

AGE OF CTHULHU

Abominations of the Amazon

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Age of Cthulhu: Abominations of the Amazon A 1920s Call of Cthulhu Adventure

By Mike Ferguson

Editing: Matthew "Pookie" Pook

Cover & Interior Art: Bradley K. McDevitt

Layout Design: Jessica McDevitt

Cartography: Tom Martin

Playtesters: Jonathan Day, John Geoghegan, Eric Mee, Rick Schmidt, and Rich Zeitler.

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Introduction

Centuries ago, the Inca Empire ruled over the mountains and jungles of Peru. With a culture steeped in military might, and through many amazing achievements in the arts and technology, their civilization made a mark upon the face of South America that was truly remarkable to behold. They also accumulated vast amounts of wealth to go along with their power. Mining gold and silver from the Andes Mountains, the Incas created treasures beyond imagination, each worth a king's ransom.

However, the Spanish conquistador Francisco Pizarro brought the might of the Incas to an end. Through treachery and brute force, the Spanish laid to waste a proud civilization all in the name of conquest and glory. Many of the treasures of the Incas also fell into the hands of the Spanish conquistadors, who melted down most of these glorious creations into bars and sailed back to Spain with them.

The most famous of the Inca treasures, though – the Treas-

ure of the Llanganatis – was never found by the Spaniards. The Treasure of the Llanganatis was a huge sum of worked gold and other artifacts, supposedly hidden deep within the Llanganatis mountain range of Ecuador by the Inca general Rumiñahui. According to legend, the Incas moved the treasure from its home in the mountains after learning of the death of their leader, Atahualpa, at the hands of Pizarro. Many conquistadors searched for the treasure, but none ever found it.

Summer, 1927: An American explorer named Professor Duncan Edwards believes that he has found the location of the Treasure of the Llanganatis. He believes that the treasure no longer lies in the mountains, but in a strange ruin in the jungles of Peru. He summons his trusted colleagues from around the world to help him find it.

Little does he know that while he is on the right path, he has also unwittingly sealed his own doom (and perhaps that of the investigators as well). For while treasure indeed lies in the ruins, this treasure is not just the ordinary remains of stone temples and other such buildings. This is the trouble that awaits the investigators when they arrive in the Peruvian city of Iquitos.

Keeper Information

Roughly twenty-six hundred years ago, the Chavín civilization ruled over the lands that would one day become known as Peru. The Chavín worshipped a number of anthropomorphic deities, including a deity of the underworld represented by a giant anaconda. Though a few scholars believe this snake-god was called *amarun* – the vortex of chaos – others, more familiar with the occult and with the Great Old Ones, have another name for the creature: *Yig*.

Servants of *Yig* – serpent-men, who came from subterranean cities far beneath the Andes Mountains – also walked among the mortals of the Chavín. Some of them headed the temples as priests; some of them ruled over tribes of the Chavín as kings, particularly in the jungles. Though not nearly as powerful or as fearsome as the Father of Serpents, these serpent-men ruled over many of the Chavín tribes as cruel despots. They demanded terrible sacrifices from their human thralls, working them to death or torturing them in sadistic rituals, usually just for their own hedonistic pleasures. Even in modern times Human/serpent-men hybrids lurk in the shadows of the more remote Peruvian villages. That such creatures still walk the earth is testimony to the monstrous cruelty of their serpentine forebears.

As with all despots though, the power of the serpent-men waned over time, and their slaves took notice. The Chavín saw that *Yig* had abandoned his children. During a total eclipse in the year 537 B.C., the tribes of the Chavín living





in the jungles of the Amazon rose up against their tyrannical masters and in the darkness slew them.

Only a handful of the vile serpent-men managed to escape into the darkest recesses of the Amazonian jungle. Here they entered strange crypts and fell into a state of self-induced hibernation in order to avoid being slain by the Chavin. The tribes of the Chavin followed these serpent-men, and unable to kill their former masters, tried to destroy the crypts instead. Their efforts proved fruitless and so the Chavin abandoned them, leaving the crypts to be swallowed by the jungle.

Over the intervening centuries, the Chavin civilization crumbled and fell, giving way to other cultures and civilizations that also rose and fell, until the Incan civilization came to power around the year 1200 A.D. By that time, the crypt of the slumbering serpent-men was known to mortal man only as a place of great power, where fearsome serpent gods were to be worshipped by those seeking power.

When the conquistadors came to take the treasures of the Incans during the fall of their Empire, some of the Incans took those treasures to the crypt in order to hide them. These Incans believed that the powers of the serpent gods would be able to protect them and the treasure from the clutches of Pizarro and his soldiers.

In hiding the treasure, though, the Incans inadvertently awoke one of the serpent-men – a crippled, weak servant of his more powerful elder brethren called Cyathothys. Realizing that he alone had been revived and that the humans that awoke him believed him to be a god, Cyathothys saw this as

an opportunity to be more than just a servant. Calling himself “Yig,” the newly awakened serpent-man made himself the self-styled ruler of the Incas who had escaped into the jungle. Leaving his more powerful brothers to sleep in their crypt, Cyathothys ruled over the Inca survivors and their descendants for the next few centuries, enjoying both the treasures of the Incas and the decadent pleasures that his new slaves could provide for him.

This god-like existence came to an end, however, with the arrival of Professor Edwards’ team. With only a handful of inbred human and human/serpent-men hybrids remaining in the ruins to serve their false god, Cyathothys proved unable to stop Edwards from fully opening the crypt. Expecting to find the legendary Treasure of the Llanganatis, Edwards and his team instead awoke the rest of the serpent-men. Angered by the humans who dared to intrude upon their slumber – as well as their craven brother Cyathothys, who chose to let them sleep for far too long – the serpent-men unleashed centuries of their rage upon all those that they could find in the ruins that surrounded them.

Now, the risen serpent-men do more than dream, they plot. They seek to reclaim the glory that once was theirs. And the only thing standing between the serpent-men and those dreams of grandeur are a small, intrepid group of investigators, headed to the ruins at the behest of Professor Edwards, unaware of what lies in store for them once they arrive...





Investigation Summary

Abominations of the Amazon is designed as a free-form investigation, where the player characters can take several paths (indeed, even doubling back on their trail) in their quest to learn the secrets of the ruins discovered by Dr. Edwards. The adventure is organized into scenes, so that a Keeper can move easily from one to the next as necessary, without the need to adhere to a strict linear order of events.

Player Beginning, page 4: In which the investigators arrive in Peru, and learn some disturbing news about Professor Edwards and his expedition.

Scene 1 – Into the Mouth of Serpents, page 6: In which the investigators travel along the Amazon River and through the jungles towards the ruins, discovering along the way that some sort of supernatural evil has started to hunt them.

Scene 2 – The Ruins, page 9: In which the investigators reach the ruins uncovered by Professor Edwards, and discover the unfortunate fate of his expedition. They also find a sinister group of natives, and a trapped, horrid beast claiming to be a fallen god.

Scene 3 – Behind the Walls of Copper and Lead, page 12: In which the investigators encounter the horrors lurking beneath the ruins, and learn of the secrets of the serpent-men. They also discover the Incan treasures that Professor Edwards and his expedition came searching for, leaving them with some hard choices if they wish to stop the serpent-men... or even survive.

Investigations in the Amazon Jungle: The adventure contains a mix of action and investigation, but focuses primarily on action. While the jungles of the Amazon are filled with peril, investigators can make their way through the wilderness – and to the Incan ruins that they seek – without always needing to fight. However, in some cases, the investigators may be left with only three alternatives: fight, flee, or die.

If the investigators find themselves completely at a loss as to what to do, the Keeper should allow the investigators to struggle for a brief while before assisting them with an opportune Idea roll. The Keeper should also feel free to utilize some of the minor NPCs presented in the various scenes (where reasonable) as either a method of kick-starting the adventure if things are headed nowhere, or as a means to provide the investigators with a little guidance.

A Note on Skills: The fifth edition of the *Call of Cthulhu* rules does not call for differentiated skill checks. In practice, all uncontested tasks are equally difficult, and it is only the

character's skill that comes into question. *Abominations of the Amazon* runs against canon by noting instances in which the task attempted might be more difficult than another – comprehending a coded post-Atlantean spell for instance, as opposed to simply translating the Latin works of occult magician Johannes Trithemius. The Keeper is encouraged to disregard or employ this rule, as he sees fit.

When differentiated skill checks are listed in the text, they are followed by a percentile figure. For example, **Cthulhu Mythos** (-25%). In this case, the investigator would reduce his chance of success by 25%, making it a challenging task indeed! In some instances, the skill is followed by a bonus, for example, **Archaeology** (+10%), in which case the character would increase his skill by 10%, increasing his odds of success.

In some instances, a skill chance might be elevated above 100%, or reduced to less than 0%. If the skill check is important to the game, the investigator should still make the attempt, given that rolls of 01% or 100% are always a success or a failure, respectively.

Player Beginning

Before the adventure begins, ask each player to describe his or her background and relationship with either Professor Duncan Edwards, or with the Treasure of the Llanganatis. Sample stories are provided with the pregenerated characters. If using original characters, the following reasons are suggested as to why the investigators would be headed to Peru, and to the wilds of the Amazon. Use whatever reason seems most appropriate for each investigator.

We're Here for the Fortune: The Treasure of the Llanganatis, long lost to civilization, is thought to be one of the greatest treasures known to the Incan Empire. Scholars estimate that the Treasure contains anywhere from seven to seven hundred tons of gold – and that does not even include the jeweled, ornate works of art thought to be part of that treasure. Whoever finds the Treasure of the Llanganatis would become wealthy beyond all imagination... assuming one lived long enough to enjoy that wealth, of course.

