed pits. A Hard Spot Hidden check (with a penalty die at night) is needed to see the pit and thus not fall into it. The pit is ten feet deep; anyone who falls into a pit suffers 1d6 damage. If they can pass a Jump check, they suffer half damage rounded down. The sides are steep, and a Climb check is required to get out of it, or someone with a rope may assist. If someone falls into a pit, each sentry gets a Listen check to hear it, and each revolutionary in a tent gets to make a Hard Listen check to hear it and awaken. The pyramid guards need regular Listen successes to hear the noise. Any revolutionary who hears the sound will alert the others to investigate. Note that it is possible to distract them by dropping something heavy in a pit and moving away, then entering the clearing from another direction while the guards are otherwise occupied.

The revolutionaries will not attack on sight, but they will fight back if attacked. The revolutionaries will

try to capture the investigators rather than kill them if possible, but they will use deadly force if deadly force is used on them. If the police are with the investigators, that will help even the odds, but otherwise the chances of winning against the eight men on the surface in a straight fight are low. Even with the police, they only have pistols except for Captain Sandoval, whereas the revolutionaries have rifles. Katrina will not participate in any fighting. If they are outnumbered and outgunned, investigators should be asked to check Idea to suggest that they either try to flee or surrender.

If the investigators try to talk to the revolutionaries, they will need to succeed at a Spanish check to make themselves understood. Having a Spanish skill of 50% or higher is an automatic success. Katrina can do this even if the investigators cannot. Whoever succeeds may then try an interpersonal skill such as Charm, Fast Talk, or Persuade to convince the revolutionaries that the investigators support their cause. An Intimidate check will not work against them if they outnumber the investigators. If the police are with the investigators, however, an extreme success on Intimidate will get them to surrender, and a hard success will get them to flee into the jungle. No check is necessary to surrender. Dropping weapons and raising one's hands means the same thing regardless of language. If the investigators fail to convince the revolutionaries, the revolutionaries will try to take them captive. If they succeed, the revolutionaries will allow them free movement throughout the camp and even into the pyramid, though their "leader" will not be so easily fooled.

If the investigators decide to turn back to either give up or get help, Katrina will insist upon staying and keeping an eye on the site, confident that she can avoid detection. If the investigators still leave, she will remain behind and will be discovered and captured before they leave earshot. She will alert them with a scream in this case. They will not get back in time to rescue her before she is taken inside the pyramid, but they will see the sentries dragging her inside if they return to the clearing fast enough.



















Anyone captured by the revolutionaries will first be searched for weapons and disarmed. Large weapons like long guns will be discovered automatically, but smaller weapons such as pistols and knives may be concealed. This is resolved by an opposed check pitting the investigator's Sleight of Hand skill against the searcher's Spot Hidden check. They will then take any captives into the pyramid and then to the underground complex to be brought before the Serpent Man disguised as their leader.



The Clearing



Anyone entering the clearing will have to make a Stealth check opposed by the Spot Hidden skills of the two pyramid guards, with a bonus die to Stealth at night. The only cover in the clearing is the tents, though their flaps face the pyramid and are within view of the guards.



Each of the tents, except the central one, usually has a revolutionary sleeping inside. A successful Listen check from outside the tent will reveal the sound of snoring coming from within, and a peek through the tent flap will allow the investigators to see the sleeping man. Anyone entering an occupied tent must make a Stealth check opposed by the sleeper's Listen check, and the sleeper gets a penalty die. Going clockwise from the front right corner of the pyramid, the five tents are as follows (Katrina can inform the investigators of who stayed in each tent and tell them about the other members of the expedition):



The first tent belonged to the expedition's local guides. There is nothing of interest within, apart from the revolutionary staying there.



The second tent was shared by Professor Grace MacKenzie and Katrina. Their archaeological tools are in a footlocker in the tent, though Katrina purchased replacements in Veracruz. Professor MacKenzie's sketchbook is also in the locker, though the rest of her notes are gone, taken by the Serpent Man. While most of it is nothing that Katrina doesn't already know, it also includes a

sketch of the Elder Sign seal that Katrina saw in the middle of the floor in the pyramid's main chamber. It had previously blocked the entrance to the underground facility. **Provide players with Handout 4-7**. A successful Cthulhu Mythos check will reveal the sign's purpose as a ward against unnatural beings.



The central tent was formerly used by Professor Henry Witherspoon. It was taken over by Enrique Castillo and Alicia Márquez, but she and the Serpent Man impersonating Castillo now spend all their time underground and no longer use it, so it will be empty. The professor's notes are missing, having been taken by the Serpent Man, but Alicia Márquez's burnt diary can be found there. The Serpent man threw it in the fire. Alicia dug it out, but not before the damage was done, and only the last page is still readable. The diary is in Spanish, but Katrina can translate it. It details the raid on the expedition site from her perspective, as well as her account of her discovery that Enrique Castillo has been replaced by a Serpent Man. She has chosen to help him in the hopes that, once he awakens his brethren and conquers the world, he will place her in charge of Mexico, and she can make it into a workers' paradise. Provide investigators with Handout 4-8. After it has been translated, provide the investigators with Handout 4-8a.

The fourth tent was once shared by Professor Eric Potter and Simon Derricks. Professor Potter's notes are gone, taken by the Serpent Man.

The last tent also belonged to the expedition's local guides. There is nothing of interest within, apart from the revolutionary staying there.

The Pyramid

The pyramid is a traditional Mayan step pyramid, though a small one at only about thirty feet high. In the center of the side facing the semicircular clearing is the main entrance, which revolutionaries keep under guard. The rear of the pyramid abuts the volcano.

It is possible to climb the pyramid from the sides, out of sight of the guards in front of the pyramid. The steps are steep, but it is possible to climb them without having to use ropes. The top of the pyramid has a sacrificial altar, a simple stone slab. It is discolored, which a successful Archaeology check will reveal is due to blood stains from when it was used during the Mayan era for human sacrifices. If a Spot Hidden check is passed, the investigator will see that Mayan glyphs are carved into the top of the altar. Provide investigators with Handout 4-9.

The glyphs warn of danger below. The altar can be moved with an opposed Strength check of 40, though up to four players on top of the pyramid may assist and add bonus dice. Success will reveal a dark vertical shaft leading down into the pyramid. The shaft descends into the ceiling of a room on the ground level of the pyramid, some 30 feet down to the floor. A Climb check will be necessary to avoid falling, with a bonus die provided if a rope is used. Failure will result in the investigator falling just over ten feet for 1d10 damage. If a successful Jump check is made, a falling investigator will suffer only half damage rounded down. Failing a Climb check when climbing back up will not result in injury, merely being unable to climb back, unless it is a critical failure, in which case they fall and suffer the same damage as above.

Pyramid Room

The main chamber is at the ground level. Mayan glyphs decorate the walls. There is a shaft in the ceiling leading to the top of the pyramid. The room is dark, and the investigators will need light to see. A tunnel leads out to an arched entrance in the front face of the pyramid. In the center of the floor of the pyramid is a round hole, from which an eerie blue-green light radiates. Stairs made of a darker stone descend into the hole.

If the investigators have already moved the altar on

top of the pyramid, the top of the shaft is open and

can be used to exit, provided a rope has been

lowered down the shaft. If the altar has not been moved, the top of the shaft will be closed. The

Mayan glyphs tell the purpose of the pyramid, to

contain the evil that the Mayans found below and

prevent it from escaping and dooming the world,

and is the same as the glyphs on the top of the

pyramid in Handout 4-9. Provide players with















Katrina will tell the investigators that there used to be a seal where the hole is now, and she will describe the tree-branch type of Elder Sign shown in Handout 4-7. She knew the seal was broken shortly before she was sent back to Veracruz to send the first telegram.



Anyone captured by the revolutionaries will be taken at gunpoint through the front entrance of the pyramid and down these stairs to Level 2, Room 6.



Level 1 - Room 1

Handout 4-10.

The first chamber is a square fifty-feet on each side, and the ceiling is ten feet high. Four tunnels lead out of it, one in the center of each of the four walls. The stairs lead up into the pyramid's main chamber. The stairs continue down as well.



The underground complex is lit by an ambient bluegreen light source whose origin is undetectable. The stairs go down to Level 2, Room 6.

There are strange illegible symbols at the entrance of each of the tunnels.



Room 2 - Library



The north tunnel leads to a square room that is fifty feet by fifty feet. There are no other exits. There is a gray stone pedestal near the entrance of the room that rises four feet high. At its base, it is four feet wide on each side, but it tapers to two feet per side to form a trapezoid. The sides have several dents that look like they were caused by large stone hammers or other blunt instruments. There is a circular indentation in the top surface, about two inches deep and six inches in diameter. This room also contains shelf after shelf covered with fragments of stone that are two inches thick.



The fragments' edges are all either curved or jagged, and trying to assemble some of them will reveal that they are fragments of discs six inches in diameter. The pedestal also has a section of stone that is a slightly lighter shade of gray, eight inches across by four inches high. This is a secret compartment. The investigators will need to make a successful Spot Hidden check to notice this unless they have already been in the guard room on Level 2, in which case they will notice it at once, as there is a similar one that is open in plain sight in that room. If they see this room first and later go downstairs where they see the open compartment, they will at that time automatically recall that there was something similar in the pedestal in this room. The compartment can be opened by pushing on it, which will cause it to swing open on a hidden hinge to reveal an intact stone disc three inches high and six inches in diameter. The compartment can be closed again just by pushing it shut. The compartment and others like it use magnets to function, as there is iron embedded in the stone.



The disc is used to store data, in this case audio and video holographic data. The library was originally full of many such discs, but the Mayans destroyed all of the others when they found the complex. They also damaged the pedestal, which while

physically intact, will no longer play the disc properly. They missed this one disc because they did not find the secret compartment. It fits perfectly in the circular indentation on top. Doing so causes a flickering, jumbled image with many different colors to appear in the air behind the pedestal and produces an indecipherable hissing sound. Even if the investigators have the Serpent Man's translation device, it will not translate this hissing because the player is not playing it correctly. They can retrieve the disc easily, and there is a working player elsewhere in the complex where they can play it later. They cannot repair this one—even if they could access the interior of the pedestal, the technology is beyond their understanding.

Room 3 - Temple

The east tunnel leads to a similar fifty-by-fifty-foot room, except the ceiling in this room is twenty feet high, and there are no other exits. There are rows of stone benches facing the eastern side of the room, like pews in a church. In front of the eastern wall, which is decorated with sun and snake motifs, is a statue of a humanoid figure with a snake's head that rises almost up to the high ceiling. This statue also has numerous dents. The ceiling has been painted with a writhing mass of snakes in a circle around another depiction of the snake god that the idol represents. A red stone forms what looks like a red carpet up to the dais.



A successful Geology check will determine that the red stone is polished porphyry. A successful Cthulhu Mythos check will reveal that this statue has the likeness of Yig, whom the Serpent People worship. The Mayans who found this place attacked the idol with stone hammers just as they did the pedestal. All investigators looking at the statue must make a Sanity 1/1d3 check.

Room 4 - Laboratory

The south tunnel leads to another fifty-by-fifty-foot room with no other exits. It contains various stone worktables that are four feet high, four feet wide, and ten feet long. There are also stone shelves inset into all the walls. The shelves, the worktables, and the floor are covered with shards of broken glass and twisted metal.

This room was a laboratory, but it, too, had its contents smashed by the Mayans who discovered it. The glass containers once held Serpent People drugs and chemical reagents, but those have long since dissipated. The instruments, test tubes, flasks, and other equipment have likewise been destroyed. As a result, the awakened Serpent Man cannot use any of his people's drugs, as the stockpiles are gone, and so are the means to manufacture more.

Room 5 - Hospital

The west tunnel leads to another fifty-by-fifty-foot room with no other exits. This room has several stone slabs that are ten feet long, four feet across, and two feet high in the middle of the room, as well as stone shelves set into the walls. These shelves are covered in shards of broken glass and twisted metal.

Like in the laboratory, these are the remains of medical equipment smashed by the Mayans. This room was intended to be a hospital, where newly awakened Serpent People could be examined and treated after their lengthy cryogenic hibernation.

Level 2 - Room 6 - Guard Room

This chamber at the bottom of the stairs leading down from the level above is similar to that one, but there is only one exit besides the stairs: a tunnel to the north. In front of the north tunnel is a drain set into the floor, to which a gutter leads from the tunnel. There are recent bloodstains on the drain and in the gutter. There is also an open chamber set into the south wall, ten feet high, five feet across, and five feet deep. This chamber is made of stainless steel that is flush with the surrounding stone. The door is also metal, on hinges, and it has a transparent window about six feet high. There is also a much smaller open and empty compartment set into the wall to the left of it, one foot across by six inches high. The front of the compartment is made of stone that is a slightly lighter shade of gray than the surrounding stone. To the right of the chamber is a small metal panel of different-colored squares. There are Mayan glyphs on the wall next to them.

















The large metal compartment is a cryogenic chamber in which the awakened Serpent Man formerly slept, and the small, secret compartment next to it is where his weapon was stored. Like the secret compartment in the pedestal in the library above, it can be closed as normal and pressed in order to reopen it. The Mayan glyphs provide the color sequence used to open the chamber. They are blue ("yax"), red ("chak"), and yellow ("k'an"). Provide players with Handout 4-11. The metal panel with the different-colored squares (buttons) is the control panel that operates the chamber. If anyone is inside the chamber when the door is closed, they will automatically be cryogenically frozen, but can be revived by using the sequence of buttons above. If any other sequence of buttons is pressed while someone is frozen inside, that person must make a Luck check. Success means that nothing happens, but failure will cause the person within to experience severe distress. If the correct sequence of buttons is not pressed within a few minutes, the person inside will die. Katrina or Professor Witherspoon (if he's been rescued) can



translate the glyphs if the investigators cannot, and neither of them is stupid enough to get into the chamber. Any investigator who is frozen and revived must make a Sanity 1/1d6 check. A Medicine or similar check made on the dried blood will reveal that it is only about a day old.



If the investigators have been captured by the revolutionaries, they will see the chamber, but they will not be able to interact with it. They will be quickly taken through the tunnel to the north.

Room 7 - Altar Room



This room is hemispherical, laid out like the top half of a sphere. There are four exits from the room at each of the compass points. To the south is the tunnel you came from. Near the north tunnel is a set of stairs leading further down into the complex. An altar sits in the center of the room. It is an obsidian slab over ten feet long and six feet wide. At the corners are four horns shaped like serpent's fangs that rise up over the altar, to which a victim's arms and legs are bound. A drainage gutter runs around the altar.



In the room, you see a tall, muscular man with black hair and a curved mustache. He is wearing black trousers, black boots, a green vest, a Stetson hat, bandoliers of bullets crisscrossing his chest, two pistols on his hips, and a rifle slung over his back. He has what appears to be a small circular golden earring clipped onto his right ear. Tucked into his belt is a strange device shaped like a rod; at one end is a serpent's open mouth, and the other is curved like a serpent's tail.



There is also a tall, slender Mexican woman with long, curly black hair wearing black boots, a short black skirt, and a green vest. She also wears two pistols and a machete in a sheath on her waist. They stand on the far side of the altar, talking.



Katrina can tell the investigators that this looks like a Mayan sacrificial altar. Surrounding the altar is a circular gutter into which the blood flows and drains out of the room to the south, where the gutter branches off in a straight line. There are plenty of bloodstains, all of them recent. The altar will provide some cover for Enrique and Alicia, so investigators must use a penalty die when shooting at them across the altar.

