

# THE TOMB OF TULIKAK

A Fate: Accelerated Solo Adventure

by Leo Winstead



*The legendary Orb of Perfection lies somewhere in the deep, dark jungles of the Yucatan. You are tasked with retrieving the rare artifact from the ruins of a Mayan pyramid, but numerous obstacles stand between you and the prize including giant snakes, ancient traps, and evil Nazis! This module contains a complete setting for play of the Fate: Accelerated rules.*

Module FAS1

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“The Tomb of Tulikak” is a Solo *Fate Accelerated* adventure designed to introduce players to the world of FAE. The adventure takes place in the 1930s in a fictionalized pulp-flavored universe (like the film *Raiders of the Lost Ark* or old radio dramas like *Escape*). Most of the action centers around the ancient ruins of a long lost Mayan pyramid; the resting place of the legendary Tulikak and his Orb of Perfection. The character will face treacherous obstacles, evil Nazis, and a host of creepy crawlies on their quest to retrieve the orb. Players are free to adapt characters previously designed for other scenarios or they can build their characters from scratch using some of the **Aspects** listed below. All that you need to play this scenario is a copy of *Fate: Accelerated*, 4 Fate dice (or 4D6s), poker chips (or something to represent Fate points), a character sheet, and a pen or pencil.

The player plays an iteration of a pulp-era explorer by choosing from a list of aspects, assigning values to approaches, and assigning 2 stunts to their character. The character is on a quest to find the fabled “Orb of Tulikak,” which has legendary significance. Depending on the characters motivations (Aspects), certain actions might be appropriate and others not. If you want to run this adventure, you will need 3 Aspects, or phrases that define your character: one High Concept, one Trouble, and one Secondary Aspect functioning as the specific motivating “hook” for why the character is in search of the orb.

### High Concepts

Famous movie star for Metro Baldwin Moyer.  
University professor moonlighting as an archaeologist.  
Famous explorer on the hunt for the find of the century.  
Mayan villager and future leader of my people.  
World War I veteran and full-time mercenary.  
Restless former skipper of the “Grimy Dog.”

### Troubles

“The Nazis are holding my family hostage.”  
“The university will fire me, if they discover my whereabouts.”  
“I must hurry to find my father (who might be inside the temple).”  
“I’m afraid of snakes.”  
“I’ve got a bounty on my head.”  
“I owe a lot of people a lot of money.”

### Secondary Aspects

(These are essential for the purposes of this adventure as they tie in directly to your reason for seeking out the orb. Below are a list of possible aspects for your character. But like your High Concept, don’t be afraid to make up your own!)

“It belongs in a museum!”  
“I need the orb to open a gateway to another dimension.”  
“I’m gonna be rich, when I finally get my hands on this thing.”  
“I just want to know its secrets.”  
“The orb must be destroyed or all life will perish!”  
“My village must obtain the orb to ward off evil.”

Name, description, and approaches should be determined by the player as per usual (the character should start the game with 3 refresh). Stunts can also be assigned freely, however, here are some that might be especially pertinent (You should start the game with no more than 2 stunts):

Because I know Ancient Languages, I get +2 to **Cleverly** decipher texts and symbols while exploring the ruins.

Because I served in the French Foreign Legion, I get +2 to **Quickly** aim and fire my pistols.

Because I grew up as a pick pocket and thief on the streets, I gain +2 to **Sneakily** steal or lift objects.

Because I served as a grenadier in the Great War, I get +2 to **Carefully** set, arm, and disarm explosives.

Because I was a prize boxer in my youth, I get +2 to **Forcefully** best my opponents in hand-to-hand combat.

Because of my immense wealth, I get +2 to **Flashily** barter with the natives and hire hit men and/or mercenaries.

Because I worked in the circus as a child, I can perform an amazing acrobatic stunt once per game session.

Because I've walked the halls of the world's finest museums, I can easily spot a fake artifact once per game.

Because I have the missing pages of (my father's) notebook, I can decipher any message once per game session.

Because I dug trenches for so long in Verdun, I can find my way out of any maze once per game.

Because I trained with Houdini as a child, I can escape any trap once per game session.

Because I am a world famous actress and singer, I can dance my way out of a sticky situation once per game.