We're Here for Professor Edwards: Personal friends or acquaintances of Professor Edwards would initially have a vested interest in seeing their scholarly colleague find the Treasure, something for which the determined old man has been searching for a lifetime. The opportunity to assist Edwards with this once-in-a-lifetime opportunity would simply be too tempting to turn down, even if it means travelling half a world away from the comforts of home.

The adventure begins with the investigators arriving in





Iquitos via train from Lima (and, prior to that, aboard steamship from New York City and though the Panama Canal, if the investigators hail from the United States). To begin the adventure, read or paraphrase the following:

Your journey to Peru has been long and grueling. The voyage from New York City to the ports of Callao took nearly two months and was plagued with problems – unsurprising perhaps, since your steamship – the Croften Hall – is often called the “Often Crawl” by its crew. And while the journey by rail to Lima and Yurimaguas has taken days, not months, it felt long as well ... as did the final journey by boat to the city of Iquitos, and the rainforests of Peru. However, at last you have arrived, and your adventure can truly begin.

Now you are heading to a local hotel, expecting to meet up with Professor Edwards and the rest of his expedition there this evening. Professor Edwards arrived in Peru several months before you, leading an advance scouting party to some ruins where he believed that he would find the lost Treasure of the Llanganatis. The letters that you received from him indicated his excitement, as he felt that he was close to making an important discovery, enough so that you decided to come join him in Peru.

As you look around for someone – a bellhop perhaps, to take your bags – a grizzled-looking man in an ill-fitting suit steps out of the shadows and approaches you. He seems nervous, and avoids looking directly at any of you.

“You... friends of Doctor Edwards, no?” the man says in an accented, quavering voice. When you nod, he shuffles around for a moment, and then produces an envelope from inside his jacket. “For you, then.”

At this point, give the players **Handouts A & B**. Both provide some information about Professor Edwards and his expedition, and where they have gone. **Handout A** is a note from Edwards explaining how he found the exact location of the Treasure of the Llanganatis. The note also explains that he and the members of his expedition already in Peru decided to head immediately to the treasure site, and that the investigators should meet him there. **Handout B** is a map showing how to get from Iquitos to the treasure site – first by boat, then by trekking through the jungle. It also contains a few odd scribbles along the margins, referencing snakes, snake people, and serpent-gods.

If given the opportunity (for example, if the investigators choose to immediately pore over the two documents contained in the envelope), the man in the tattered suit attempts to slink away unnoticed from the investigators and leave the hotel. If unsuccessful (and if corralled by the investigators), the man reluctantly answers any questions asked of him, if he can answer them.

The man’s name is Esteban Rojo. He is the younger brother of Ramón, who is the guide mentioned in **Handout A**. Though Esteban appears as though he might have something to hide, he does not – he just wants to get away from the investigators as fast as possible, as he has no desire to accompany them or his brother to the ruins. Esteban does not specifically know what has happened at the ruins, nor does he know about the serpent-men lurking there.

If questioned by the investigators, here are some of the answers that he provides, albeit reluctantly and with a great deal of stammering:

Where did you think you were going? “Away from here. My brother thinks I should go with you to the ruins in the jungle. Little but bad luck will be found there, I fear.”

Why do you think that? “Some of the expedition was supposed to return a week ago, maybe two. No one’s come back yet. Ramón says it’s because they found something important, but I don’t believe him.”

Have you been to the ruins? “No. Not many people have. The journey to it is supposed to be difficult. Legends say that worshippers of the snake gods once lived there, and all sorts of unholy serpents and other creatures of the jungle guard it from men.”

What do you know about these worshippers, or about “snake people”? “Not much. Most of what I know comes from legends – they disappeared long ago into the jungles to escape the *conquistadors*.”

Esteban does not know much else, apart from that he has “a very bad feeling” about what has happened to Professor Edwards’s expedition. After being interrogated by the investigators though, he agrees to take them to see his brother Ramón in the morning, and to accompany them on their journey to the ruins. If he manages to escape from the investigators without being noticed, then it is Ramón who shows up at the hotel in the morning and introduces himself, and then offers to take the investigators to his boat.

Ramón Rojo

STR	CON	SIZ	INT	POW	DEX	HP
14	13	15	12	11	09	14

Damage Bonus: +1D4

Weapons: .38 Revolver 50%, damage 1D10; Machete 40%, damage 1D6 + db; Grapple 30%, damage special.

Skills: Pilot Boat 60%, Hide 45%, Listen 30%, Sneak 40%, Spot Hidden 30%, Track 50%





grimly intent on murder. You also see another man in the back of the boat, standing behind the wheel, steering the craft in your direction.

"Hang on," says Ramón. He pushes open the throttle of the boat, and it begins to accelerate. "I think I can outrun them."

The men in the boat are human/serpent-men hybrids, sent to Iquitos to eliminate any of Professor Edwards' associates. They are the descendants of the original Chavín natives and the original serpent-men that live in the ruins sought by Professor Edwards. They mostly resemble typical humans, except that they have mottled green patches of scales on their forearms. Because of their disturbing appearance, the investigators should make a Sanity check upon seeing them up close (**Sanity** loss 0/1D3).

The hybrids missed the investigators in Iquitos, but now plan to take care of their deadly business on the waters of the Amazon. If the investigators tell Ramón to stop the boat so they can talk with their pursuers, they face a difficult task in talking their way out of the situation. The hybrids are bloodthirsty creatures, and have no problems killing the investigators even if they had nothing to do with Professor Edwards's expedition. A **Fast Talk** (-10%) roll might work, but only if the investigators convince the hybrids that more of the expedition still remains in Iquitos, or are headed elsewhere. If convinced of this, the hybrids demand that at least one of the investigators accompany them in search of this imaginary part of the expedition. If this ploy fails, the hybrids attack.

Parleying with the hybrids may also provide the investigators with some clues about the presence of the serpent-men at the ruins, as well as confirming that Professor Edwards and his team are in serious trouble, if the Keeper wishes to provide that information.

If the investigators decide to let Ramón try to outrun their pursuers, they immediately discover a problem – the hybrids' boat is faster than theirs. The investigators' boat moves at 30 miles per hour; the hybrids' boat moves at 50 miles per hour. (This speed is factored more for simplicity in possible grid-based combat than for historical accuracy, as noted below.) The investigators can increase the speed of their boat to 40 miles per hour by tossing crates and other cargo overboard (which takes approximately 1 minute of time), and to 50 miles an hour if one of the crew or passengers jumps (or is tossed) overboard. If more than one passenger or member of the crew is thrown overboard, then the investigators' boat will have enough speed to outrun their attackers.

For purposes of the chase, if the Keeper wishes to map things out precisely, it should be assumed that the river is

roughly 100 feet wide and 20 feet deep at any given point, and that both of the boats are 15 feet wide and 30 feet long. Assume that if a grid-based map is being used, the investigators' boat moves 6 squares per combat round when fully loaded, and the hybrids' boat moves 10 squares. Tossing cargo overboard gives the investigators' boat a move of 8 squares, and throwing people overboard after that gives it a move of 10 squares or more. (This might not be purely accurate in terms of history or physics, but is meant to be simplified in order to keep the chase moving quickly, so to speak.)

If the investigators on the boat attempt to hide and do nothing else, the hybrids shooting at them take a -10% penalty to their attack rolls. If the investigators shoot back or pilot the boat, the hybrids face no penalty.

If an investigator pilots the boat because Ramón attacks the hybrids, or because Ramón is killed, allow him to do so with a **Drive Auto** (-10%) roll, or **Pilot Boat** roll without any penalty. If the Keeper really wants to make things interesting, he can place objects in the river such as large rocks, or other similar-sized obstacles. Assume that if the investigators' boat collides with any object (including the other boat) it takes enough damage to sink in a few minutes.

Any investigator that wishes to leap from ship to ship can do so when the boats come within 10 feet of each other (**Jump** roll). If the roll fails, the falling investigator can either swim to shore (**Swim** roll) or climb back aboard one of the boats, if he is close enough (**Swim** roll, followed by a **Climb** roll at -10%).

Clues: Should the investigators capture one of the hybrids, they will be unable to gather much information from them – the creatures are fanatically loyal to their serpent-men masters and will attempt to kill themselves rather than betray their masters. However, if the investigators manage to engage any of them in conversation, they may learn the following items in conjunction with a successful **Fast Talk** roll: that some sort of serpent creatures live at the ruins; that those serpent creatures captured Professor Edwards and his expedition; and that in the new few days, the serpent creatures intend to kill their human captives.

4 Human/Serpent-Men Hybrids

STR	CON	SIZ	INT	POW	DEX	HP
14	14	10	10	12	12	12

Move: 6

Skills: Swim 75%, Climb 75%

Damage Bonus: +0

Damage: Fist 60%, damage 1D4 + db; Grapple 30%, damage special.





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STR	CON	SIZ	INT	POW	DEX	HP
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Move: 6

Skills: Swim 75%, Climb 75%

Damage Bonus: +0

Damage: Fist 60%, damage 1D4 + db; Grapple 30%, damage special.





Weapons: .30 Carbine 45%, damage 2D6, range 50 yds.

Skills: Dodge 40%, Jump 65%, Pilot Boat 50%.

Sanity Loss: 0/1D3 *Sanity* points to see a hybrid.

Area 1-2 – Secrets of the Snakes: Read or paraphrase the following:

You've been walking along the jungle path for hours. The path is narrow, twisting, and dark – often, you see nothing but leaves and tree branches just inches in front of your face. You know that without a guide, it would be easy to become lost in the jungle wilderness. As dangerous as the waters of the Amazon River proved to be, you feel as though you may have been safer there. At least on the river, you could see where danger was coming from.

