

Pagan Publishing Presents:

# Final Flight



written by:  
John H. Crowe III  
edited by:  
Brian Appleton

CALL of  
CTHULHU

Illustrated by:  
Rick Sardina  
Marius Hamilton  
Heather Hudson

# Final Flight

WRITTEN BY: JOHN H. CROWE III  
COVER ILLUSTRATION: RICK SARDINA

EDITED BY: BRIAN APPLETON  
INTERIOR ILLUSTRATIONS: MARIUS HAMILTON  
HEATHER HUDSON

PROOFREADING: BRIAN APPLETON  
DESIGN AND LAYOUT: MARIUS HAMILTON

ART DIRECTION: A. SCOTT GLANCY  
COVER DESIGN AND LAYOUT: MARIUS HAMILTON

PLAYTESTERS: BRIAN APPLETON,  
A. SCOTT GLANCY, BLAIR REYNOLDS

*Final Flight* is published by Pagan Publishing for the *Call of Cthulhu*<sup>™</sup> roleplaying game. This is a work of fiction. Any similarity with actual people or events, past or present, is purely coincidental and unintentional except for those people and events described in historical context. *Call of Cthulhu*<sup>™</sup> is Chaosium, Inc.'s trademarked game of horror and wonder, and is used with their kind permission. Cover artwork ©2008 Rick Sardina. Interior artwork ©2008 Heather Hudson and Mark Kuykendall as appropriate. *Final Flight* is ©2008 John H. Crowe III. Quotations from other sources are copyright the respective authors. Everything else, including *Final Flight* and Pagan Publishing logos is ©Tynes Cowan Corporation. Except for purposes of review, no portions of this work may be reproduced by any means without permission of the relevant copyright holders with the exception of those pages marked "This page may be photocopied for personal use only." All rights reserved worldwide by the copyright holders. If you have questions or comments write to Pagan Publishing, 5536 25th Ave. NE, Seattle WA 98105-2415, USA; or send email to PAGANBIZ@AOL.COM; or call (206) 528-7665; or fax (206) 528-0199. Visit our web page at <http://www.tccorp.com>

LICENSED BY CHAOSIUM, INC. ISBN 1-887797-28-3



# Final Flight

## Contents

|                                   |    |
|-----------------------------------|----|
| Players' Information              | 1  |
| Keeper's Information              | 1  |
| <b>Part I: Flight 101</b>         | 1  |
| Curaçao                           | 1  |
| Pan Caribbean Airways             | 1  |
| Fellow Travellers                 | 2  |
| Boarding and Take-Off             | 4  |
| The Flight                        | 4  |
| Interfering                       | 7  |
| <b>Part II: Green Hell</b>        | 7  |
| Picking Up the Pieces             | 7  |
| The State of the Aircraft         | 7  |
| The State of the Passengers       | 8  |
| The Frightful Encounter           | 9  |
| Inventorying the Aircraft         | 10 |
| The Rain Forest                   | 13 |
| Hopes for Survival                | 14 |
| Burial Detail                     | 14 |
| Organizing                        | 15 |
| Navigation                        | 15 |
| Scouting                          | 15 |
| Escape                            | 15 |
| The Airfield                      | 16 |
| Stealing the Aircraft             | 17 |
| The Village                       | 19 |
| The Prisoners                     | 21 |
| The Hideout                       | 22 |
| The Last Resort                   | 23 |
| <b>Aftermath: Back to Curaçao</b> | 23 |
| SAN Rewards and Penalties         | 23 |
| NPCs                              | 24 |
| Marcial Marcos Dominguez          | 24 |
| Degenerate Serpent People         | 24 |
| Final Flight NPCs                 | 27 |
| Recommended Viewing               | 28 |
| Calendar                          | 28 |
| Character Sheet                   | 29 |

# Final Flight

by John H. Crowe, III

## Player's Information

Pan Caribbean Airways Flight 101 is scheduled to depart Willemstad, Curaçao, at 10:05 P.M. on Monday, July 11, 1938. The destination is the Colombian city of Bogotá. The investigators are passengers aboard this flight.

## Keeper's Information

PCA Flight 101 is doomed. One of its passengers, Marcial Marcos Dominguez, is a Serpent Folk sorcerer in human guise. He is a rogue who has defied a cabal of his brethren based deep in the Amazon rain forest. His former colleagues recently discovered his whereabouts and deduced he would be taking this flight. Not knowing which of the passengers was their quarry, they launched a conspiracy to divert the airliner and force it to land or crash near their concealed fortress.

*Final Flight* is divided into two parts. In Part I, the investigators experience pre-flight activities and the flight itself. Part II is set in the rain forest. The crash survivors must struggle to escape the clutches of the Serpent People while dealing with personal problems, the environment, and the monster in their midst.

The investigators are random passengers on the flight. As such, they can be of most any profession or nationality. They need only have a plausible reason to be aboard the airliner. This means they must be either heading for Bogotá or this city might be an intermediate stop on a longer trip.

Alternately, the Keeper can create a bogus setup that makes the players believe the scenario is at some Latin American destination. Specific character types might therefore be called for. Examples include an archaeological team en-route to survey Inca ruins or scholars heading for some conference in Colombia. The Keeper could even set up multiple destination possibilities geared for specific players if the group is not a unit prior to boarding the airliner. In playtesting, the author used the conference option. He asked the players to pro-

vide characters that would logically attend a public conference on pre-Columbian archaeology at the Colegio Nacional de San Bartolomé (Colombia's largest university). Suitable characters included journalists and a wide variety of academics.

## Part One: Flight 101

### Curacao

Curaçao is the largest island in the Dutch West Indies. The island benefits from agriculture (sugar, corn, fruits, tobacco) and mining (salt and phosphate of lime), but is perhaps best known for its oil refineries. The population of the island group as a whole is approximately eighty thousand, more than 25,000 of which reside in the capital city of Willemstad. The head of government is a governor appointed by the Dutch government.

Investigators who are boarding Flight 101 might be local residents. More likely, they are simply passing through, having arrived at Willemstad by ship or airliner.

The Keeper can start the scenario anytime on July 11. This allows the investigators to settle into the scenario and make any last minute purchases. The city has most modern amenities and its merchants can provide most any reasonable product or service. To speed matters along, the scenario can be started at the airport an hour or so prior to departure. The Keeper might push back the start date if the opening sequence is to be more elaborate or if the scenario is to be tied into a longer campaign.

### Pan Caribbean Airways

PCA is a small, privately owned and operated airline that is registered in Amsterdam. It is based in Willemstad where its fleet of eight assorted airliners operate

| Name                         | Profession    | Nationality  | Age  | Gender | Seat #  | Notes            |
|------------------------------|---------------|--------------|------|--------|---------|------------------|
| <b>Flight Crew:</b>          |               |              |      |        |         |                  |
| Jan de Vries                 | pilot         | Dutch        | 42   | male   | cockpit | controlled       |
| Willem Reedijk               | co-pilot      | Dutch        | 26   | male   | cockpit | controlled       |
| Griet Hals                   | stewardess    | Dutch        | 25   | female | 14 or J | -                |
| <b>Surviving Passengers:</b> |               |              |      |        |         |                  |
| Horst Bierman                | diplomat      | German       | 56   | male   | 5       | Nazi official    |
| Marcial Marcos Dominguez     | physician     | "Venezuelan" | "40" | male   | 12      | monster          |
| Roald Garzas                 | engineer      | Venezuelan   | 54   | male   | 6       | infirm           |
| Soronjita Gonsalvez          | -             | Colombian    | 6    | female | 8       | young girl       |
| Kenneth Hunt                 | businessman   | Canadian     | 36   | male   | 11      | annoying baggage |
| <b>Doomed Passengers:</b>    |               |              |      |        |         |                  |
| Gualberto Hartog             | mechanic      | Dutch        | 22   | male   | 13      | plane mechanic   |
| Hector Alba de Monteros      | businessman   | Colombian    | 39   | male   | 3       | on business trip |
| Gaston Rocard                | naval officer | French       | 61   | male   | 1       | retired/tourist  |
| Sophie Rocard                | housewife     | French       | 54   | female | 2       | retired/tourist  |

routes to Colombia, Venezuela, Panama, Dutch Guiana, British Guiana, and several Caribbean islands.

The most modern airliner in the PCA inventory is the Douglas DC-2. It is a popular and successful machine and is the immediate predecessor to the famous DC-3. PCA operates four of them and it is the airliner which the investigators will take to Bogotá.

Flight 101 is a regular flight that is scheduled to depart Willemstad at 10:05 P.M. on July 11. The scheduled arrival time is 4:15 A.M. on July 12, but delays are common. The airliner has a crew of three: pilot, co-pilot, and stewardess. All are represented by NPCs and are further described on page 27.

Passengers are asked to be ready to board not later than 9:45 P.M. There is room for one or two carry-on bags of reasonable size. These may be stowed under seats or in open frame racks above the seats. Other luggage must be checked and will be stowed in the baggage compartment prior to takeoff. Due to the limited size of the operation, there is no significant chance of luggage being lost.

The Keeper should require a detailed packing list for each player character. The location of each item is also important (worn, carried, in carry-on bag, or in luggage) since this will be important after the airliner crashes. There is no security at the airport beyond a

single uniformed (and unarmed) customs agent. Unless someone blatantly bears a weapon, it is easy to smuggle arms aboard. However, the Keeper is justified in questioning the reasons for bringing arms and, in extreme cases, may prohibit such actions if they are out of character.

### Fellow Travellers

A DC-2 in standard airline configuration normally seats up to fourteen passengers in addition to the cockpit crew. The table on this page is a list of the passengers and crew along with some useful information about each.

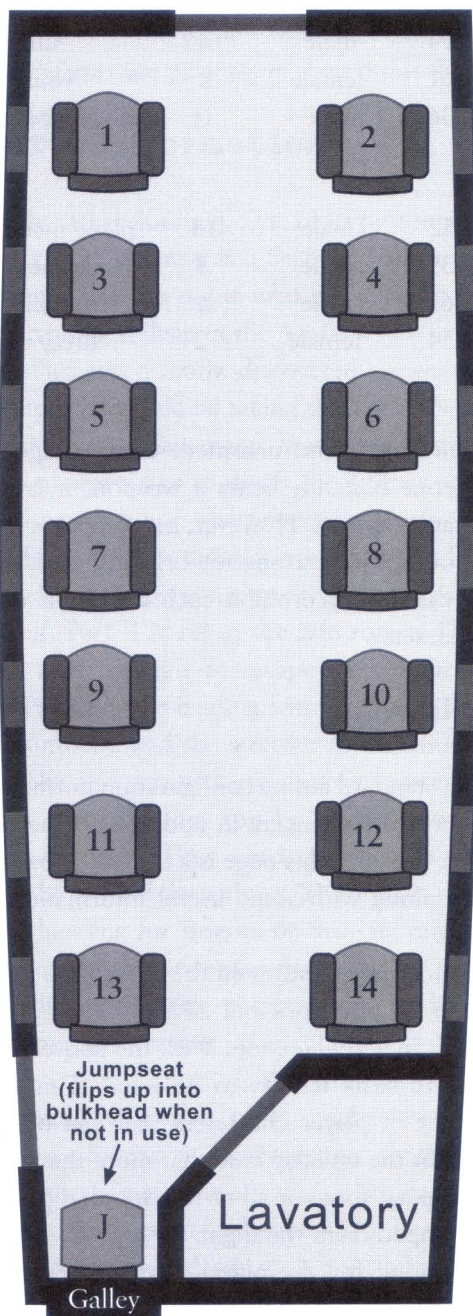
More information on the passengers and crew is on page 27. Survivors and all flight crew also have statistics in the NPC section. With the above nine passengers, five seats remain to be filled. This dictates the number of player characters that can be accommodated. In the unlikely case that more than five PCs are taking part, some or all of the doomed passengers can be bumped from the flight.

Seating for the player characters is assigned at random. Seats 4, 7, 9, and 10 are available. If a fifth PC is involved, Griet Hals will move to a jump seat installed in the rear bulkhead in order to free up

Seat #14. A sixth PC can take Seat #13 and Gualberto Hartog will simply take the next flight. The author strongly advises against the use of more than six players in this scenario.

*Douglas DC-2 : Passenger Cabin*

## Cockpit



## Domination

Among the many medical wonders and horrors of the Serpent People is a wide assortment of mind altering drugs. Flight 101's pilots have been the subject of a type of domination serum that allows them to be manipulated and controlled. This version is a chemical brew in which a genetically engineered parasite has been incorporated. Once ingested or injected, the subject must roll on the Resistance Table. If a CON versus POT roll fails, the victim completely succumbs to the drug within a number of minutes equal to his or her CON. Typically, the serum has a POT rating of 20. Even if the victim succeeds, his immune system causes the body to go into convulsions lasting one to three days and the temporary loss of 1D4 CON. CON returns at the rate of one point per day after the convulsions have ceased.

A victim who does not resist is doomed. The parasite gradually damages brain and nerve tissue. During this time, he or she will do anything the Serpent People say. Orders will be followed to their spirit and letter. The recipient will not look unusual for the first few days. However, one point of INT is lost each week. Eventually this will lead to mental incapacity and, finally, death.

No samples of the drug can fall into the hands of the investigators during the scenario. However, the two pilots are suffering from its effects. Symptoms that might be observed include occasional slurring of speech, a faint disagreeable mildew-like odor, and irritability. Erratic behavior will become evident once the drug has been working on the victim for several days or a few weeks. This is not the case for the pilots since they were only very recently dosed.