The investigators should make a Listen check as they walk through the tunnel. If they succeed, they will hear a man and a woman talking, but they will not be able to make out the words unless they get a hard success or better. If they quietly come closer to try to hear what is being said and they have not been captured, they must make Stealth checks opposed by "Enrique" and Alicia's Listen skills. If the investigators are detected, Enrique and Alicia will stop talking to look to see who is coming. If not, the investigators will be able to make out the words even if they got only a regular success on the Listen check. Investigators will need to make Spanish checks to understand what Alicia is saying. They get a bonus die for each extra level of success they achieved on their Listen checks. For instance, someone who rolls an extreme success gets two bonus dice on the Spanish check. Strangely, they will hear the Serpent Man disguised as Enrique speaking in whatever their native language is due to his translation device, which is the golden "earring." The conversation is as follows:

Enrique: We must find a way to make him cooperate! Think, Alicia!

Alicia: We have tried everything. Offering bribes and power did not work. Torture did not work. Killing and eating his friends did not work. He is a hard, cold man to just watch them die and say nothing to stop it. I feel he is nearly broken, but I am not sure what it would take to push him over the edge. If only we had some leverage to use on him, someone he truly cares about.

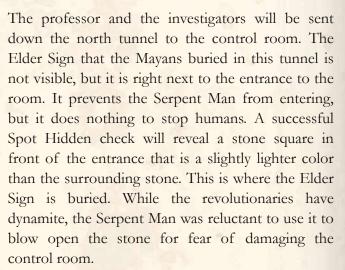
Enrique: I do not want to wait! You know men better than I do. Come up with something, Alicia! I can wait if there's no other option, but you will grow old and die.

If the investigators have been captured, they will be brought before the revolutionary leaders at gunpoint, at which time Alicia will call down the west tunnel in Spanish, to the storage room where two revolutionaries are guarding Professor Henry Witherspoon, and have them bring him out to the altar room. If the investigators are free and remain undetected, they may ambush Alicia and the Serpent Man, though any gunfire will be heard by the guards to the west, or they may sneak around the edges of the chamber to one of the other exits, or they may approach openly and attempt to talk. If they are detected, they may attempt to parlay, fight, surrender, or flee. If they surrender or talk, Alicia will also call for the guards to bring the prisoner. However, the Serpent Man and Alicia are not open to negotiations. The Serpent Man wants only to awaken his people, and Alicia has been promised tremendous power, so there is nothing they can offer her that would get her to change her loyalties.

Professor Witherspoon is middle-aged and bald, with a wrinkled face and piercing blue eyes. The trauma he has suffered has aged him visibly. He wears glasses, a fedora, olive trousers, a white shortsleeved shirt, a leather jacket, and brown boots. He looks somewhat the worse for wear, with plenty of bruises and burns on the visible parts of his body, but what is most disturbing are his empty, haunted eyes. His sanity has been eroded from torture and guilt over the deaths of the other members of the expedition. If he is brought out, he will quite obviously recognize Katrina and look crestfallen when he sees that she has returned, which Alicia will notice. Even if Alicia is otherwise indisposed, Professor Witherspoon will say that she should not have come back, that she should have been safe.

At this point, the Serpent Man and Alicia will both realize that they now have the leverage they need. They will order the guards to seize Katrina and tie her to the altar, and Professor Witherspoon will plead with them to spare her, to no avail. The investigators may start a fight if they wish to prevent this, but if they do not, the guards will comply. The Serpent Man will draw his machete and

hold it above Katrina, threatening to kill her if the professor does not aid him. Witherspoon will break down and agree to help the Serpent Man as long as no harm comes to Katrina, but he will ask that she and the investigators be allowed to help him, saying that he needs their expertise. The Serpent Man will allow the investigators to accompany the professor, but Katrina will remain where she is to ensure his compliance.



In a fight, the Serpent Man will favor his strange weapon and his magic rather than the unfamiliar human weapons he took from Enrique. He is also not above biting someone if his weapon runs out of charges and his MP get too low. Alicia and the guards will favor their guns. He will only use the human weapons if the investigators remain at range. As soon as the investigators become known to him, he will cast Command Snake to the python in the power room (Room 12) and telepathically command it to come up the stairs and wait to surprise the intruders.

They will try to capture the investigators if they can without putting themselves at risk. If the Serpent Man takes damage, he will revert to his true form, which is good for a 0/1d6 Sanity check from everyone present but Alicia, who has already seen his true form. If the Serpent Man is slain, which will not be easy, he will make one last statement with his dying breath: "You fools...you have only delayed the inevitable...when the thirteenth Bak'tun



















ends, my people will awaken and...reclaim our world from you overgrown primates...you are all doomed...doo-" At this point, as he thrashes in his death throes, the golden circle clipped to his ear will fall off and his voice will become an indecipherable hissing. This should give the investigators the hint that the device is what translated his speech, but Professor Witherspoon will tell them or Katrina will think of it if they do not. The translator works only for spoken languages, not written text. It clips onto the ear and allows the wearer to understand all

spoken languages in their native tongue; anyone listening to the wearer speak will hear the wearer in their native tongue. Its charge will last one more week, after which point it will no longer be usable. When the Serpent Man goes down, the revolutionaries may still continue the fight, unless the investigators used the Serpent People's weapons that can be found in the control room. In that case, they will flee the complex, gather any of their surviving people on the surface, and get as far away from the area as they can.

Professor Witherspoon and Katrina both know that the thirteenth *Bak'tun* is the end of the long count on the Mayan calendar cycle, which will come on December 21, 2012, some 85 years in the future. They will share this knowledge with the investigators, and the professor will tell them everything that has happened that he has witnessed, including his theory, based on what he has seen in this facility, that the Serpent People were the ones who taught the Mayans their language, numerical system, calendar, and advanced astronomical knowledge. They will not want to leave without trying to find some way to prevent this, though they will leave if the investigators insist upon leaving.

Room 8 - Hibernation Chambers

The east tunnel from the altar room leads to a vast, cavernous stone room, so big that it's hard to see where it ends. Arrayed along the walls are thousands of chambers like the one in the room at the entrance to this level, though none of them have panels or side compartments like that one did. They extend not only horizontally but vertically to a very high ceiling. Stone ledges are below each level of chambers above the first, and stone stairs allow people to go up and down between levels. All of the chambers are full, and in each one, through the transparent window, can be seen a human-sized head that looks like the head of a snake. Their eyes are all closed, but they seem poised to awaken.

Anyone seeing the sleeping Serpent People must make a Sanity 0/1d6 check. The chambers are controlled from the control room, down the north tunnel. If the Serpent People within them awaken, the investigators will have failed and will almost certainly be slaughtered (along with the revolutionaries, if that's any consolation). They can be awakened manually from the control room, or will automatically wake up on December 21, 2012, unless the investigators can prevent it.



Room 9 - Storage Room

This room is another square, fifty-by-fifty-foot chamber. There are numerous stone cubes five feet on a side scattered throughout, stacked in various configurations. The walls are featureless.



The stone cubes are containers for supplies left for the Serpent People. The investigators cannot open them. It is in this room that Professor Henry Witherspoon is being kept prisoner, guarded by two revolutionaries in shifts, with only one of them sleeping at a time. If the investigators manage to sneak into the room without drawing the attention of the Serpent Man and Alicia, they must make opposed checks: their Stealth against the Listen skills of the guards; the sleeping will have a penalty die. If the guards hear them, they will shout and alert the Serpent Man and Alicia in the altar room, and this will also awaken the sleeping guard if he is not already awake. Even if the investigators still go undetected, the professor is constantly being watched, though he is not bound, and there is no way to rescue him without the awake guard noticing. However, the investigators may be able to silently take down the awake guard and free the professor without alerting anyone else. However, on their return to the altar room, they will be noticed automatically, as the professor isn't stealthy.





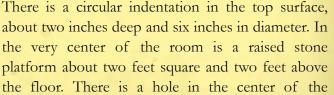






Room 10 - Control Room

This chamber is also fifty by fifty feet, but its walls are covered in various places by metal panels. Near the entrance is a gray stone pedestal that rises four feet high. At its base, the pedestal is four feet on each side, but it tapers to two feet per side at the top. The sides have several dents that look like they were caused by a large hammer or club.



platform two inches in diameter and two feet deep.





At the back of the room is a stone statue of a humanoid figure whose arms end in talons and whose head is that of a snake. The hands of the statue are curled in front of it, the right above the left. Gripped in the statue's hands is a silver staff six feet long and two inches in diameter.

Around the walls of the chamber are various metal panels, most with displays that show various Mayan glyphs and colored lights. One central panel behind the statue is small and rectangular and is filled with different-colored squares. There are also four small sections of the wall, one foot across by six inches high, that are a slightly lighter shade of gray than the surrounding stone.



These four small sections are identical to the open hidden compartment in the guard room, and the investigators will recognize them from having seen one before. Pressing on the compartments will open them to reveal Serpent People hand weapons identical to the one possessed by the Serpent Man disguised as Enrique Castillo. These weapons can be used with the Firearms (Handgun) skill. They fire deadly heat beams that do 1d10+2 damage and completely ignore non-magical armor, though each of these weapons only has five charges remaining. The Flesh Ward spell's extra armor is not ignored by this weapon. Only the Serpent People know how to recharge them. These weapons will give the investigators a fighting chance against the Serpent Man and the revolutionaries who follow him, even if they have previously been captured and disarmed.

The silver staff may be removed from the statue and inserted into the hole in the platform. Unless this is done, the controls may be read, but the investigators may not enter any commands. The small rectangular panel with the different-colored squares is identical to the one that was in the guard room by the single hibernation chamber, and it works exactly the same way. Though there are no Mayan glyphs with instructions for the panel as there were in the guard room, the same sequence of button presses (blue, then red, then yellow) will awaken the sleeping Serpent People in the hibernation chamber provided that the silver staff is in the hole in the platform. This is what the Serpent Man wants the professor and the investigators to do, but if they do this, they will have failed. The Serpent People will awaken and kill all of them.

The way to stop the Serpent People from awakening on schedule is to insert the Staff of Yig in the hole and leave it there. The Staff of Yig can be acquired on the third level of the complex. The investigators can discover the way to do this by using the disc from the library in the pedestal. The pedestal is identical to the one in the library, only it does not have a hidden compartment, and it still functions (the damage the Mayans inflicted was superficial and did not wreck the internal

components). Placing the disc in the circular indentation will cause a hologram of a Serpent Man to appear behind it. This hologram will appear to be real, and everyone viewing it must make a 0/1d6 Sanity check. Any attempts to attack the "Serpent Man" will pass right through it and leave it unharmed, and it will not react in any way. After a moment, the hologram will speak in a series of indecipherable hisses, though anyone wearing the translation device will hear the message in their native language. The recorded message is as follows and may be replayed at will by removing and reinserting the disc:

"I greet you from aeons long gone, fellow servant of Yig. If you are hearing this message, you will have awakened from your long slumber. The cold sleep may have caused temporary disruption to your memory, so I shall tell you what you need to know. Our scientists determined that a meteor was going to strike the planet and cause an ice age that may possibly cause the extinction of our people. By the time you hear this message, this will have long since occurred. To ensure the survival of our race, we have placed a remnant of our people into suspended animation until such time as the planet has recovered from the cataclysm. You will be awakened periodically to check the sleepers and make sure that everything is proceeding according to plan, as has clearly happened if you are hearing this.

"The room in which you found this disc is the great library of our people. It is filled with many similar discs containing the sum of our knowledge, and the remnant will need it to reclaim the world and rebuild our empire. You will also find numerous technical manuals that will teach you everything you need to know about the operation of this facility, but I shall summarize the most important things. On the level below this one, you will find the altar room. To the right of this room you will find the chambers with the sleepers. Unlike your single chamber, the controls for these chambers are not









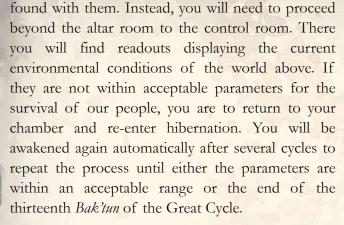














"If the temperature and other parameters are satisfactory, which you will know because all of the readouts will be in red, you shall awaken our people early. This can be done simply. You will find the control staff in the control room itself, in the hands of Yig. Remove the staff and insert it into the receptacle. Then press the blue, red, and yellow buttons on the control panel, in order. The awakening process will proceed automatically.



"While our scientists estimate that conditions should improve sufficiently by the end of the Great Cycle, it is possible that those estimates will prove to be incorrect. You will be awakened a day before the end of the Great Cycle to perform one final check, and if conditions on the surface are still not conducive to survival, you will need to perform a manual override. To do this, you will need to retrieve the Staff of Yig from the level below the altar room. You must first collect the key to the staff's chamber, which is also on that level. The staff is protected by a guardian, but it will not harm our people. Insert the Staff of Yig into the receptacle instead of the control staff, and the awakening will be prevented until such time as the Staff of Yig is removed. You may then return to your slumber, to be awakened periodically to check the environment. Once conditions are adequate, you may awaken our people simply by removing the Staff of Yig. It is an artifact of great power that will aid us in taking back our world.



"There are many other facilities like this one throughout the world. You can find their locations in the central chamber of the level below, on the map on the floor. They are indicated in red. This will enable you to contact and coordinate with other survivors of our people. Note that the surface of the world may have changed considerably in the intervening time, so it may take some effort to find them. I bequeath to you the future of our people. Guide them well, and may Yig protect you."

Upon the conclusion of the message, the hologram fades away, and the disc pops upward slightly. The disc may be reinserted to repeat the message.

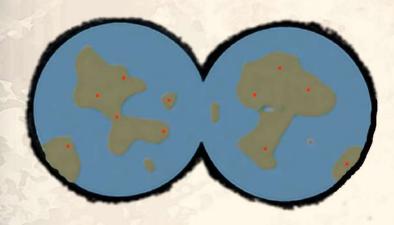
The readouts on the panels around the control room are all numerical Mayan glyphs that represent the environmental conditions on the surface. They include things such as temperature, barometric pressure, radiation count, and so on. They are, however, in a scale unknown to humans, so the numbers will be meaningless to them. They are all in red, which means that they are within an acceptable range for the Serpent People to survive on the surface.

Level 3 – Room 11 – Map Room

The stairs descending from the altar room emerge into a fifty-by-fifty-foot square chamber where the ceiling is ten feet high. Tunnels lead out of the chamber to the north, east, and west. The floor is painted with what looks to be a large map consisting of two circles that resemble the hemispheres of a planet. Two-thirds of the surface is blue, and the remainder is yellow. Placed throughout the yellow areas are several red dots.

A successful Navigate or Natural History check will reveal to the investigators that this might be the layout of land masses before the ice ages began. One of the red dots corresponds roughly to where southern Mexico in North America would be and represents their current location. Others are in the American Southwest and Northeast, the Amazon jungle in South America, the central African jungle,

the deserts of the Middle East, the steppes of Russia, the foothills of China near the Himalayas, and the wilds of Australia. It is impossible to determine their exact locations in the world today from this map, however.



Room 12 - Power Room

This is another fifty-by-fifty-foot stone chamber to the north of the map room. The north wall of the room is not made of stone blocks like most of this place, but it consists of earth with jagged streaks of molten lava visible, like lightning bolts, branching up and down throughout the wall and the northern part of the floor. The east and west walls contain several metal panels with numerical readouts in Mayan glyphs and a control panel with differentcolored buttons. The temperature is uncomfortably hot in here. A bucket full of sand rests in one corner. Coiled up in the center of the room is a large python snake.

