

Old Blood©1996
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

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Introduction

This adventure is set near La Realidad, Mexico. It pits the investigators against an evil from the time of the Spanish conquest. The adventure is set in the 1990s, but can be placed in another time period, such as the 1920s, with significant modification.

Getting the Investigators Involved

The investigators should be brought into the adventure prior to the beginning of the action. Investigators with relevant scientific skills (archeology, anthropology, geology, etc) can be brought into the adventure as part of the scientific team. Investigators with other useful skills (pilot, medicine, operate heavy equipment, etc.) can also be brought in as part of the expedition. Investigators with no relevant skills can be brought in as hired laborers.

Alternatively, the investigators can be brought in once the trouble begins. In this case, one or more of the investigators can be known by Newman or another important member of the expedition. Once the trouble begins, the investigator will be contacted and will be told of the events that have taken place (mysterious deaths). In this case, the expedition will be able to provide some financial compensation to the investigators or help them with transportation.

Investigation

The investigators will almost certainly want to investigate the history, myths and legends of the area as well as the existing ruins.

While the expedition site is fairly isolated, the investigators can drive (or fly, if they have a helicopter) to a city with a library. The site is located about 25 miles east of La Realidad and La Realidad is about 125 miles from Villahernosa and about 100 miles from Tuxtla. Villahernosa and Tuxtla are cities while La Realidad is a relatively small town. La Realidad is slightly over 500 miles from Mexico city, which has several libraries. It is also 1000 miles by air to Houston, Texas.

The expedition also has an arrangement to have research materials and other items flown to the expedition base camp via helicopter. This way the investigators

can arrange to have research items (such as books or photocopies) brought to them.

Investigating the Site

The investigators will probably want to investigate the temple and the area around it. The investigators will have to abide by the rules of the expedition or they will be prevented from going near the site. Basically, they will have to refrain from interfering with, damaging or moving the structures or their contents without permission. The site is considered to be a very important archeological find and the expedition members (and the Mexican government) will not permit the site to be harmed (under normal circumstances, of course).

What the investigators learn from the site will depend on their actions and the Keeper's decisions. The Keeper should use the information provided about the maps (below) to decide what the investigators can learn by examining the pyramid and its environment.

The Keeper should be careful to avoid revealing too much too early. One way to keep the investigators from finding out too much too soon is to make use of the fact that archeological investigations tend to proceed slowly and meticulously. Hence, the investigators will be restricted in terms of what they will have access to and when they can have access to it.

History

An investigation of historical sources will reveal a great deal of information about Mexico and its very interesting past. However, aside from the myths and legends given below, there are no historical references to the pyramid or this particular site.

Myths and Legends

Father Bandeira's Letter

In 1608 Father Bandeira wrote a letter to one of his superiors detailing a story he heard from one of the natives. This letter is in an academic anthology (*Documents of the New World Volume I*, 1964, edited by Dr. Juan Perez) of letters and documents from the Spanish conquest of the New World. This anthology is currently out of print, but it went through four editions and would be readily available in a university library. Also, since Dr. Carolyn's father, Juan Perez, is the author of the book she has a copy. As the events of the adventure unfold, it is likely that she will remember the letter. The relevant section of the letter (translated into modern English) is as follows:

"In the course of my discussion with one of the natives of the area I learned of a story as dark as any demon of monster tale of Europe. According to my informant, when it was clear that we were going to conquer his civilization, one of the local lords went out into the jungle in search of hideous beings of evil. According to the story, this young lord found these beings and labored under their tutelage. After a year of labor, or so the story goes, these beings rewarded him by transforming him into a monstrous thing that could feed upon the blood of the living and create others like himself from helpless victims. My informant went on to say that this man, or whatever he had become, returned to his people and lead some of them out

into the jungle. There in the jungle they constructed a hideous temple dedicated to vile demons. After the work was completed, or so it is said, the monstrous lord slew four of his best warriors and raised them up again as twisted monsters. These four warriors turned on the lord's followers, slaying all but one who fled, and raising the dead up again. The lone survivor passed the tale on to others and said that the monstrous lord would wait and rise up against the invaders some day. According to my informant, some of our people took the tale seriously enough to send out search parties. These parties found nothing, although one failed to return, thus adding to the legend.

My fellows lend little credence to this story since they say these barbarous people have an over abundance of legends. Many of these stories promise a future deliverance at the hands of some supernatural force. Based on some of my own experiences, of which you are well aware, I am concerned about this particular tale. It must be said that my informant was later found dead, with his throat and chest cut horribly. Because of this, I suspect that there might be something behind the story, if it is only that a group of unsubjected natives remains plotting against our efforts in this, the new world. Thus, I would recommend that this tale be brought to the attention of the church so that it might be recorded and to the authorities so that they might prepare for the possibility of additional violence."

Folk Tales

The investigators may wish to talk to some of the people who live "near" the site. Provided the investigators are friendly and show a proper degree of generosity and respect, the older people will be more than willing to talk to them about the legends they know. The Keeper should role-play these encounters.

There are some legends, known to some of the very old people who live in and around La Realidad, about vampire like beings in the jungle. According to a local story, of which there are many variants, a long, long time ago (but after the arrival of the Spanish) a group of people were brought out into the jungle by a great priest. This priest is said to have made a terrible pact with horiffic beings. As part of this pact, the priest was supposedly given the power to raise the dead up in a semblance of life. As part of the price of this pact, the priest supposedly was condemned to feeding off the blood of the living. The first people he fed on, or so the story goes, were those he took out in the jungle with him.