Slightly up ahead of you, you suddenly hear Ramón cry out. "¡Dios mio!" he exclaims. "I fear he is dead!"

As you take a few steps closer, you see your guide standing over the remains of a man clad in bloodstained khakis. A camera and a torn backpack lie to the side of the man's body, and one of his hands is badly mangled. The dead man clutches something wrapped in silver chains tight in his other hand, and seems desperate to keep hold of it, even in death.

The dead man is Harold Lockwood, a photographer who was part of Professor Edwards's expedition team – if there, Ramón identifies him as such. The hybrids living at the ruins attacked Lockwood when he tried to escape. Though he managed to escape their clutches and make his way back to the jungle, their attacks – and those of the creature known as the minhocão (see **Area 2-4**) – proved fatal.

Clues: None of Lockwood's standard possessions prove to be of much interest, save perhaps for the camera, and two cryptic notes. In the unlikely event that any of the investigators have the means to develop film, they find (**Photography** roll) that Lockwood took photos of the ruins, the treasure... and of serpent-men.

It is more likely that the investigators will only be able to read the two notes. The first details the contents of his film. The note reads: "*Rolls 1-5: River journey, Rolls 6-7: Jungle trek, Rolls 8-13: Outer ruins – evidence of natives? Rolls 14-17: Pyramid, Rolls 18-19: Treasure!!! YES!, Roll 20: Are the Gods real*" ...and then the lower part of the paper is torn away. The second note, which the investigators see is written in Professor Edwards's handwriting, only cryptically states: "**ONLY THE DREAMS CAN SAVE US.**"

The silver chain in Lockwood's hand was part of the lost treasure. Should the investigators pry his hand open, they see

that a small pendant in the shape of three intertwined snakes. A successful **History** or **Archaeology** roll means that the investigators recognize the pendant as being made by the ancient Incans; a successful **Occult** roll means that the investigators recognize the pendant as being a symbol of prophecy or dreams. Lockwood also holds in his hand a small vial filled with a blue liquid; investigators making a successful **Chemistry**, **Medicine**, or **Pharmacy** (-10%) roll recognize it as a local concoction said by natives to promote healing or sleep, while those making an **Occult** roll (-10%) know that it is used to induce prophetic visions. Those who make successful **Occult** rolls for both the pendant and the vial know that the two are meant to be used together. The vial contains enough for 3 full doses.

If one or more of the investigators imbibes the contents of the vial but does *not* wear the chain and pendant while doing so, they start to wildly hallucinate. They see their flesh rip open, and then dozens of writhing snakes pour out of their bodies. Have these investigators make a **Sanity** check (1/1D6) after this initial vision. An investigator wearing the pendant while imbibing the liquid does not have this initial vision.

After that, any investigators that drank the liquid will enter a trance-like state, where they see possible visions of the future. The visions are of a pyramid, and of Professor Edwards and the remaining members of the expedition being menaced by shadowy serpent-men. They see themselves there, rescuing the expedition, and the pyramid blowing up in a fiery explosion. The vision lasts about five minutes.

When they wake up from the trance, they instinctively know that if they turn back to Iquitos, Edwards and his expedition are doomed, and that their only chance for survival is if the investigators head immediately to the ruins to rescue them – there is no time to return to Iquitos for help. In addition, if any of the investigators that drank the liquid are injured, they will heal 1D6 hit points.

Wrapping Up Scene 1: After the events of **Scene 1**, the investigators should be headed on their way to the ruins to the nightmares that await them there. Depending on how the events of **Scene 1** unfolded, they should at a minimum know about the serpent-men lurking there, and possibly know that a pyramid awaits them, as well as a big explosion.

Scene 2 – The Forgotten Ruins

Scene 2 takes place at the ruins where Incan natives brought the Treasure of the Llanganatis centuries ago, and where the serpent-men have slumbered for aeons. The recent awakening of the serpent-men scared off most of the human





natives (and some of the hybrids) who had been living at the ruins, ruled by the degenerate serpent-man Cyathothys, whom they believed to be *Yig*. Only a handful of the natives remain, and these people live in utter fear of the newly-awakened serpent-men. They do the bidding of the serpent-men, but to a man they are desperate individuals who believe that *Yig* has either abandoned them or is testing them, and will do whatever they believe necessary to restore order to the ruins.

Scene Summary: The investigators arrive at the ruins, searching for Professor Edwards’s expedition, and hoping to possibly rescue them. They encounter the denizens of the ruins – some vaguely human, some not – and have the opportunity to save some members of the expedition. They also learn the location of the Treasure of the Llanganatis, and where Professor Edwards is being held captive. Depending on what the investigators learned in **Scene 1**, the investigators will either be surprised by what they find, or be able to get the drop on their foes.

Area 2-1 – The Cleansing Pool: Read or paraphrase the following when the investigators approach this area:

You see before you a giant pool of foul-smelling, stagnant water, rectangular in shape and presumably man-made. The pool is shielded from the sky and the elements by a stone roof, supported by many columns. However, parts of this roof have crumbled away, and moss and vines cover much of the remaining structure. At the far end of the pool, you faintly make out the shape of a dais, and the remains of a broken statue sitting upon it.

Close to the statue, you see the shadowy figures of two men with rifles. You can hear them speaking to one another in hushed voices, although you’re not sure what they’re saying. The men stand over someone – or something – that’s bound and tied, and appears to be squirming. One of the men kicks the bound figure, and it squirms a little less.

The “two men” are actually hybrids that are loyal to the serpent-men in **Scene 3**. The person that is bound and gagged is Malcolm Baxter, another member of Edwards’s expedition. The hybrids guarding Baxter were told to watch the prisoner until their masters needed him in their lair.

Until recently, another member of the expedition – Viola Daniels – was being held with Baxter. Some hybrids less loyal to the recently-awoken serpent-men took her away under false pretenses, though (see **Area 2-3** for details). Neither Baxter nor the hybrids guarding him know the reasons for her being taken, but they know that she has been taken to a place of sacrifice.

The hybrids are not expecting intruders, so if the investi-

gators are careful (**Sneak** roll), they can get a surprise attack on the hybrids. If they get Baxter’s attention without attracting the watchful eyes of his hybrid guards, he tries to distract the guards, giving the investigators a +20% to their **Sneak** rolls.

The hybrids are loyal to their serpent-men masters, but they are not stupid. If the investigators get the upper hand in a fight, they threaten to kill Baxter unless the investigators stop their attacks, or try to run for the fortress beneath the pyramid to warn the serpent-men.

Clues: If the investigators manage to rescue Baxter, it is clear that he is a little unhinged, because his first concern is the treasure. He has seen it, and knows exactly where it is in the fortress beneath the pyramid. He is concerned with rescuing Viola and Professor Edwards as well, but is convinced that with the investigators’ help, that not only can the serpent-men be defeated, but that the treasure can be salvaged as well.

Depending on how events unfold in **Area 2-3**, he also knows about the dynamite on top of the pyramid, and might suggest its use if things start going badly (the Keeper should reference the section of the adventure called “**When Things Go Boom**” at that point).

Stats for the hybrids in this area are the same as for those in **Area 1-1**.

Malcolm Baxter

STR	CON	SIZ	INT	POW	DEX	HP
10	9	10	17	16	7	4

(wounded)

Damage Bonus: +0

Skills: Archaeology 70%, Handgun 25%, History 90%, Natural History 45%, Occult 60%, Persuade 20%, Rifle 45%.

Area 2-2 – Where the Creatures Live: Read or paraphrase the following if the investigators enter any of the small huts marked on the map:

You see a small, thatched hut, one of many that stand in this clearing of the jungle. For the most part, it appears empty and abandoned.

Human descendants of the Incans that brought the Treasure to this place once lived in these huts, serving and worshipping a degenerate serpent-man called Cyathothys, whom they thought to be *Yig*. When the rest of the serpent-men awoke days ago, most of these humans fled. Only a few of the human/serpent-men hybrids chose to remain. The huts





contain some of the evidence of this exodus (journal entries, items hurriedly abandoned, and the like).

Area 2-3 – Sacrifice: Read or paraphrase the following:

This crumbling building appears to have once been a temple. Its roof, apparently collapsed long ago, leaving much of it nothing but rubble. A few ruined statues of snakes and serpent-men lie scattered about the rubble, along with a few stone columns that lead upwards to nothing but the sky above.

A woman, screaming and sobbing hysterically, is tied to one of the pillars. Four men dressed in rags and tattered robes surround her: One of the men holds a large stone knife in his hands, and appears hell-bent on using it to cut her apart. The rest of the men chant a lonely, ominous song that is filled with despair.

A stone pit lies mere feet away from the woman and the pillar. It appears to be dark and deep, but even from where you stand you see signs of dark bloodstains all around its walls, and piles of burned, blackened bones lying within it.

The four men are also human/serpent-men hybrids, fanatically loyal to their god “Yig” (who in actuality, was just the degenerate serpent-man Cyathothys). They witnessed the awakening of the serpent-men below the pyramid, and saw Cyathothys captured and imprisoned by those creatures. Since they believed Cyathothys to be a god, the actions of the serpent-men completely terrified them, and they do not know what to make of them. They obey the serpent-men out fear, but this small group genuinely believes the end of days is upon them.

The hybrids decided that a sacrifice was needed to restore order to their world, so they lied to the hybrids guarding the expedition team, and took the woman – Viola Daniels – to their temple. As they and their ancestors have done before hundreds of times over the centuries, they plan to cut out Viola’s heart and offer it to the heavens as sacrifice, and then burn her body in the pit.