This is the room where geothermal power is drawn from the volcano. The actual power generators are located behind the east and west walls and are inaccessible. The readouts and controls are indecipherable to the investigators, and there is nothing they can do here. If the Snake Man summoned the snake in Room 7, the python will not be here. If the snake was summoned but didn't make it to the battle, it will have come back here and is waiting to strike.

Room 13 - Key Room

This room is also fifty-by-fifty feet and has no other exits. The floor of this chamber is made of metal and painted with a checkerboard of alternating red and blue squares, each five feet by five feet, in an array of ten squares by ten squares. In a niche on the far wall of the room, directly across from the entrance, is a golden tetrahedron, which is inverted and placed in an indentation in the niche. Mayan glyphs are painted on the walls beside the entrance to the room.

Provide the players with Handout 4-12. Katrina or Professor Witherspoon can translate the glyphs if the investigators can't. They read: "jun yax ka yax ox chak kan chak wak chak wuk yax lajun chak," which translates as "one blue, two blue, three red, four red, six red, seven blue, ten red." This indicates which squares are safe to step on. The safe squares are the

blue squares in the first row (nearest the entrance) and second row, the red squares in the third, fourth,

and sixth rows, the blue squares in the seventh row,

and the red squares in the tenth row (nearest the

niche). Stepping on an unsafe square will result in

an electric shock for 1d6 damage, and the person

shocked must immediately move off that square or

be shocked again. It is possible to test the squares

without stepping on them, such as by dropping a

small object such as a stone or a coin onto them, or

by touching them with something that does not

conduct electricity, such as a wooden pole. Note

that the entire fifth, eighth, and ninth rows are

unsafe. It is a simple matter to jump from a square

in the fourth row to one in the sixth row or vice versa, and no check is required. However, jumping

from the seventh row to the tenth row or back will

require a successful Jump check. Failure means the

jumper lands one row short. It is not necessary to

proceed beyond the seventh row to retrieve the

golden tetrahedron, however. It is possible to tie a

long enough rope into a lasso and then use it to

retrieve the tetrahedron with a successful Throw

























check.

Room 14 - Staff Room



The tunnel heading west from the map room ends in a metal door with a pyramid-shaped indentation set in the center of it.

Inserting the golden tetrahedron from the key room into this hole will cause the door to rise into the ceiling, revealing the room beyond.

This room is also fifty-by-fifty-feet. The ceiling here, unlike the rest of this floor, is twenty feet high. This is to accommodate the huge idol at the far end of the room, a humanoid figure with the head of a snake gripping a golden snake-headed staff in its right hand, high in the air. Floating in midair in front of the statue is a bizarre, flickering ball of ever-changing fire. There are several metal boxes and a large metal barrel in the room.

A successful Cthulhu Mythos check will reveal that the statue is a representation of Yig, the deity of the Serpent People. Another successful Cthulhu Mythos check will determine that the ball of flame is a fire vampire. It has been placed in this chamber to guard the golden staff, which is the Staff of Yig. It is the same size and diameter as the silver control staff. This artifact has many powers that the investigators will not be able to use. The only use they have for it is to insert it into the receptacle in the control room in order to prevent the sleeping Serpent People from awakening. But retrieving the staff will not be easy.

A successful Climb check is needed to reach the staff. The investigators will not be damaged by failing unless there is a critical failure, and a Jump check will reduce the 1d6 damage by half. The staff may be removed easily, but doing so triggers a trap. The door at the entrance to the room will slam down and sand will pour in, gradually filling the room. If the fire vampire has not been defeated, the sand will do 1 point of damage per round. The level of the sand will rise one foot per minute. People trapped in the room will start to suffocate once the sand rises higher than their noses.

All efforts to raise the door will fail. Returning the Staff of Yig to its place in the statue's hand will deactivate the trap, causing the door to slide open, the sand to stop falling, and the sand to start draining through small holes that will open in the floor. It will drain at the rate of one foot per minute. Replacing the staff still presents the investigators with the problem of being unable to remove it from the chamber, as taking it again will merely set off the trap once more. The solution is to place the control staff in the statue's hand, which will deactivate the trap in the same way that the Staff of Yig does. Only then can the investigators remove the Staff of Yig from the chamber. An Idea check may be allowed to give the investigators a hint if they get stuck; an ideal time for this is when the sand rises to their necks.

Conclusion

If the investigators leave without inserting the Staff of Yig into the receptacle in the control room, they will be leaving a ticking time bomb that is due to go off in 85 years. Professor Witherspoon will want to try to find a way to prevent that, but he will leave with the investigators if they insist on going. If the investigators do leave the Staff of Yig in place, how can they be sure treasure hunters won't come in the future and steal it? Not only that, but the Map Room suggests that there are several other similar sites scattered throughout the world, which means that large groups of Serpent People will still be automatically awakened on December 21, 2012. Their exact locations are not known and would require further research, not to mention travel into dangerous parts of the world. There is still time to find them, but will it be enough?

Sanity Awards

Rescuing Professor Witherspoon: 1d8 Killing the Serpent Man: 1d8 Leaving the Staff of Yig in the hole in the control room: 1d8 Gain 2 points of Cthulhu Mythos











Gods, Monsters, and Mortals

Katrina Tolliver - 24, Graduate Student STR 45 CON 70 SIZ 60 DEX 60 INT 70 APP 65 POW 50 EDU 80 Sanity 50 HP 13 Damage Bonus +0 Build +0 Move 8 Weapons: Machete 45% (22/9), damage 1d8 Skills: Anthropology 51%, Archaeology Charm 55%, Credit Rating 10%, Disguise 50%, Dodge 32%, Fighting (Brawl) 45%, History 22%, Language (English) 70%, Language (Mayan Glyphs) 50%, Language (Spanish) 50%, Library Use 50%, Listen 40%, Navigate 50%, Stealth 50%, Survival (Jungle) 50%

Dr Henry Witherspoon – 48, Archaeologist STR 35 CON 75 SIZ 65 DEX 45 INT 80 APP 40 POW 60 EDU 90 Sanity 50 HP 14 Damage Bonus +0 Build +0 Move 6 Weapons: Fighting(Brawl) 25% (12/5), damage 1d3 Skills: Accounting 55%, Anthropology Archaeology 66%, Credit Rating 40%, Dodge 22%, History 50%, Language (English) 90%, Language (Mayan Glyphs) 61%, Language (Spanish) 51%, Library Use 60%, Listen 30%, Persuade 60%, Psychology 30%, Spot Hidden 65%, Survival (Jungle) 40%

Captain Arturo Sandoval – 41, Police Official STR 65 CON 50 SIZ 60 DEX 65 INT 60 APP 65 POW 55 EDU 70 Sanity 55 HP 11 Damage Bonus +0 Build +0 Move 9 Weapons: .45 automatic 50%(25/10), 1d10+2damage, .30-06 bolt-action rifle 60%(30/12), 2d6+4 damage, Machete 55%(27/11), 1d8 damage Skills: Charm 55%, Climb 40%, Credit Rating 30%, Dodge 32%, Drive Auto 30%, Fighting (Brawl) 55%, Firearms (Handgun) 50%, (Rifle/Shotgun) 60%, First Aid 50%, Language (English) 41%, Language (Spanish) 65%, Law 40%, Psychology 40%, Spot Hidden 45%, Stealth 50%, Track 40%

Mexican Police Officer – 20

STR 75 CON 70 SIZ 70 DEX 60 INT 55 APP 50 POW 60 EDU 60 Sanity 60 HP 14

Damage Bonus +1d4 Build +1 Move 8

Weapons: .38 revolver 65%(32/13), 1d10 damage, Machete 60%(30/12), 1d8+Damage Bonus

Skills: Climb 45%, Credit Rating 15%, Dodge 30%, Drive Auto 50%, Fighting (Brawl) 60%, Firearms (Handgun) 60%, First Aid 45%, Intimidate 55%, Jump 40%, Language (English) 26%, Language (Spanish) 60%, Law 25%, Psychology 35%, Spot Hidden 45%, Stealth 40%, Swim 40%



Eduardo Gómez – 22, Telegraph Clerk STR 40 CON 45 SIZ 55 DEX 70 INT 75 APP 55 POW 40 EDU 70 Sanity 40 HP 10

Damage Bonus +0 Build +0 Move 8

Weapons: Fighting(Brawl) 25% (12/5), damage 1d3 Skills: Accounting 60%, Credit Rating 15%, Dodge 35%, Electrical Repair 50%, Fast Talk 45%, History 50%, Language (English) 51%, Language (Spanish) 70%, Law 25%, Library Use 55%, Listen 45%, Mechanical Repair 50%, Psychology 60%, Spot Hidden 45%



Mexican Revolutionary – 20

STR 60 CON 60 SIZ 65 DEX 50 INT 60 APP 55 POW 60 EDU 70 Sanity 60 HP 12

Damage Bonus + 0 Build +0 Move 7

Weapons: .32 revolver 40%(20/8), 1d8 damage, .30 lever-action carbine 50%(25/10), 2d6 damage, Dynamite stick 40%(20/8), each revolutionary has only one stick and will not use it on investigators and NPC allies unless they are clustered together; Katrina will make sure she is not in the cluster if this happens, 4d10/3 yards damage, Machete 50%(25/10), 1d8 damage

Skills: Credit Rating 20%, Dodge 35%, Fighting (Brawl) 50%, Firearms (Handgun) 40%, Firearms (Rifle/Shotgun) 50%, History 45%, Intimidate 65%, Language (Spanish) 70%, Listen 40%, Persuade 40%, Psychology 40%, Spot Hidden 55%, Stealth 40%, Survival (Jungle) 50%, Throw 40%











Alicia Márquez – 32, Power-Hungry Bandit STR 70 CON 70 SIZ 60 DEX 70 INT 65 APP 70 POW 40 EDU 55 Sanity 35 HP 13

Damage Bonus +1d4 Build +1 Move 9

Weapons: two .38 revolvers 65%(32/13), 1d10 damage, Machete 60%(30/12), 1d8+Damage Bonus Skills: Appraise 20%, Charm 60%, Credit Rating 30%, Dodge 35%, Fighting (Brawl) 60%, Firearms (Handgun) 65%, Intimidate 50%, Language (English) 41%, Language (Spanish) 55%, Listen 50%, Psychology 45%, Spot Hidden 50%, Stealth 45%, Survival (Jungle) 30%





Snake, Constrictor – Jungle Denizen

STR 120 CON 55 SIZ 70 POW 45 DEX 55 HP 14

Damage Bonus +1d6 Build +2 Move 6

Constrict (mnvr): Tries to wrap around victim, then crush and swallow it whole. If successful, the victim has a penalty die and takes damage automatically every round until snake is killed or dislodged by an opposed STR check.

Fighting 40% (20/8), Bite damage 1d3

Constrict (mnvr): damage 1d6+Damage Bonus

Dodge 25% (12/5)

Armor: 2-point glistening skin



Fire Vampire – Ancient Guardian

STR N/A CON 35 SIZ 01 DEX 95 INT 45 POW 45 HP 3

Damage Bonus N/A Build -2 Move 11 MP 9 Attacks per round: 1

Fighting 85% (42/17), damage 2d6 burn + 1d10 magic point drain if the fire vampire wins an opposed POW check against the victim. The burn damage is halved if the victim passes a CON check. Dodge 47% (23/9)

Armor: Cannot be harmed by physical weapons. Water and sand cause 1 damage per half gallon poured on it. A bucket of water or sand causes 1d3 damage to it. Serpent People heat rays heal it fully if they hit.

Sanity Loss: 0/1d6

Sssothris, (a/k/a Enrique Castillo) – Disguised Serpent Man

STR 35 CON 55 SIZ 70 DEX 50 INT 90 POW 60 HP 12

Damage Bonus +0 Build +0 Move 8 MP 12

Attacks per round: 1

Fighting 50% (25/10), damage 1d3

Bite 35% (17/7), damage 1d8 + poison (victim must get an extreme success on a CON check or take an additional 1d8 damage)

Heat ray 50%(25/10), damage 1d10+2, ignores armor (5 charges)

Dodge 25%(12/5)

.30-06 bolt-action rifle 25%(12/5), damage 2d6+4 Two .45 revolvers 50%(25/10), damage 1d10+2

Armor: one-point scales

Skills: Intimidate 60%, Science (Biology) 40%, Science (Chemistry) 40%, Spot Hidden 35%

Sanity Loss: 0/1d6

Spells Known: Command Snake, Consume Likeness, Dominate, Flesh Ward, Summon/Bind Fire Vampire

Sssothris will always have a six-point Flesh Ward prepared, which he will cast every day at dawn, giving him an extra 6d6 HP. The 6 MP will be fully regained by sunset.

Technology

Heat Ray Gun: Damage 1d10+2, ignores all non-magical armor, holds 5 charges, 1 attack per round, base range 15 yards, uses Firearms (Handgun) skill. Malfunction 100.

This weapon is a product of ancient Serpent People technology, constructed from plastic polymers. The barrel is straight and ends in a stylized serpent's mouth from which the ray emanates in a red beam that burns the victim when it is fired. The stock is shaped like a serpent's tail that coils around a couple of times, which is gripped in the hand. This weapon can only be recharged by Serpent People with their advanced technology, so any of these acquired by investigators can no longer be fired after the charges are exhausted.

Translation Device: This is another product of advanced Serpent People technology. It is a small golden circle that can clip on to the user's ear, and it can be mistaken for an earring. The interior of the device consists of highly miniaturized microcircuitry. While worn, the user's speech is instantly heard by each listener in the listener's native language, and the user hears everyone else's speech in the user's own language. It only works for spoken language, not for written language. This device can only be recharged by Serpent People, and once its charge is exhausted, it will no longer function. A full charge can last for months, but the one in this scenario only has a week's worth of charge remaining.

Mythos Spells

Command Snake: Costs 1 MP and no Sanity. Allows the caster to issue verbal commands to any snakes in the vicinity, which they will then obey to the best of their ability.

Consume Likeness: Costs 10 MP for every six hours of casting, 5 POW, and 1d20 Sanity. The caster can take the form of a newly dead person that it eats, provided that there is no more than 15 SIZ difference between them. This spell is common among Serpent People. Once the corpse is consumed, the caster may assume the form of the victim whenever it wants, for as long as it wants. The shadow of the caster remains unchanged, however. The caster does not gain any of the victim's skills or knowledge.

Upon taking any damage, the caster once again takes its original form. It takes 20 seconds to return to the original form or 1d3 minutes to go from the original form to an assumed form. This spell may be cast multiple times to allow the caster to assume different forms, but the caster must revert to their original form before taking on a different form.

Dominate: Costs 1 MP and 1 Sanity. The caster makes an opposed POW check against the victim. If successful, the target must obey the caster's orders until the end of the current combat round. It affects at most one person at a time, and the range is 10 yards. The target must understand the command and be physically capable of carrying out the order. This spell may be recast in further combat rounds.

Flesh Ward: Costs variable MP and 1d6 Sanity. For each MP the caster spends, the caster (or a chosen target) gains 1d6 points of armor against all non-magical attacks or damage that are reduced by the amount of damage that they absorb. When the armor HP are exhausted, any remaining damage is taken by the caster. The spell has a duration of 24 hours, unless the HP are exhausted first. The spell may not be recast to strengthen it until it is either out of armor or the duration expires.