Some variants of this tale tell that the great priest had his people make for him a great pyramid in which they would sleep, waiting for the stars to come right so they would be able to rise up and reclaim their land.

Most of the tales contain great exaggerations about the size of the pyramid, the powers of the priest, and the number of his followers. Some tales even go so far as to claim that the priest was transformed into a god of "blood and death."

The Keeper should feel free to spin whatever tales are needed to misinform, confuse and strike terror in the hearts of the investigators.

Vampires

There are several legends and myths about vampires and vampire like beings. Many of the myths and legends are based on western stories (and hence will not be

accurate in this situation) but others do mention the sort of vampires involved in this adventure.

One relevant source is *Vampires of the World* by Dr. Sandra Petoyle, a noted author and anthropologist. Despite its title, the book is an academic work discussing the various vampire myths in human history from an anthropological perspective.

“An extremely obscure vampire legend from Mexico departs from the usual vampire tales. While the vampires reported in this legend are vampires in the sense that they need to feed on human blood, they differ from traditional vampires in several respects. First, they are able to move about freely during the day. Second, they achieve their vampire state by entering into a bargain or pact with a god or gods of evil. Third, they produce their “offspring” through the use of a specialized ritual, rather than by the usual method, that of draining the victim’s blood. Fourth, these vampires are not repelled by the cross or other religious symbols and are not affected by holy water....

...The most complete legend relating to these particular beings tells of a priest who was transformed into a vampire. It is said that he transformed his followers into lesser vampires in the hopes of achieving revenge against the Spanish Conquerors.”

Equipment

The camp has a variety of equipment that might prove useful to the investigators.

Communication

The camp is equipped with two main means of communication. The first is a high power radio which has a 100 mile range. The expedition has a dozen walkie talkies and all of the vehicles have radios. To keep in touch with the rest of the world the expedition is equipped with a satellite uplink. The uplink was built by graduate students in the engineering department at Berkeley and it works fine. The uplink allows access to satellite communication as well as the internet. The expedition has a television set, a phone and a computer connected to the uplink. Because of the cost of using the uplink (the expedition has to pay for the time they use), it is only used sparingly.

Weapons

Since the expedition is scientific and not military in nature, there are not too many weapons available. However, there are some weapons available and many other things that can be made into weapons. There are six machetes in the camp (base chance 20% damage 1D8+1+db hit points 15) as well as two .30-06 bolt action rifles (base chance 25% damage 2D6+4 range 110 yards attacks rd 1/2 shots 5 hit points 15). There are also six hatchets (base chance 20% damage 1D6+1+db hit points 12) and a variety of items that can be made into small clubs (base chance 20% damage 1D6+db hit points 15) or large clubs (base chance 20% damage 1D8+db hit points 20). Desperate investigators might turn to the expedition’s kitchen for weapons. The available cutlery includes steak knives (base chance 25% damage 1D4+db hit points 9) and butcher knives (base chance 25% damage 1D6+db hit points 12) Finally, the investigators may make a variety of improvised weapons. For example, the investigators might fill up empty bottles with fuel from the generators.

Vehicles

The expedition has two 4WD (four wheel drive) wheel drive jeeps and an old army surplus 1/2 ton truck (for hauling supplies, personnel and finds). Each vehicle is equipped with a radio, a tool kit and two spare fuel cans.

Maps

Area Map

This map shows the area in which the adventure takes place. Around this area is mostly jungle, with no real distinctive features or landmarks. Access to the area is via a one lane, poorly maintained dirt road. The jungle is full of bugs, snakes and various small animals.

Camp

The camp is where the investigators and NPCs will be staying during the adventure. The area around the camp has been worn down by constant traffic. A path has been worn from the camp area to the ruins and the pyramid. On the edge of the camp are four outhouses and four "showers." The outhouses are made out of plywood and have chemicals in the pits to prevent diseases.

1. Main Trailer: This trailer contains three portable generators (two primaries and a back-up), a full kitchen with a large freezer and refrigerator, and a small office area. The office contains the expeditions television, phone, radio and the uplink computer. The satellite uplink is located on the roof of this trailer.

2-5. Cabins: These cabins are made of plywood with 2X4 supports. They were built fairly quickly and have some cracks which allow the local vermin to enter. The door to each cabin has a small bolt lock, but they only have a STR of 11. Each cabin has two windows, each on the longer sides. Each cabin has two rooms. The main room has two bunk beds, a table, chairs and any other furniture the residents might have brought with them. The second, much smaller, room has a wash basin and provides a place for people to wash up or change in private. Each cabin has an electrical outlet connected to one of the generators. The generators put out enough power to run lights and small appliances.

The cabin occupants are as follows:

Cabin 2: Dr. Randall Newman, Dr. Hector Gonzales, William Cordot, and Karl West.

Cabin 3: Dr. Carolyn Perez, Maria Lucendia, and Janet Roberts.

Cabin 4: This cabin will be occupied by the investigators.

Cabin 5: This cabin will be occupied by the investigators, if there are more than four investigators. If there are four or fewer investigators, the cabin will be used by Cordot and West.

6. Tent: This is a large, modern tent with mosquito netting. The interior contains

cots for the workers, their footlockers, a variety of furniture and electrical outlets for the workers appliances. The seven workers stay in this tent.

7. Common Tent: This large tent has been set up as a common area and a place to get away from the mosquitos and other bugs. The tent has mosquito netting for walls and there are two electric “bug zappers” in the tent. In the tent are several card tables, chairs, and other items of furniture. The members of the expedition eat their meals in the tent and relax here. It is also used as a meeting area and a work area.