When the pilots' bodies are discovered, their blood has a faint, greenish tinge. Autopsies would reveal their brains, nervous systems, and circulatory systems are all suffering from some sort of aggressive, degenerative condition. Examining blood samples under a microscope is startling. The victim's blood is loaded with strange, black amoeba-like creatures that appear completely unnatural. If a dried blood sample is rehydrated, these parasites are revived. Toxicology analysis will reveal a number of unusual chemicals and drugs are in the blood including some with hallucinogenic properties.

## Boarding and Take-off

Prior to any interaction with NPCs, the Keeper should take note of what languages the player characters know. Complete language lists are provided for most NPCs. Communication is likely to be a challenge in this scenario.

The investigators will meet all of the passengers at the terminal or as they board the plane. Unless they go out their way to make small talk, there is little chance of anything more than the exchange of pleasantries. None of the passengers look unusual and all are well dressed. The exception is Gualberto Hartog who is dressed in a clean PCA mechanic's uniform. If asked, he will explain is not part of the crew. He is flying to Bogotá to help repair a PCA aircraft there.

Superficially, the flight crew also appears normal. The stewardess, Griet Hals, is attractive and pleasant. She diligently attends to the passengers' needs and is particularly concerned with a young girl, Soronjita Gonsalvez, who is traveling alone. The PCs are unlikely to get more than a brief glimpse of the pilot and co-pilot. Both are dressed in immaculate blue uniforms and have a professional bearing. For a guide on how evidence of their condition might be observed, refer to the text on Domination on page 3.

Once everyone is seated, the aircraft will taxi out onto the runway and execute a flawless take-off. The airliner is a few minutes behind schedule, but is off the ground by 10:13 P.M.

## The Flight

Under normal circumstances, the flight should take approximately four hours. Once at cruising altitude, Griet will serve coffee and tea and provide basic in-flight services. No liquor is served. Meals are offered, but most NPC passengers are satisfied to simply doze off or engage in a bit of small talk. Griet will turn on the passenger cabin's radio and tune in a Dutch language radio station in Willemstad. The volume will be kept low so to not disturb sleeping passengers. Programming consists of popular music with a brief news report every half hour. When the reception degrades due to distance, she will tune to new stations. The first will be one in Maracaibo, Venezuela, and the second will be in San Cristóbal, Venezuela. Both of these are

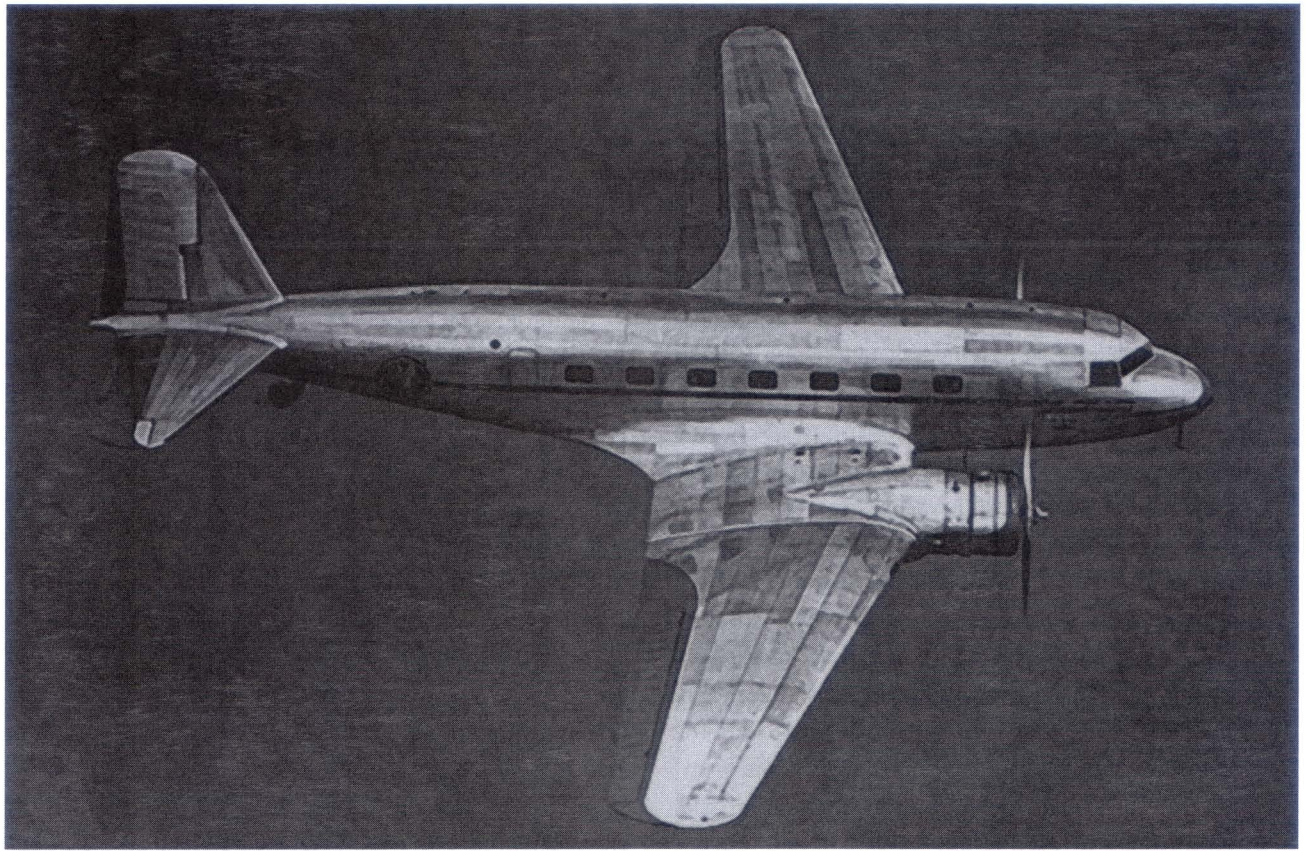
Spanish language, but the program content is essentially the same.

Not long into the flight, the pilot gradually alters course. Instead of flying south-southwest, the aircraft begins to travel south-southeast. This will take it over Venezuela and into Brazilian airspace. Aside from this, nothing untoward occurs in the first two hours of the flight. After two hours, the weather will begin to degrade. The pilots will ask the passengers to fasten their seat belts. Griet will diligently see that this is done. She will also clear any remaining china from the passengers' folding tables. A weather report broadcast from the San Cristóbal radio station will announce that a major storm front is sweeping through western and southern Venezuela and eastern Colombia. Griet occasionally checks with the pilots who assure her that everything is fine. The weather after the third hour is particularly bad. The DC-2 is buffeted by winds and pounded by driving rain. Lightning can be seen in the distance. The pilots eventually announce that they are still on course, but that the arrival time will be delayed. Many passengers, including PCs who fail CONx4 rolls, experience air sickness. Griet helps clear air sick bags when necessary. She otherwise remains belted into her seat at the back of the plane.

Nearly four hours pass when a disturbing report is heard on the radio in the passenger cabin. According to the static-laden San Cristóbal Radio, Pan Caribbean Airways Flight 101 has been reported missing and is believed to have crashed in a remote area of Colombia. The brief report also mentions that a search is being planned for the morning. The report is in Spanish, but can be easily understood by anyone with a working knowledge (40%) or better of the language. Anyone with less than 40% must attempt the roll to comprehend the report. Regardless, the majority of the NPC passengers are fluent in Spanish. Everyone is disturbed by it though a few soon find it to be amusing. It is easy to dismiss as an error. Griet can explain that there is another PCA flight, #104, en-route to Bogotá, and that the radio announcer is probably referring to this one. It, too, is a DC-2.

Unless the investigators intervene, more than five hours will pass before the airliner begins to descend. The weather is still awful, but the rain has lessened a bit. Except for the occasional flash of lightning, everything outside is pitch black. The plane continues





*Douglas DC-2*

### Douglas DC-2

The DC-2 is the successful predecessor to the even more successful DC-3. It is an all-metal, twin engine, low wing monoplane. In its standard airline configuration, it seats fourteen. Typically, it has a pilot, co-pilot, and a steward or stewardess. Rugged, robust, reliable, and economical, it helped usher in an era of profitability in the airline industry.

The passenger cabin is fairly narrow. There are seven rows of seats with an aisle running down the center of the cabin. There is no separate first class section or smoking cabin. Metal frame racks are bolted above the seats. These provide space for carry-on bags. Additional space is below each seat. Seats are numbered 1 to 14 with odd numbers running along the left side of the aircraft from front to back. Seating arrangements are detailed on page 3.

Other features include a rudimentary lavatory and a tiny galley. The lavatory has no mirror or running water. The galley is sufficient to provide in-flight meals for the

passengers and crew. Meals are served on real china with silverware. The baggage compartment is in the rear of the aircraft and can be accessed only through an exterior hatch. It cannot be reached from within the passenger cabin.

Powered by two 875 hp (652 kW) radial engines, it has a top speed of 210 mph (338 kph) and cruises at 190 mph (306 kph). Its maximum range is 1,000 miles (1,609 kilometers). The cockpit seats two and has the most modern instrumentation available. This includes an autopilot.

Except for the aforementioned jump seat for Griet Hals, this DC-2 is a standard model. It has a polished metal finish. The only markings are prominent registration numbers on the fuselage and wings and the red PCA logo on each side of the nose and tail. There is little safety equipment on board save for a few fire extinguishers and a medical kit. These are listed among the items that can be salvaged after the crash.



*How it all went wrong...*

to descend and passengers seated on the left side can briefly glimpse flickering lights in the distance. Those succeeding with Idea rolls will deduce the lights are at ground level. They might be evidence of a town or, even better, an airfield.

What they are seeing are signal fires set by the Serpent People. This is indeed the landing site. It is definitely not where the passengers want to go.

The lights are seen only briefly. A cloud or perhaps a mountain blocks the view. Minutes later, passengers who succeed in Listen rolls will detect the vibrations of the landing gear being lowered. At the very least, Griet Hals will notice this and will later recall this to her PC companions.

Flight 101 now meets with disaster. Lightning strikes the aircraft, causing a power surge through the electrical system. Cabin lights go out and all radio communications are lost. Worse, the right engine bursts into flames. The interior is plunged into darkness with feeble illumination coming from the engine fire outside. Determined investigators might fumble for a readily accessible light source from a conveniently located bag, but the NPC passengers are just content to hang on. The next few minutes are dominated by the screaming of some of the passengers and the pilots' futile struggle to keep the crippled plane under control.

The screaming stops as the DC-2 glides into the forest canopy. Amid the thunderous sounds of rending metal and shattering trees, the aircraft smashes to the forest floor. The broken wreck slides a few hundred feet before coming to a grinding halt. Moments later, all is silent save for the sound of rain hitting the fuselage.

### Interfering

In all likelihood, the above description is how the flight will end. However, some investigators may not be content to allow events to happen. Over Griet's objections, they may try to meddle with the pilots. For them to do so will likely require them to use force to get by a perfectly reasonable and professional stewardess. If the situation gets really out of hand, some of the NPC passengers might pitch in to support Griet. Gaston Rocard is most likely to do so. He is seated close to the cockpit. As a retired naval officer, he is confident and will intervene to keep the peace.

If they do get to the cockpit, they might see unusual symptoms previously described. They may even get into a struggle with de Vries and Reedijk. The two controlled pilots will have already anticipated this. Unless they are attacked early in the flight (exceptionally unlikely), they will have disabled the cockpit's transmitter. This is the plane's only means of communicating with the outside world. Later examination will reveal the radio tubes are smashed. Without replacements, there is no way to fix the radio. No spares are on the plane.

Except for de Vries and Reedijk, none of the NPCs are professional flyers. Unless a player character is a qualified pilot and navigator, a struggle with the pilots is unwise.

## Part Two: Green Hell

### Picking Up The Pieces

Flight 101 crashes miles from where the Serpent People intended. The battered wreck has come to rest against a low embankment. Visibility is nil. The dense forest canopy prevents any meaningful amount of light from reaching the ground at night. Combine this with the heavy overcast and rain and the result is complete and total blackness. The one benefit of the rain is that the engine fire was extinguished. Though the survivors can't be sure, there is no chance of the aircraft burning or exploding. Approximately 90% of the fuel had already been consumed and the fuel tanks were ruptured during the crash.

### The State of the Aircraft

During the crash, the DC-2 lost its starboard (right) wing just inboard of the engine. A later search will locate the fragmented wing and engine some two hundred yards to the north. The port (left) wing broke off outboard of the engine during the final impact. The severed wing section lies just behind the aircraft. The tail section also broke during the final impact, but was not completely

severed. This caused approximately half of the luggage in the baggage compartment to spill onto the forest floor. Most of the luggage is now exposed to the elements, but is otherwise intact. Easily breakable objects in the baggage compartment (e.g. bottles, cameras, photographic plates, glassware) are almost certain to have been damaged or destroyed unless packed especially well.

The most graphic damage occurred to the flight deck. During the plunge through the trees, several large tree limbs punctured the cockpit and a particularly large piece sheared through the left side. The pilot was decapitated and the pulverized remnants of his head can be found against the rear cockpit bulkhead. The co-pilot is also dead, having suffered several deep puncture wounds and lacerations from metal and limbs. Most of his blood volume has drained out onto the cockpit floor. Both suffered scores of cuts from windscreen glass. Some of the limbs also penetrated the front portion of the main cabin, affecting passengers in the first two rows of seats. The cockpit and forward passenger compartment are in complete shambles. The rest of the passenger cabin is in disarray, but is comparatively intact. The only means of exiting the aircraft is through the shattered cockpit and out the rear (port side) passenger door. The forward exit is jammed shut. Exiting through the cockpit can result in dangerous cuts due to exposed, razor sharp metal and broken glass.