Summon/Bind Fire Vampire: This spell causes a fire vampire to descend from the sky, and it requires a large fire to be lit. The spell may only be cast at night when the star Fomalhaut is visible. While this is the case at the time the scenario is set, it will not work underground, and thus will most likely not be used during the scenario.



















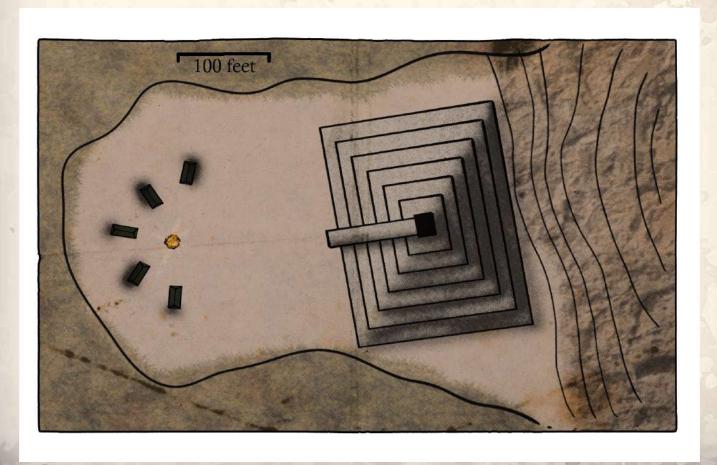


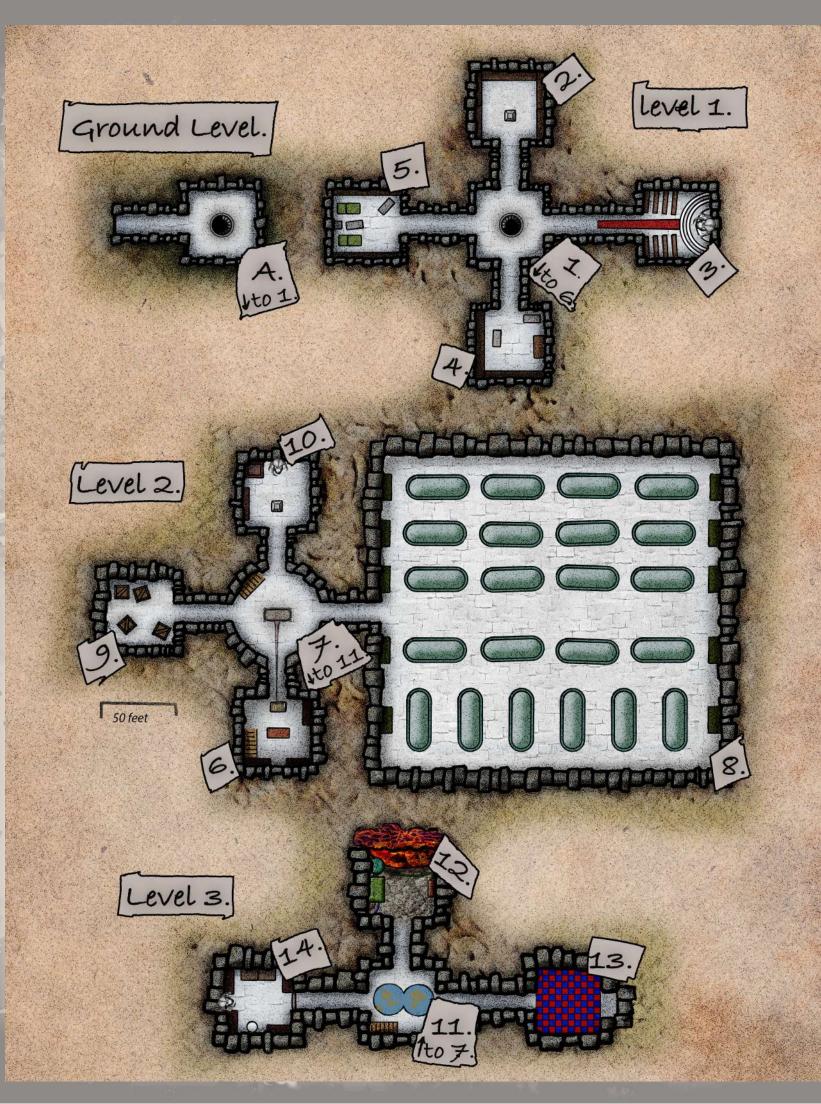












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THE ORIGIN OF THE MAYANS

Little is known about the origin of the Mayan civilization, and its birth is as mysterious as its collapse. Some clues as to how they got their start are told by the Mayan people themselves, in their creation myth. According to the story, their god Itzamna, believed to reside in the sky, came down and created humankind. He taught the Mayan people many things, including their language and glyphs, their numerical and calendar system, their religion, and their culture. They credit Itzamna's teachings for their advanced mathematical and scientific prowess, particularly in the field of astronomy, where the Mayans have always excelled.

Itzamna is a curious figure, with differing descriptions. One common depiction of Itzamna is as the Principal Bird Deity of the Mayan people, which is frequently depicted carrying a two-headed serpent in its beak. The word "itzam" means lizard, but the name may be derived from the word "itz," which can refer to sorcery

H4-3

Here is all I got so far

Account of Ahaw B'alam

We found the evil tomb in the shadow of the k'ak' witz two days' journey nohol of Orizaba in Bak'tun lajun ka'tun ka tun jun winal laj'ka k'in b'uluk. It was there that the chon winik mukah. Our wise winik set a pakal in the tomb to stop the chon winik from rising. He told us to build a k'u na on the tomb. We did, and he set another pakal on the entrance. I ordered that warriors be set to guard the tomb forever.

H4-4

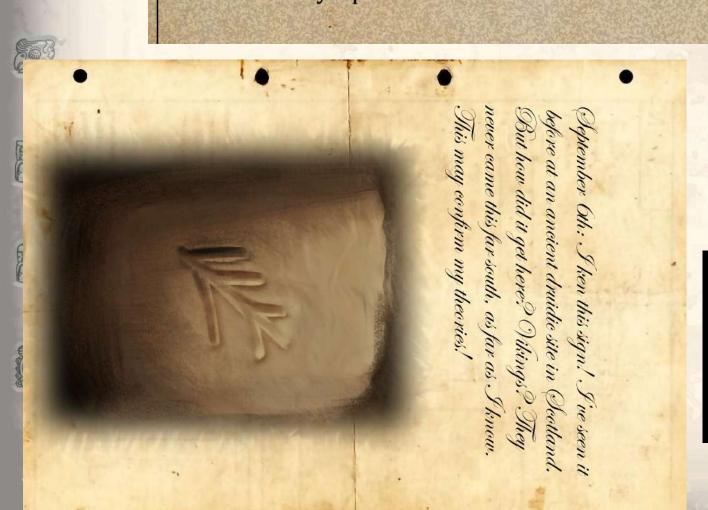


Bandit Activity On the Rise

September 23, 1927

While Mexico has made great strides since the end of the Revolution, crime and banditry are still an issue. There have been reports of bandits waylaying and robbing travelers in lands as isolated as the Yucatan Peninsula, and even in central Mexico.

A recent American expedition there has been raided by bandits, which has caused the government no end of grief. Rumors that some of these bandits harbor Communist sympathies has not been confirmed.



7-14H

THANTED ENRIQUE CASTILLO



REWARD: 10,000 PESOS FOR CAPTURE OR PROOF OF DEATH

NOTORIOUS BANDIT LEADER ENRIQUE CASTILLO HAS BEEN HIGHLY ACTIVE IN RECENT MONTHS. HE IS WANTED FOR NUMEROUS COUNTS OF MURDER, KIDNAPPING, AND ROBBERY. HE IS BELIEVED TO COMMAND A BAND OF AT LEAST A DOZEN MEN, ALL OF THEM ARMED AND DANGEROUS. APPROACH WITH EXTREME CAUTION. IT IS RUMORED THAT CASTILLO AND HIS BAND HAVE COMMUNIST LEANINGS AND SEEK TO OVERTHROW THE COVERNMENT, AND THERE MAY BE SYMPATHIZERS TO THEIR CAUSE IN THE CITY.



academicos, no combatientes entrenados, temprano semos apoderado des nsender su reaccion. Inrique esta muerto. bidamense. presentado una maravillosa oportunidad ha ocubado su generalmense Oualquier sesoro que hayan descubierso Ulna niña escapo, ahora será nuestro. sixio de excavación Debería estar molesto despertó. si acaso, colocaremos devoró su cuerbo, pero no espero por 10 que demasiado boderoso, Sé que estoy

H4-8

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Fomar su

H4-8a

Victory! Enrique's plan was flawless as always. We lost a couple of men, but we have seized the dig site. They were academics, not trained combatants, and they surrendered quickly. One girl escaped, but the jungle will probably devour her. Just in case, we will set traps and patrol the clearing, but I do not expect trouble. Whatever treasure these gringos have discovered will now be ours!

Enrique is dead. I should be upset, but I have been presented with a wonderful opportunity. The being that has taken his place is very powerful, and we have come to an arrangement. It seems that it was sleeping in this place, and Enrique awakened it. I know I am upset when someone awakens me too early (usually Enrique), so I can understand its reaction. It killed him and devoured his body, which has somehow given it the ability to take his shape. The men were all fooled, but I saw through the disguise when he did not react to my kiss.

This creature is not the only one of its kind. There are many more of them asleep here, thousands of them! It needs my help to find a way to awaken them. I agreed to keep its secret and assist it however I could on the condition that, when these creatures rise up and take over the world, I be permitted to govern Mexico on their behalf. At last, Mexico shall truly become the workers' paradise it was always meant to be!







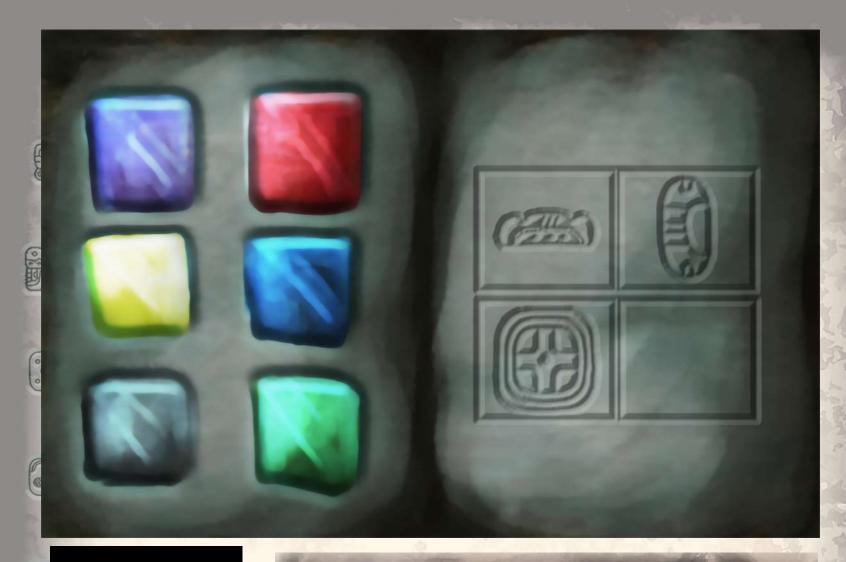




H4-9



H4-10



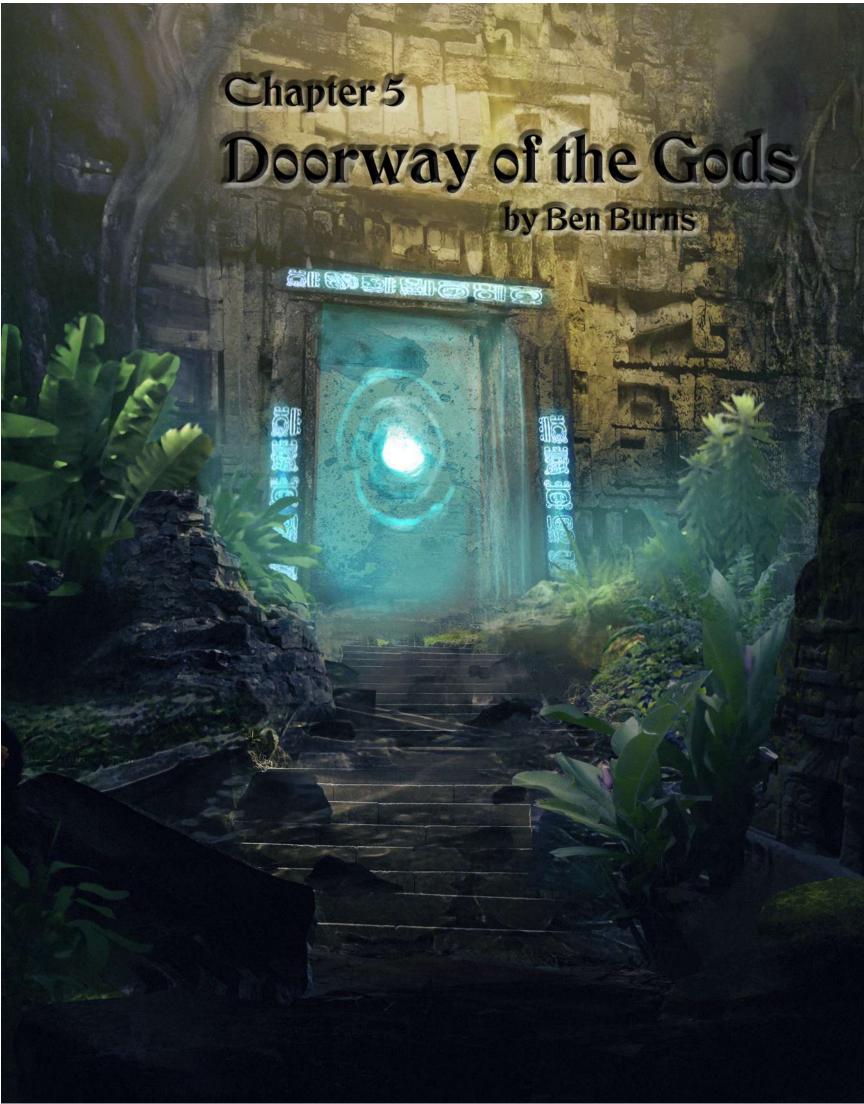






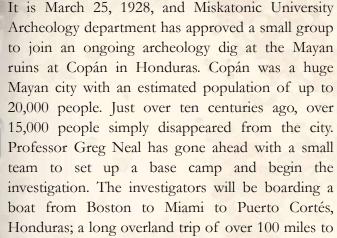


H4-12



Introduction







At the time the investigators are heading out of Boston, Miskatonic has not heard from Dr. Neal in two days. Two days later, he is officially overdue. They transcribe Dr. Neal's latest telegrams to a letter and have it delivered to the investigators' boat in Miami. They will also receive a telegram telling them the letter has been sent, and to let them know that there has been no word from Dr. Neal. They should do what they can to find out what happened, but take every precaution possible.



Keeper's Secret

the ruins of Copán will follow.



As of 1,100 years ago, the city of Copán was thriving, bursting at the seams. Despite the ongoing wars, life was good in Copán. Plenty to eat, sports and activities for all, but people were becoming disillusioned with the gods. Despite their many sacrifices and prayers, the gods would not answer them. How could the gods ignore what they had built? A city of such magnificence that it would stand the test of time had to be acknowledged and blessed.