Ruins

This area contains ruins and items from when the pyramid was built. There are ruins of crude shelters in the area as well as evidence of human occupation (pots, tools, etc.). There are also several strange oven like structures in the area, some of which are still intact. These ovens were used in the creation of the various undead. These ovens will baffle the expedition since they are quite unique. A variety of explanations will be offered, ranging from claims that they were used to bake food to claims that they were used in human sacrifice or ritual cremation.

Pyramid

This is the pyramid. It is smaller than the typical Aztec pyramid, but is still a large structure. It has levels, rather than the straight slope of the Egyptian pyramid. The exterior is covered with carvings, all of which are of hideous things and terrible events. The pyramid is rather disturbing the eye. The interior of the pyramid is detailed below.

The Pyramid

Top

The top of the pyramid is an open structure consisting of four stone pillars supporting a decorated stone roof. In the center of this structure is a large stone sarcophagus. The sarcophagus is carved with hideous figures that look like walking mummies ripping apart victims in what looks like Spanish armor. The sarcophagus has an extremely heavy lid that requires a combined total of 40 STR points to lift, or the use of some device such as block and tackle. Naturally, the expedition members will not allow the investigators to damage the sarcophagus, should the investigators come up with plans involving things such as sledge hammers or explosives. Inside the tomb is the body of the Gatherer of the Blood. At the start of the adventure it will look like a dried out mummy. Once the sarcophagus is opened, Dr. Newman will have the top sealed with plastic to keep out the air. A sheet of plywood will be secured over the plastic to keep the vermin out.

Ground Floor

The ground floor is an open area in the body of the pyramid. The other levels of the pyramid are solid stone. Access to the ground floor is via four open doorways. The interior is empty, but the interior walls are carved with various. Concealed under the dirt floor is a stone floor. Set in the center of this floor is a heavy stone

slab which conceals the entrance to the lower level. Once the slab is exposed, it can be lifted by a combined total of 30 STR points or through the use of the appropriate tools. Finding the slab is all but impossible without extensive digging as there is no surface indication of its presence. The area has a faint smell of “dry decay and death” as one of the workers will put it. When the Gatherer of Blood arises, it will dig up the slab to bring blood to its creations. It will be careful to keep the existence of the lower level secret until it is ready to raise its forces against the expedition.

Lower Level

The lower level can be reached via a stone “ladder.” The walls are stone and have been carved with terrible images. This level reeks of “dry death and decay.”

1. Main Chamber: The main chamber is empty. There are four doorways which lead to four smaller chambers.

2-4. Subchambers: The subchambers are lower than the main chamber and are reached by sloping walkways. The subchambers contain approximately six to eight Desiccated Mummies each. These mummies are set in shallow indentations in the walls and are “stored” in an upright position. They look exactly like “normal” dried mummies in their inactive state. The chambers also have deeper recesses which hold Those who Walk the Dead. The subchambers also have the same sort of carvings as the rest of the pyramid.

Players’ Maps

The players’ maps show the same areas as the Keeper’s maps. However, the players should only be given the specific maps as they enter the relevant areas.

Action

This section details the action that takes place in this adventure. The Keeper should use this information as a set of guidelines for running the adventure but (of course) should feel free to change the course of events as needed.

The Gatherer of Blood Rises

The action part of the adventure gets underway when the Gatherer of Blood returns to “life.” This event will take place shortly after the expedition disturbs the pyramid. Once the Gatherer returns to awareness, he will wait for an opportunity to acquire blood.

Unless events force it to act prematurely, it will wait until the expedition members open its sarcophagus before acting. Once the lid is removed, the Gatherer will quickly realize that the people think he is dead and will do nothing to change their minds. Recognizing the language of some of the people as Spanish, he will believe that the time has come to strike back against the invaders.

The night his Sarcophagus is opened, one of the workers will be sent to bring some tools from the top of the pyramid. The Gatherer will attack the worker, drain his blood and place his body in the sarcophagus. The Gatherer will then assume the appearance of the worker to determine what is going on. Since the expedition leader

plans to keep the sarcophagus sealed until a special truck arrives to transport the “remains”, it is unlikely that the murdered worker will be found before the Gatherer is able to take his next actions.

Missing Persons

Once the Gatherer has revived, it will begin to gather victims to feed its minions. The Gatherer will act cautiously at first, only killing one or two people and only doing so in situations he can pass off as accidents. For example, a person working on the top of the pyramid might suffer an “accidental” and fatal fall. The Gatherer will take such bodies after they have “wrapped” for transport out of the jungle. The Gatherer will take care to make it appear that some sort of animal took the remains. He will use the blood he gathers to revive Those Who Walk the Dead.

The Gatherer will eventually manage to “subvert” a member of the expedition into become his ally. This person will cover up for the gatherer, teach him what he needs to know and aid him in other ways. It is up to the Keeper as to who the Gatherer subverts and to what extent the person will aid the Gatherer. The Gatherer will offer his ally power, knowledge or whatever it will take to win the person over. The Gatherer has a great deal of ability to corrupt people, some of which he inherited from the being who made him what he is, and has a special talent for knowing just what it will take to “buy” a person.

Once the Gatherer revives Those Who Walk the Dead, he will become more bold. By this time, he will have learned enough to believe that the expedition has communication via “magic” devices and “magic” forms of transport. Naturally, he will attempt to destroy these “enchanted” devices in order to isolate the expedition. At this point, the gatherer might begin to take people from the camp without arranging accidents. However, he will be careful to avoid being observed so as to keep everyone in the dark as to what is occurring. He will also take pains to conceal the chamber under the pyramid. Failing that, he will do his best to keep the expedition from learning what is truly going on. Since Those Who Walk the Dead and the Desiccated Mummies look dead, even when they have been revived, the Gatherer will probably be able to keep their nature a secret long enough to raise his army.