If and when a fight ensues with the hybrids, any creature that falls in the pit takes 1D6 points of damage from falling, and an additional 1D6 points of damage from the burned, jagged shards of bone at the bottom of the pit. Getting out of the pit without assistance is very, very difficult (**Climb** -20%), but with a helping hand, it will not present much of a problem.

The hybrids in this area are crazed, so it is doubtful that the investigators can get much information out of them. As the Keeper’s discretion, it is possible that the investigators could talk this group of hybrids into joining with them against



the serpent-men, but this is exceedingly unlikely (**Fast Talk** -30%). Some amazing roleplaying should be a must if this occurs.

Clues: Unlike Baxter, Viola (if rescued in time) only wants three things, in the following order: to blow up the pyramid and the fortress beneath it, to rescue Professor Edwards, and to get the hell away from the ruins. She knows that most of the expedition’s supplies were brought to the top of the pyramid, and amongst those supplies is a sizable cache of dynamite. She is fully intent on blowing up the pyramid, whether or not the investigators choose to help her. She also knows where the entrance to the fortress below the pyramid is located. (The Keeper should reference the section called “**When Things Go Boom**” for more details on the dynamite and blowing things up.)

Stats for the hybrids in this area are the same as for those in **Area 1-1**.

Viola Daniels

STR	CON	SIZ	INT	POW	DEX	HP
8	14	11	10	15	14	13

Damage Bonus: +0





Skills: Hide 40%, Handgun 20%, Listen 60%, Psychology 50%, Sneak 20%, Spot Hidden 50%.

Area 2-4 – The Creature and the Pyramid: Read or paraphrase the following as the investigators reach the base of the pyramid:

A steep pyramid looms ahead of you, tall and forbidding. It is comprised of three tiers, with a small, narrow staircase leading up one of its four sides from the ground to the uppermost tier. Vines cover the vast stone bricks used to build the pyramid; on occasion, you see birds nesting in their shadows, or snakes slithering in between them.

You hear something loud and vicious rumbling somewhere behind the pyramid. Suddenly, a terrifying beast lumbers out from behind the pyramid! The gigantic beast, which resembles some sort of giant prehistoric lizard with incredibly long arms and claws, bellows like something out of a nightmare... and then begins to head in your direction.

Have the investigators make a **Sanity** check (1/1D6) upon seeing the creature. The beast is called a minhocão, a foul, giant cross between an insect and a reptile. The serpentmen summoned forth the beast shortly after their awakening in order to protect the ruins from further intruders (like the investigators). It is a mindless beast that fights to the death and knows no fear. It hunts the investigators unless they head for the hidden entrance leading beneath the pyramid to **Scene 3**.

The investigators face no problems ascending the pyramid (and the equipment that lies on top of it) if they use the stairs; however, doing so exposes them to attacks from the minhocão. Climbing up the side of the pyramid is slower, but allows better chances to hide from attacks and avoid detection, and the vines make climbing a fairly easy task (+10% to all **Climb**, **Hide**, and **Sneak** rolls when ascending the pyramid.)

Clues: If Viola is with the investigators, they have no issues finding the secret entrance to the underground fortress (and **Scene 3**). If she dies or otherwise is not present, the investigators only find it by searching along the base of the eastern pyramid wall (**Spot Hidden** roll).

In addition to a large box of dynamite, the investigators find a few more helpful weapons amongst the expedition supplies atop the pyramid. They discover a pair of .38 revolvers as well as a .30 M1903 Springfield rifle; along with a box of ammunition for each type of weapon (each box contains 100 bullets of the appropriate caliber).

When Things Go Boom

There is a distinct possibility that “Abominations of the Amazon” will end with an earth-shattering ka-boom, either by accident or on purpose. This section details the ways in which this can happen.

The box of dynamite atop the pyramid holds 30 sticks of dynamite. The heat and humidity of the jungle already has started to make the dynamite very, very unstable. If sticks of dynamite are lit and blown up individually, they cause 1D6 points of damage. The investigators should use their **Throw** skill to determine whether or not they hit a target with a lit stick. The dynamite also has a 10% chance of not going off at all, and a 10% chance of immediately exploding in someone’s hand. The dynamite is already fitted with blasting caps and fuses, but the fuses are generally short (going off a round after being lit), though there are longer fuses in the box that can be used instead. Investigators can attempt to shoot at individual sticks with guns in order to detonate them, though there is only a 50% chance of success using this method.

If the whole box – or at least the 20 remaining sticks in the box – is all detonated at once, the whole becomes greater than the sum of the parts. That explosion causes 30D6 points of damage to anything within 100 feet of it, enough to destroy part of a pyramid, or all of an underground fortress. Conventional fuses can be lit and used for this, or a detonator box can be wired to them. The fuse reaching from the detonator box to the dynamite stretches about 100 feet.

In **Scene 3**, there is also a self-destruct sequence in the underground fortress that can be activated. This essentially accomplishes the same thing. Once activated, investigators have 10 minutes to clear out of the fortress before a giant explosion collapses the fortress (and parts of the pyramid) and kills everything inside.

If all of the dynamite is set off while the self-destruct sequence is active inside the fortress, then hell on Earth is unleashed. Anyone standing anywhere in the area described in **Scene 3** is vaporized instantly by the gigantic explosion that ensues.

Minhocão

STR	CON	SIZ	INT	POW	DEX	HP
42	28	50	12	10	10	39

Move: 10

Damage Bonus: +5D6





Damage: Bite 50%, damage 1D10; 2 claw(s) 40%, damage 2D6 each + db.

Armor: 4-point skin

Sanity Loss: 0/1D8 *Sanity* points to see a minhocão.

Wrapping Up Scene 2: Following the possible rescues of Viola and Baxter, the investigators have two options – flee, or still try to save Professor Edwards and get the lost treasure. Hopefully, their discoveries in this scene give them the right tools and motivation to attempt the latter.

Scene 3 – Behind the Walls of Copper and Lead

Scene 3 takes place beneath the ruined pyramid, in a bizarre underground fortress built aeons ago by the ancestors of the serpent-men. No one knows what the original purpose of the fortress was anymore, including the serpent-men – it may have once been a traveling ship, or a laboratory, or an observation outpost, or have some other nefarious purpose. An explosion in the distant past inside the fortress destroyed the records of the fortress, as well as the devices that contained those records.

The serpent-men who descended from those original inhabitants of the fortress do not particularly understand most of the equipment in the fortress. They do not particularly care, either. They know that they derive their power from the Chamber of Fear (**Area 3-4**), they enjoy having human slaves to do their bidding, and they love the treasures brought to them centuries ago by the Incan natives. Anything that threatens these three things means that the serpent-men take whatever action they deem necessary to eliminate that threat.

The interior of the fortress is distinctly weird and alien. The walls and floors are all made from metal although in places both the walls and floors are corroded and covered with an emerald goo (any investigator that touches the goo automatically takes 1 hit point of damage). Ambient but faint violet light illuminates all of the chambers and hallways inside the fortress; however, there does not appear to be a clear source for this light. The temperature inside the fortress is uncomfortably hot and humid, even in comparison to the jungle outside.

If the investigators manage to sneak into the fortress beneath the pyramid without being noticed (or, at the Keeper's discretion, without attracting too much attention in **Scene 3**), the serpent-men lurking inside are unprepared for the investigators, and stand a chance of being caught off-guard by their intrusion. Give the investigators a +10% bonus to any **Hide** or **Sneak** checks that they make inside the underground fortress until the serpent-men discover their presence. Addition-

ally, unless the investigators make a lot of noise or otherwise call attention to themselves, allow the investigators to make an initial surprise attack against the serpent-men the first time that they are confronted in combat.

If most of the events in **Scene 3** play out prior to the investigators heading into the underground fortress, though, the serpent-men are ready and waiting for them (although they do not go out of their way to surprise or ambush the investigators).

Scene Summary: The investigators head beneath the pyramid to find the Treasure of the Llanganatis, and perhaps the final fate of Professor Edwards. In exploring the strange underground fortress, they learn about the presence of the serpent-men, and about the mad dreams of those strange creatures. Those with courage may even have the chance to end those dreams.

The purpose of the scene is to bring the adventure to a grand finale. Depending upon their actions and their heroics, the investigators either have the opportunity to rescue a friend and find treasures from an ancient time... or merely escape with their lives, if not their sanity.

Area 3-1 – The Main Chamber: Read or paraphrase the following as the investigators enter the underground fortress:

The rough, hard dirt and stone of the tunnel slowly gives way to a strange sight as it spirals downward. The tunnel opens up into a large circular chamber with dull metal walls. Parts of those walls are coated with grime and a curious green goo; other parts appear to have odd devices with blinking lights jutting forth from them. The room is lit with a deathly bluish-purple hue, but from where that light emanates you cannot say.

A circle of slender copper pillars, reaching from floor to ceiling, is visible towards the center of the room. Scrawled on the floor of the chamber within that circle is some sort of bizarre symbol. Besides the symbol, you see something even more bizarre lurking near the pillars – two humanoid creatures, clad in gray robes and walking like men, but possessing mottled, scaly skin and the heads of giant snakes.

Additionally, if the serpent-men know the investigators are entering the chamber, read or paraphrase the following:

As you reach the entrance to the chamber, the two serpent-men turn and face you. Their black forked tongues flicker out in your direction, and they each draw a black, wand-like device from the folds of their robes.

"We shall make this painless for you, humans," hisses the one closer to you.