Then one day a young, self-appointed priest named K'tya quickly began to gain a following in the city. The young priest spoke of a new god, N'gu'zu, that had been made known to him in a dream. A god of power and charisma the likes of had not been seen before. N'gu'zu came forth and walked among the

people wearing the traditional clothing of the Maya. He spoke of a land of peace, where the people could come and worship him and want for naught. The priests of old tried to warn the people of trickery and not to believe this false god, but N'gu'zu showed only mercy to those that would speak ill of him. The people cried out, "N'gu'zu is merciful and peaceful, and we shall fall to our knees and worship him, for he has shown himself when no other gods would." A year passed and the number of followers for N'gu'zu increased. K'tya, travelled with N'gu'zu to this promised land, and returned bringing fruit and delicious meats. He talked of a city of gods, where they could go and live in peace.

When war once again knocked on Copán's door, N'gu'zu came once more and offered safe refuge to the people of Copán. He taught K'tya how to open a portal to his realm. Nearly 15,000 people packed up their belongings and followed their new god to his realm, leaving the city nearly defenseless. The priests of the old gods grew angry and sealed the portal after K'tya left through the doorway, and it has not been opened since.

N'gu'zu was not a god to the Mayan people, but the leader of the Dimensional Shamblers, who were having a harder and harder time breaking through the barriers separating their world from ours. As the 15,000 Mayans came through the portal, they were taken to suspension chambers to slumber for years until the Shamblers needed them for food. There was no land of peace. K'tya had been shown an illusion and allowed to return to convince people to travel with him. Now his followers were cattle to be fed upon. N'gu'zu was frustrated that the population of the Shamblers was limited by their food supply; with the Mayans, he could begin to build his army of Shamblers. When the time is right, he will open a new portal into the world and let his Shamblers loose to wreak havoc. Then he really will be worshiped as a god.

Dr. Neal has found the doorway K'tya opened centuries ago and figured out how to open it. He

and his team have entered the world of the Dimensional Shamblers and discovered N'gu'zu and his thousands of followers. N'gu'zu wanted to know more of this new world and probed Dr. Neal's brain. The city of New York seemed like a great place to begin his new conquest. While this shattered Dr. Neal's mind, he saw what N'gu'zu has planned. N'gu'zu is keeping Dr. Neal alive in case he needs more information to open his portal—he only has enough energy to open the portal once. The investigators need to discover how to open the doorway, then go in and find Dr. Neal and what is left of his team, stop N'gu'zu and his forces, get out through the portal to New York, and seal it.

Note to Keepers: This mission has a very pulp feel to it. While in their dimension, Shamblers are very susceptible to weapons. The characters will be provided with a wide array of weapons and have a chance to really tear through dozens and dozens of Dimensional Shamblers. It is intended to be completely different and allow the usual Call of Cthulu characters a change of pace as they get to bring the fight to the monsters for once. Their biggest challenge might be whether they have enough bullets.

Boston Harbor

The fog is thick over the harbor on this cool March morning. The waves lap against the docks, making a rhythmic beat that moves the docks in time. Every few beats a surge makes you instinctively reach out for the handrail and widen your stance on the small wooden planks, the only thing separating you from the icy water below. The *Unicorn*, the small boat Miskatonic chartered to take you all the way down to Honduras barely looked seaworthy. With the exception of the captain, a nice-enough looking gentleman with a pipe perpetually protruding amid his full bead, the crew, including the first mate, look very untrustworthy. At least they were polite enough as they took your bags.

The dean of the Archeology department, John Harrison, has driven down from Arkham to see you off. He is bundled up in a charcoal Callahan jacket that goes down to his knees over his three-piece suit. He clearly doesn't care for the cold, or for being by the docks this early in the morning. You had only met Dr. Harrison in passing a year ago at a student-faculty mixer. He seemed preoccupied with something, and this morning is no different. He gives each of you a good-luck handshake and a quick god-speed, but you can tell something was amiss.

Before you can ask what might be bothering him, he hurries away to his car. The captain yells "All aboard!" and moments later the *Unicorn* is pulling away from the dock, beginning your nine-day journey to Puerto Cortés, Honduras.

If the investigators make a Psychology check on Dr. Harrison, they can tell he was definitely holding something back.

Miami, Florida (March 30)

After five days on the boat, you are ready for dry land. The first couple days were exciting until a storm hit off the coast of Virginia. Then you spent hours split between your room and leaning over the side of the ship emptying what was left of your lunch into the heaving waves. You were more than relieved as you pulled into the Miami pier.

The first mate let you know they were only going to be in port long enough to get fuel, food, water and then they would be leaving. You stumble up to the deck, and the warm sun shines on your face. Finally, the deck isn't swaying, and you are able to get onto dry land, if only for an hour. Moments after stepping off the boat, though, you hear your name called. You look up to see a young man holding a telegram in his hand. You wave and he smiles as he hands you the paper—the smell of fresh ink smell lets you know how recent this was sent.







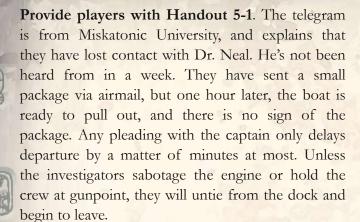


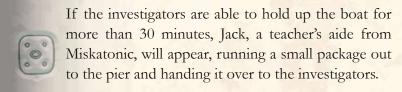












If the boat's departure is not delayed, then the investigators will see Jack running up to the end of the pier with a package in hand. If the investigators can pass a hard social skill check (Fast Talk, Charm, Persuade, or Intimidate), then the captain will agree to turn back for the package. This is a good point for investigators to use some Luck points.

The Package

Provide players with Handout 5-2. Inside the package is a letter from Dr. Harrison apologizing for not saying anything when the investigators left Boston, but at the time they still hoped to hear from Dr. Neal. Two days later, they assembled this package and sent Jack down on a plane to hopefully catch them in Miami. It contains information about Dr. Neal's expedition as well as the last few telegrams that Dr. Neal sent. He was supposed to send one every two days. It has now been seven with no word. It could be that the telegraph office in Honduras is simply down, but there are also concerns that natives in the area are attacking outsiders. The letter asks the investigators to find out what happened to Dr. Neal. Anyone who looks through the telegrams gains the attention of N'gu'zu and will have the dreams described below. Otherwise, they do not have the dreams.

Caribbean Sea – The Unicorn (March 31st)

While you sleep, you dream of a hall with huge archways. At the end of the hall is a throne. On the throne is a creature you cannot completely discern. It is vaguely humanoid, but its arms and legs have the wrong proportions and there is something wrong with its head, it isn't human at all. Arrayed in front of this creature on the throne are hundreds, if not thousands, of similar beings, though all of them are much smaller. The large one on the throne reaches out with one arm, and long, sharp claws grasp at you. You awake covered in sweat, the sun glaring through the porthole.

The waters here are much calmer; the blue water turned up by the engine at the boat's stern is a crystalline sapphire color that draws you in and allows you to forget about the sea sickness of the previous few days. You can hold down solid food again, and fresh water tastes exceptionally pure. You have read through the letter and telegrams but aren't sure what to make of it all.

You return to your cabin after getting some fresh air, water, and food, and find Joe, one of the deck hands, reading the contents of the package. He turns and looks at you, realizing he has been caught. He stammers "I'm sorry," and tries to leave the room.

Investigators must make a Sanity 0/1 check for the dream. If they let Joe go, he will run away. If they keep him in the room and interrogate him, he will confess that he was simply curious about the package and what could have been so important that it delayed their departure from Miami. If the investigators pass a Psychology check, they can tell he is holding something back. If they pass a social skill check (such as Intimidate, Persuade, or Charm), he will tell them that they will think he is crazy. A second passed check and he will confess that he was drawn to the telegrams. That he heard them whispering to him, wanting him to come and read them.

The rest of the day is quiet as the *Unicorn* continues south-southwest. Later in the day, the small island of Cozumel appears in the distance.

Caribbean Sea – The Unicorn (April 1)

Your sleep this night is restless again. You are in your room back home. You hear something in the walls, maybe rats. A scratching noise. You get closer to the wall, trying to pinpoint where the scratching is coming from. The scratching gets louder, and you see the wall move, reaching toward you with each scratch. You see the claws through the wall, at least a foot long, reaching toward you, the wall stretching, taut and thinning as the claws move closer. A scream catches in your throat. Then you sit up, wide awake. You think for a second you are screaming, but it's not you.

You hear screaming coming from the bow of the ship. You jump from your hammock and run to the front of the ship. You yank open the door and see Joe, the deckhand, huddled in a corner, shivering. The temperature in the room is noticeably colder than in the hall you just came down. You quickly scan the room, but see nothing out of the ordinary.

Investigators must make a Sanity 0/1 check for the dream. If they can calm Joe, with either a Psychoanalysis check or a Hard Psychology check, he will claim that there was a claw reaching through the wall to take him. His description is very similar to your own dream. If you try to tell him it was a dream, he will claim that yes, he dreamed it, but when he awoke it was there in the room with him. It wanted to take him into the hall of N'gu'zu.

He is given a shot of whiskey, and the captain orders him to perform his daily duties. The captain tells everyone that they are just over a day out of Puerto Cortés. It is still dark out, but attempts to go back to sleep are futile. The sunrise that morning out over the ocean is beautiful.

The rest of the day is uneventful, but the investigators feel restless and bothered. It feels as though they are heading straight into the sun, with no land to be seen.



Caribbean Sea - The Unicorn (April 1, evening)

You're sitting up on deck, finishing off a piece of fruit, when you hear running behind you. You look down the hall and you see one of the deckhands running down the stairs as fast as he can. You follow, and think you hear something like claws on metal. You look around, but you see nothing, maybe a shadow flickering, out of the corner of your eyebut the light is so poor, who can say for sure?



As you pursue the sailor down the stairs, you realize it is Joe. He turns and and sees you. He points



above you and stammers "It's following me, it wants me. Why me?" He screams and continues around the corner. You look up but see nothing, just the peeling gray paint of the stairwell. The scratching noise you heard before comes through clearly, despite Joe's pounding feet and intermittent screaming.

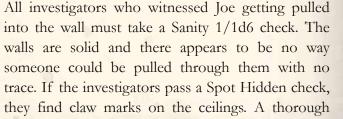


You take two paces to turn the corner and see Joe hanging onto a door jamb with his right arm. His eyes are red, like he has been crying for hours, a look of dread contorts his features. "Help me!" he whispers. You can see only his upper torso, head, and right arm. The rest is beyond sight around a corner. "I don't want to go with 'em!" he cries. He lets go of the door jamb to reach for your hand, but he is pulled around the corner. You rush forward, but there is no corner, just a solid steel bulkhead.









search of the decks proves futile. The ship is over



100 miles from land, so it seems unlikely that he would have jumped overboard.

No one can sleep that night.

Puerto Cortés, Honduras (April 2):

After a sleepless night, everyone is up early and ready to get ashore. When you step off the gangplank, you stop and stretch to let your legs get used

to dry land again. You see several ships being loaded with bananas next to the *Unicorn*.

A Hispanic man with a thick accent approaches you. "Hello, I have been hired by Dr. Harrison to watch out for you. My name is José. I'll take you to Copán and help you find Dr. Neal. If you have everything, please follow me." He then walks to the end of the pier. There, you see two trucks; one other man is in the front truck and two men are in the second.



Puerto Cortés is a small coastal city with not much to see, a short stop for sailors coming and going. There is little to be found in the way of supplies that aren't for servicing ships. José helps the investigators load their gear in the back of the trucks and motions them to get in. If the investigators don't want to ride with José and his people, José will follow them to the train station and follow the train with their trucks. The train will break down just outside San Pedro and it will be several days' delay at the least. At this point, the investigators should be encouraged to go with José.

If the investigators want to verify that Professor Harrison hired José and his team, they can send a telegram to Miskatonic. A few hours later, they will receive a response that yes, Dr. Harrison hired José to protect them, since they still haven't heard from Dr. Neal and don't know what happened to him. José will introduce the other three men as Mateo, Lucas, and Diego.

San Pedro Sula

The drive down from Puerto Cortés is slow and uncomfortable. It takes about an hour along the winding dirt gravel road, which slopes upwards nearly the entire trip. The trip is quiet, as Mateo, Lucas, and Diego do not speak English. Even speaking in Spanish elicits little more than one-word answers from them.

Eventually, you pull into San Pedro Sula. This is a much larger, bustling city. Trees push in on the city limits, and mountains rise to the northwest. The wide dirt streets are shared by cars, horses, and buggies, as well as pedestrians. Most of the buildings are two stories tall, and there is a wide mix of stone and wooden structures. Street vendors sell a variety of local produce, though most of it is bananas.

The trucks finally pull to a stop in front of a general store. As the dust settles, José announces that this is the last stop before the three-hour drive to Copán. If you need supplies, this is the place to get them.

José will want to leave in one hour. It will take about two hours to receive a telegram back from Miskatonic if the investigators wish to send one to Dr. Harrison. There is a telegraph office in the general store. There is no phone service in the city, so they cannot call. The general store should have everything they would want or need, as long as they are able to pay in cash—pesos, United States dollars, gold, or silver. The general store will also barter for goods.

Keeper Info: Honduras shifted its currency to the lempira in 1931, about two years after this adventure. The peso is still used in 1928.

Any investigator who went to the bank first to exchange their dollars for pesos can attempt a Spanish Language check to make purchases at 10% off normal rates. If an investigator either fails the Spanish Language check or is paying in dollars, rates are normal. Investigators paying in dollars who fail the Spanish Language check will be charged up to 25% more than normal. To barter, investigators must pass a Spanish Language check.

For equipment, the store will have everything from clothing, food, flashlights, digging equipment, knives, machetes, pistols, rifles, and an assortment of ammunition.

In one hour, José will be back at the trucks ready to go, unless an investigator passes a Persuade check to get him to stay for something specific, like waiting for a reply telegram. José cannot be Fast-Talked or Intimidated, and female characters who attempt a Charm check on him may get more than they bargained for. This is left to the Keeper's discretion.





















The Ruins of Copán



Finally, after hours of driving, the two trucks come to a stop. The ruins are massive, and by no means completely excavated. Prior to Dr. Neal's group, no one had worked here for almost a decade. You can hear the Copán River flowing nearby as it winds its way through the wooded hills in the area.



The ruins consist of a series of buildings and a wall that forms a courtyard. A break in the wall allows entrance from the camp into the courtyard, where a small pyramid sits. There are two other trucks here and a half-dozen tents. One of the tents is larger than the others.



The trucks belonged to Dr. Neal's group, and the keys are on the dashboards. The large tent was Dr. Neal's while the other tents are for the workers that were with him. The trucks still have gas and start up with little effort. The tents look like someone has gone through them—clothes and sleeping blankets have been strewn around. What appears to be a makeshift kitchen has been raided, and all the pots, pans, utensils, and food are gone.



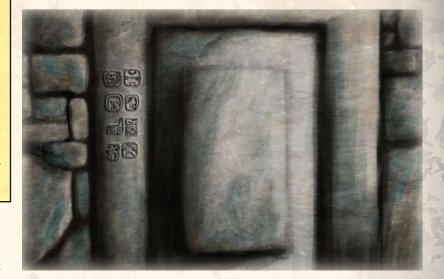
If the investigators search Dr. Neal's tent and pass a Hard Spot Hidden check, they will find a torn-up page under a box. On it, Dr. Neal describes how to open the doorway. **Provide players with Handout 5-3 and the translation guide.**



If the investigators search the ruins, there are many buildings and walls. The Copán River runs alongside the ruins and appears to be eroding some of the structures, though it is difficult to tell how much has washed away. In the center of the ruins is a stairway made of stone blocks, and every block is etched with a different glyph. It looks like it is being rebuilt, step by step, but many of the blocks have tumbled to the bottom of the stairs. It could take years to reconstruct.