During this time, the investigators are likely to suspect that something is very wrong. The Gatherer is quite intelligent and has special abilities (discussed below), so he will be difficult to catch. The Keeper will need to decide the effect of the investigators’ attempts to find out what is going on. It is suggested that the investigators do not find out what is going on too quickly and end the adventure prematurely. However, if the investigators are extremely clever, they should not be artificially thwarted by the Keeper.

Army of the Dead

Once the Gatherer revives Those Who Walk the Dead, it will set out to raise up its army of desiccated mummies. To do this, it will require a considerable amount of blood. To get this blood, the Gatherer and those who Walk the Dead will journey from the camp to La Realidad (the Gatherer will learn of the town from his human ally). There they will find victims among those who are not likely to be missed. The

Gather's ally might even drive the Gatherer and Those Who Walk the Dead to the town so they can acquire blood and victims.

Once the Gatherer has revived a substantial number of Desiccated Mummies (at least enough to outnumber the expedition and the investigations), he will complete his isolation of the expedition by destroying or disabling the communication equipment and the vehicles. He will then lead his army against the expedition and investigators. This terrible army will claw its way out of the pyramid to attack the expedition and the investigators.

Once the Gatherer's army attacks (or perhaps before that time), the investigators will realize that they are in terrible danger and will have to fight for their lives.

Some of the expedition members will be willing and able to aid the investigators. Naturally, the traitor among them will be more than willing to offer "advice" and lead them into ambushes and such.

If the investigators are well armed, skillful or very lucky, they might be able to defeat the army of the dead. The Gatherer and his followers will be attempting to capture as many people as possible, so as to keep them fresh for the transformation from human to desiccated mummy. Once the Gatherer is confident that he has control of the area, he will prepare the ovens he needs and begin the transformation of his prisoners.

Defeating the Evil

The investigators will undoubtedly try to stop the Gatherer and his forces. The Gatherer is intelligent, ruthless, evil and driven by an unnatural fanaticism. Hence, he will be a very tough opponent. He will do his best to cut off any possibility of escape and will use his resources very efficiently.

To defeat the Gatherer, the investigators will need to destroy him and his minions. The Keeper should make the battle difficult, but not impossible.

Conclusion

The adventure ends when the investigators defeat the evil or they themselves are defeated.

If the investigators defeat the evil, they should receive a 1D10 Sanity Point reward. It is also likely that the surviving NPCs will be very grateful to the investigators and can serve as contacts for the investigators in later adventures.

If the investigators are defeated and flee the area, they should lose 1D4 Sanity Points for allowing the evil to survive and grow. In this case, the evil will continue the spread. The Gatherer of the Blood will create more of those who Walk the Dead who will in turn create more Desiccated Mummies. Eventually, the army of undead will prove a threat to the human inhabitation in the area. The evil will continue to grow, but will eventually be confronted and defeated by other investigators or perhaps even the Mexican Army if things get too far out of hand.

NPCs

Dr. Randall Newman, Expedition Leader

STR: 11 Con: 10 SIZ: 12 INT: 18 POW: 11 DEX: 13 APP: 10 EDU: 18 SAN: 55 HP: 11 DB:

0

Skills: Anthropology 46%, Archeology 78%, Astronomy 15%, Climb 50%, Credit Rating 65%, Geology 15%, History 65%, Library Use 65%, Occult 15%, English 95%, Spanish 55%, Latin 45%, German 25%, Spot Hidden 45%

Weapons: 35% .22 Revolver Shots/Round:3 Damage: 1D8 Range: 15 Shots: 6

Description: Dr. Newman is 46 years old. He has brown hair, brown eyes and is of average build and appearance. He wears jeans and a collared shirt. Newman did his graduate work at Yale and currently teaches at Berkeley. He has been involved in archeological digs for years and is well respected in the field.

Newman is fairly brave and has been involved in a few bad situations. On one dig his expedition was robbed. On another expedition, his party was attacked and two members were badly injured. After that, he purchased a small pistol. He practices with it occasionally, but is not an exceptional shot. Because of these past experiences, he will not panic when the situation turns bad. He has not had any experience with the supernatural and is extremely skeptical about such things. When the trouble begins will be willing to help the investigators, although he will be initially unwilling to accept the existence of supernatural beings.

Dr. Carolyn Perez, Archeologist

STR: 12 **Con:** 12 **SIZ:** 15 **INT:** 17 **POW:** 13 **DEX:** 9 **APP:** 10 **EDU:**19 **SAN:** 65 **HP:** 14 **DB:** +1D4

Skills: Accounting 21%, Anthropology 22%, Archeology 85%, Geology 25%, History 35%, Library Use 56%, , Navigate 45%, Spanish 95%, English 65%, Latin 25%, French 25%, Swim 42%, Spot Hidden 55%

Weapons: None

Description: Dr. Perez is 42 years old. She has black hair with streaks of grey in it, brown eyes and is heavy built. She favors baggy pants and work shirts when in the field. Perez did her graduate work at Cornell and currently teaches at the University of Mexico. She has been extensively involved in a variety of digs in Mexico and Central America. She is well regarded as an archeologist. She believes that she should be leading the expedition and often disagrees with Newman. However, she knows that Berkeley is footing most of the bills so she is careful not to antagonize Newman too much.