This chamber is the hub of the “fortress” (presumably, it once had a grander purpose than that, but its current serpent-men denizens no longer remember what that was). Using some of the “odd devices” (also known as computer consoles), the serpent-men can monitor and occasionally manipulate events elsewhere in the fortress and above in the ruins. The hub generally serves as the staging area for the serpent-men’s activities.

When the investigators entered the chamber, the two serpent-men were preparing to head to the surface and grab Viola Daniels from the group of captives above (unaware that the primitive natives had different plans for her in **Area 2-3**). The “wands” of the serpent-men are specialized weapons that discharge electrical charges – the specifics for how they work are noted below. If the investigators notice the serpent-men and attempt to flee, rather than trying to explore the underground fortress, the serpent-men pursue them to the surface if they are aware of the investigators’ presence.

Clues: Only a successful **Cthulhu Mythos** check allows a proper identification of the symbol in the middle of the chamber – it is a symbol of *Yig*. If the investigators manage to capture any of the serpent-men alive and interrogate them, they also confirm this fact. The serpent-men also confirm if interrogated that their ancestors used to serve *Yig*, and came from a faraway place called K’n-yan, but that *Yig* abandoned them long ago.

If the investigators attempt to use the consoles, they potentially uncover some interesting possibilities. Despite the fact that the switches, keys, and buttons of the consoles are inscribed with letters of an alien language, any investigator with the **Computer Use** skill can easily figure out how they work. Since it is doubtful that investigators in the 1920s possess the **Computer Use** skill, successful **Electrical Repair** (-25%) or **Mechanical Repair** checks (-25%) should allow them to roughly figure out how they work as well. If the investigators merely wish to disable the consoles, a **Mechanical Repair** check (-10%) is all that is needed. A **Luck** roll does not provide any insight as to how the consoles work, but does allow fortunate investigators to randomly stumble across one of their possible functions simply by pushing buttons and pulling levers.

The consoles allow the serpent-men (and possibly the investigators) to accomplish four basic tasks. Those who understand the consoles can select a specific task; if using **Luck**, the task is selected randomly as follows:

D6 Roll

Task

- | | |
|-----|--|
| 1-2 | Observation of activities within the fortress |
| 3-4 | Observation of activities outside the fortress, in the ruins |
| 5 | Security alarm |
| 6 | Self-destruct sequence |

Any result of “observation” means that a panel slides open in the wall above the console. Activities within the fortress means that users can see things going on in any area in **Scene 3**; activities outside the fortress in the ruins means they can see what is happening in **Scene 2**. Users that understand how the consoles work can control what area they wish to view; otherwise, the selection is random and should be left up to the Keeper to determine.

A result of “security alarm” means that a loud klaxon goes off, and fills every area in the fortress with a loud, repeating sound. Any serpent-men in the fortress immediately start looking for intruders. Additionally, if the cell in **Area 3-6** happens to be open, the doors of the cell immediately slam shut.

A result of “self-destruct sequence” means that the Keeper should reference the section of the adventure titled “**When Things Go Boom.**”

2 Serpent-Men

STR	CON	SIZ	INT	POW	DEX	HP
12	10	12	16	14	14	11

Move: 8

Damage Bonus: +0

Damage: Bite 35%, damage 1D8 + poison (POT 10)

Weapons: Electricity projector 30%, damage 1D6 + 25% to stun 1D6 rounds, 10 charges each

Armor: 1-point scales

Spells: Deflect Harm, Healing, Mesmerize, Mind Exchange

Sanity Loss: 0/1D6 *Sanity* points to see a serpent-man.

Area 3-2 – Dead End: Read or paraphrase the following:

This metal corridor quickly gives way to a massive pile of rocks and boulders, some of which appear to weigh several tons. The pile of rubble appears to be impassible, as it fills the corridor from floor to ceiling.

The rubble blocks off passage to other parts of the underground fortress. A long-ago explosion caused this particular passage to collapse, while all of the serpent-men (save for Cyathothys) were in a state of hibernation. The blocked pas-





sage currently limits the resources of the serpent-men, who have not yet had time to try and clear the rubble.

Without heavy machinery specifically designed for digging (which is not present in the fortress or at the ruins), the investigators cannot clear out the rubble by themselves.

Area 3-3 – The Lost Treasure of the Llanganatis:

Read or paraphrase the following:

The corridor opens into an immense circular chamber, filled with gold and silver treasures almost beyond comprehension. Coins, necklaces, jeweled masks, rings, statuettes, and a myriad of other fantastic ornaments wrought from precious metals literally cover the entire floor of this alien place, and in some places, are almost piled to the ceiling. Your minds can scarcely conceive of such a vast treasure – without a shadow of a doubt, you have indeed discovered the lost Treasure of the Llanganatis!

Though the room is painfully bright from the light reflecting off all of these wondrous treasures, you still see something in here that is somewhat unsettling. Two skeletons in tattered garb lie several yards away from the entrance, sprawled over a mound of gold and silver coins.

Investigators that carefully examine the skeletons (**Archaeology** roll) note that they are probably the remains of Incan natives. Their bones are badly broken, indicating (**Medicine** roll) that they were probably beaten to death. In truth, the degenerate serpent-man Cyathothys murdered them long ago out for his own vicious pleasure.

Fortunately for the investigators, Cyathothys also inadvertently dropped an electricity projector near the bodies of the natives, which is now partially hidden by the surrounding treasure. A successful **Spot Hidden** roll near the skeletons uncovers it. The projector has 5 charges left, and functions exactly like the projectors used by the other serpent-men in this scene.

Investigators taking the vast treasures from the chamber quickly discover a significant problem: *weight*. The precious metals that comprise the treasure in the chamber are both heavy and unwieldy. It is not easy carrying around things like statuettes and crowns, particularly lots of them. The vast Treasure of the Llanganatis was originally brought to the fortress by scores of Incan natives over a period of weeks; the investigators have but minutes to take what they can.

On average, each pound of treasure that an investigator carries is worth approximately \$300. For purposes of lifting any carrying treasure, the Keeper should assume that every 5 pounds of treasure has a SIZ of 1; the ability to lift would be the investigator's STR vs. the treasure's SIZ on the **Re-**

sistance Table. Carrying a SIZ of treasure more than the investigator's STR also means that the investigator's Move is halved. (For combat purposes, the Keeper may also rule that "arms full of treasure" probably means that an investigator "can't reach for weapons" either).

Investigators may attempt to scour the piles of treasure for items they deem to be more valuable with an **Archaeology** roll, but this takes an additional five minutes of time. A successful roll means that an item of treasure worth three times the standard amount can be taken.

Even if the investigators manage to sneak into the treasure chamber without causing too much of a commotion, they have a maximum of ten minutes in the chamber before the serpent-men eventually catch on to their presence. If the serpent-men get the slightest indication that their ill-gotten treasure hoard may be taken from them by human intruders, they do whatever is in their power to stop and kill the investigators, even if that ultimately means destroying the treasure (as noted in the section "**When Things Go Boom**").

Area 3-4 – The Chamber of Fear: Read or paraphrase the following:

A loud drone thunders through the air as you approach this chamber, nearly deafening you. Fortunately, it also serves to protect you. Four serpent-men stand in this room, watching a brightly-lit glass cylinder, which sits between a pair of consoles. A man – in fact, a man you recognize as Duncan Edwards – writhes in agony inside the cylinder, pain etched across his face. His eyes are vacant and the color of blood.

Steel cables run from the base of the cylinder to a pair of stone sarcophaguses, one at each end of the chamber. Each sarcophagus is etched with runes depicting serpent-men falling in battle, ascending to the heavens, and then returning back to the battles where they had perished. As the thunderous droning sound grows louder and louder, crimson beams of light begin to pour forth from beneath the lids of each sarcophagus.

For many centuries, the serpent-men remained in suspended animation, sleeping in stone suspension compartments (the sarcophaguses in this area and in **Area 3-5**). The revival compartments in this area bring them back to the world of the living. The revival process requires a special sort of energy – the fear generated by a sentient mind. The serpent-men prefer to use the minds of human beings, as they generate the most fear and the most energy.

The investigators have about a minute to stop the process before Professor Edwards dies. If they succeed in stopping the fear generation process and getting Professor Edwards out of the cylinder before then, they find that the mind of





their old friend is completely gone, and that he is only a sad, broken shell of his former self, barely capable of uttering a coherent thought.

Stopping the process is simple; stopping the process *safely* is anything but simple. All that is needed to stop the process is to destroy the cylinder – one solid blow from a heavy object or a single bullet will shatter the glass and disperse the fear energy. However, with that dispersal the fear energy fills the room. Any investigators in the room must immediately make a **Sanity** check (**Sanity** loss 1/1D6); the serpent-men remain unaffected by the fear, and instead heal 1D6 hit points if they are injured (hit points cannot go over their normal maximum). Stopping the process safely either involves shutting down the cylinder by operating the consoles (either a **Electrical Repair** (-20%), **Mechanical Repair** (-20%), or **Physics** roll (-20%) does the job), or simply destroying the consoles by dealing 20 hit points worth of damage to each of them.

If Professor Edwards dies while still held in the fear machine, the two sarcophagi open. A pair of serpent-men, freshly revived, step out of each sarcophagus, doubling the number of serpent-men in the room. Though it will not save Professor Edwards, the investigators can stop the revival process before he dies by disconnecting the steel cables leading to each sarcophagus. This can be accomplished by destroying the cables (each one has 15 hit points) or by pulling them out of the wall (the cables have a SIZ of 10; pulling out the cables would set the investigator's STR vs. the cables' SIZ on the **Resistance Table**).