Even a cursory examination of the aircraft reveals it will never fly again. Neither the cockpit transceiver nor the passenger cabin radio can be repaired.

### The State of the Passengers

Several passengers are dead. Most other passengers have suffered at least minor injuries. Despite this, the survivors can count themselves extremely lucky to be alive. Few crashes under such circumstances would have resulted in anyone surviving.

Three passengers at the front end of the aircraft have succumbed to massive trauma. Hector Alba de Monteros lost his right arm at the shoulder and has suffered numerous broken bones and internal injuries. He dies of shock and blood loss within moments of the wreck coming to a halt. Gaston and Sophie Rocard fared no better. Both were struck by the same massive

limb that decapitated the pilot. They were dead before the aircraft hit the ground. Gualberto Hartog is also dead. Though he was seated at the back of the aircraft and was in comparative safety, the impact broke his neck. He otherwise bears no obvious injuries. The remaining NPCs and all player characters have survived though most are injured in some way.

Each PC must attempt a Luck roll. Those who succeed each take 0 to 5 hit points of damage (1D6-1). Those who fail take 1D6+1 points of damage. Fumbles result in 1D8+1 damage. One to three hit points represents general bruising, cuts, and abrasions, but nothing that is debilitating. Those who take four to six points suffer deep bruising, mild concussions, moderate lacerations, and the like. These injuries are not life threatening, but will limit activity until successfully treated with First Aid skill. Anyone taking more than six points suffers a debilitating injury such as a broken arm or leg, whiplash, or cuts amounting to moderate blood loss. Even after it is treated, the injury should have an impact on activity. In no case should a player character be killed by the crash or so severely injured as to be unable to play a moderate to major role in the scenario.

### Griet Hals

Griet survived uninjured, but had the wind knocked out of her. She will remain semi-conscious for several minutes. Smelling salts will bring her around, but she will be sluggish and of little help for at least ten minutes. Afterwards, she will be extremely useful and cooperative. Once she has recovered, she will have her full quota of hit points. Note that her chief concern will be the welfare of Soronjita Gonsalvez.

### Horst Biermann

Horst is covered with Hector's blood. He has suffered a laceration at the scalpline and numerous bruises and contusions. Blood has flowed across his face, suggesting to casual observers that he is dead or dying. Though unconscious, his injuries look worse than they are. He has taken four hit points of damage. A successful First Aid roll can restore some of this damage and will involve cleaning, stitching, and bandaging his scalp wound. Once he has received basic medical treatment, he will be calm and useful.

### Marcial Marcos Dominguez

Dominguez is the unknown monster on board Flight 101. A complete profile of him is on page 24 and more information is in the NPC section.

Dominguez suffered only minor injuries. This was sufficient to dispel his illusory disguise. In the moments after the crash, Dominguez no longer appears human. He appears as a full-blooded Serpent Man wearing flowing, dark green robes. Fortunately for him, his transformation is masked by the darkness. More on the ramifications of his change and the possibilities of noticing it are on page 11.

### Roald Garzas

Before the crash, Roald was infirmed. He suffers arthritis in both knees and is in constant discomfort. The crash has not improved his condition.

Roald has suffered moderate and debilitating injuries (eight hit points of damage) though none are immediately life threatening. His right arm is fractured just below the elbow and he has suffered a boxer's break (a mild fracture) in his right hand. He also endured a mild concussion and numerous minor bruises and contusions. Bleeding is minimal and he will be unconscious for at least an hour unless revived. Successful First Aid will result in a splint for his arm and a wrap for his hand. Roald can be of minimal help for the first day. Thereafter, his injuries will limit his activities.

### Soronjita Gonsalvez

Soronjita is the six year old daughter of Juan and Agostina Gonsalvez of Bogotá. She is returning from a trip to Willemstad where she was visiting her grandfather, Eduardo Gonsalvez, an engineer at one of the island's refineries. Griet Hals is responsible for her and is supposed to release her to her parents after landing in Bogotá. During the flight, she is a quiet and pleasant young girl and is obviously happy and well cared for. This was her first trip out of Colombia and is only her second flight. Though dazed by the crash, she is uninjured.

### Kenneth Hunt

Hunt should have been seated in the baggage compartment because that is what he will be for the duration of the scenario. Except for minor bruises, he is uninjured.

Hunt manifests some of the worst attributes in humanity. He is a drunk. He is lazy. He is a coward. Unless forced at virtual knifepoint, he will do nothing to help the group. When possible, he will drink every drop of liquor he can find. Food rations are not safe in his presence. Given the opportunity, he will even steal food from young Soronjita or injured survivors. Threats and coercion are the only way to move him to action. At best, the group can expect little more than griping from him. At worst, he will imperil their lives by consuming resources and even revealing their position.

### The Frightful Encounter

With all that has transpired, there is yet one more unforeseen element...Marcial Dominguez. Consume Likeness is a reliable method of providing a very convincing disguise. The chief means of unmasking a user of this magic is to inflict physical harm. When even a comparatively minor injury is suffered, the illusion dissipates, revealing the user's true form and appearance.

The bone jarring crash hurls Dominguez against the seat in front of him despite the belt holding him in place. The force of the impact briefly stuns him. Shards of window glass lacerate his face and both arms, resulting in mild bleeding. Fortunately, the seat belt prevents him from being tossed through the compartment, but it also causes painful abdominal bruising. Any one of these injuries might be sufficient to knock out his spell. The combined effect is to guarantee this. The end result was the loss of three hit points.

Initially, Dominguez is dazed and unaware of his predicament. The breaking of his enchantment causes further stress. He must rest for 1D3 hours before he can renew it. Fortunately for him, it is pitch black and no one will see him until a light source is brought out.

Dominguez's challenge is to discover his problem and restore the spell before anyone notices. Given that he must rest first, he will almost certainly attempt to escape rather than stand his ground. He does so through the rear exit, carrying with him his medical bag and precious walking stick.

Depending on how decisive the player characters are, they may be able to illuminate the passen-

ger cabin before Dominguez can gather his wits and escape. This is largely dependant on how events transpire.

If someone brings out a light, there is a variable chance of seeing Dominguez. Further, each witness will probably have a different perspective of the creature. Guidelines on what is seen are provided below. The Keeper should go outside these as circumstances dictate.

#### **Light Source: Cigarette Lighter**

Unless the lighter is brought close to him, nothing can be seen except for a figure in Dominguez's seat. He can escape without having his true form revealed. In this case, he may be able to return to the group once his guise is restored. He'll make some sort of excuse, perhaps claiming he was dazed and out of his mind. He might also claim he feared the plane might explode. Once outside, he got lost and took time to relocate the wreckage.

#### **Light Source: Flashlight**

If shined directly on him, anyone succeeding in a Spot Hidden roll may get a fairly clear look. Suggested witness descriptions are provided in the boxed text on page 11.

#### **Light Source: Lantern**

Though one is not available, it is possible a player character brought a lantern or other light source along that is superior to a flashlight. If so, those who succeed in Spot Hidden rolls may get even better looks at the monster. See the boxed text on page 11 for some suggested witness descriptions.

### **A Confrontation**

Dominguez will probably escape. However, if he is detected quickly, he might be cornered or even attacked.

The unmasked sorcerer will do what is necessary to defend himself. However, he will appreciate the need to work with the furless monkeys on the plane. If he can open a dialogue rather than fight, he will attempt to do so. Otherwise, he will do his best to fight his way free. His walking stick can be an effective

weapon and his spellcasting abilities are formidable. However, his need for rest will limit his ability to cast spells within the Keeper's discretion.

Note that if the investigators are not willing to converse or negotiate with Dominguez, he is most likely to flee the aircraft and disappear forever into the rain forest. Without his help, the group's survival chances will diminish considerably.

### **Inventorying the Aircraft**

Given time and effort, the survivors can collect a fair amount of useful material from the crippled airliner. The baggage compartment is largely intact so most luggage can be salvaged. Bodies of the deceased and carry-on luggage can also be searched.

#### **Cockpit**

The mangled remnants of the cockpit contain several useful items. To locate each requires a successful Spot Hidden roll. It can take up to an hour to search this area. It will involve handling, moving, and perhaps even removing the remains of the pilots. SAN loss in doing so is 0/1D4. No SAN is lost if the subject is already used to such duties (e.g. morticians, surgeons, combat veterans). Items that can be found include:

- 1 Very Pistol (single shot 40mm flare gun)
- 1 box of ten 40mm white star flares
- 1 3-cell flashlight (the partially charged battery can last up to two hours)
- 1 spare 3-cell battery (three hour life span)
- 1 small fire extinguisher

The pilots' bodies have nothing of use. Notably, no navigational charts or maps can be found.

#### **Main Passenger Cabin**

Given an hour or so of work, the following can be extricated from the airliner's stores:

- 12 cotton blankets
- 12 small goose down pillows
- 1 first aid kit (a water resistant canvas satchel containing several medium and large size bandages, a small suture kit, a one pint bottle of rubbing alcohol, one small vial of mercurochrome (weak antiseptic), scissors, penknife, bottle of 100 aspirin tablets, small

### Witnessing Dominguez's true form

The detail and accuracy of a witness' description of an undisguised Marcial Dominguez is affected by the result of a Spot Hidden roll, the observer's orientation and position in the aircraft, and the extent of his or her injuries. Those who are close to the front of the DC-2 are not in a good location to view Dominguez. Those near him are, but must be facing the correct direction.

Spot Hidden rolls should be made outside the view of the players. If the Keeper has the players roll them, the dice should be tossed behind a screen so only the Keeper can see the result. This makes it more of a mystery as to who is getting the best information. Failed Spot Hidden rolls result in nothing more than Dominguez's form being seen in his seat. Nothing unusual or sinister is perceived.

The following are eyewitness descriptions of Dominguez in ascending order of accuracy. The Keeper should feel free to modify them as needed. No two witnesses should perceive the exact same thing. This is a basic fact of how eyewitness observations work and has nothing to do with the supernatural. The author advises the Keeper take each player aside to secretly provide a personalized description.

**Account #1** Dominguez appears to be badly injured. His head glistens and is dark, as if it is soaked with blood. If the eyewitness is close to him, he or she may notice (1) Dominguez is draped in a blanket and (2) he is moving.

This witness is misinterpreting Dominguez's ophidian head by assuming he has suffered a head injury. The "blanket" is Dominguez's flowing robe. This account may be experienced if the witness only marginally succeeds with the Spot Hidden skill.

**Account #2** Dominguez has apparently donned some strange hat or cap and is wearing different clothes. This may be a prelude to his exiting into the storm.

Again, the witness is misinterpreting the ophidian head and clothes. This account may be experienced with marginal success in Spot Hidden skill.

**Account #3** Something strange is going on. That guy at the back of the plane (Dominguez) looks very different. Perhaps he has suffered some sort of catastrophic facial damage. If a follow-up Idea roll succeeds, the observer should attempt a SAN roll for seeing a living, breathing Serpent Man (0/1D6 loss). Only half the points are lost initially since there is some lingering doubt. If the witness moves to investigate or Dominguez comes into better view, the rest of the SAN is lost. This account is experienced by someone who succeeds with Spot Hidden skill at around half the normal chance of success.

**Account #4** Hmmm. The gentleman at the back of the plane appears to have changed his clothes. Something is wrong with his head. A mask, perhaps? If a follow-up Idea roll succeeds, the observers loses 0/1D6 SAN when he or she realizes this is no mask. This is experienced by one who succeeds in a Spot Hidden roll at less than half the normal chance of success.

**Account #5** It's a monster! Lose 0/1D6 SAN. This is perceived if the Spot Hidden roll is made at 20% or less of the normal chance of success. The details of the description should vary from person to person (color of the hide, whether or not a tail is seen, whether or not there are scales, general size, etc.).

bottle of smelling salts, cotton swabs and pads, and a dozen assorted small adhesive bandages.

1 3-cell flashlight (battery can last up to three hours)

#### Carry-on bags

Bags belonging to NPCs contain the following notable items. This is in addition to toiletries, clothing, and other items of limited utility. All of these bags can be found in the passenger cabin.

4 cigarette lighters

2 four fluid ounce cans of lighter fluid

2 boxes of wood friction matches (total of 86 matches)

4 books of kitchen type matches (total of 79 matches)

1 penknife (1D3+dm damage if used as a weapon)

#### Galley

In ten to fifteen minutes, the useful contents of the galley can be gathered:

## NPC Profile: Marcial Marcos Dominguez

Dominguez's true identity is Sthannakai, an ageless Serpent Man sorcerer and scientist. He is brilliant and keenly observant. As a sorcerer, he is highly skilled and very powerful. His language skills are particularly good. Languages are easy for him to learn and retain, even after decades of disuse.

Twelve years ago, Sthannakai took on a new identity. Through the use of the spell Consume Likeness, he assumed the guise of a murdered Venezuelan. He then quietly developed a career in mainstream academia as a research scientist. With access to laboratories at the Central University of Venezuela (Universidad Central de Venezuela) in Caracas, he has the ability to continue studies he hopes will lead to the rejuvenation of his species.