Perez is quite religious but does not believe in other aspects of the supernatural. She will not be sure what to think when the trouble begins, however she does have her faith to fall back on. Because of this, she will be willing to aid the investigators.

Dr. Hector Gonzales, Anthropologist

STR:13 **Con:** 14 **SIZ:** 15 **INT:** 14 **POW:** 10 **DEX:** 14 **APP:** 10 **EDU:** 18 **SAN:** 50 **HP:** 15 **DB:** +1D4

Anthropology 78%, **Archeology** 15%, **Biology** 20%, **Climb** 57%, **History** 55%, **Library Use** 58%, **Natural History** 35%, **Navigate** 20%, **Occult** 35%, **Spanish** 95%, **English** 45%, **Psychology** 25%, **Spot Hidden** 37%, **Track** 15%

Weapons: None

Description: Dr. Gonzales is 31 years old. He has black hair and blue eyes. He is fairly large and is clearly in good shape. He wears jeans and t-shirts when in the field.

Gonzales did his graduate work at the University of Mexico and is currently visiting at Berkeley. He has been involved in a couple digs, but is best known for some of his very provoking papers in anthropology. In some of his papers he writes extensively of occult matters. If it wasn't for his impeccable research and careful, logical style, he would not be taken seriously.

Because of his research in occult matters, Gonzales takes the supernatural quite seriously. When the trouble begins, he will be willing to aid the investigators and will be able to provide them with some useful information. Gonzales works with Newman at Berkeley and will pragmatically tend to side with him in most matters.

William Cordo, Graduate Student

STR: 11 Con: 10 SIZ:18 INT: 13 POW: 14 DEX: 12 APP: 12 EDU: 15 SAN: 70 HP: 14 DB: +1D4

Archeology 24%, Electrical Repair 26%, History 34%, Library Use 36%, Natural History 21%, Spanish 75%, English 25%, Spot Hidden 75%, Rifle 42%

Weapons: Knife 35% Damage 1d4 +2+db

Description: Cordo is 32 years old. He has brown hair and brown eyes. He is extremely large, but is missing his left arm. He wears military surplus clothes when in the field and always has his old combat knife on his belt. Cordo was in the Mexican army and lost his arm during a training accident in which he saved the lives of six other soldiers. After that incident he went to the University of Mexico (the father of one of the officers he saved had a great deal of influence at the university) and later earned his way into the graduate school based on some solid field work.

Cordo has nerves of steel and has experience in combat situations. Because of this, he will be more than willing to aid the investigators.

Maria Lucendia, Graduate Student

STR:13 Con: 14 SIZ: 15 INT: 15 POW: 10 DEX: 12 APP:14 EDU: 15 SAN: 50 HP: 15 DB: +1D4

Anthropology 27%, Climb 47%, First Aid 45%, Hide 26%, History 31%, Library Use 41%, Occult 15%, Spanish 80%, English 26%

Weapons: 9mm Automatic 45% Shots/Round: 3 Damage: 1D10 Range: 20 Shots: 15

Description: Lucendia is 26 years old. She has blonde hair and brown eyes. She is attractive and in very good shape. She favors jeans and t-shirts. She is currently enrolled at Berkeley as one of Gonzales's students. She is very interested in the relation between Archeology and the occult, which is why she is studying with Gonzales.

Lucendia and a friend of her were attacked once and while she was able to escape from her attacker her friend was killed before Lucendia could return with the police. Because of this, she has a lot of guilt and rage, as well as a 9mm she always has with her. Lucendia will be willing to aid the investigators.

Karl West, National Geographic Photographer

STR: 13 Con: 11 SIZ: 15 INT: 12 POW: 10 DEX: 15 APP: 12 EDU: 16 SAN: 50 HP: 13 DB: +1D4

Accounting 15%, Archeology 5%, Bargain 25%, Climb 56%, Electrical Repair 15%, Fast Talk 45%, Hide 25%, Jump 36%, Law 13%, Mechanical Repair 35%, Persuade 34%, Photography 76%, English 80%, Spanish 24%

Weapons: None.

Description: West is 41 years old. He has graying red hair and blue eyes. He wears jeans and a photographer's vest filled with cameras and camera gear. He has worked as a freelance photographer for years and is currently on assignment with the National Geographic. He is an extremely good photographer and is dedicated to getting great shots.

West has been in some very tough scrapes over the years (he did some time as a combat photographer) and is accustomed to danger. Because of this he will be in the thick of things taking photographs, which might put him at great risk.

Janet Roberts, National Geographic Writer

STR: 13 Con: 12 SIZ: 9 INT: 13 POW: 12 DEX: 14 APP:15 EDU: 14 SAN: 60 HP: 11 DB: 0
Bargain 25%, Climb 46%, Fast Talk 26%, Hide 14%, History 34%, Library Use 47%, Listen 49%, English 70%, Psychology 24%

Weapons: None.

Description: Roberts is 36 years old. She has brown hair and brown eyes. She is fairly small, but in very good shape. She tends to wear jeans. She has worked as a writer for years and prefers to do her work in the field, rather than sitting in an air conditioned office. Her method has paid off and she has had a great deal of success as a writer.

Because of her writing method Roberts has been in some dangerous situations. Because of this, she has built up a great deal of courage. She is more cautious than West, but is always eager to find something great to write about.

Workers

There are seven people working for the expedition as manual laborers. They are from Mexico and have been involved with various scientific expeditions for years, so they know what they are doing. The workers are loyal to the expedition and fairly brave. However, they will be horrified if they see any of the undead and will attempt to flee if possible. They will, however, warn the others before leaving. If they are unable to escape, or if the players are able to convince them to stay and fight, they will put up a spirited, if desperate battle.