If any investigators are captured by the serpent-men, they are thrown into the cylinder (if it is not destroyed) to help revive additional serpent-men from **Area 3-5**. If more than one investigator is captured, one randomly goes first to the cylinder, while others are sent to the cell in **Area 3-6** to await their doom at a later time. One of the serpent-men in this chamber has in his possession several doses of a domination serum; this serum is given first to any humans placed inside the chamber so that they are pacified. Once in the chamber, victims must make **Sanity** checks each minute (1/1D10) until removed from the chamber or until they reach 0 SAN; once they reach 0 SAN in the chamber, they let out a blood-curdling scream and die.

Stats for the serpent-men (either four or eight) are the same as for those in **Area 3-1**.

Area 3-5 – The Chamber of Sleep: Read or paraphrase the following:

This large, barren chamber is mostly filled with cobwebs and dust. Dozens of footprints cross through the dust, and

lead to three large stone sarcophagus. Faint bluish-green light pulses out softly from beneath their stone lids. The sides of each sarcophagus are etched with detailed runes.

A pair of consoles, covered with switches and blinking lights, stand near the entrance.

The remaining serpent-men held in a state of suspended animation lie in these suspension compartments. Five serpent-men are in each compartment. When they are to be revived, the other serpent men open the stone suspension compartments and bring them to the revival compartments in **Area 3-4**. The lids of the suspension compartments are quite heavy, and are considered SIZ 20 because of their vast weight. Investigators that wish to open the compartments must make a STR check on the **Resistance Table** to do so. Once opened, the dormant serpent-men can easily be slain without resistance, if the investigators wish to destroy the vile creatures.

The investigators also can be sealed in their suspension compartments by destroying the consoles in the chamber. Each console has 20 hit points; destroying both of the consoles permanently seals the serpent-men inside their compartments forever. They also can be shut down permanently by operating them in the same manner the consoles in **Area 3-4** are operated.

Clues: If the investigators examine the runes on the three stone suspension compartments (**Archaeology** or **History** roll), they gain an understanding of the abbreviated history of the serpent-men, as detailed in the **Introduction** and the **Keeper Information** sections. If they examine the compartment along the southern wall, they find a hidden hatch (**Spot Hidden** -10%) at its base. Behind the hatch lies a vial of containing 3 doses of the domination serum.

Stats for any serpent-men awoken in this area are the same as for those in **Area 3-1**.

Area 3-6 – The Fallen God-King: Read or paraphrase the following:

Most of this chamber lies barren and empty. A small console is visible at the entrance. At the far end of the chamber, away from the entrance, is a series of slender metal bars, reaching from floor to ceiling. Although there is no way visible to you to gain access behind those bars, it is clear that they are either meant to be a cage... or a prison cell.

A short, foul-smelling serpent-man dressed in rags, shorter and uglier than the others like him who you have seen, sits on a simple bench inside this cell. Its reddish eyes widen as it sees you, and its tongue flickers out. The creature stands.

"Humans," it says in a guttural rasp. "I can give you





treasures beyond your wildest dreams. Free me, and I shall make sure no harm comes to you. I can show you the secrets of this place... I can make you kings and queens of all your kind!"

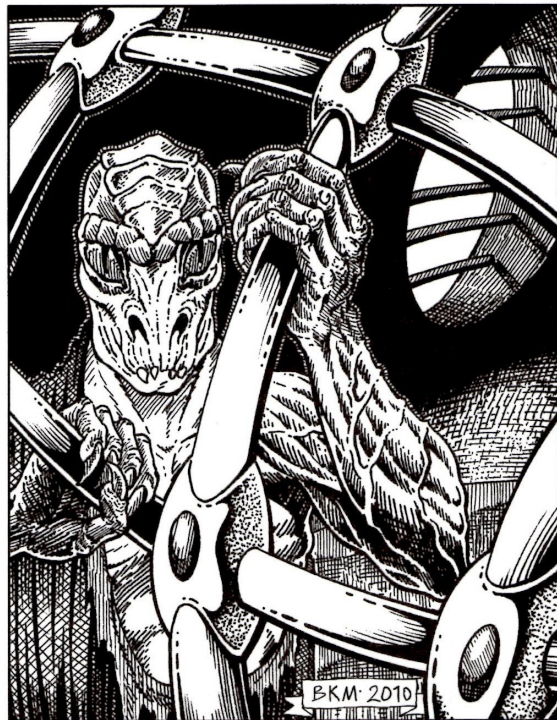
This creature is Cyathothys, a degenerate serpent-man used in centuries past as servant and slave by his more powerful brethren. Ages ago, Cyathothys placed the other serpent-men in their suspension compartments, and then entered a chemically-induced sleep himself. Computers in the underground fortress were supposed to wake him up at a pre-determined time centuries later so that he could revive his masters.

When the Incan natives inadvertently entered the fortress to hide the Treasure of the Llanganatis, they awoke Cyathothys. Having no love for his cruel brothers, Cyathothys decided not to awaken them, and chose to rule over the natives instead. However, since Professor Edwards and his expedition team inadvertently awoke the rest of the serpent-men, Cyathothys has been returned to his former status of being a slave beneath contempt, and was imprisoned by the serpent-men. Once they are all revived, they intend to torture and kill him for his insolent behavior.

Cyathothys tells the investigators none of this though. Instead, he tells a wild story about how the evil serpent-men threw him in the cell for helping the natives and the humans in Professor Edwards's expedition, and all he wants to do is "help humans." According to him, he wants to see the other serpent-men destroyed. He is a terrible liar though, and essentially says whatever he thinks the investigators want to hear, even if it contradicts what he has already said.

If the investigators free him, Cyathothys immediately leads them to the other serpent-men and sells them out in a desperate attempt to prove his loyalty. If they do not free him, the investigators might be able to pry information away from him (how the consoles work, how many serpent-men there are in the fortress, where the Treasure is located, and so on) with a **Fast Talk** roll. Cyathothys is not particularly clever, and thinks that human beings are all incredibly dumb, which together does not make for a good combination.

To open the cell, the console must be used to get the bars to slide upwards into the ceiling. They are incredibly strong – for all practical purposes, they cannot be bent or damaged. Figuring out how the console operates works the same way as in **Areas 3-4** and **3-5**; however, Cyathothys eagerly explains exactly how it works if it appears that the investigators will release him. (Give the investigators a +10% bonus to their rolls if they attempt to figure out other consoles after Cyathothys gives his explanation.) If the console is smashed (it has 20 hit points), the bars stay permanently fixed in what-



ever position they are in – open or closed.

If the serpent-men from other areas manage to capture more than one investigator, they send one investigator to the fear extraction cylinder in **Area 3-4**, and those remaining into the cell with Cyathothys.

Cyathothys

STR	CON	SIZ	INT	POW	DEX	HP
8	8	10	16	13	13	9

Move 8

Damage Bonus: +0


Damage: Bite 30%, damage 1D8

Armor: 1-point scales

Spells: Deflect Harm, Healing, Mesmerize, Mind Exchange

Sanity Loss: 0/1D6 *Sanity* points to see a serpent-man.





Conclusion

The adventure ends in one of two ways: with the death of the investigators or with their escape from the ruins. If they are lucky, they manage to escape with some of the members of Edwards's expedition and some of the items from the Treasure of Llanganatis, in addition to their own lives.

If the investigators fail, read or paraphrase the following:

You feel your sanity – and your lives – slipping away, both taken from you by the vile serpent-men. You tried your best, but your efforts were to no avail. As you breathe your last, you are left with the horrible thought that this is just the beginning for the serpent-men – they intend to unleash their horror onto an unsuspecting world, and there is nothing that you can do...

If the investigators manage to survive their ordeal, though, they are heroes! Should the investigators succeed, they receive 1D6 **Sanity** points for their courage and bravery. Additionally, read or paraphrase the following:

Though your struggle was great, you emerge from the jungle victorious! Few will ever know or understand the strange and terrible horrors that you faced, but it is no matter. You know that you faced an unspeakable evil – and won – and the world is all the better for your bravery.

You just wonder if that's the last you've seen of the serpent-men...

Appendix I: Pregenerated Characters and a Note on Skills

Success in *Abominations of the Amazon* can hinge on a few key skills. While it is not essential all of the investigators have all of these skills, it is recommended that the team, as a whole, have the following selection of most of these skills: *Archaeology, Climb, Electrical Repair, Fast Talk, Hide, History, Jump, Pilot Boat, Mechanical Repair, Medicine, Physics, Swim, Occult, Persuade, Sneak, Spot Hidden, and Swim.*

Finally, while violence should always be an investigator's last resort, it never hurts to know one's way around a pistol or rifle.

The Investigators

Name: Sam McCoy	Sex: Male	Age: 41	
Occupation: Private Investigator		Income: \$7,500	
STR: 17	DEX: 9	INT: 14	Idea Roll: 70%
CON: 12	APP: 13	POW: 13	Luck Roll: 65%
SIZ: 17	SAN: 65	EDU: 19	Know Roll: 95%
Damage Bonus: 1D6		Hit Points: 15	
Weapons: Fist/Punch 55%; Handgun (.32 Revolver) 40%, 1D8; Rifle (.30 Level Action Carbine) 40%, 2D6			
Skills: Bargain 35%, Dodge 18%, Fast Talk 65%, Law 45%, Locksmith 40%, Mechanical Repair 30%, Navigate 35%, Other Language (Spanish) 21%, Own Language (English) 99%, Photography 30%, Pilot (Boat) 30%, Psychology 35%, Sneak 45%, Spot Hidden 41%, Swim 45%			

A former Navy man in the Great War, you've made a name for yourself as a no-nonsense, hardnosed detective who will do whatever it takes to get to the bottom of a mystery.