As Serpent People go, he is comparatively benign. Though he is contemptuous of humanity, he bears no ill intent toward the species as a whole. He periodically murders people, but this is infrequent. In most cases, it is because he needs a specific subject for a spell or experiment (such as Consume Likeness). More rarely, he eliminates people he believes threaten his safety.

During the scenario, Dominguez's primary objective is to survive and escape to civilization. He has no intention of returning to his life in Caracas, correctly believing that his cover is blown. The last place he wants to be is in the clutches of his peers. Given the opportunity, he will do what he can to cooperate with the human survivors of Flight 101. If he is unmasked, he might still try to ally with them if they appear to be willing to consider this. Working with Dominguez is the group's best chance to survive. Without him, their chances greatly diminish.

Dominguez provides a host of assets to the group. He has numerous useful skills and is physically resilient. His belongings are also useful. They include...

### Mahogany Walking Stick

This silver-handled, steel-tipped, polished mahogany walking stick is enchanted, having been crafted through the use of the Enchant Cane spell. Except for Dominguez, anyone who touches the stick for more than thirty seconds begins to lose POW at the rate of one point per minute. The cane gains a magic point per point of POW drained. If held against a helpless victim, death from POW loss can be the end result. POW drain is unpleasant, particularly if more than a point or two is lost.

The stick currently contains forty magic points and can hold up to 100. If used as a physical weapon (requiring Small Club Attack skill), it does 1D6+dm damage. It counts as an enchanted weapon if used against creatures that are only affected by such. Dominguez keeps his precious walking stick close at hand at all times. Given the opportunity, he might recharge his walking stick by holding it to invalid or crippled crash survivors while they are unconscious.

### Medical Bag

This non-descript, leather doctor's bag is stowed under Dominguez's seat and survives the crash. If forced to quickly exit the aircraft, he will grab this bag. It contains a variety of chemicals, drugs, serums, and formulæ. Many are mundane and common substances including a flask of distilled water and a bottle of rubbing alcohol. A one ounce vial of sulphuric acid is the only mundane substance that is dangerous. The amount is small. If splashed on living tissue, it will do one hit point of damage in each subsequent round for 1D3 rounds.

Among the more exotic substances are a flask containing one-pint of a golden-colored liquid (Space-Mead), two sealed one-pint glass jars containing monstrous specimens (described below), and one small vial containing two fluid ounces (1/8 of a pint) of a translucent green liquid (Carotid Toxin).

The two specimen containers are nondescript glass jars that have been hermetically sealed with lead. Each is wrapped in cotton cloth and twine. One contains a murky fluid in which is suspended an indistinct mass. If opened, the mass turns out to be a pickled monkey fetus. The specific species cannot be easily determined. A successful Zoology roll reveals that it is probably a mutated specimen of a South American monkey. Nothing more can be learned without an examination under laboratory conditions. Though gruesome, it causes no SAN loss.

The second specimen is suspended in a brownish soup-like liquid. Though translucent, the best that can be seen is a mass similar in size to that of the first jar. Examining the specimen outside the jar reveals it is a monstrous human fetus. SAN loss is 0/1. A successful Medicine roll reveals the fetus was at perhaps four months development prior to death. It has a scaly texture to its skin and has a mottled green hue to its flesh. The eyes are wide open and appear like those of a cat or snake.



6 one quart thermoses with a total of just over two quarts of coffee

The equivalent in foodstuffs of six to eight meals

12 full sets of eating utensils (knives, forks, spoons)

1 small fire extinguisher

### Bodies

A search of the deceased provides little of use. Gualberto Hartog carries a folding pocketknife. Though it is a useful tool, it is an inadequate weapon that does only 1D3+dm damage. Gaston Rocard has a small pocket bible with silver crucifix.

### Baggage Compartment

About one third of the baggage has spilled out of the aircraft. Most of the rest is exposed to the elements. A thorough search by one person can take up to three hours. Not more than four people can work on this simultaneously. A coordinated effort with suitable light can reduce the search to less than an hour.

Most suitcases and trunks contain clothes, toiletries, and other mundane travel items. Most is of little use. None of the NPC passengers packed outdoor clothing. Useful or curious items include:

1 six-shot .22 caliber target revolver (in Roald Garzas' suitcase; there are no cartridges for it; it is not loaded)

1 tool box containing basic mechanical and engine repair tools (belonged to Gualberto Hartog)

Dominguez's leather suitcase. It contains:

- thirty carefully packed vials and bottles containing assorted mundane chemicals (none are useful in the scenario)

- a set of surgical tools (e.g. scalpel, hemostat, probe, bone saw) in a leather case

- a set of port mortem knives in a leather case

- clean white lab coat

- paper bag containing four pairs of clean surgical gloves and two surgical masks

- a small box containing a veterinarian's syringe and four spare large bore needles

- one carefully packed bunsen burner

- one bottle of rubbing alcohol (in a cardboard box)

- one box of fifty friction matches

Packing materials consist of cotton cloth and old Caracas newspapers. This has effectively protected the contents. The suitcase remained in the baggage compartment and is sheltered from the elements.

### Fire Extinguishers

Both fire extinguishers are small, brass devices that are twelve inches tall and three inches in diameter. Each is filled with carbon tetrachloride, a commonly used and very effective fire suppressant. Unfortunately, carbon tet is highly toxic and was removed from the U.S. market in the late 1950s. In enclosed spaces, such as the DC-2's passenger compartment, it can cause death if inhaled or absorbed through the skin. If heated, its vapors can turn into phosgene, a highly toxic gas that was used as a chemical weapon during the Great War. Even if not fatal in the near term, the substance is a carcinogen.

It is extremely unlikely anyone aboard the aircraft knows this about the fire extinguishers. However, they could be effective weapons against enemies who are in huts or the aircraft. Puncturing one with a bullet or an effective tool can cause it to burst. Though it won't explode like a bomb, expelling its full contents in a confined space can do much to kill, incapacitate, or drive off enemies. As a general guide, a concentration of the vapors act as a POT 12 poison that can sicken or kill humans and Serpent People. Even if the toxic properties are resisted, anyone in an enclosed space will have to vacate or risk suffocating. The specific effects are in the hands of the Keeper.

### The Rain Forest

Commonly called "jungles" at the time of this scenario, rain forests are tropical forested regions benefitting from high annual rainfall, high humidity, and a high degree of biodiversity. The Amazon basin contains the largest rain forest in the New World. Much of it remains poorly explored beyond the immediate area of navigable rivers.

For visitors unaccustomed to the environment, the region is very difficult and uncomfortable. The trees are immense, ranging as much as 150 feet in

height. Several layers of growth form a canopy that effectively limits the amount of sunlight that reaches the ground. Plantlife on the forest floor is fairly minimal with ferns being very common. This helps with mobility, but also means the forest is pitch black at night.

Despite their size, trees have only shallow root layers. This is due in part to a mineral hardpan that has developed just below the surface soil. The hardpan is very hard to penetrate with conventional hand tools. To attain such heights, trees have evolved buttress-like structures that provide a broad, stable base.

The survivors will have to endure numerous unpleasant conditions. Rain is common. Even when it is not raining, moisture commonly drips from the billions of leaves above.

Insect life is a constant annoyance. Most species tend to grow larger than comparable cousins in more temperate regions. Mosquitoes are the exception. They are smaller and swarms are sure to plague the survivors. Food that is improperly packaged will almost certainly attract cockroaches.

In the long term, any of a host of tropical diseases could plague the survivors. Parasites and various fevers could ultimately claim the lives of any who succeed in escaping the Serpent People. Left untreated, a simple cut can become infected and cause death in days.

Perhaps the most tangible animal threats are snakes. Many venomous species are present including the South American Bushmaster and the Surucucu (a variant of the deadly bushmaster). Some consider the Bushmaster to be the deadliest snake in the world. Its venom causes massive internal bleeding. Note that not all bites inject venom. Tests done on North American rattlesnakes (a pit viper like the Bushmaster) have shown that approximately thirty percent of bites inject no venom at all. The Keeper should consider this if one of the survivors is subjected to a snakebite. The poison POT rating of a Bushmaster should vary depending on the amount of venom injected and where the victim was struck. It can potentially be as high as 18.

Although the rain forest is an obstacle more daunting than the Serpent People, it can be survived. For suitably knowledgeable characters, it provides many opportunities for foraging. Large game is elusive, but many nutritious fruits and berries might be found. The trick

is to distinguish them from those that are toxic. Insects such as grubs and ants are easily found and are an excellent, if unsettling, source of protein. An investigator who is an outdoorsman with experience in the region can be the single most vital member of the group. Similarly, a knowledgeable botanist can prove to be more valuable in the long term than all of the NPCs combined.

## Hopes for Survival

Initially, the survivors will likely tend to the injured and assess any immediate needs and dangers. When the threat of fire or explosion has been dismissed, the broken fuselage is the logical place for everyone to gather. It is a ready-made shelter from the incessant rain and is the only dry place immediately available.

Come morning, the rain will slacken to a steady drizzle. Filtered through the forest canopy, this becomes a ceaseless and annoying trickle from countless branches and leaves. A variety of activities may be conducted after dawn. Though the canopy and overcast provides fairly deep shade for as far as the eye can see, it is not so dark as to not be able to move around or work.

Activities and options include...

## Burial Detail

The dead must be buried. To not do so is contrary to the accepted norms of the day. Further, the corpses are already putrifying and will soon make life unbearable within the aircraft. Enough ambulatory survivors should be available for burial detail. This exhausting exercise will take less time than anticipated. About a foot below the surface is the aforementioned hard pan. It is very difficult to penetrate with hand tools. Given the situation, shallow graves are the only practical option. Two or three people can complete the burials within an hour. The players should receive quiet praise for good roleplaying if their characters hold a religious service. Generous Keepers might consider awarding an extra bonus SAN point at the scenario's end to those who take part in this activity and perhaps 1D3 for the individual who suggested it.

## Organizing

Healthy investigators are in a good position to take charge. Griet Hals will be too busy caring for Soronjita to play a leadership role. Horst Biermann is a natural leader, but his injuries will initially incapacitate him. Once he has recovered, he will defer to anyone who has already taken charge.

If one or more player characters fail to take charge, Marcial Dominguez or Roald Garzas might try to take charge. Dominguez can do so only if he has not been unmasked. Even so, his credibility might be suspect if he was seen fleeing the aircraft. Roald Garzas is a decent and respectable man, but is not well equipped to lead. He can be counted on to be indecisive. He is also likely to make poor choices. If Kenneth Hunt somehow gets in charge, his incompetence will doom the survivors.

Early activities include inventorying the aircraft, collecting useful gear and supplies, rationing provisions, determining who has useful knowledge or skills, tending to injured passengers, and scouting the area. More long term activities can include foraging, lighting signal fires (which signal no one but the villains), and establishing a more permanent or comfortable camp. The most unusual activity may be to ally and work with their resident Serpent Man, Marcial Dominguez.

## Navigation

Unfortunately, there is no way of pinpointing the aircraft's location. No one can even be sure what country they are in.

The most practical means of escape is to locate any form of running water. By traveling downstream, one is likely to eventually come across even larger streams that ultimately lead to the ocean. Human habitations tend to be along rivers so this is the best means of reaching civilization. The challenge is to (1) think to do this and (2) to find a stream.

Once the weather is clear enough to travel, ambulatory survivors can fan out to locate a stream or signs of human activity. Climbing a tree to get a better vantage point does no good. Aside from the inherent danger, the forest is too dense to permit long distance viewing.

If the group does not come up with some sort of plan to keep in contact with each other, it is easy to get lost. A few NPCs may unwisely suggest that the group fans out with no precautions. This is likely to lead to someone getting lost or even being captured or killed by the degenerate Serpent People.

In searching the area, the survivors can find a primitive airfield in one direction and a bare trickle of a stream in another. The airfield houses one serviceable aircraft while the stream offers the chance of hiking out. More on both options is given later.

## Scouting

At some point, the group will probably send people out to seek assistance or forage. In the seemingly endless forest, there are only a handful of things to find. The map on page 20 provides a graphic representation of the area.

Foragers and scouts can find some or all of the following:

1. Stream
2. Airfield
3. Primitive Village
4. The Hideout

The stream is several miles away from the crash site. If discovered, following it downstream can eventually lead to civilization. Such a trek is lengthy and extremely hazardous. Without proper provisions and equipment, surviving such a march is not realistic. The stream is not navigable, even by rafts, for at least thirty miles.

The airfield is described in the next section. It provides the best and most immediate means of escape.

The primitive village is also described later. In it, the group may find a few surviving captives who have been turned over to the degenerate Serpent People as rewards for service.

The hideout is described later and is the well constructed lair of the Serpent Folk sorcerers and scientists. It is difficult to locate and will probably not be found.

## Escape

Only two reasonable options exist for escaping: flying and hiking. Once the airfield is located, the group

might opt to repair and steal the only serviceable aircraft there. This means some of the survivors will be left behind. The alternative is to walk. A trek through hundreds of miles of rain forest, even if some of the mileage is covered via a makeshift raft, is unrealistic. The option may appear to be plausible if the investigators are unaware of how deep they are in the wilderness. Questioning the prisoners of the Serpent People (discussed later) should dispel any notion that they can simply walk out.