Characteristics	Rolls	Averages	#1	#2	#3	#4	#5	#6	#7
STR	3D6	10-11	11	12	8	13	11	12	11
CON	3D6	10-11	9	12	9	9	16	12	16
SIZ	2D6+6	13	15	10	10	13	14	12	12
INT	2D6+6	10-11	14	8	13	11	12	11	12
POW	3D6	10-11	11	11	6	8	9	9	18
DEX	3D6	10-11	6	9	12	9	17	9	17
HP		10-11	12	13	10	11	15	12	14
Damage Bonus		0	+1 D4	0	0	0	+1 D4	+1 D4	0

Move: 8

Weapons: Fist 50%, 1D3+db, Tools 25% 1D6+db.

Armor: None.

Creatures

Desiccated Mummies

These creatures are a rare form of undead. They are similar in many respects to zombies and mummies, but are physically weaker.

Desiccated mummies look like desiccated human corpses. Their skin and muscle are dried out and stretched across their dry bones. Their eyes are sunken deep in their sockets and there is a faint evil green spark lurking in the dark pits.

Because of their dry and fragile state, Desiccated Mummies move slower than humans and are not as agile. The condition of their brain and nervous system also gives them a reduced intelligence relative to humans. However, their supernatural nature gives them human strength, the ability to move, and near human intelligence.

These creatures are created in the following manner: a human being is killed and the blood is drained from the corpse. The corpse is then placed in a stone "oven" and dried over the course of a week. During this process the corpse is "basted" in its own blood and the creator conducts the Create Desiccated Mummy ritual. Once the process is finished, the mummy pulls itself out of the oven to do its creator's bidding.

Desiccated Mummies have a reasonable degree of intelligence and will use it accordingly. They retain some dim memories from the people whose bodies they are made from, but do not retain any usable skills. Their primary reason to exist is to obey their masters.

Desiccated Mummies fight with their bony, claw like hands. They can fight with

weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy. Desiccated mummies sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Since Desiccated Mummies are not alive, they do not heal naturally. If they are damaged in combat they can only heal by consuming blood. For every half liter of blood a Desiccated Mummy consumes, it regains 1 hit point. An average human adult (150-160 pounds) has about five liters of blood. Since Desiccated Mummies have normal human teeth, they generally tend to drink blood from freshly killed victims.

Desiccated Mummies need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. They can remain in a torpid state for hundreds of years.

Characteristics	Rolls	Averages	#1	#2	#3	#4	#5	#6	#7	#8	#9
STR	3D6	10-11	11	9	13	12	15	16	10	14	9
CON	3D6	10-11	13	10	15	12	9	8	13	15	11
SIZ	2D6+6	13	12	10	13	11	10	15	11	13	13
INT	2D6	7	6	10	9	5	6	7	6	5	5
POW	1	1	1	1	1	1	1	1	1	1	1
DEX	2D6	7	8	7	6	8	6	10	7	8	3
HP		10-11	13	10	14	12	10	13	12	14	12
Damage Bonus		0	0	0	+1 D4	0	+1 D4	+1 D4	0	+1 D4	0

Move: 6

Weapons: Claw 25%, Damage 1D4+db.

Armor: None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

Sanity Loss: 1/1D8 Sanity points to see a Desiccated Mummy.

Those Who Walk the Dead

These creatures are a very rare form of undead. They are similar in some respects to mummies and vampires, but are physically weaker.

Those Who Walk the Dead look like dry human corpses. Their skin is dry and stretched across their muscles, giving them the appearance of great age. Their eyes

are sunken deep in their sockets and there is a faint evil green spark lurking in the dark pits. They look like more robust versions of the Dissociated Mummies, but with elongated, claw like fingers and sharp, fang like teeth.

Because of they are somewhat dried out and completely dead, Those Who Walk the Dead move slower than humans and are not quite as agile. They do retain their original human intelligence via supernatural means.

Those Who Walk the Dead are created in the following manner: a human being volunteers to have the Those Who Walk the Dead ritual cast on him. The ritual is cast and the volunteer slowly bleeds to death. The corpse is then placed in a specially made stone oven and allowed to dry out for a week. At the end of the week the creature rises. The ritual imbues the creature with knowledge of the Create Desiccated Mummy Ritual.

Those Who Walk the Dead have human intelligence and will use it accordingly. They retain memories and skills from their previous existence as human beings.

Those Who Walk the Dead fight with their claw like hands. They can fight with weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy. Those who walk the dead sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Being dead, Those Who Walk the Dead do not heal naturally. However, they can drain blood by biting into their victims and sucking their blood out. To bite and drain blood one of Those Who Walk the Dead must hit with both hands (to grab a victim) and then successfully bite. A biting attack inflicts 1D3 points of damage and drains blood from the victim. The loss of blood inflicts one point of damage to the victim and heals one point of damage, if the creature has sustained any. The creature can also “store” a number of points of “blood” equal to half of its POW and use them to heal itself in combat. Naturally, these points must be taken from victims.

The creatures in this adventure were created from Aztec warriors and they still retain their combat skills.

Those Who Walk the Dead need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. They can remain in a torpid state for hundreds of years.