Against one building is what looks like a doorframe. Aarcheologist tools are scattered on a blanket next to the doorway. Running down the left side of the doorframe is a series of glyphs. But instead of a door, it is just a stone slab. Not an ordinary stone though, this looks like the stone was melted and poured into the frame, like hot metal might look. Provide players with Handout 5-4.



The First Night

You set up your tents near the old encampment, but you aren't ready to take down the old encampment just yet, in case there were clues to be found in the morning light. The ground is hard and rocky, and rain clouds move in just as you finished setting up your tents. The rain begins at some point during the night. At first it is a mild, soothing drizzle, but it soon increases in intensity until your tents begin leaking-not much, but enough to be annoying. You get up during the night to rearrange the contents of your tent so they don't get soaked. Luckily, your small trunk keeps your clothes dry.

Lightning flashes outside the tent, and almost immediately the thunder followes. But instead of the thunder ending, it transforms into a horrible, spine-chilling scream. You race out into the rain and you see Mateo being dragged along the ground by his feet. His arms and hands flail as he tries to grab hold of anything that might help. Lightning flashes again, and a shadow of his assailant appears for just a second. Then blindness, as the lightning stops and the thunder roars, covering Mateo's screams. You try your flashlight, but it isn't working.

You sprint to try and catch up to him, but he has gone past the walls and into the ruined city. Charging around the corner, you see him clutching desperately to a wall. He is looking at you, fear burning in his eyes. Flashbacks of Joe holding onto the wall flood your memory. Mateo mouths one word, "¡Ayuda!" before a large claw reaches from around the corner, wrap itself around his head, and drags Mateo from sight. You run to the corner, but you see only the doorway with the strange glyphs. There is no sign of Mateo. As lightning streaks across the sky, this time staying a bit longer than normal, you see smoke wafting from the glyphs by the door.

Any investigators who chased after Mateo need to make a Sanity 0/1d3 check. If they search the area, they will not find any clues. Mateo's roommate, Diego, speaks only Spanish, but José can translate. Diego will say he was sleeping and only awoke when he heard the screams, but by then Mateo was already out of the tent. He says he saw nothing. A successful Psychology check will reveal that Diego is holding something back, but he will stick to his story no matter how much he is threatened. If the investigators insist on questioning him, José will pull them aside and tell them to let him calm down before approaching it again in the morning.

Trying to hunt for any tracks at night, in the rain, is useless. However, while searching Mateo's bunk, a successful Spot Hidden check, or someone holding up Mateo's sleeping blanket, will reveal that it has been rent by three large claws.

The Next Morning

The rest of the night passes quickly. The rain stops around four in the morning. Everything is wet. The tents worked well enough in a small rain, but the storm last night was more than the waterproofing could handle. Even the clothes in your trunks are damp, and probably won't dry well in such humid air. You hang some things up to dry anyway. Then the memories of Mateo and the night before came flooding back. What the hell happened, what have

you gotten yourself into? As you step out of your tent, the strong smell of coffee makes its way to you from the campfire José set up. The warmth is very inviting.

You quickly eat the breakfast provided, but a second cup of coffee is what you really want. José is brewing a third pot when he sends Diego to relieve Lucas of guard duty. Diego seems reluctant, but he grabs his rifle and heads for the break in the ruins wall. As he leaves, José speaks up. "He went through something last night. I'm not sure what. He claims 'el diablo' came into the tent last night, grabbed Mateo by the leg and just dragged him out of the tent. He claimed he could see it, but was petrified and couldn't move, or even scream out. He was ashamed, which is why he claimed he was asleep during the attack."

José picks up the brewing coffee pot and pours himself another cup. "Mateo was with me during the Banana Wars and down in Costa Rica. I can't believe he is gone."

Before anyone can reply, you hear a gunshot from the ruins. You rush to the ruins to see Diego's rifle lying on the ground, the barrel still smoking, a spent brass casing next to it. He hadn't had time to get a second shot off. You instinctively run to the doorway with the strange glyphs and you can see that the stone is moving, like it is swirling, and then hardens into place.

All investigators need to make a Sanity 1/1d3 check. Since the professor opened the gateway, a Dimensional Shambler can come and go through the doorway, kidnapping more sacrifices. A hard Spot Hidden check will reveal a small droplet of black liquid on the ground, if they look for any evidence. Diego hit the creature with his rifle—it had minimal effect, but the Shambler did bleed a drop of blood. It will evaporate in an hour or so, even if saved in a container. If probed with a stick or finger, it almost seems alive, globular, clinging together and abnormally thick.

















If none of the investigators think to look or all fail their checks, Lucas will find the drop of blood. He'll speak up in Spanish and call José's name. After the group comes to the conclusion that this is the blood of "el diablo," read the following:

José gets up with an emphatic snarl on his face. "La mierda, enough is enough." He looks at you and says "Find a way to open that damn door. We're going in." He marches over to the truck and retrieves

a big box with Lucas' help, the only thing he hadn't unloaded originally. He uses a key from around his neck to unlock the trunk and starts pulling out guns, lots of guns. He pulls out a Thompson submachine gun and slaps a drum magazine into the midsection of the beast. He hands it over to Lucas. He pulls out a second, loads the magazine, and sets it down within arm's reach for himself. He pulls out a third and asks, "Who thinks he can handle one of these?"







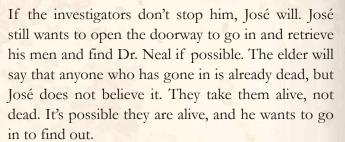
José has a total of four Tommy guns, so two of the investigators can get one. He has three drums for each with 50 rounds in each drum. He has two sawed-off, double-barreled, 12-gauge shotguns with 100 rounds. He also has four rifles, .303 Lee-Enfields with 20 rounds each. He will have .38 automatic pistols with 20 rounds of ammo each for everyone. He then pulls out another strange case and hands each investigator one hand grenade and two more for himself and Lucas.

If the investigators say anything about not wanting to go, José will tell them they are welcome to stay here and get picked off one by one, but no one is leaving. José has taken all the keys for all the trucks. He will say he wants to go after his men, but he and Lucas can't do it on their own. If the investigators search Dr. Neal's tent again, they will find the torn piece of paper (Handout 5-3 and translation guide) with a regular Spot Hidden check. After the investigators have found the torn page and are ready to go, read the following:

Five men walk into the clearing, wearing feathered, medieval Mayan ceremonial dress straight out of one of your reference books. One of the men is older, perhaps in his sixties; it is hard to tell exactly from his dark skin. He is carrying a sack over his shoulder and holding a walking stick. The other four are all in their twenties and carry smaller satchels and spears. As you approach, you smell a distinctive odor in the air. You can't place it, but it burns your nostrils like inhaling a spicy pepper.

As they approach, the elder speaks up in English. "Hello, can we help you? You are on our land, and we would like very much for you to leave before you cause more trouble."

The Mayans want to reseal the gateway to prevent the Shamblers from continuing to come through. If the investigators ask if they have seen Dr. Neal, the elder will say that yes, they have. The fool did not heed his warnings and broke the seal to the gateway, and now it needs to be resealed. It took the elder some time to get the necessary material, but now he is ready re-seal the gate. If asked about the food and kitchen supplies, he will say that yes, his tribe came and took the abandoned food. If asked about a journal, he will say that it was destroyed.



After a bit of arguing and José threatening the elder with the Tommy gun, the elder will say that they will wait one day before they seal it. The Mayans will stay and guard the gateway and seal it at high noon the next day. That gives the investigators one day to find their friends and return through this gate. If they leave through another gate, they will want to seal it. The elder will hand the investigators a jar, and they immediately realize that it is the source of the pungent odor. He will also give them written instructions for how to perform the ritual to seal the gate. "Just in case," he says as he hands them over. He will then tell José, "You should leave. You have until noon tomorrow to return." **Provide players with Handout 5-5.**

Dimension of the Shamblers **Keeper's Eyes Only**

Dimensional Shamblers come from a dimension that appears to humans as a world of grey sludge with the consistency of thick mud. There is no sun, and the plane is in a state of perpetual twilight, enough to see, but not good enough to make out details at a distance. Any sights, sounds, and smells more than twenty feet away are blurry and indistinct. The gray mud of the world has a symbiotic relationship with the Shamblers. The mud absorbs biomatter and feeds the minds and souls of that matter to the Shamblers. While this is their normal manner of feeding, Shamblers can feed off



















the mind and soul of a creature it has captured by winning an opposed POW check against the victim. This takes time, and it is easier to jump dimensions back to their world and feed the victim to the mud, which also provides energy to their god.



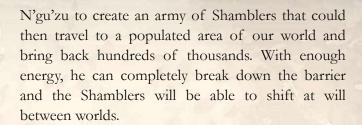
Anyone in the mud for 15 minutes must make a CON check to stay awake. If they are in the mud for over 30 minutes, they must check again using a penalty die. They must then continue to check every 15 minutes with a penalty die. If they fail the CON check, they will want to lie down for a small rest. Anyone who is in the mud for an hour will begin to be absorbed by the mud, losing one hit point per round. Due to the mud's anesthetic properties, the victim will not wake from the mud's embrace. The only way to break this cycle is to have someone not affected rouse those affected by passing a Persuade or Intimidate check to convince them to get moving. Anyone in the mud is also slowed, their movement cut in half.



The world is controlled by a lesser chaos god, N'gu'zu, who forms the Shamblers from the mud. But he must be careful in the number of Shamblers he creates; if he creates more creatures than the food in the mud can sustain, they all starve and turn on each other. The Dimensional Shamblers have developed the ability to teleport or shift through the barrier between our universe and theirs. However, it isn't without an energy cost, and only so many can pass through the barrier over a given period of time. It is easier to teleport within our realm, than within their own. This restriction is the bottleneck that regulates how many Shamblers can exist at any one time.



N'gu'zu developed a plan to have a mortal open a gateway between Earth and their world by promising him a land of eternal happiness. Once he convinced him, he returned the Mayan priest and he convinced thousands of Mayans to follow him into the Shamblers' realm, where they were captured and slowly fed to the mud. This influx of food allowed



Once Dr. Neal reopened the sealed gate, N'gu'zu realized the area of Copán was no longer inhabited and would make for a poor raiding area. When he looked into Dr. Neal's mind, he saw the numbers of people living in New York and selected it as his next target. He has begun the ceremony to open the gate to New York, drawing on the energy in the mud; it will be up to the investigators to stop him and his army of Shamblers.

Opening the Gate

You follow the directions on the torn page from Dr. Neal's journal. As the final words are spoken, and the blood is smeared on the doorway, the stone begins to shimmer and shine. The stone begins to swirl, and in a few moments it looks like a liquid. José reaches out and the stone clings slightly to his hand, and drips back into the door when he pulls his fingers back.

Cocking the Tommy gun, he nods to Lucas and they step into the doorway. The Mayan elder looks at you and says, "It will not stay open long. If you wish to go in, now is the time."

This is an opportunity for the investigators to not enter the portal. If they decide they do not want to enter, and instead walk back to the nearest town or take the boat, have them experience the following vision:

New York City. A gate has opened into Central Park. Thousands of Shamblers pour from the gate, grabbing people, men, women, and children alike. The New Yorkers are horrified at the size, speed, and brutality of these insect-like creatures. People are herded like cattle into the gate, screaming and crying.



151

Police try to combat the aliens, but as they shoot, the creatures disappear and reappear behind the officers, ripping the guns out of their hands and throwing them into the mass of people being captured.

The scene fades and you see the world again, but instead of bustling cities there are burned-out ruins. Survivors huddle together, scurrying from hiding place to hiding place, scrounging for any food they can find and desperately clinging to life and hope. Shamblers stalk the streets, hunting for those few who remain. You awake from your trance.

All investigators who had the vision must make a Sanity 1/1d3 check. The investigators will never know what god gave them this glimpse of a possible future if they do not act. If they still do not act, have the Mayan elder, who also saw the vision, tell them that these are things that will come to pass if they do not enter. They must all play their parts in this story.

The Realm of Shamblers

When you step into the gate, your body feels like it is being twisted inside out and knotted, as if the water has been wrung out of you like a washrag. Just as you want to scream, you come out the other side, and flashing lights momentarily blind you.

You step into something wet, and you realize you are ankle deep in a gray mud. You aren't sure where the bright lights came from, as there is no light here, just a twilight haze that hangs in the gray air. Dark gray stone structures lurk in the distance, and the smell of gunpowder is in the air. José stands a few feet away, his Tommy gun still smoking. A creature that looks like an insect the size of a dog is laid out in front of him. Lucas is lying there as well, blood spilling from his midsection and into the mud. It takes you only a split second to take all of this in, and then you turn and empty your stomach onto the ground.



Everyone going through the gate loses 1d3 Sanity points and 1d3 Magic points. After José and Lucas went through the gate, they were detected by two sentries—one attacked and the other ran for help. José and Lucas both got sick, and the Shambler Hound attacked Lucas before José could kill it. Lucas is alive, but only barely, and he needs real medical help. José is extremely upset at the loss of another friend, and with only the investigators to rely on he looks worried. He will encourage others to take Lucas's weapons, and will help Lucas back through the portal before it closes.

After Lucas is gone, and the gate is closed, the Shambler Hounds show up. There are three times the numbers of players (i.e., six investigators would attract eighteen Shambler Hounds). All investigators need to make a sanity 1/1d6 check. Take further Sanity checks any time an investigator is killed.

Keeper's Note: The Keeper should be familiar with the rules on using automatic weapons. In addition, make sure the investigators keep close count of their ammo.











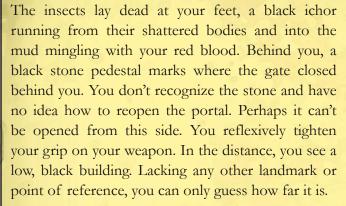






The Keep of the Shamblers







José checks his ammo and cleans his weapons of any mud or blood. "Let's get moving. We only have twenty-four hours. Hopefully we can figure out how to open this or find another way out."



It will take twenty minutes to walk through the mud to the nearest complex. That means everyone will have to make a CON check to keep moving when they are halfway there. The first battle will take about five minutes, so if they spend more than five minutes arguing over what to do, they will have to make a second check with a penalty die right before they get to the complex. If someone fails their check, they must either be carried or, if someone slaps them and urges them to continue, they can reroll using a bonus die for their first check, or a normal check if they are on their second test. If they still fail, they will need to be carried. If the entire team fails, urge the use of Luck points to have at least one person pass.



Once someone is out of the mud for five minutes, the effect of the mud wears off and they can help retrieve other investigators; they don't have to check again for 15 minutes.



Finally, you make it to the stone structure, which appears to be made of a single piece of smooth, black stone. The building is only about 8 feet high. The building has only one visible entry, it leads onto a corridor that stretches farther than you can see, with numerous passages from both side walls.

The stone is not really stone, but was sculpted out of the mud by the Shamblers. They use it to have a place to rest and store their food. It is not needed, but after visiting so many worlds that have structures the Shamblers felt like they needed a place to call home.