Survival via a combination of walking and rafting is remotely possible and is not necessary to roleplay out. If the investigators choose to avoid the airfield, the village, and the Serpent People, they can start the trip at the stream marked on the map. Once they have travelled more than several days to a week, it is too late to turn back. By the time they were to return to the airfield, disease, malnutrition, exertion, and the environment would have taken too much of a toll for them to have any reasonable chance of survival. Persisting in the trip can be resolved with a simple die roll. Anyone who rolls a natural 01 on percentile dice will survive long enough to reach a mining camp some two hundred miles away. All others perish. Those weakened by injury, age, or illness have no chance even if a 01 is rolled. A generous Keeper might allow a better chance of survival (either individually or as a group) if one or more of the investigators are experienced in the environment.

## The Airfield

The airfield is located a few miles from the crash site. Scouts are unlikely to find it in their initial search of the area. Once they move further away from the DC-2, it is fairly easy to locate. A walk to the airfield takes approximately one hour.

The Serpent People have hacked a very inadequate airstrip out of the forest. The so-called runway is covered with weeds which conceal dozens of short tree stumps. Its width and length combined with the generally poor conditions make any attempted landing or takeoff an adventure. From the air, it might not even be recognized as a legitimate airstrip though it is the only obvious open area in the region.

Out of sight from the air are several wrecked aircraft. The twisted remnants of previous landing

attempts have been hauled a short distance into the forest. The wrecks are generally stripped of useful equipment and materials, and some are proving to be convenient sources of steel and aluminum.

The airfield and the area around it is mapped on page 20. The main features are the airstrip, a storage hut, three wrecked aircraft, and one sheltered aircraft. Burned patches where marker fires were placed flank the airstrip. These were the flickering lights some of the passengers may have briefly seen shortly before the crash.

The storage hut is a native style thatch structure. It contains tools (e.g. axes, shovels, saws, mechanic tools), several lanterns, several five-gallon cans of kerosene, two 55-gallon drums of gasoline, several five-gallon cans of gasoline, a small hand pump (for fueling aircraft), a collapsible wind sock, smoke pots, and materials taken from the wrecked aircraft. The cans of kerosene each have the word "querosene" painted on them. This is Portuguese for "kerosene." The gasoline cans are marked "gasolina" which is both Spanish and Portuguese for "gasoline." The drums are unmarked.

The wrecked aircraft are rusty and choked with vegetation. One is the fragmented remains of a Junkers Ju 52/3m trimotor transport bearing the markings of a Brazilian air freight service. It appears to have had perhaps 30% of its metal methodically stripped away (as opposed to being lost in a crash). The second is a single engine Junkers F 13 light transport. It is burned out and bears Venezuelan civilian registry numbers. The third is twin-engine Boeing Model 247D airliner. A contemporary of the DC-2, this specimen lost its landing gear upon landing. Perhaps 40% of its aluminum skin has been removed, exposing much of the passenger cabin. Both wings are completely gone and the rusted remains of the engines are on the ground nearby. All obvious registration numbers and identifying markings are gone, having been on metal surfaces that have already been salvaged.

Near the storage hut is an open-sided shelter made of hides and leather ropes. The hides are stitched together and are securely lashed to surrounding trees. They help protect an aircraft that appears intact. It is a single engine de Havilland D.H. 83 light transport biplane. A cursory look reveals the aircraft seems to be airworthy, but that all markings have been obliterated. The engine cowling has been removed and the engine



*A DeHavilland DH83 "Fox Moth"*

### de Havilland D.H. 83 Fox Moth

By present day standards, the D.H. 83 is an unusual aircraft. The designers used components from the popular and highly successful D.H. 82 Tiger Moth two-seat light aircraft to create a light transport. The Fox Moth was a single engine biplane with an enclosed passenger cabin located within the fuselage. A separate open cockpit was located atop the fuselage, aft of the passenger cabin. Though there is no access between the cockpit and cabin, a small communications window is on the floor of the cockpit. This allows passengers to converse with the pilot.

This seemingly strange arrangement had already proven successful in an earlier de Havilland design, the D.H. 50. The Fox Moth is only one in a multitude of variants on the classic Moth design.

Scores of Fox Moths were built in Britain between 1932 and 1935 and more were produced in Canada beginning in 1946. The Fox Moth was constructed of wood and fabric and was powered by a 130 hp (97 kW) inline air cooled piston engine. The maximum speed was 113 mph (182 kph) and the cruising speed was 96 mph (154 kph). The range was 360 miles (579 kilometers). Passengers boarded through loading doors on each side of the aircraft below and forward of the cockpit.

itself is covered by a tarpaulin. The open cockpit is also covered by a tarp. The cowling is stowed on some wooden planking under the aircraft.

Notably absent from the airfield are any motor vehicles or evidence of their presence. No livestock are here. There are no roads. If the airfield is circumnavigated, a footpath will be found winding into the forest. This ultimately leads to the village.

Activity at the airfield is uncommon. Occasionally, a captive mechanic, Sidónio Covas, is at the field working on the D.H. 83. When he is there, a few degenerate Serpent People are usually present. This is to ensure

he doesn't flee into the forest and also helps safeguard him from any natural threats. Other activities include harvesting materials from the wrecked aircraft and clearing excessive weed growth from the airstrip. Otherwise, it is rare for any degenerate Serpent People to be there.

### Stealing the Aircraft

The D.H. 83 is described in detail above. It is the only aircraft in flying condition. Though it cannot be immediately started and flown, the work needed to ready it is minimal. This is best accomplished by Sidónio

Covas or a player character with knowledge of aircraft maintenance. Only a handful of minor procedures are required to prepare the aircraft for flight. Needed work includes:

- Fueling the aircraft
- Oiling the engine
- Installing the propeller
- Replacing the cowling

Anyone can complete fueling in twenty minutes using cans of gasoline in the storage hut. Note that there are also cans of kerosene in the hut. Careless investigators might not notice or understand the difference. If kerosene is used, the engine will not start. Sidónio Covas, Horst Biermann, Marcial Dominguez, and Griet Hals will not make this mistake. Kenneth Hunt will. Other NPCs might (Idea rolls are appropriate for each who is entrusted with this task).

The biplane's Gipsy Major engine is popular and reliable, but has one negative point. Because it is an inverted engine (i.e. the engine's four cylinders point down), it tends to leak oil. Sidónio has drained the engine oil rather than let it gradually leak out. Refilling the oil reservoir takes several minutes. Clearly labeled cans of oil are in the storage hut. Horst Biermann and Marcial Dominguez know how to check and fill oil in this engine.

The one obvious problem with the aircraft is its lack of a propeller. A two-blade wooden propeller can be found wrapped in canvas in the storage hut. Two or three people can fit it to the aircraft in ten minutes or less. Bolts needed to secure it can be found in a box in the hut.

Replacing the cowling takes only a minute or two. If there is no time, the cowling can be abandoned. It is not an essential component.

Piloting the D.H. 83 is a problem. Only two surviving NPCs have any piloting skills. Horst Biermann is an experienced glider pilot, having taken it up as a hobby in the 1920s. He has piloted light aircraft before, but has never flown solo and has never attempted a landing. Nevertheless, he may be the only pilot available unless a player character has this skill. Sidónio Covas only maintains aircraft. He can't pilot them.

If he is still with the group, Marcial Dominguez is a marginally qualified pilot. He has no license, but has perhaps thirty solo flying hours on light, single engine aircraft. He has flown the D.H. 82 Tiger Moth, making him

generally familiar with the workings of the D.H. 83.

As if readying the aircraft and flying it aren't enough, there is one more major obstacle. The D.H. 83 seats only five people. The four seat passenger cabin is not very roomy and there is no luggage compartment.

Unless the aircraft is modified or loaded unconventionally, only a pilot and four passengers can escape. The total number of SIZ points cannot exceed 84. The two limiting factors are weight and volume. This means some people must be left behind unless the Serpent People kill some survivors before the biplane is found. Enterprising investigators will try to strip it of everything possible in order to save more people. Items that can be easily stripped or removed include:

- four passenger seats (SIZ 4 each); each takes five minutes to remove
- two passenger cabin doors (SIZ 1 each); five minutes to remove
- engine cowling (SIZ 2); already removed
- superficial fittings and materials (up to SIZ 4); ten minutes per SIZ point to remove.

Note that a character's SIZ rating assumes he or she is wearing nothing more than clothes. Anyone who brings along equipment adds the appropriate mass (in SIZ) to the aircraft. The players should not know the weight (SIZ) limit they are confronted with. They should only know the aircraft is only intended for four passengers and a pilot. Both Horst Biermann and Marcial Dominguez can (and will) point out if the plane is obviously overloaded. Common sense will dictate this if they attempt to cram a dozen people into a cabin designed for four.

Once the Keeper has determined the total SIZ of the passengers and cargo, two die rolls are required to determine if the aircraft gets off the ground. The first involves a formula that is used to determine the chances of a successful take-off. For each point of SIZ



above 84, the chance of a successful take-off drops by 15%. If this first roll fails, the aircraft will crash barring a virtually miraculous Pilot Aircraft roll.

| SIZ  | Take-off<br>Chance |
|------|--------------------|
| < 85 | 100%               |
| 85   | 85%                |
| 86   | 70%                |
| 87   | 55%                |
| 88   | 40%                |
| 89   | 25%                |
| 90   | 10%                |
| > 90 | 0%                 |

The above assumes the pilot is proficient (25% skill). Though Horst Biermann is not proficient, he has sufficient piloting experience to be proficient in take-offs. Landings are an entirely different matter. Marcial Dominguez is barely proficient, but will still have difficulties landing an overloaded aircraft.

The second roll is Pilot Aircraft. It is required regardless of the weight carried or the result of the first roll. Due to the condition of the airstrip, its limited length, and the height of the trees, this is anything but a routine exercise. The following table provides a guideline on the results of a take-off based on a skill roll:

- Skill roll is an unmodified 01: the pilot pulls off a wild success. As long as the aircraft carries no more than 90 SIZ points, he or she gets the plane airborne, perhaps due to an updraft or some superb piloting. Further, an additional 1D4 SIZ can be aboard, even if it exceeds 90.
- Skill roll succeeds at 20% of the normal chance: aircraft takes off undamaged and can have an additional 1D3 SIZ aboard
- Skill roll succeeds: aircraft takes off with little or no damage
- Skill roll fails: aircraft takes off with damaged landing gear. This will force the aircraft to make a crash-landing at its destination. If the roll is failed severely (Keeper's discretion), additional damage may be suffered.
- Skill roll is fumbled (96-00): crash occurs regardless of the weight on board; the crash might not be catastrophic.

Successfully landing the aircraft requires Horst to succeed in a Pilot Aircraft roll. Failure results in

some sort of mishap. The magnitude of the problem increases based on how much the roll is missed by. The specifics are left in the hands of the Keeper. Ultimately, it is possible for the group to escape only to die upon landing.

Dominguez will have to attempt a Pilot Aircraft roll on landing only if the aircraft is damaged or overloaded (i.e. more than 84 SIZ of passengers and cargo). Failure results in a mishap or crash.

If an investigator is piloting the aircraft, a skill roll is required only if he or she is not proficient in the skill. As with Dominguez, the roll is required if the aircraft is damaged or overloaded.

Navigating to civilization is as simple as locating a river or stream and following it. A primitive riverside mining camp is located approximately two hundred miles away. This is within the range of the D.H. 83. Trees have been stripped from the area for make way for housing and storage structures. There is a primitive airstrip, but it is poorly maintained. No other open area is within the aircraft's range unless the pilot wants to risk a landing in a river.