Characteristics	Rolls	Averages	#1	#2	#3	#4
STR	3D6X1.5	15-17	17	12	20	18
CON	3D6X1.5	15-17	17	20	21	21
SIZ	2D6+6	13	14	13	17	13
INT	3D6	10-11	10	10	15	12
POW	3D6	10-11	10	7	10	13
DEX	2D6	7	6	8	11	10
HP		13-14	16	17	19	17
Damage Bonus		+1d4	+1 D4	+1 D4	+1 D6	+1 D4

Move: 6

Weapons: Claw 50% Damage 1D6+db, Bite 30% Damage 1d3, Club 60% Damage 1D8+db

Armor: None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

Skills: As possessed when alive. Those in this adventure have: Hide 25%, Listen 35%, Sneak 25%, Sword 65%, Spear 60%, Club 60%.

Spells: Create Desiccated Mummy Ritual.

Sanity Loss: 1/1D8 Sanity points to see Those Who Walk the Dead.

Gatherer of the Blood

Gatherers of the Blood are a extremely rare form of undead. They are similar in some respects to vampires of the Western tradition, but are different in some key respects.

Gathers of the Blood look like pale humans with unusually dry skin, elongated claws, and sharp fangs in place of their teeth. Their eyes are somewhat sunken and glow slightly in the dark.

Gatherers of the Blood are created individually in that there is no set ritual to create them. They typically are created from humans who are full of hatred or evil via an unholy process. This process involves the intervention of horrid supernatural entities.

Gathers of the Blood have human intelligence and will use it accordingly. They retain memories and skills from their previous existence as human beings. Gatherers of the Blood fight with their claw like hands and fangs. They can fight with weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy. Those who walk the dead sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Being dead, The Gathers of the Blood do not heal naturally. However, they can

drain blood by biting into their victims and sucking their blood out. To bite and drain blood a Gatherer of the Blood must hit with both hands (to grab a victim) and then successfully bite. A biting attack inflicts 1D4 points of damage and drains blood from the victim. The loss of blood inflicts 1-3 points of damage to the victim and heals a comparable number of points of damage (1-3), if the creature has sustained any. The creature can also “store” a number of points of “blood” equal to its POW and use them to heal itself in combat. Naturally, these points must be taken from victims. A Gatherer can also use this blood to “awaken” Desiccated Mummies and Those Who Walk the Dead so they can feed on the blood they need to come out of their suspended animation. It takes one point of stored blood to revive one of the creatures enough to feed on the liter of blood it needs to fully revive.

A Gatherer of the Blood can assume the likeness of a being by killing it and draining all its blood. The Gatherer can then shift its body to resemble the victim and can alter its apparent size by up to 4 points in either direction. The Gatherer also gains some of the victim’s memories, enough to imitate the victim with a reasonable degree of accuracy and use his language (at 50% of the victim’s skill). The Gatherer does not gain any of the victim’s other skills. The Keeper should roll 5D10 to get the percent chance the Gatherer has of pulling off the deception. This % can be modified by the Keeper based on the situation. For example, a Gatherer would have little difficulty in simply passing as human, but would have an extremely difficult time fooling a close friend of the victim. A Gatherer can keep a victim’s form available for one week and may have a number of forms available equal to its POW. A Gatherer may choose to release one form in order to acquire another from a new victim.

Gatherers of the Blood need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. Alternatively, they can expend a Magic Point for each minute they wish to remain conscious. In this manner they can make a desperate attempt to gain a victim after a period of suspension. They can remain in a torpid state for hundreds of years. While in this torpid state, they are vaguely aware of their surroundings and will come to a higher state of awareness when living beings approach within 10 meters of them.

The creature in this adventure was originally an Aztec Priest who was full of hatred of the Spanish invaders. Driven by his hatred, he researched into terrible things and contacted hideous beings. Eventually his diligence was “rewarded” with his transformation into a Gatherer of the Blood.

Characteristics	Rolls	Averages	#1
STR	3D6X2	20-22	32
CON	3D6X2	20-22	31
SIZ	3D6	10-11	14
INT	3D6	10-11	15
POW	2D6+6	13	17
DEX	3D6	10-11	13
HP		15-17	23
Damage Bonus		+1d4	+2D6

Move: 8

Weapons: Claw 60%, Damage 1D6+db, Bite 50% Damage 1d4, Club 60%, 1D8+db

Armor: None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

Skills: As possessed when alive. The one in this adventure has: Cthulhu Mythos 20%, Hide 25%, Listen 35%, Sneak 25%, Spanish 28%, Persuade 65%, Psychology 45%, Sword 65%, Spear 65%, Club 60%.

Spells: Create Desiccated Mummy Ritual, Create Those Who Walk the Dead Ritual.

Sanity Loss: 1/1D6 Sanity points to see The Gatherer of Blood in its natural form.

Spells

Create Desiccated Mummy Ritual

This ritual provides the means for creating a Desiccated Mummy. The ritual is conducted in the following manner: a human being is killed and the blood is drained from the corpse. The corpse is then placed in a stone “oven” and dried over the course of a week. During this process the corpse is “basted” in its own blood once each day and the creator chants the ritual for an hour and imbues the corpse with ten magic points. Each time the ritual is conducted, the caster loses 1 Sanity point. Once the process is finished, the mummy pulls itself out of the oven to do its creator’s bidding. If the caster has any Sanity points left, he must make a Sanity check on seeing the product of his labors.