If the investigators climb on top of the structure, they can see that it is roughly circular and flat, and appears to stretch on for what might be a mile or two. The main part of the structure is underground. Since it is made of the mud, it takes less energy to form the mud into the stone where it is instead of moving it up and converting it.

There are three main types of rooms in the structure. There is no rhyme or reason to their arrangement. Since this dimension has never been invaded, there has never been a need for any kind of security. Even posting the two hounds by the gate seemed a quaint idea and only deemed necessary since Dr. Neal opened it. So there are no sentries and no way to raise an alarm.

Everything in this world is muted: the light, the sights, the smells, the sounds. Weapons fire can't be heard more than twenty or thirty feet away. This will allow the team to use all their weapons to full effect and not alert everyone in their area.



Rooms are on either side of the hall every twenty feet, and there is an entranceway on each side. The first two sets of rooms housed the Shambler Hounds that the investigators already killed at the gate and are now empty. Whatever is on one side will be on the opposite side. Roll a d3 for each set of rooms the investigators come to:

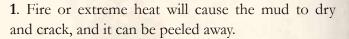
1: Hound holding area. A circular room about twenty feet in diameter. In the middle of the room is a puddle of mud about a foot in diameter. After the first sets of rooms (empty as described above), there will be five Hounds in here. If all the investigators can make a Stealth check with a penalty die, the room can be passed over without alerting the Hounds. If any investigators fail their check, or if they don't bother to be stealthy, the Hounds from both sides (ten total) will attack. The Hounds feed using the puddle, which has no bottom and connects with the rest of the mud in the world. There is nothing else in the rooms.

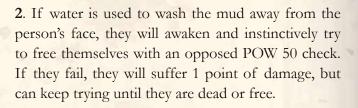
2: This is a room for the Shamblers. It is about 20 feet in diameter, and there is a puddle of mud in the center of the room. There is a 50% chance that there are two Shamblers in each of the rooms. Either both will be there or none will be. Roll for each room. The Shamblers feed through the puddle, which connects with the rest of the world's mud. The investigators can attempt Stealth checks to sneak by without alerting the Shamblers. There is nothing else in the rooms.

3: The final type of room is for storing the food source for the Shamblers. This room is oval in shape, twenty feet wide at the middle but about sixty feet deep. Every five feet is a small alcove. If the investigators search the alcoves, they will see the floor has the mud in it. This mud also connects with the world. If an investigator steps into the chamber, the mud will begin to flow up and over their body, and they will find they cannot move their legs. If the other investigators are quick to act, they can pull the victim free with an opposed Strength check of 50. Up to two investigators can

add their strength scores together for the opposed roll. If they fail, the mud will cover whoever steps into the chamber.

However, the mud in these chambers does not eat people; instead, it acts a stasis chamber. The person inside does not age. It is like they are asleep, and their faces can be seen at the front of the chamber, with only a thin sheen of the mud covering them. There are several ways to get someone out of a chamber. A Shambler can touch the mud and command it to release the person, and the mud will flow down, freeing the person from the stasis. The Shambler can also instruct the mud to consume the person, in which case they never awaken and lose 1 hit point per minute until they are fully consumed. Investigators can free people in the mud in several ways:





- **3**. By placing a bare hand onto the mud, an investigator can command the mud to retract. This will require the investigator to pass an opposed POW 50 check. If they fail, they suffer 1 hit point. If they pass, the mud will retract.
- 4. Electricity will also cause the mud to flow down, though investigators will need to be creative to generate any electricity here.
- **5**. Setting off a grenade in the room will free those in the range, but the people in the chambers will suffer half the normal damage.

Shooting into the mud will have no effect except to waste bullets.



















In these rooms, roll 1d6, on a one or two there will be one or two people in stasis. They are medieval Maya from the city of Copán. They do not speak English and won't understand what is going on. The last thing they remember is the Shamblers pushing them into these chambers. They assume the investigators, who are clearly fellow humans, are there to help, unless the investigators attack them for some reason. They have no weapons, but are willing to accept a machete to help fight.



The hallway has twenty sets of doors. Before they reach the last set of doors, the investigators can see that the hall ends in a doorway that opens into a much larger room. The last set of doors have sleep chambers in them. In the room on the right, the investigators will find Dr. Neal, Joe, Mateo, and Diego. The rest of Dr. Neal's team have already been fed to the mud.



Joe, Mateo, and Diego will come out of stasis a bit shaken and scared, but more than willing to help. However, when Dr. Neal is extracted he will be in a catatonic state. He must be carried, if he isn't treated. If the investigators make a Psychoanalysis check or a hard Psychology check, they can get Dr. Neal out of his catatonic state. When he comes out, read the following:



Dr. Neal blinks his eyes for a second and looks up. His eyes are wide and dart back and forth for a minute, his brain trying to understand where he is. José speaks up, "Good, Dr. Neal, you ready to go?" José motions with his head to the others, and they begin to move toward the exit.



"Stop," Dr. Neal says weakly, "We can't go."



José laughs a bit and asks "Why the hell not?"

Everyone looks back at the doctor as he slumps to the ground. "They're going to attack New York. We

the ground. "They're going to attack New York. We must stop them. If they get into New York, there will be no stopping them." He stops to catch his breath. He puts his head down, his hands over his ears. "I can still hear it. Its name is N'gu'zu, and I

caught a glimpse of its plan while it was digging in my brain. It's consumed with the idea of power. It is opening a gate to New York. With the hundreds of thousands of people these creatures could capture, they would have enough energy to tear down the barrier between our worlds, and nothing could stop them. We have to stop them, now." He slumps back against the wall, his breathing light and shallow.

The investigators must make the decision to push on or turn back. José will argue that he has done his job, he got his men and Dr. Neal and they should turn back. However, if the investigators want to push forward, he will agree, mainly because he doesn't know how to open the gate even if he were to return.

Central Plaza

As you walk through the entrance at the end of the hall, you see a pit going down as far as you can see. A balcony about five feet wide circles the hole. The pit is about 100 feet in diameter, and every twenty feet around is another tunnel leading off into the distance that looks very similar to the one you came from. Looking down, you see similar balconies with entranceways about every twenty feet down.

All of them look the same except one tunnel about opposite of you and one level down. A greenish-yellow flickering glow emanates from this tunnel. You also see several of the Shambler creatures crawling around on the walls of the hole like a spider might climb a web. They seem to be working on the walls of the pit and none of them have noticed you. You see no visible way down to the lower level.

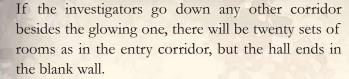
If the investigators wait here too long, a group of four Shamblers will come up over the ledge and discover them. Sounds in the pit area echo and travel far, so if weapons are used here then other Shamblers in the pit will take notice and ascend to attack. If the investigators fall back into a room to fight, they can do so without drawing attention. If they open fire in the pit area, besides the four, twenty more Shamblers will begin to move toward them, with four coming up over the shelf for three rounds and eight coming over the balcony in the fourth round. There are only two dozen Shamblers in the pit area.

If the investigators use rope, they can climb down to the next level. Each investigator must make a Climb check with a bonus die. If they choose not to use a rope, they must make a standard Climb check. If an investigator fails their check, this is a good time to burn some Luck or push their luck. A failure here means that, barring some safety precaution like a second rope tied around the climber, they will fall 150 feet to their death (15d6 damage, half damage with a successful Jump check). A critical failure on the roll will cause an automatic failure. If there is a safety rope, roll a second check; if this check also fails, the safety rope was not tied properly and the climber will fall.





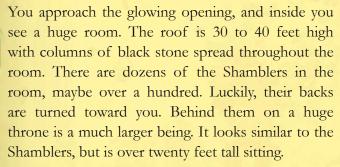






Throne Room

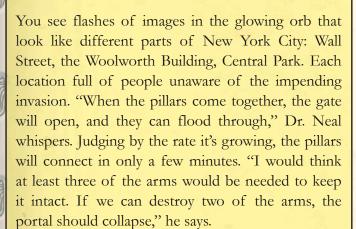




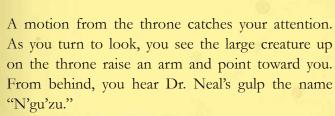


The yellow-green glow is coming from the side of the room. A large colored globe rotates between four large black stone pillars that curve up and over the globe until they almost touch above the globe. The pillars are only about a foot from meeting at the top. Each of the four curved pillars has two of the creatures next to it. They are pressing their claws to the pillars, and the pillars seem to be growing, coming closer together.











Much to your dismay, the army of creatures turns and surges toward you in a wave.

All investigators and NPCs need to make a Sanity 1d8/1d20 check for seeing N'gu'zu, except for Dr. Neal, as he has already come face to face with him. This is going to be a huge battle. Hopefully the investigators didn't waste their grenades and bullets on their way in.

There will be a total of forty Shamblers plus ten more for each investigator in the group (i.e., if there are six investigators there will be 100 Shamblers). The investigators should have José, Joe, Mateo, and Diego, who are all very handy with rifles and pistols. With the Tommy guns, rifles, and grenades, and a few Mayans with machetes, they should be able to handle the horde of monsters.

The Shamblers start 50 feet away, and the investigators can react in the first round before the Shamblers can move. Then in the second round they should get to shoot before the Shamblers close. Twenty of the Shamblers and ten Hounds will arrive in the second round and can attack. Then the same number will get there in rounds 3, 4, 5, and 6. Any Shamblers that arrive to attack but cannot get to the investigators because there are too many already in the way, will shift behind the investigators and can attack the next round.

On round 5, the pillars will connect and the gate to New York City will open. Four Shamblers will form a guard to protect the gate, while the other four will go through. To close the gate, two of the pillars must be destroyed. Each pillar will take 50 points of damage before crumbling. If two of the pillars are destroyed, the gate will stay open for four rounds before it closes. If a third pillar is destroyed, the gate will close the next round.

N'gu'zu has called for more reinforcements, but they won't make it until round 12. In round 10, the investigators will hear a cacophony of noise building behind them as the horde closes in. If the investigators are still fighting on round 12, they will have probably lost, as a thousand Shamblers and five hundred Hounds arrive. After the investigators kill all the Shamblers and Hounds, they should move to destroy the gate and try to jump through. When shooting at the pillars, investigators add a bonus die. If an investigator is at point blank range to the pillars, they gain two bonus dice.

Once the second pillar is destroyed, read the following:

The second pillar comes crumbling down, a painful screech reverberates throughout the room, searing into your brain. The pain is overwhelming, making it impossible to do more than drop to your knees and cover your ears. Even then, you cannot block out the horrible scream. The scream something might make when their work of a thousand years has just been destroyed.

As the scream fades, you can act again, but you see N'gu'zu rise from his throne. He stands almost 40 feet high, and he moves toward you with incredible speed. His claws stretched back, ready to rip you to shreds.

Each investigator must make another Sanity 1d3/1d10 check for the scream and for witnessing N'gu'zu's charge. If they lose five or more SAN points and make their Know check, then they will be transfixed and unable to move unless someone drags them. Everyone else should jump through the gate and into New York. Those that don't go through the gate can be considered to be dead.

Sanity Awards

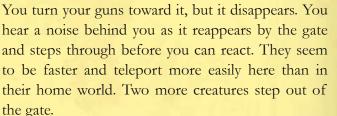
Seal Gate to New York:1d12Save Dr. Neal:1d8Save Mateo:1d6Save Diego:1d6

New York

You stumble into a street in the Big Apple. The gate still pulses with a purple-blue light. The sunshine filters down between the buildings, almost blinding you after being in the dim twilight of the Shamblers' dimension for so long. A woman's scream rips through the air to your right, and you see one of the Shamblers hauling a woman your way.









This is the final stand. There are three rounds before the gate closes. Two Shamblers emerge each round, tasked with holding the gate until N'gu'zu can recreate the shattered pillars and reopen the gate.



The investigators have ten rounds to kill the six Shamblers and seal the gate using the ritual that the Mayan priest gave them. If they are running low on ammo, have the New York Police Department show up with plenty of firepower. If they succeed, read the following.



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As the final words are spoken and the substance smeared on the brick wall, you can see a solidity to it that wasn't there only a moment before. You have saved the world, but at what cost? N'gu'zu knows you now—even without the gate, he can see you, hunt you. It's only a matter of time before one of the Shamblers comes after you.

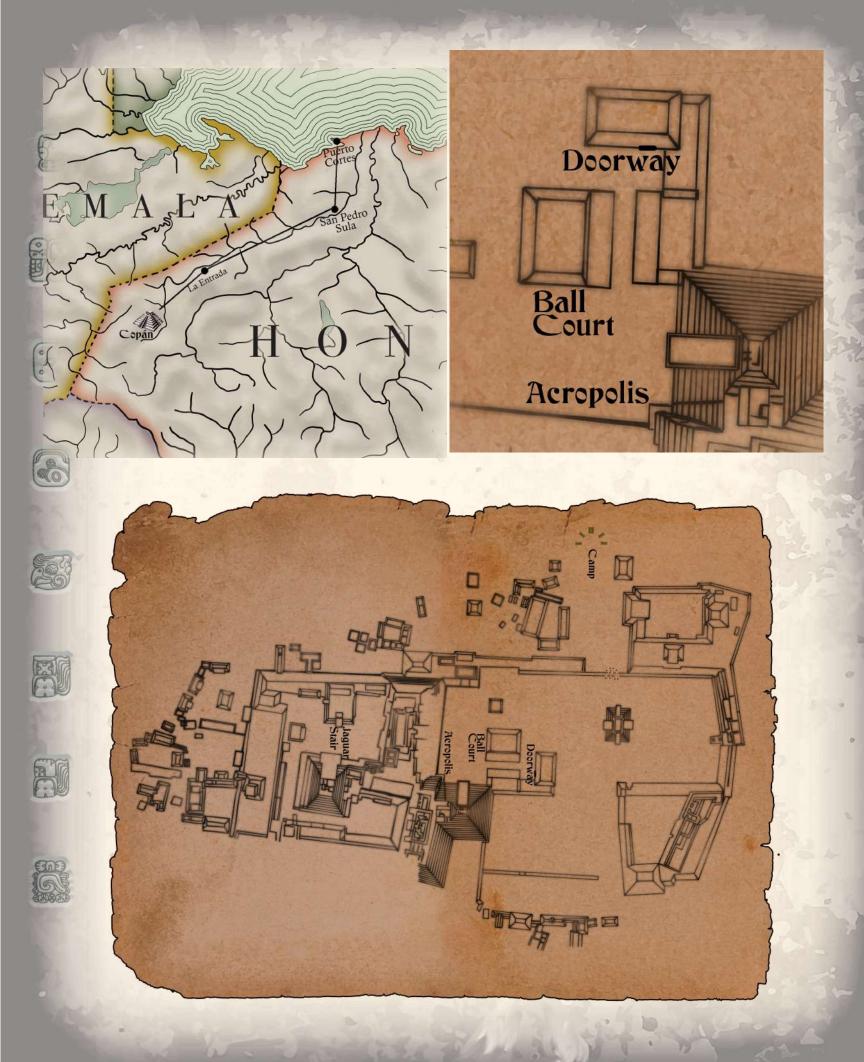


Handout 5-5 Translation:

Chuk k'u kah chak na tun y-etel ja'



To destroy sacred area (and) decapitate house (of) stone and water.