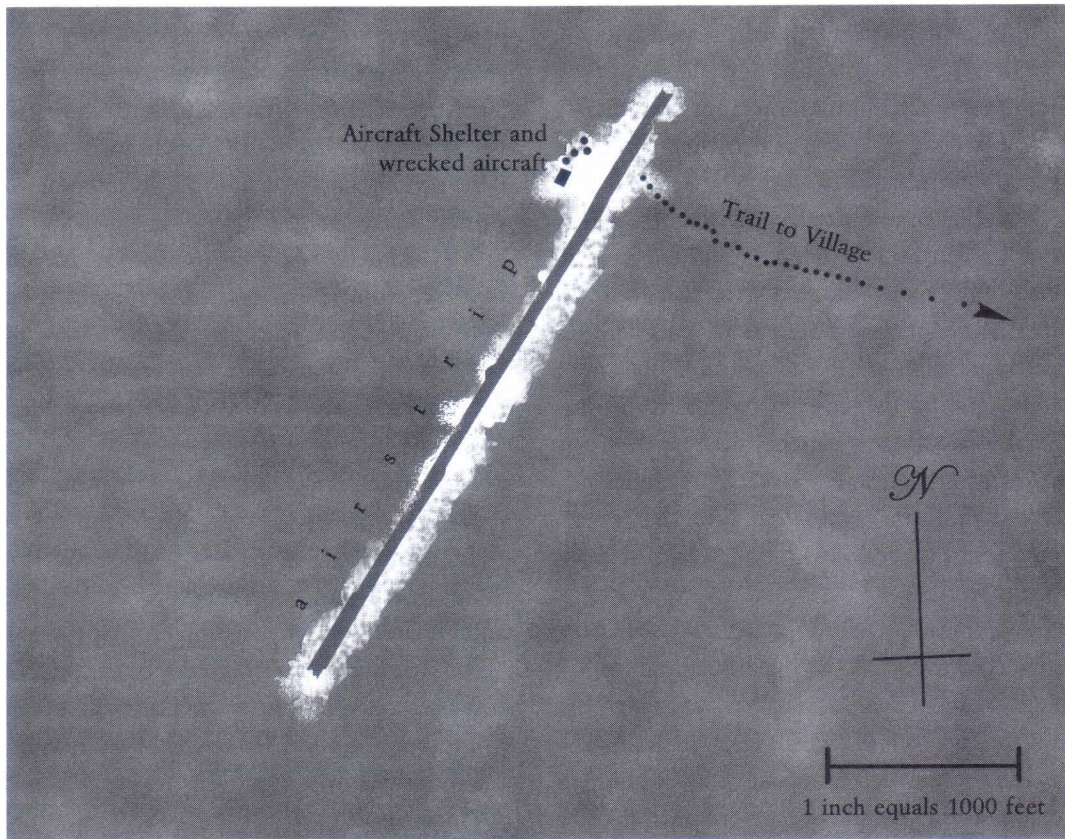
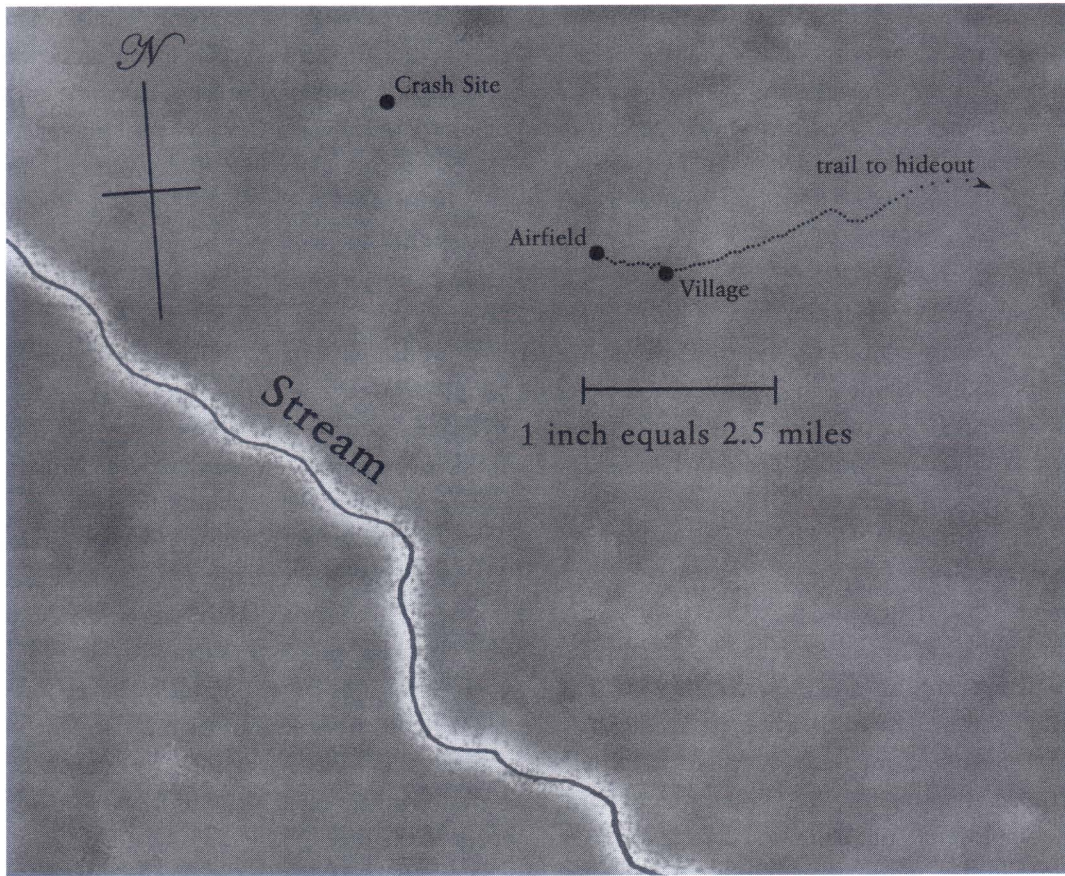
## The Village

Approximately a mile from the airfield is a primitive village consisting of a dozen huts. Concealed high in the canopy is the true village, a series of platforms and shelters housing some fifty degenerate Serpent People. Though a dozen or so live at ground level, the huts are intended more for captives than for the villains.

At any given time, two dozen or more degenerate Serpent People are in or near the village with many or most being in the trees. Up to four human prisoners can be found here. Three of them were recently turned over to this tribal group as rewards for service. Unless they are rescued, they are meat for the pot. Only one, Sidónio Covas, is being spared.

If the inhabitants detect intruders, their defense can be very effective. Spears can be hurled from their superb vantage point high above the forest floor. Though their aim might not excel, enough projectiles can be thrown to make it quite unhealthy to stick around for more than a brief period.

In any confrontation, surprise can be key. If the investigators walk in openly and perhaps put on a show of force (brandishing the .22 caliber target re-





volver or the Very Pistol is an excellent option—the villains don't know the revolver is empty), the degenerate Serpent People might initially withdraw to consider what they are up against. This can allow the group to temporarily seize the ground level village, rescue the prisoners, and escape. If they linger, this will embolden the bad guys who are likely to attack after five to fifteen minutes.

Aside from the prisoners, there is little of use in the village. A few weapons (Stone Age spears and axes) might be found. Some of the mundane articles of everyday life might be helpful (e.g. baskets, rope, pottery), but no palatable food is present. Ultimately, it is the prisoners who might be of the greatest help.

### The Prisoners

There are four: Sidónio Covas, Marelis Elena Campo, a mute native man, and Aureliano Eduardo Barboza. The Keeper should add or delete characters as needed.

Had Sidónio Covas known where he would have been today, he probably would have fought harder when his employer's floatplane was diverted in May of 1937. Sidónio was working for land developer Sebastião Lopes as a mechanic. He has a natural talent with tools and is particularly adept at maintaining and rebuilding most types of gasoline and diesel fueled engines. Along with three other men, he was being transferred to a riverside mining camp when the pilot succumbed to the domination serum.

Their single engine floatplane touched down on the remote uncharted lake near the hidden nest of Serpent People. The pilot claimed they were having engine trouble. Sidónio immediately sensed something was not quite right and offered to check the engine. He had barely opened the cowling when the group was assaulted by two dozen degenerate Serpent Folk who had been awaiting their arrival. The men were quickly overwhelmed and hauled off into the forest. The floatplane was dragged into hiding and was later broken up for materials.

In the weeks that followed, Sidónio's companions were subjected to horrifying experiments that ultimately resulted in their demise. Sidónio was only able to escape this fate when it was discovered he had skills the villains could exploit. Before too long, he became an essential element in the plan to assemble a small fleet of

aircraft. Previously, the Serpent People destroyed those aircraft that arrived intact. Their new tactic was to no longer remain completely isolated from the outside world. Sidónio's skills made this new plan possible.

If Sidónio is not at the airfield, he will probably be in the village. He keeps away from other prisoners, knowing they are doomed. This is more to preserve his own sanity than out of any concern for his physical safety.

Sidónio lacks sufficient survival skills to attempt an escape into the forest. He knows there is a stream nearby, but has no idea in which direction it is. If the investigators appear to have a chance of succeeding, he will join them without hesitation.

Though he cannot pilot an aircraft, he can quickly fix the few remaining problems. His services are not free. He will make what he considers to be a reasonable demand. He requires a seat in the D.H. 83.

Sidónio is a physically fit twenty-three year old. He has no weapons or means of defending himself beyond fisticuffs. If the group chooses to renege on any agreement with him, he will be unable to enforce his rights.

Marelis Elena Campo is a dejected eighteen year old Brazilian who fell into the clutches of the Serpent People in November of 1937. She was on a small passenger vessel that was diverted and destroyed by the Serpent People. Of the nine passengers and crew, she is the last survivor. Marelis was traveling to the same mining camp as Sidónio to become the bride of a mine foreman.

Marelis bears no outward signs of abuse. She appears to be seven months pregnant. If rescued, she will be little more than baggage. She is weak and tired, but will cooperate with her would-be rescuers. The Keeper has three options for her pregnancy. These are:

1. She was impregnated by another prisoner who is now deceased. There is nothing unnatural about the developing fetus. Unfortunately, other prisoners believe she was a test subject and that her baby is...tainted. It might even be overtly suggested she was impregnated with some monstrous progeny.

2. She is not pregnant, but appears so due to a horrible, malignant growth. This was induced by tests conducted on her. Her condition is terminal. She has not more than three months to live and is doomed to die in agony.

3. She has been impregnated with some monstrous spawn. This was probably done through some sort of artificial insemination. She is unaware of any intercourse that would be responsible for her condition. If rescued, she will later give birth to a live human-Serpent Folk hybrid. Notably, the gestation period will not be the normal nine months and can be longer or shorter, at the Keeper's discretion.

The third captive is a nineteen year old native fisherman who strayed too close to the villains' secret realm. In his two months of captivity, he has been subjected to a host of experiments including a partial lobotomy. At this point, he is bereft of will or knowledge. Prior to his capture, he spoke only his native language. Even if his higher knowledge remained, communicating with him would have been difficult. At this point, he lacks a long term memory and doesn't even know his name. He is mute, totally docile, and can be easily led by the hand. He will not experience fear and is little more than a mobile piece of meat. Were he provided long term modern health care in a quality hospital, he might recover sufficient memory to be a functional member of society. During the scenario, he can do more than be a consumer of supplies.

Twenty-four year old Aureliano Eduardo Barboza is a Brazilian river trader and smuggler. Until recently, he plied the Amazon river system, trading manufactured goods and supplies with native tribes in exchange for jaguar pelts, tropical birds, and other valuable commodities.

After being captured some six weeks ago, he has been exposed to an assortment of serums which have weakened him both physically and mentally. Both arms were cleanly removed at the elbows. The stumps have miraculously healed through some technique known only to the Serpent People. Unfortunately, even with good medical care, he will never fully recover from the drugs and toxins. He cannot expect to live more than another five or six years.

Aureliano is fluent in Portuguese and Spanish. He is knowledgeable about boating and river travel and is a passable mechanic. This can make him of some assistance in readying the D.H. 83 (he can observe and instruct). More importantly, he can correctly point out the direction of the nearest stream. If asked, he will suggest that anyone who wants to hike out must get to this stream and travel in the direction of the flow.

Eventually, they will reach some sort of human habitation. He will not make this look like a bright and hopeful option. The truth is stark and discouraging. Even without the threat of the Serpent People, the march is long and hard through an extremely unforgiving environment. Given time, a raft might be built, but Aureliano will point out there are frequent rapids and other hazards. A raft trip might be even more dangerous than a march.

Notably, there is one vital piece of information any of the more lucid prisoners can provide. All will agree they are in Brazil. This may come as a surprise if the investigators were assuming they were in Venezuela or Colombia.

## The Hideout

Several Serpent People have established something of a small empire deep in the rain forest. They now dominate most of the region's degenerate Serpent People and are able to call on them for labor and defense.

Their hideout is a well finished complex of stone structures built into a forested ridge. Except for a small astronomical observatory, none of the structures have more than three floors. All are constructed of large, well-fitted stones that lack mortar. Casual observers will likely compare them to the well known Inca structures of Perú. Archaeologists who are familiar with pre-Columbian architecture will note key differences that suggest an entirely different civilization is responsible for them.

To provide additional living and work space, a series of chambers and tunnels have been excavated into the ridge. The result is a comfortable haven where the handful of scientists and sorcerers can work on a variety of projects intended to restore their race to prominence.

It is unlikely the investigators will locate or infiltrate this complex. Any who arrive there are more likely to be captives than willing visitors. It is also unlikely that anyone will directly encounter the masters of the complex. They will direct their more primitive minions to capture or kill the crash survivors.

No map of the hideout or its structures is provided. It is located approximately five miles away in a comparatively rugged area. A distinct footpath leads from the village to the hideout.

## The Last Resort

The two most likely options of escape and survival have already been described: flying out and hiking out. A straightforward fight will lead to certain disaster though might provide some element of satisfaction to action-oriented characters.

One unlikely option remains. It is to negotiate with the Serpent People, perhaps using Marcial Dominguez as collateral. Establishing a dialogue with the sorcerers is difficult, but might be possible given the circumstances and the amount of latitude the Keeper is willing to give. Ultimately, the Serpent People are unlikely to knowingly permit the investigators to escape. Even if they somehow manage to trade Dominguez for the D.H. 83, the villains will do their best to cause the aircraft to crash on take-off. Failing that, they might even send one or more minions out to track the group down once they arrive in civilization. Only if the investigators remain anonymous will they be able to avoid the villains in the long term.

One of the scenario's challenges is to present the players with a difficult decision. Who gets a seat on the aircraft? Is this done by drawing lots? Perhaps only the fit are sent? Perhaps only the injured and infirmed go? The latter decision might be due to the belief that healthy survivors have at least some chance to escape on foot. SAN loss occurs to those who escape, but are forced to leave companions behind.

Of course, not everyone will necessarily be willing to be left behind. At the very least, Kenneth Hunt will do anything to get on board. A last minute fight as the plane is leaving could result in casualties among the group even as the true enemy, the Serpent People are closing in on the airfield.

## Aftermath: Back to Curacao

The fortunate survivors are likely to be satisfied with simply escaping with their lives. However, determined investigators might want to root out the conspiracy that resulted in their tropical nightmare. Clues to such a conspiracy include...

- the prophetic radio report announcing their crash before it happened
- the pilots' physical symptoms and strange behavior

- offhand remarks made by Marcial Dominguez
- They should conclude that a return to Willemstad is necessary if they want some retribution.