Name: Jenny McMillan	Sex: Female	Age: 30	
Occupation: Journalist		Income: \$20,000	
STR: 10	DEX: 15	INT: 16	Idea Roll: 80%
CON: 9	APP: 14	POW: 11	Luck Roll: 55%
SIZ: 9	SAN: 55	EDU: 16	Know Roll: 80%
Damage Bonus: None		Hit Points: 9	
Weapons: Fist/Punch 55%; Handgun (.25 Derringer) 30%, 1D6			
Skills: Dodge 30%, Drive Auto 30%, Fast Talk 70%, Library Use 60%, Listen 55%, Occult 30%, Own Language (English) 80%, Persuade 50%, Photography 65%, Psychology 55%, Sneak 55%, Spot Hidden 45%, Throw 30%			

Some call you determined. Others call you pushy. Whatever the case may be, you're the one who always winds up with the scoop, can see a story from every angle, and winds up with her name on the byline on the front page of the newspaper.



Name: Professor Victor Stanton **Sex:** Male **Age:** 56

Occupation: Professor of Anthropology, Miskatonic University

STR: 8 **DEX:** 15 **INT:** 17 **Idea Roll:** 85%
CON: 10 **APP:** 11 **POW:** 10 **Luck Roll:** 50%
SIZ: 13 **SAN:** 50 **EDU:** 21 **Know Roll:** 99%

Damage Bonus: None **Hit Points:** 12 **Income:** \$2,500

Weapons: Fist/Punch 50%; Handgun (.32 Revolver) 25%, 1D8

Skills: Anthropology 65%, Archaeology 90%, Bargain 20%, Credit Rating 50%, Dodge 35%, Drive Auto 30%, Electrical Repair 35%, First Aid 35%, History 50%, Library Use 60%, Listen 45%, Mechanical Repair 25%, Medicine 25%, Occult 20%, Other Language (German) 40%, Other Language (Indonesian) 30%, Other Language (Spanish) 40%, Other Language (Tibetan) 30%, Own Language (English) 99%, Persuade 36%, Psychology 45%, Spot Hidden 40%

Known as one of the "old lions" of the University, you still have an insatiable curiosity, and a longing to discover the unknown. You consider nothing trivial – everything to you is fascinating in its own way. And now, you no longer wish to merely read about the things that interest you, but to travel throughout the world and see them with your own eyes.

Name: Clive Lanchester **Sex:** Male **Age:** 35

Occupation: Antiquarian **Income:** \$3,500

STR: 11 **DEX:** 17 **INT:** 18 **Idea Roll:** 90%
CON: 14 **APP:** 10 **POW:** 8 **Luck Roll:** 40%
SIZ: 12 **SAN:** 40 **EDU:** 16 **Know Roll:** 80%

Damage Bonus: None **Hit Points:** 13

Weapons: Fist/Punch 50%; Grapple 40%; Handgun (.38 Revolver) 40%, 1D10

Skills: Art (Sculpture) 50%, Astronomy 30%, Bargain 55%, Conceal 30%, Dodge 35%, Fast Talk 30%, Hide 35%, History 55%, Law 35%, Library Use 50%, Listen 50%, Natural History 35%, Occult 25%, Other Language (German) 26%, Own Language (English) 80%, Sneak 40%, Persuade 36%, Spot Hidden 50%

Long fascinated by stories of the past, you have made it your life's work to collect rare and extraordinary objects from the past. Though your specialties lie in ancient sculptures and ancient civilizations, you have a knack for finding all sorts of antiquities, and getting them into the hands of those who seek them.

Name: Floyd Irwin **Sex:** Male **Age:** 28

Occupation: Criminal **Income:** \$2,000

STR: 14 **DEX:** 12 **INT:** 13 **Idea Roll:** 65%
CON: 15 **APP:** 9 **POW:** 12 **Luck Roll:** 60%
SIZ: 12 **SAN:** 60 **EDU:** 13 **Know Roll:** 65%

Damage Bonus: 1D4 **Hit Points:** 14

Weapons: Fist/Punch 55%; Handgun (.45 Revolver) 55%, 1D10+2

Skills: Bargain 35%, Climb 50%, Conceal 40%, Dodge 29%, Fast Talk 50%, Hide 40%, Jump 35%, Listen 50%, Locksmith 60%, Own Language (English) 65%, Sneak 70%, Spot Hidden 65%, Swim 35%

You are a man who knows how to get things, especially when those things belong to others. Though your early days of larceny led you to a few unfortunate years in prison, you have discovered a new career – stealing strange, wondrous, and often terrible items on the behalf of strange, rich, and often terrible clients.



Handout A

My esteemed colleagues -

If you are reading this, forgive my absence. I had hoped to wait for your arrival in Iquitos, but I made the most extraordinary discovery! I learned of the true location of the Treasure of the Illangnatis. It is roughly where I believed it would be, in the jungles north and east of here, but I now know the precise site of the ruins.

Many have tried to decrypt Valverde's Derrotero, a curious document thought to reveal the treasure's location. I know I've spent many long nights poring over the text, trying to figure it out. However, by chance I came into possession of the original document. It seems that when held to the light of a candle, an inscription appeared, hidden in a secret ink! It told of the location, and showed a map! (It also talked of serpent beasts, but that is just superstitious folly, of that I am sure.) A copy of the map should be with this note.

Needless to say, those of us already here decided to head immediately to the site. We hope to be waiting for you when you arrive with more wonderful news, and perhaps treasure to inspect! If not, fear not - look instead for our guide, a man called Ramon Rojo, near the docks. He will be expecting you, and will take you to the ruins to join myself and the rest of the expedition!

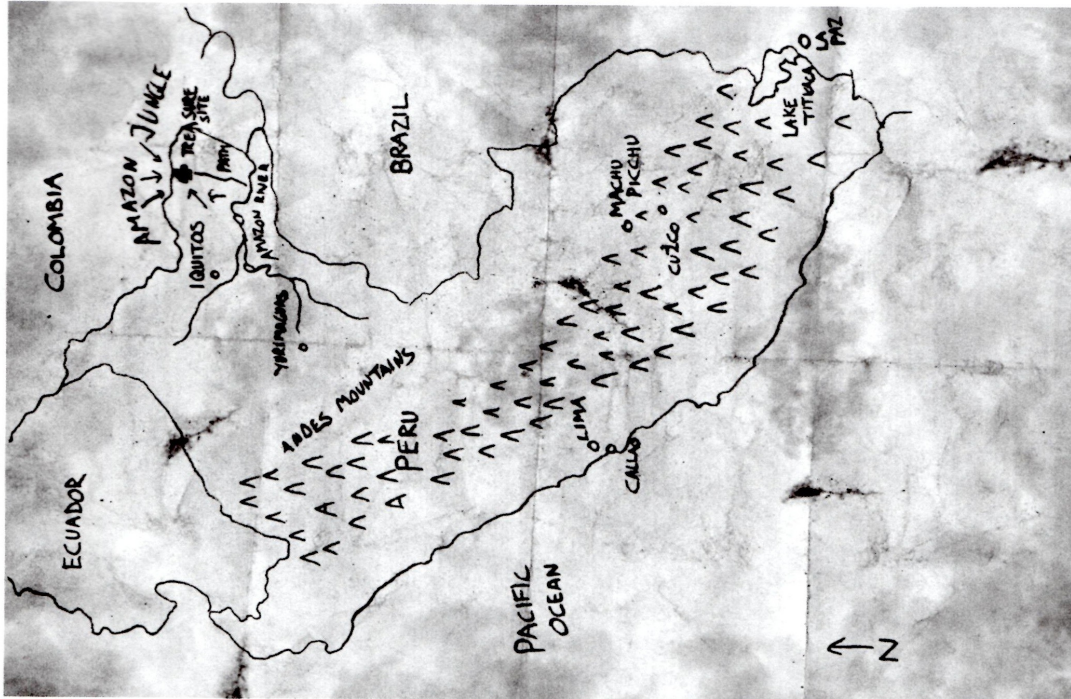
I look forward to seeing you!