Gods, Monsters, and Mortals

N'gu'zu, Minor god of the Dimensional Shamblers

STR 300, CON 400, SIZ 250, DEX 100, INT 200, POW 250, HP 65, DB: +6d6, Build: 7, Move: 12, MP: 25

Attacks per round: 1d6+1 (claws)

Fighting: 65% (32/13), damage: claws 1d10 + DB

Dodge: 60% (30/12)

Armor: six-point rubbery skin. Immune to all environmental effect attacks (heat, cold, vacuum, electricity,

blasts, drowning, etc).

Spells: N'gu'zu has a 25% chance to know any spell of the keeper's choosing.

Sanity Loss: 1d8/1d20 Sanity points to see N'gu'zu.

Special: If N'gu'zu screeches while charging he causes another Sanity 1d3/1d10 check.

Special: N'gu'zu can read a victim's thoughts and memories and can implant thoughts and images on a successful opposed POW check.

Description: N'gu'zu is not happy being trapped on this world he was born into and has aspirations to free his Dimensional Shamblers. Given enough power, through feeding millions of people to the mud, he can destroy the barrier that prevents him from leaving this world. His plan involved a two-step process, and is now ready to complete the second part to open a gate to New York City.

Dimensional Shambler

Dimension-hopping travelers

STR 95 CON 80 SIZ 95 POW 50 DEX 50 INT 35 HP 17 MP 10

Damage Bonus +1d6 Build +2 Move 7

Attacks per round: 2

Fighting 45% (22/9), Claw damage 1d8 + DB

Grab (maneuver) grabbed and held for one round before disappearing.

4 magic points to dimensionally shift. 6 points if in their own dimension.

Dodge 30% (15/6)

Armor: 3-point thick hide – 1-point in their realm Sanity Loss: 0/1d10 Sanity Points to see a Shambler.

Dimensional Hound

Fast Attack Guards

STR 115 CON 80 SIZ 80 POW 30 DEX 80 INT 15 HP 16

Damage Bonus +1d6 Build +2 Move 10

Attacks per round: 1

Fighting 40% (20/8), Bite damage 1d8 + DB

Dodge 50% (25/10)

Armor: 1-point thick hide

Sanity Loss: 0/1d6 Sanity to see a Shambler Hound.

José – head expedition guard – 30

STR 60 CON 60 SIZ 65 DEX 60 INT 60 APP 55 POW 60 EDU 80 Sanity 60 HP 12

Damage Bonus +1d4 Build +1 Move 7

Weapons: Thompson SMG 50% (25/10), 1d10+2 damage, .303 Lee-Enfield 50% (25/10), 2d6+4 damage, .38 Semi-Auto Pistol 50% (25/10), 1d10 damage, Machete 50% (25/10), 1d8 +DB damage Hand Grenade 40% (20/8), 4d10/3 yards damage

Dodge: 35% (17/7)

Skills: Intimidate 65%, Listen 40%, Psychology 40%, Spot Hidden 55%, Stealth 40%, Throw 40%

Expedition Guards - Mateo, Diego and Lucas STR 55 CON 60 SIZ 60 DEX 60 INT 50 APP 45 POW 50 EDU 50 Sanity 55 HP 11

Damage Bonus +0 Build +0 Move 8

Weapons: Thompson SMG 50% (25/10), 1d10+2 damage, .303 Lee-Enfield 50% (25/10), 2d6+4 damage, .38 Semi-Auto Pistol 50% (25/10), 1d10 damage, Machete 50% (25/10), 1d8 +DB damage Hand Grenade 40% (20/8), 4d10/3 yards damage

Dodge: 30% (15/6)

Skills: Listen 30%, Psychology 30%, Spot Hidden 50%, Stealth 50%, Throw 40%







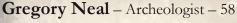












STR 40 CON 40 SIZ 45 DEX 40 INT 90 APP 55

POW 90 EDU 90 Sanity 38 HP 8

Damage Bonus +0 Build +0 Move 6

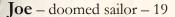
Attacks: 1

Combat: Brawl 20% (10/4) 1d3 damage

Dodge: 20% (10/4)

Skills: Archeology 80%, Anthropology 50%, Library

Use 80%, Psychology 60%, Spot Hidden 55%



STR 60 CON 60 SIZ 55 DEX 80 INT 45 APP 50

POW 50 EDU 50 Sanity 54 HP 11

Damage Bonus +0 Build +0 Move 8

Attacks: 1

Combat: Brawl 40% (20/4) 1d3 damage

Dodge: 40% (20/8)

Skills: Firearms (Handgun) 45% (22/9), Navigate

40%, Pilot ship 40%, Spot Hidden 50%

New York City Police

STR 65 CON 60 SIZ 60 DEX 60 INT 50 APP 50

POW 50 EDU 70 Sanity 60 HP 12

Damage Bonus +1d4 Build +1 Move 8

Attacks: 1

Combat: Brawl 50% (25/10) 1d3 + DB damage

.45 Revolver 50% (25/10) 1d10+2 damage

Blackjack 50% (25/10) 1d8 + DB damage

Dodge: 30% (15/6)

Skills: First Aid 40%, Persuade 30%, Law 50%,

Psychology 40%, Spot Hidden 40%

Mayan Natives – 24

STR 90 CON 80 SIZ 65 DEX 90 INT 45 APP 70

POW 50 EDU 40 Sanity 60 HP 11

Damage Bonus +1d4 Build 1 Move 9 Attacks: 1

Combat: Brawl 70% (35/14) damage 1d3 + DB

Machete 70% (35/14) damage 1d8 + DB

Dodge: 45% (22/9)















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MISKATONIC UNIVERSITY

MAR 30, 1928

DOCTOR NEAL NOT HEARD FROM IN SEVEN DAYS STOP PACKAGE SENT VIA AIRMAIL STOP LOOK FOR IT IN MIAMI WITH DETAILS STOP HARRISON STOP

HERCRAMS MAY BE THE PROVIDED TO SESTIBAN CASON FROM ANY IRAN ATROUGH AN STATION THE PRIOR

especially if this door leads to what I think

t leads to. Thousands just disappeard from

Copán at one time. The amount of treasure collected must have been enourmous. It is my

ill around the ruins.

and hire some guards.

We will need them

pray for all our safety. I will go into town

nonsense. I'm thinking this could be a hidden

pen the door. What a bunch of superstitious

words and warned me again about trying to

treasure chamber.

H5-1





H5-3

March 23rd: I binished translating the gly yesterday on the hidden doorway. But says the words had no obvious effects. The natives came by again this evening and claim they do not have John. I'm not sure believe him. He did let something slip this evening about using blood while saying the

March 24th PM: It worked! As soon as I applied my blood to the ruins and said the words, they began to glow. But the door did not open into a small treasure room, but to a gateway. I write this passage in haste. Four of our team will rater while the romainder will stay behind to

However, I had a bad feeling as you

not go according to plan. In fact, circumstances have

days and I fear for his safety - and yours

have a friend in Honduras whomay be able to

help, I will contact him. I have included all op

can be of some assistance Neals telegrams in the package. I hope they

Your job now is to find Neal and his team and

)ean of Archaeology Miskatonic University

Denne of the ret

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MISKATONIC UNIVERSITY

MAR 11, 1928

ARRIVED AT COPAN STOP SET UP CAMP STOP WILL BEGIN SURVEY STOP

NEAL STOP

PATRONS ARE RESCRIPTED TO FAVOR THE COSPANA BY CRITICISH AND SCRIPTION CONCERNING ITS SHASE.

CLASSOF SERVICE

Upon a fall opt
Dengman in California
pan erken in de
produkten bre a pe
de skulde e ene24
mgg alberten procedmg the address.

TELEGRAM

SIGNS
DE-Day Lene:
NV2Ngto Monago
NI2Ngto Lene:
LLOW Determind Calde
NLI-Culm Ngto Lene:
911-Work Dat Lene:

PROMOTOR PROGREST

The state of the s

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MAR 13, 1928

SCOUTED MAJORITY OF SITE STOP RUINS ARE HUGE STOP NEED MORE HANDS SEND HELP STOP

NEAL STOP

H5-2p3





THE CRASS NAT BE THE RECORD TO SESTION COSCI, FROM ANY PRIVATE OF PAY STATION THE PROOF

CLASSON SERVICE

There is full rate. Telegram on Calibrian article in the ferred change for the shall be a calable against a on proceeding the address.

TELEGRAM

TO SATURABLE MINE AS A LABORITA MA

SIGNS
DI-Dip Lowe
NVIN gir Monage
NLOY Deberook Cale

Chitamara a danta or di russique, a STASDADTDE.

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MAR 15, 1928

H5-2p4

BEGAN WORK CLEARING RUINS STOP SLOW GOING STOP SEND HELP STOP

NEAL STOP



TELEGRAM

TELEGR

SIGNS
DE Die Leter
SVEN für Vernige
NEN für Vernige
Leter
LE CE Delevent Code
NET Code Night Leter
PLINGE Dat Leter

74.7

TO ARTERARY MENTALS SARREST

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MAR 17, 1928



NEAL STOP

H5-2p5

THE GRAVE MAY BE THE PROVED TO \$15 THEN CHON FROM ANY BETVATE OR PAY STATION THE PROVE







CLASSICE SERVICE

| The iss of filters |
| TELEGRAM |
| SIGNS |
| Discussion of California |
| Discussi

MISKATONIC UNIVERSITY

MAR 19, 1928

FOUND STRANGE DOOR BEHIND FALSE WALL STOP INVESTIGATE FURTHER TOMORROW STOP

NEAL STOP

THE GRAVE MAY BE THE BROND TO \$15THEN CHION FROM ANY BEAVAILOR FAY STATION THE BRONE

PATROSS ARE REQUESTED TO FAVOR THE COMPANY BY ORDIGISH AND SUGGISTRON CONCERNING ITS SHAWE.



TELEGRAM

SIGNS
DE-Dig Lens
NGNgte Mrnage
NIENgte Lens
DE-OrDotocol Colds
MIT-Colds Ngte Lens
911-Week Dal Lens

CARL MEDICAL BROKERS MEDICAL DESIGNATION MEDICAL MEDIC

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MAR 21, 1928

FOUND MAYAN GLYPHS ON UNCOVERED DOORFRAME STOP ATTEMPTING TO DECIPHER STOP

NEAL STOP

H5-2p7





THE GRAVE MAY BE THE PROVED TO \$15 THEN CHON FROM ANY IRRUSTS OR PAY STATION THE PROVE



TELEGRAM

SIGNS
DISDETAN
DISDETAN
SUNYE Unit
SUNYE Lee
DISDETAN
DISDETAN
MISCAN NEELEN
911-Tech Nelstern
911-Tech Distern

The slag was as do not at the law of the contribution of the trace of the way of historical and even of developing at 11 AS I AS I THE

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MISKATONIC UNIVERSITY

MAR 23, 1928

H5-2p8

TRANSLATED GLYPHS ON DOORFRAME STOP JOHN HAS DISAPEARED STOP THINK IT WAS THE LOCAL NATIVES STOP BEGAN NIGHT WATCHES STOP

NEAL STOP

THE SERVICE MAN BE THE PROVIDE TO \$15 THEN CHON FROM ANY PREVATE OF PAY STATION THE PROVI



H5-4









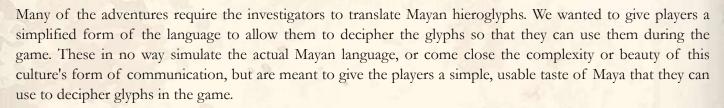
To seal the gate, repeat the following three times:

Chuk k'u kah chak na tun y-etel ha

Spread ointment over door along with your blood.



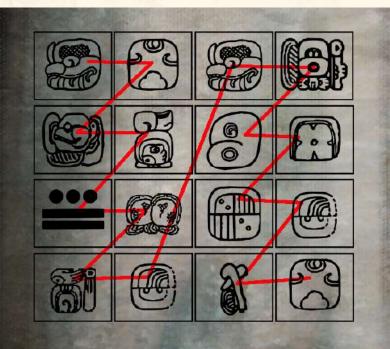




Each of the five adventures is set in different area: Central Mexico, Honduras, Cozumel, and the Yucatán. Each of these areas would have had some variation and differences in their glyphs and the underlying Mayan dialect. However, to keep things simplified, we used only a single language table.

As an alternative, allow investigators to take the skill Language (Maya) and provide them the translations with successful skill checks. My experience, as a Keeper running these adventures, is that many players love doing the translations. In addition, translating while under duress, such as creatures attacking, adds a level of tension and flavor to the game.

To read the Mayan hieroglyphs properly, always read in pairs going down, then back up to the right, as these arrows show. Finally, I strongly suggest that for the rituals in the adventures to work properly, players must recite them in Maya.



















ahk turtle akot to dance bak bone, capti bih road chak red chak to destroy, chah to grab chok to scatter chon snake chuchah captured chum to be seate ha water																		
turtle to dance bone, capti road red red sky to grab hah captured holy water		0)9)				and						(°0°)			6			Symbol
capti capti		chum	ch'ul	chuchah	chon	chok	chik'in	chan	ch'am	chak	chak	bih	b'alam	bak	akot	ahk	Ahaw	Mayan
apitate	water	be	holy	captured	snake	to scatter	west	sky	to grab	to destroy, decapitate	red	road	jaguar	bone, captive	to dance	turtle	lord	English

		۲.		7 7	70			9						9 1			200
Q		(3)			AUS.							ECD	\$ C			Ø	Symbol
Koochul	kimi	k'in	k'an	kaloomte'	k'ak'	kah	Kaab	juun	jaab'	ix	iwal	hun	hoy	hok'	hil	hal	Mayan
breadth	she/he died	sun	yellow	king	fire	town, area	earth	book	year	woman	and then	headband	to bless, make proper	to take office	to expire	to manifest	English

	(33)		0:		(i)	21	3	3	1				M		513		Symbol
sabak	puluy	pat	pakal	nohol	nik	nal	na / naj	muyal	muut	mukah	Ma' jeel	lak'in	kun	k'uk'	kuch	k'u	Mayan
ink	bumed	make	shield	south	flower	place	house	cloud	bird	buried	Doesn't Change	east	seat, center	quetzal	carry	sacred	English

				.0						9								5
100	(EFFS)																	Symbol
The second	yax	Xook	xaman	witz	winik	way	tzutz	tzul	tz'ib'	tz'ap	tz'am	tzak	tun	T'oox	tok'	tal	sotz'	Mayan
	blue/green	Count, number	north	mountain	man, person	companion spirit	it was completed	dog	writing	to set	throne	conjure	stone	divide	flint	to come	bat	English

	 •	H	l :	 :	 :	 •	ı	•								
a						•	ı	•	•	•	•	(1)				Symbol
lajka	b'uluk	lajun	b'olon	waxak	wuk	wak	jo	kan	ОХ	ka	jun	mixba'al	Numbers	yilah	sak	Mayan
12	11	10	6	8	7	6	5	4	3	2	1	0		visit	white	English

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The state of the s				6.				9	45				7			200
	3			E C		(III :	∷	∷ :	⊪ •	III	 :	 		D R	Symbol
k'in	winal	tun	ka'tun	Bak'tun	Cycles	k'al	b'olonlajun	waxaklajun	wuklajun	waklajun	jolajun	kanlajun	oxlajun	yook'ol kaab	y-etel	Mayan
1 day	20 k'in (days)	18 winal	20 tuns	20 ka'tun		20	19	18	17	16	15	14	13	universe	together with, and	English