Unfortunately, a trip to Willemstad is a dead end. Any investigation of Pan Caribbean Airways will reveal a mystery. Recent newspaper articles, testimony of PCA employees, and accounts provided by airport personnel and the authorities all agree. Philip Van Wyk, the flight manager for PCA, has been missing since July 12. His disappearance is perplexing since he was responsible for dealing with the Flight 101 crisis. He was the one responsible for the premature announcement of the crash. No one can account for his disappearance. There is no evidence of foul play and no indication that he left the island.

In truth, Philip Van Wyk was murdered by a Serpent Folk sorcerer who used his corpse for the Consume Likeness spell. He then masqueraded as Van Wyk in order to infiltrate the airline and dose the pilots. Once his plan was carried out, he switched disguises and escaped. No amount of investigation can succeed in locating the sorcerer responsible for the Flight 101 disaster.

Trying to locate the wreckage of Flight 101 or the Serpent People's hidden realm is fruitless. Both are concealed in a huge expanse of trackless forest. Navigational equipment and methods are inadequate to the task, even if the investigators had a decent map of the region. Sadly, the region is uncharted and largely unexplored.

## SAN Rewards and Penalties

| Action                                    | Result      |
|---|-------------|
| Each degenerate Serpent Folk killed*      | +1D6 SAN    |
| Escape to civilization                    | +1D10+1 SAN |
| Each crash survivor left behind to die†   | -1D3 SAN    |
| Soronjita Gonsalvez dies or is abandoned  | -1D6 SAN    |
| Each rescued prisoner left behind to die† | -1D2 SAN    |

\* An upper limit should be put on this (perhaps not more than six total points gained).

† An upper limit should be put on this (perhaps not more than six total points lost).

## NPCs

**Marcial Marcos Dominguez,**

disguised Serpent Man sorcerer and scientist

**Nationality:** "Venezuelan" (Valusian)

**Date of Birth:** n/a

STR 13 DEX 16 INT 21 CON 16 APP 15

POW 20 SIZ 12 EDU 30+ SAN n/a

Luck 100% Hit Points: 14 **Age:** 40/immense

**Damage Modifier:** +1D4

**Education:** extensive personal studies and research over many millennia

**Skills:** Botany 100%, First Aid 100%, Medicine 100%, Pathology 100%, Pharmacy 100%, Pilot Aircraft 25%, Surgery 100%, Zoology 100% plus any other skills the Keeper feels are appropriate

**Languages:** Dutch 100%, English 100%, French 100%, German 100%, Italian 100%, Latin 100%, Portuguese 100%, Spanish 100%, Valusian 100%, plus fluency in a dozen or more human and non-human languages of the Keeper's choice

**Attacks:** Bite Attack 36%; 1D8 damage plus POT 14 poison

Handgun Attack 31%

Rifle Attack 27%

Sword Attack (and Parry) 35%

Knife Attack 47%

Small Club Attack 44%; 1D6+dm damage (walking stick)

Note that he starts with no weapons except his walking stick. Damage is dependant on what he acquires plus his damage modifier (where applicable).

**Spells:** Brew Space-Mead, Cause Disease, Cloud Memory, Consume Likeness, Deflect Harm, Elder Sign, Enchant Cane, Flesh Ward, Grasp of Cthulhu, Hands of

Colubra, Mesmerize, Nightmare, Red Sign of Shudde M'ell, Spectral Razor, Summon/Bind Child of Yig, Summon/Bind Dimensional Shambler, Wither Limb, Wrack

**Armor:** one point (scales)

**Special:**

- Dominguez has employed Consume Likeness. Unless his enchantment fails or is deliberately dropped, he appears to be a handsome and distinguished looking Venezuelan.

- Some statistics consist of two numbers separated by a slash (/). The first number applies when Dominguez is in human guise. The second applies when he is in his actual form.

- Enchanted Walking Stick (see page 12)

- Medical Bag (see page 12)

- Suitcase (see page 13)

**SAN Loss:** 0/1D6 (if viewed in true form)

## Degenerate Serpent People

"Erect, it could not have been five feet in height. Its body was scrawny and deformed, its head disproportionately large. Lank snaky hair fell over a square inhuman face with flabby writhing lips that bared yellow fangs, flat spreading nostrils and great yellow slant eyes. I knew the creature must be able to see in the dark as well as a cat. Centuries of skulking in dim caverns had lent the race terrible and inhuman attributes. But the most repellent feature was its skin: scaly, yellow and mottled, like the hide of a serpent. A loin-cloth made of a real snake's skin girt its lean loins, and its taloned hands gripped a short stone-tipped spear and a sinister-looking mallet of polished flint."

Robert E. Howard, "People of the Dark" (1932)



"Humans they were, of a sort, though I did not consider them so. They were short and stocky, with broad heads too large for their scrawny bodies. Their hair was snaky and stringy, their faces broad and square, with flat noses, hideously slanted eyes, a thin gash for a mouth, and pointed ears. They wore skins of beasts, as did I, but these hides were but crudely dressed. They bore small bows and flint-tipped arrows, flint knives and cudgels. And they conversed in a speech as hideous as themselves, a hissing, reptilian speech that filled me with dread and loathing."

Robert E. Howard, "*The Children of the Night*" (1931)

In effect, the villains have an endless supply of degenerate Serpent People to call on. They cannot necessarily marshal huge armies of them, but can summon them from afar. Given time, hundreds can be called in from the rain forest. The table below provides stats for ten. They should be recycled as necessary.

Information and statistics on them can be found in *Ye Book of Monstres II* (Oakland, California: Chaosium, Inc., 1995) by Scott David Aniolowski where they are listed as "Degenerate Serpent Folk." Two stories which feature them are quoted above. The

version described in *Ye Book of Monstres II* is specific to the British Isles and is tied to the fairy legends of the region.

The human-serpent folk hybrids presented in this scenario are of a tropical South American variety that are the product of the breeding of pure bred serpent people with some of the region's pre-Columbian human population. There are a few differences in this area.

First, these specimens are of a generally larger stature than the British versions though are still somewhat diminutive. Second, they lack the magical ability called "The Curse of the Little People." Third, while the majority of these South American hybrids are of limited intellect like their British cousins, some superior specimens exist with human level intelligence (2D6+6). Even the rank and file are generally brighter than their British counterparts. Whereas the British hybrids have 3D4 INT, the ones presented here have 2D6+3 INT. Their technology level is Stone Age. "*People of the Dark*" by Robert E. Howard describes them as having yellow and mottled, scaly skin like a serpent. These South American hybrids do have scaly skin, but it is often dark brown or black rather than yellow.

### Degenerate Serpent People: NPC Stats

|               | Rolls | 1  | 2  | 3  | 4  | 5  | 6    | 7    | 8  | 9  | 10 |
|---------------|-------|----|----|----|----|----|------|------|----|----|----|
| STR           | 2D6+3 | 12 | 9  | 13 | 12 | 10 | 15   | 7    | 11 | 9  | 10 |
| DEX           | 2D6+6 | 12 | 13 | 15 | 11 | 9  | 12   | 11   | 13 | 14 | 10 |
| INT           | 2D6+3 | 7  | 9  | 5  | 8  | 8  | 12   | 13   | 11 | 10 | 9  |
| CON           | 3D6   | 11 | 8  | 12 | 13 | 12 | 14   | 7    | 11 | 10 | 11 |
| APP           | 1D4   | 1  | 2  | 1  | 3  | 4  | 2    | 1    | 2  | 2  | 3  |
| POW           | 3D6   | 10 | 8  | 6  | 12 | 9  | 11   | 12   | 10 | 9  | 8  |
| SIZ           | 2D6+2 | 7  | 8  | 10 | 6  | 11 | 12   | 5    | 6  | 8  | 9  |
| Hit Points -  |       | 9  | 8  | 11 | 10 | 12 | 13   | 6    | 9  | 9  | 10 |
| Damage Mod. - |       | +0 | +0 | +0 | +0 | +0 | +1D4 | -1D6 | +0 | +0 | +0 |

**Armor:** none      **Move:** 8      **SAN Loss:** 1/1D6

#### Skills Common to All:

Climb 80%, Hide 85%, Listen 50%, Sneak 80%, Spot Hidden 60%, Swim 85% plus others at the Keeper's discretion

#### Languages Common to All:

Serpent Folk 60% (illiterate)

#### Attacks Common to All:

Bite Attack 30%; 1D3 damage plus poison (POT = 1/2 CON)

Claw Attack 55%; 1D4+dm damage

Small Club Attack 45%; 1D6+1+dm damage (stone club or stone axe)

Knife Attack 35%; 1D4+dm damage (stone knife)

Spear Attack 40%; 1D6+dm damage (stone tipped spear)

Throw Spear 35%; 1D6 damage (stone tipped spear)

Throw Rock 65%; 1D4 damage (rock)



*A degenerate Serpent Man*

**Spells:** none

**Special:**

- **Poisonous Bite:** The nature of the poison is up to the Keeper. It might be a fatal type (typically causing death in a number of rounds or minutes equal to the victim's CON rating) or perhaps might have a debilitating, but non-lethal effect (temporary paralysis, unconsciousness, temporary crippling pain, etc.). In playtesting, the author made it a non-lethal toxin. If the victim failed the resistance roll, the venom caused weakness and nausea that took effect in a number of rounds equal to the victim's CON. The effect was to reduce STR and DEX by half and place a similar negative modifier on all skill rolls. This lasted for a number of minutes equal to five times the POT rating minus a number of minutes equal to the victim's CON.
- A minority (10% to 20%) have human level INT (2D6+6) ratings. These superior specimens might be spellcasters, priests, or the like.

## Final Flight NPCs

The following are detailed statistics for the five NPC survivors of Flight 101 as well as basic stats for the pilots. The latter are provided in the event a struggle takes place in the cockpit. The Keeper should fill in gaps as needed.

| Name:           | Jan de Vries | Willem Reedijk | Griet Hals       | Horst Biermann  | Roald Garzas        | Kenneth Hunt         | Soronjita Gonzalvez | Sidonio Covas      | Marelis Elena-Campo | native man          | Aureliano-Edwardo Barboza |
|-----------------|--------------|----------------|------------------|-----------------|---------------------|----------------------|---------------------|--------------------|---------------------|---------------------|---------------------------|
| Nat. Prof.      | Dutch pilot  | Dutch pilot    | Dutch stewardess | German diplomat | Venezuelan engineer | Canadian businessman | Colombian none      | Brazilian mechanic | Brazilian none      | Brazilian fisherman | Brazilian trader/smuggler |
| STR             | 12           | 13             | 12               | 13              | 14                  | 11                   | 5                   | 14                 | 5                   | 12                  | 13                        |
| DEX             | 12           | 14             | 15               | 11              | 11                  | 10                   | 7                   | 12                 | 10                  | 15                  | 10                        |
| INT             | 14           | 14             | 14               | 16              | 14                  | 12                   | 12                  | 13                 | 12                  | 12                  | 13                        |
| CON             | 11           | 12             | 13               | 10              | 11                  | 10                   | 10                  | 15                 | 9                   | 14                  | 14                        |
| APP             | 10           | 12             | 15               | 14              | 9                   | 11                   | 14                  | 11                 | 12                  | 8                   | 9                         |
| POW             | 9            | 12             | 14               | 16              | 10                  | 7                    | 10                  | 11                 | 12                  | 8                   | 9                         |
| SIZ             | 13           | 13             | 11               | 12              | 11                  | 14                   | 6                   | 11                 | 8                   | 10                  | 10                        |
| EDU             | 14           | 14             | 13               | 17              | 16                  | 14                   | n/a                 | 11                 | 9                   | 11                  | 11                        |
| SAN             | 0            | 0              | 69               | 71              | 44                  | 22                   | 55                  | 44                 | 34                  | 11                  | 31                        |
| Luck            | 45%          | 60%            | 70%              | 80%             | 50%                 | 35%                  | 50%                 | 55%                | 60%                 | 40%                 | 45%                       |
| HP              | 12           | 13             | 12               | 11              | 11                  | 12                   | 8                   | 13                 | 9                   | 12                  | 12                        |
| Dmg/Mod.        | +1D4         | +1D4           | +0               | +1D4            | +1D4                | +1D4                 | -1D6                | +1D4               | -1D4                | +0                  | +0                        |
| Age             | 42           | 26             | 25               | 56              | 54                  | 36                   | 11                  | 23                 | 18                  | 19                  | 24                        |
| Gender          | m            | m              | f                | m               | m                   | m                    | f                   | m                  | f                   | m                   | m                         |
| Languages:      |              |                |                  |                 |                     |                      |                     |                    |                     |                     |                           |
| Dutch           | 94%          | 90%            | 95%              | 3%              | 0%                  | 0%                   | 0%                  | 0%                 | 0%                  | 0%                  | 0%                        |
| English         | 61%          | 44%            | 65%              | 61%             | 0%                  | 91%                  | 0%                  | 0%                 | 0%                  | 0%                  | 0%                        |
| French          | 0%           | 7%             | 0%               | 0%              | 35%                 | 11%                  | 0%                  | 0%                 | 0%                  | 0%                  | 0%                        |
| German          | 69%          | 50%            | 46%              | 46%             | 0%                  | 0%                   | 0%                  | 0%                 | 0%                  | 0%                  | 0%                        |
| Portuguese      | 50%          | 19%            | 71%              | 71%             | 40%                 | 0%                   | 0%                  | 66%                | 60%                 | 0%                  | 73%                       |
| Spanish         | 55%          | 20%            | 85%              | 85%             | 94%                 | 46%                  | 61%                 | 61%                | 0%                  | 0%                  | 67%                       |
| Skills:         |              |                |                  |                 |                     |                      |                     |                    |                     |                     |                           |
| Climb           | -            | -              | 41%              | 40%             | 49%                 | 28%                  | -                   | 50%                | 5%                  | 0%                  | 0%                        |
| Conceal         | -            | -              | 21%              | 16%             | 17%                 | 15%                  | -                   | 29%                | 11%                 | 0%                  | 4%                        |
| Dodge           | -            | -              | 37%              | 23%             | 24%                 | 20%                  | 15%                 | 31%                | 6%                  | 0%                  | 18%                       |
| First Aid       | -            | -              | 51%              | 36%             | 30%                 | 15%                  | -                   | 30%                | 41%                 | 0%                  | 30%                       |
| Hide            | -            | -              | 49%              | 40%             | 41%                 | 67%                  | 80%                 | 52%                | 7%                  | 0%                  | 51%                       |
| Listen          | -            | -              | 48%              | 50%             | 31%                 | 25%                  | 26%                 | 34%                | 46%                 | 0%                  | 56%                       |
| Speak           | -            | -              | 40%              | 36%             | 33%                 | 20%                  | 32%                 | 35%                | 2%                  | 0%                  | 24%                       |
| Spot-<br>Hidden | -            | -              | 55%              | 59%             | 45%                 | 25%                  | 27%                 | 56%                | 39%                 | 0%                  | 63%                       |
| Swim            | -            | -              | 66%              | 25%             | 54%                 | 19%                  | 26%                 | 38%                | 2%                  | 0%                  | 10%                       |
| Throw           | -            | -              | 25%              | 31%             | 32%                 | 24%                  | 8%                  | 40%                | 2%                  | 0%                  | 0%                        |