Create Those Who Walk The Dead Ritual

This ritual provides the means for creating one of Those Who Walk the Dead. The ritual is conducted in the following manner: a human being must volunteer to be a victim of the ritual. The caster expends 5 magic Points and makes several deep incisions into the victim’s veins. The victim then bleeds to death. The corpse is then placed in a stone “oven” and dried over the course of a week. During this process the corpse is “basted” in its own blood once each day and the creator chants the ritual for an hour and imbues the corpse with twelve magic points. Each time the

ritual is conducted, the caster loses 2 Sanity points. Once the process is finished, the creature pulls itself out of the oven. If the caster has any Sanity points left, he must make a Sanity check upon seeing the product of his labors.

Handout #1

-Documents of the New World Volume I, 1964, edited by Dr. Juan Perez.

“In the course of my discussion with one of the natives of the area I learned of a story as dark as any demon or monster tale of Europe. According to my informant, when it was clear that we were going to conquer his civilization, one of the local lords went out into the jungle in search of hideous beings of evil. According to the story, this young lord found these beings and labored under their tutelage. After a year of labor, or so the story goes, these beings rewarded him by transforming him into a monstrous thing that could feed upon the blood of the living and create others like himself from helpless victims. My informant went on to say that this man, or whatever he had become, returned to his people and led some of them out into the jungle. There in the jungle they constructed a hideous temple dedicated to vile demons. After the work was completed, or so it is said, the monstrous lord slew four of his best warriors and raised them up again as twisted monsters. These four warriors turned on the lord’s followers, slaying all but one who fled, and raising the dead up again. The lone survivor passed the tale on to others and said that the monstrous lord would wait and rise up against the invaders some day. According to my informant, some of our people took the tale seriously enough to send out search parties. These parties found nothing, although one failed to return, thus adding to the legend.

My fellows lend little credence to this story since they say these barbarous people have an over abundance of legends. Many of these stories promise a future deliverance at the hands of some supernatural force. Based on some of my own experiences, of which you are well aware, I am concerned about this particular tale. It must be said that my informant was later found dead, with his throat and chest cut horribly. Because of this, I suspect that there might be something behind the story, if it is only that a group of unsubjected natives remains plotting against our efforts in this, the new world. Thus, I would recommend that this tale be brought to the attention of the church so that it might be recorded and to the authorities so that they might prepare for the possibility of additional violence.”

Handout #1

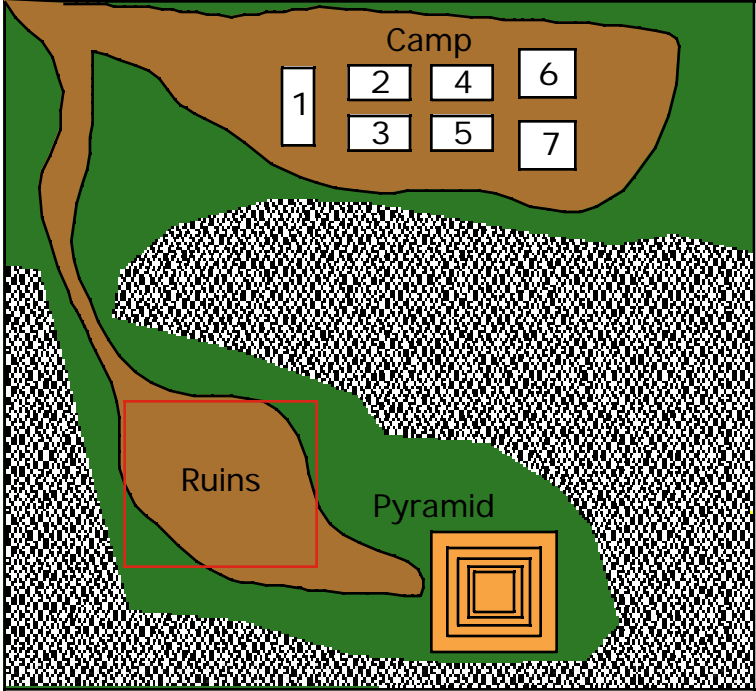
-Vampires of the World by Dr. Sandra Petoyle, a noted author and anthropologist.

Despite its title, the book is an academic work discussing the various vampire myths in human history from an anthropological perspective.

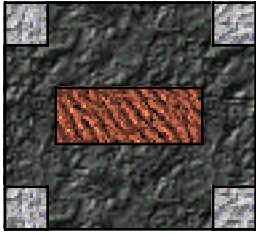
“An extremely obscure vampire legend from Mexico departs from the usual vampire tales. While the vampires reported in this legend are vampires in the sense that they need to feed on human blood, they differ from traditional vampires in several respects. First, they are able to move about freely during the day. Second, they achieve their vampire state by entering into a bargain or pact with a god or gods of evil. Third, they produce their “offspring” through the use of a specialized ritual, rather than by the usual method, that of draining the victim’s blood. Fourth, these vampires are not repelled by the cross or other religious symbols and are not affected by holy water....

...The most complete legend relating to these particular beings tells of a priest who

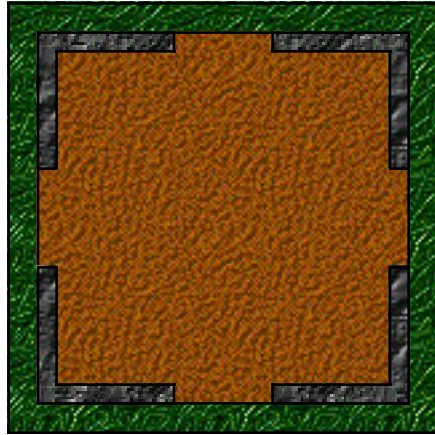
was transformed into a vampire. It is said that he transformed his followers into lesser vampires in the hopes of achieving revenge against the Spanish Conquerors.”



Top



Ground Floor



Lower Level