Prof. Juan Estrella

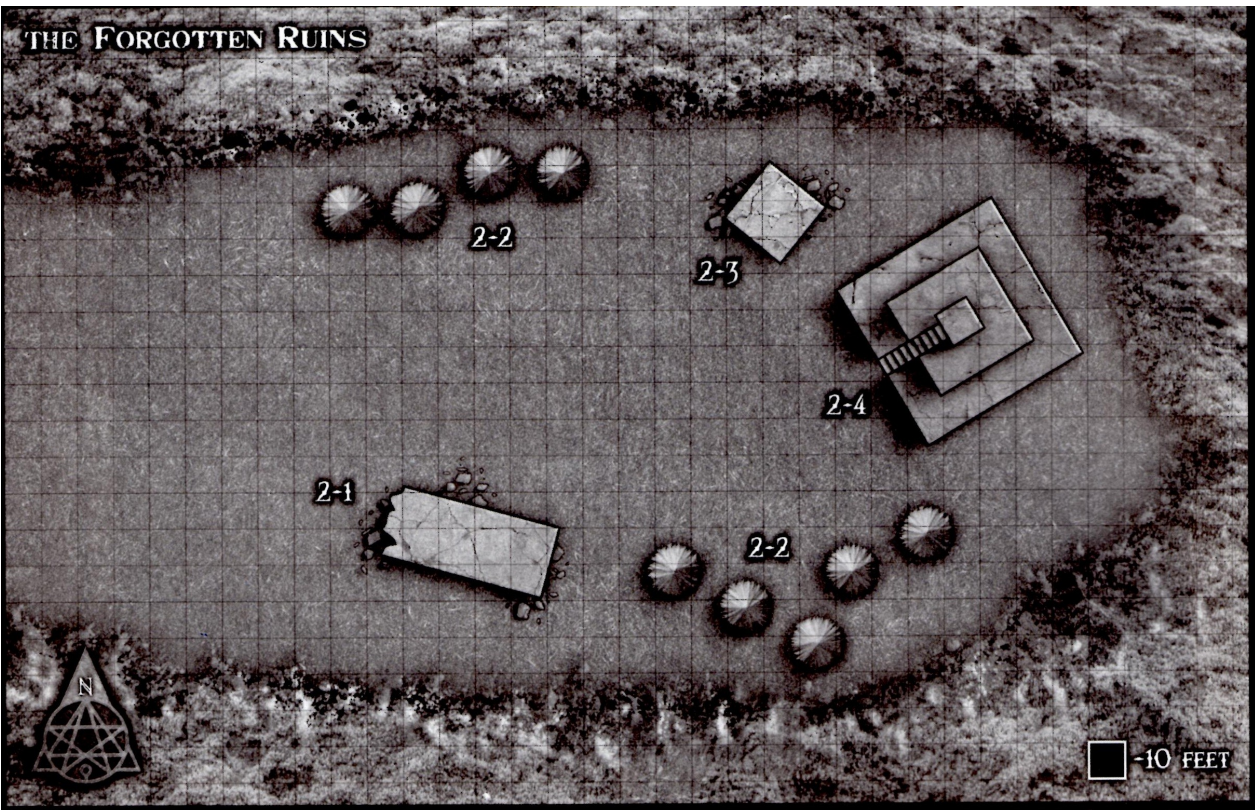
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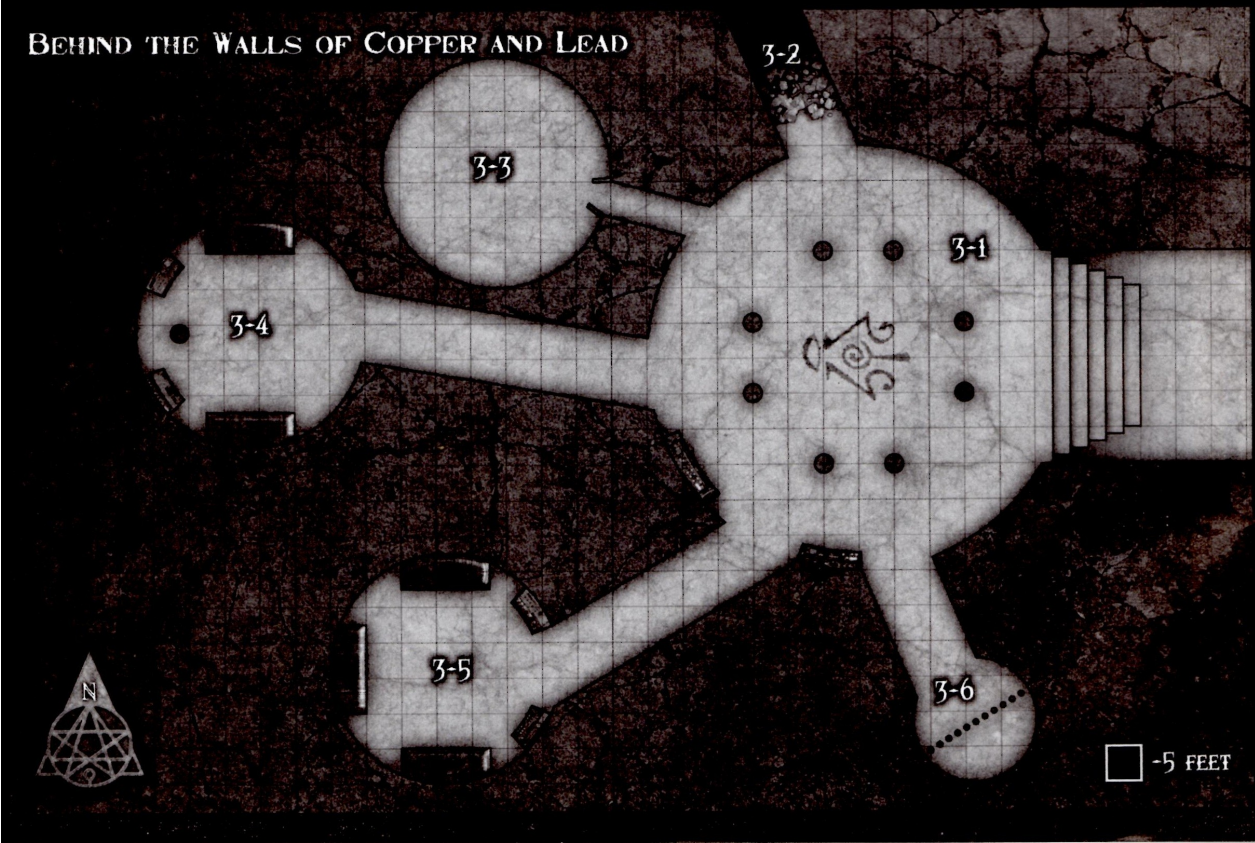
Handout B



THE FORGOTTEN RUINS



BEHIND THE WALLS OF COPPER AND LEAD

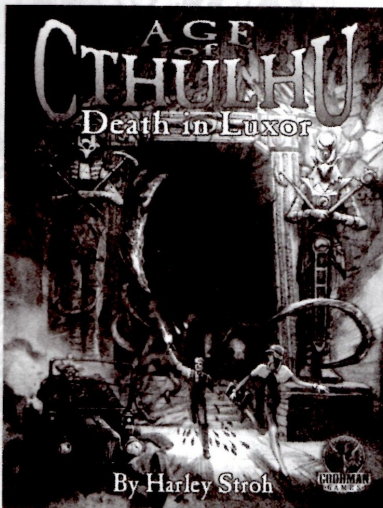


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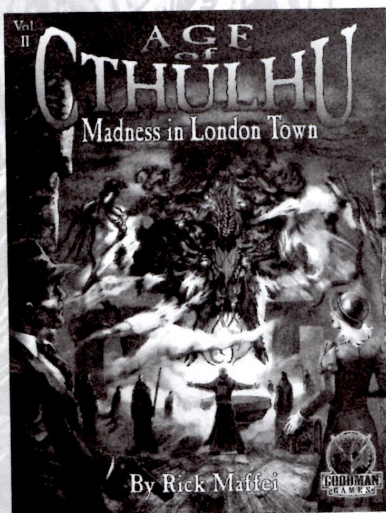
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3,000 years before the birth of Christ, fearful tribesmen raised bloody sacrifices on the Salisbury Plain in honor of a dread god. The skies coursed red with blood, consuming the weak, granting boons to the strong, and seeding ghastly young in the wooded glens about the Salisbury Plain.

50 years after the death of Christ, the Roman legion Legio IX Hispana, led by Gnaeus Hosidius Geta, swept through the region, slaughtering the indigenous Celtic tribesmen. Those that stole the religious artifacts soon succumbed to madness, and the legion vanished from the annals of time.

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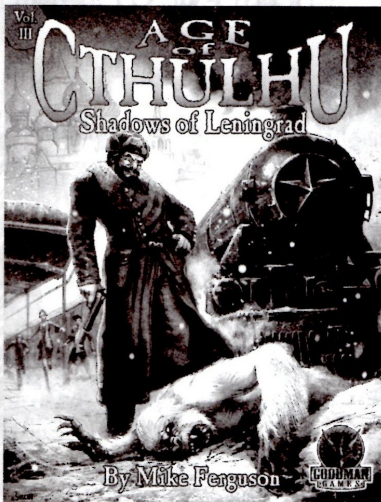
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The death of a brilliant artist summons the investigators to Leningrad, setting them in pursuit of a mystery older than Russia herself. But when each secret revealed brings the investigators closer to madness, is the truth worth the price?

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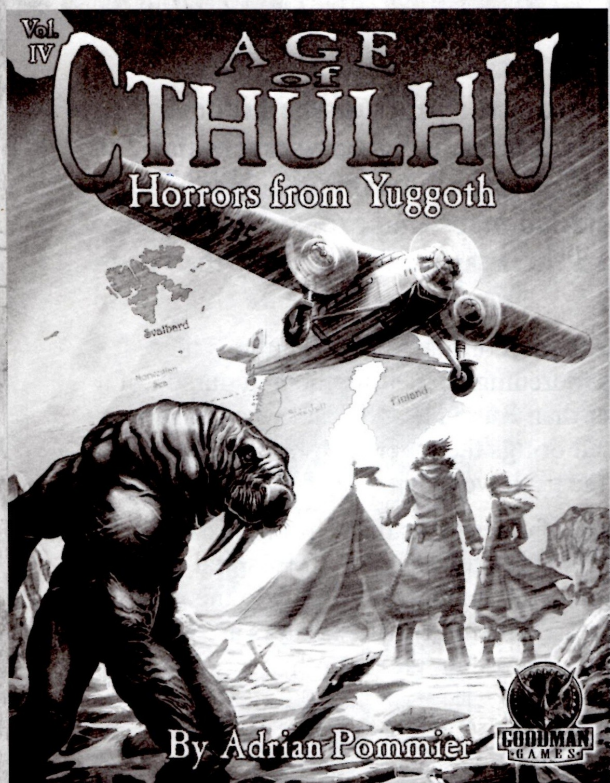
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