## Other Pertinent Skills:

**Horst Biermann:** Fast Talk 50%, Handgun Attack 37%, Rifle Attack 39%, Air/Sea Navigation 22%, Persuade 88%, Pilot Aircraft 24% **Roald Garzas:** Electrical Repair 51%, Fist/Punch Attack 60%, Mechanical Repair 60% **Griet Hals:** Fast Talk 61%, Persuade 56% **Sidonio Covas:** Carpentry 24%, Electrical Repair 33%, Mechanical Repair 51% **Aureliano Eduardo Barboza:** Boating 54%, Mechanical Repair 35%. All of the captives have base skill or less (based on their conditions) in all attack skills. The exception is Sidonio Covas who has Fist/Punch Attack 61% (1D3+dm damage), Knife Attack 46%, and Small Club Attack 46%.

He has no weapons, but can employ a wrench or other convenient hand tool in conjunction with Small Club Attack.

Skills provided above represent only those which are likely to have an impact on the scenario. Most higher knowledge is largely irrelevant. Except where noted otherwise, all NPCs have base skill levels for attack skills. None have knowledge of botany, zoology, or other science skills that might provide some useful insight on the environment.

## Recommended Viewing

The following films helped provide some of the inspiration for this scenario. Though difficult to find, all are recommended and may help provide perspective. To the author's knowledge, only *Five Came Back* and *Miracles Still Happen* were ever released onto VHS. To date, none have made it to DVD.

*Five Came Back* (1939) Director: John Farrow Writers: Jerome Cady, Dalton Trumbo, Nathanael West Cast: Chester Morris, Lucille Ball, Wendy Barrie, John Carradine, Allen Jenkins, Joseph Calleia, C. Aubrey Smith, Kent Taylor, Patrick Knowles, Elisabeth Risdon, Casey Johnson, Dick Hogan Summary: An airliner is driven off course and crashes somewhere in the Amazon rain forest. The survivors are in a race to repair their damaged aircraft before hostile natives descend on them. To their horror, they discover the aircraft will not be able to take them all.

*Back from Eternity* (1956) Director: John Farrow Writer: Jonathan Latimer Cast: Robert Ryan, Anita Ekberg, Rod Steiger, Beulah Bondi, Keith Andes, Gene Barry, Fred Clark, Phyllis Kirk Summary: This is a faithful remake of *Five Came Back*. Both films were directed by John Farrow.

*Miracles Still Happen* (1974) Director/Writer: Giuseppe Scotese Cast: Susan Penhaligon, Graziella Galvani, Paul Muller Summary: This is a dramatization of actual events surrounding the crash of LANSA Flight 508 in the Peruvian Amazon. The airliner disintegrated in flight after being struck by lightning. Seventeen year old Juliane Koepcke survived the tremendous plunge into the forest with minimal injuries. The bulk of the film documents her lonely struggle to reach civilization.

## 1938

Circled dates are days of the full moon. Dates underlined are days of the new moon.

| July      |    |    |    |    |    |    | August |    |    |    |    |    |    |
|-----------|----|----|----|----|----|----|--------|----|----|----|----|----|----|
| S         | M  | T  | W  | Th | F  | S  | S      | M  | T  | W  | Th | F  | S  |
|           |    |    |    |    | 1  | 2  |        | 1  | 2  | 3  | 4  | 5  | 6  |
| 3         | 4  | 5  | 6  | 7  | 8  | 9  | 7      | 8  | 9  | 10 | 11 | 12 | 13 |
| 10        | 11 | 12 | 13 | 14 | 15 | 16 | 14     | 15 | 16 | 17 | 18 | 19 | 20 |
| 17        | 18 | 19 | 20 | 21 | 22 | 23 | 21     | 22 | 23 | 24 | 25 | 26 | 27 |
| 24        | 25 | 26 | 27 | 28 | 29 | 30 | 28     | 29 | 30 | 31 |    |    |    |
| 31        |    |    |    |    |    |    |        |    |    |    |    |    |    |
| September |    |    |    |    |    |    |        |    |    |    |    |    |    |
|           |    |    |    |    |    |    |        |    |    |    |    |    |    |
|           |    |    |    |    |    |    | 1      | 2  | 3  |    |    |    |    |
|           |    |    |    |    |    |    | 4      | 5  | 6  | 7  | 8  | 9  | 10 |
|           |    |    |    |    |    |    | 11     | 12 | 13 | 14 | 15 | 16 | 17 |
|           |    |    |    |    |    |    | 18     | 19 | 20 | 21 | 22 | 23 | 24 |
|           |    |    |    |    |    |    | 25     | 26 | 27 | 28 | 29 | 30 |    |



# Call of Cthulhu

Name \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Gender \_\_\_\_\_ Age \_\_\_\_\_ DOB \_\_\_\_\_ Place of Birth \_\_\_\_\_  
 Nationality \_\_\_\_\_ Residence \_\_\_\_\_  
 Schools/Degrees \_\_\_\_\_

## INVESTIGATOR STATISTICS

## MAGIC POINTS

## HIT POINTS

|     |     |     |      |                          |
|-----|-----|-----|------|--------------------------|
| STR | DEX | INT | Idea | Damage Modifier<br>_____ |
| CON | APP | POW | Luck |                          |
| SIZ | SAN | EDU | Know |                          |

Current Date \_\_\_\_\_

|              |    |    |
|--------------|----|----|
| Unconscious= | 0  | 1  |
| 2            | 3  | 4  |
| 5            | 6  | 7  |
| 8            | 9  | 10 |
| 11           | 12 | 13 |
| 14           | 15 | 16 |
| 17           | 18 | 19 |
| 20           | 21 | 22 |
| 23           | 24 | 25 |
| 26           |    |    |

|       |    |    |    |
|-------|----|----|----|
| Dead= | 0  | 1  | 2  |
| 3     | 4  | 5  | 6  |
| 7     | 8  | 9  | 10 |
| 11    | 12 | 13 | 14 |
| 15    | 16 | 17 | 18 |
| 19    | 20 | 21 | 22 |
| 23    | 24 | 25 | 26 |
| 27    |    |    |    |

## SANITY POINTS & MENTAL HEALTH

## PORTRAIT

(99-Cthulhu Mythos:) Insanity =0

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 |
| 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 |
| 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 |
| 99 |    |    |    |    |    |    |    |    |    |    |    |    |    |

Phobias \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_

## INVESTIGATOR SKILLS

|  |  |   |
|--|--|---|
| <input type="checkbox"/> Accounting (10) _____     | <input type="checkbox"/> Electrical Repair (10) _____    | <input type="checkbox"/> Other Language (00): _____   |
| <input type="checkbox"/> Anthropology (00) _____   | <input type="checkbox"/> Fast Talk (05) _____            | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Archæology (00) _____     | <input type="checkbox"/> First Aid (30) _____            | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Architecture (00) _____   | <input type="checkbox"/> Foraging (05) _____             | <input type="checkbox"/> _____                        |
| Art (05): _____                                    | <input type="checkbox"/> Forensics (00) _____            | <input type="checkbox"/> Own Language (EDU x5): _____ |
| <input type="checkbox"/> _____                     | <input type="checkbox"/> Geology (00) _____              | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Astronomy (00) _____      | <input type="checkbox"/> Hide (10) _____                 | <input type="checkbox"/> Persuade (15) _____          |
| <input type="checkbox"/> Bargain (05) _____        | <input type="checkbox"/> History (20) _____              | <input type="checkbox"/> Pharmacy (00) _____          |
| <input type="checkbox"/> Biology (00) _____        | <input type="checkbox"/> Jump (25) _____                 | <input type="checkbox"/> Photography (10) _____       |
| <input type="checkbox"/> Boating (10) _____        | <input type="checkbox"/> Law (05) _____                  | <input type="checkbox"/> Physics (00) _____           |
| <input type="checkbox"/> Botany (00) _____         | <input type="checkbox"/> Library Use (25) _____          | <input type="checkbox"/> Pilot (00): _____            |
| <input type="checkbox"/> Carpentry (10) _____      | <input type="checkbox"/> Listen (25) _____               | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Cartography (00) _____    | <input type="checkbox"/> Locksmith (00) _____            | <input type="checkbox"/> Psychoanalysis (00) _____    |
| <input type="checkbox"/> Chemistry (00) _____      | <input type="checkbox"/> Martial Arts (00) _____         | <input type="checkbox"/> Psychology (05) _____        |
| <input type="checkbox"/> Climb (40) _____          | <input type="checkbox"/> Mathematics (10) _____          | <input type="checkbox"/> Ride (05) _____              |
| <input type="checkbox"/> Conceal (15) _____        | <input type="checkbox"/> Mechanical Repair (20) _____    | <input type="checkbox"/> Sailing (00) _____           |
| <input type="checkbox"/> _____                     | <input type="checkbox"/> Medicine (05) _____             | <input type="checkbox"/> Sneak (10) _____             |
| <input type="checkbox"/> Credit Rating (15) _____  | <input type="checkbox"/> Natural History (10) _____      | <input type="checkbox"/> Spot Hidden (25) _____       |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> Navigation, Land (10) _____     | <input type="checkbox"/> Surgery (00) _____           |
| <input type="checkbox"/> Demolitions (00) _____    | <input type="checkbox"/> Navigation, Air/Sea (00) _____  | <input type="checkbox"/> Swim (25) _____              |
| <input type="checkbox"/> Dodge (DEX x2) _____      | <input type="checkbox"/> Occult (05) _____               | <input type="checkbox"/> Throw (25) _____             |
| <input type="checkbox"/> Drive Auto (20) _____     | <input type="checkbox"/> Operate Hvy. Machine (00) _____ | <input type="checkbox"/> Track (10) _____             |
| <input type="checkbox"/> _____                     | <input type="checkbox"/> _____                           | <input type="checkbox"/> Zoology (00) _____           |

## COMBAT SKILLS

| Weapon                   | Shots | Attk% | Impale | Damage | HP    | Ammo  | Weapon                   | Shots | Attk% | Impale | Damage | HP    | Ammo  |
|--------------------------|-------|-------|--------|--------|-------|-------|--------------------------|-------|-------|--------|--------|-------|-------|
| <input type="checkbox"/> | _____ | _____ | _____  | _____  | _____ | _____ | <input type="checkbox"/> | _____ | _____ | _____  | _____  | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____  | _____  | _____ | _____ | <input type="checkbox"/> | _____ | _____ | _____  | _____  | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____  | _____  | _____ | _____ | <input type="checkbox"/> | _____ | _____ | _____  | _____  | _____ | _____ |

*“I am everlasting; I drink, no matter who rules; chiefs, slayers, wizards, they pass like ghosts of dead men through the grey jungle; I stand, I rule; I am the soul of the jungle.”*

*– Robert E. Howard*

\*

**Welcome aboard Pan Caribbean Airways Flight 101.**

An archaeological conference...

A routine flight...

Thirty seconds of terror!

Now the passengers of Flight 101 are on their own, trapped in the green hell of the jungles of South America. Was their crash just an unfortunate accident? Are they truly alone in the jungle? There are worse things than the forces of the Cthulhu Mythos. Like a titanic green beast, the merciless, unforgiving rainforest harbors parasites, diseases, poisons, and thousands of terrifying beasts looking to make a meal of the weak and the lost. The passengers will have to work quickly and decisively if they have any hope that this will not be their FINAL FLIGHT.

\*

*“What monstrous secrets whispered across the sullen, shadowy reaches of the unmapped jungle?”*

*– Robert E. Howard*



cover illustration: Rick Sardina  
cover design: Marius Hamilton

ISBN 1-887797-28-9

\$9.95 PAG1011