Typically you will start the game (or "story arc" if this is just one side-chapter in a larger campaign) with no stress points, no consequences, and 3 refresh. Unlike a typical game of *Fate: Accelerated*, if you use up your stress and consequence boxes (or the text dictates a specific outcome); you must adhere to the outcome provided in the text (this might mean you are **Taken Out** of the game through death, entrapment, or some other means and must start over with a new character).

Like a normal *Fate: Accelerated* game, the four basic actions in this game (Gain an Advantage, Overcome an obstacle, Attack an opponent, or Defend against a threat) are all determined through dice rolls. Unlike a normal *Fate: Accelerated* game, the text will prompt you as to what Approaches you can use. When you roll to perform an action, you can also **Invoke an Aspect**. Invoking an Aspect costs you 1 Fate point and gives you a +2 to your roll or the chance to re-roll. This is allowed as long as you have fate points to spend, but remember, Invoking an Aspect should only be done when it fits within the context of the scene. You can also use a **Stunt**, if they text calls for it or it makes sense to do so. Just keep in mind, certain stunts can only be used once for the adventure! Sometimes the text will **Compel an Aspect**, which results in you gaining a Fate point. The text will specifically prompt you when this happens (for example you might see a sentence like: "If you have the Aspect 'I'm afraid of snakes,' go to section 45.>").

Although there are situation aspects that arise from time to time (these are established using dice rolls), any significant changes to the character's Aspects should only occur at the conclusion of the adventure (see the section entitled "Aftermath" for more details).

When you have completed your character, read the introduction below:

## **Introduction**

It's June 19th, 1937 and for the last week, you've been traveling aboard "El Jaguar", a Panamanian steamer delivering sailors, dry goods, and artillery to naval outposts throughout the Caribbean Islands. You've worked hard to get this far, having snuck aboard in the dead of night while the boat was docked in Bridgetown. You had to pay the captain a king's ransom, but it was worth it. Your contact in the town, Werther Gran, a German and expatriate was anxious to deliver a special map. "The location of Tulikak's Tomb!" he finally confessed to you in a telegram he sent six weeks ago.

He left out plenty of other details, however. Like how the Nazi's have been keen to get hold of the map themselves. Only a few scholars, adventurers, explorers, and antiquarians still knew the legends of Tulikak's Tomb. How he went from a lowly Mayan villager in the year 256 A.D. to king of a vast region by the end of the 3rd century. How he ruled through fear, intimidation, and madness; sacrificing villagers young and old to the ancient fire god Xiuhtecuhtli. How in 301, the villagers somehow overcame his might and brought his reign to an end. His body was sealed inside a vault along with the Orb of Perfection, a "gift" from the gods, that was rumored to give him eternal life. It's the orb, more than anything, that the Nazi party wants for themselves and Werther wanted to ensure the artifact would fall into the right hands. That is, IF the orb actually does exist.

"That's what I hope to find out," were the last words you spoke to poor Werther after he entrusted you with the map. That night, you returned to his ransacked villa only to find him dead and sprawled out on his bed. His pale, agonized face and bite marks revealed the horrible truth; a krait or some other poisonous serpent had been used to quietly dispatch the poor man and his belongings had been rifled through in search of the map. You knew immediately that the Nazi's were on the island, so you didn't waste a minute sneaking aboard under cover of darkness. As luck would have it, the captain didn't find you until two days later and you were able to pay him off before he had his men throw you overboard. Luckier still, no one had sent a telegraph to alert the captain to the presence of a potential "murderer." At least not that you knew of...



1) You're alone in one of the sleeping quarters on the "El Jaguar." It is early dawn and last you checked, the ship was heading south near Campeche along the Yucatan peninsula - a spot that is likely within eighty miles of your destination! You sit up abruptly, as the sound of collective foot steps draws your attention. Then you hear the harsh knocking of the cabin next to yours; the cabin you were assigned to before you convinced the current occupant that you should switch. "Open up! It's the captain! We know what you did back in Bridgetown!" This is followed by some other harried voices, and a smattering of German "Nazis!" you think as you quickly snatch up anything you can. You catch a few words of confusion and surprise as the old man with whom you switched places rises and answers the door. You must act quickly before the captain and the others discover your ruse. What will you do?

**Sneakily** try to creep out of the cabin? (Roll to Overcome against a +3). If you tie or succeed, go to 7.

**Quickly** rush through the door? (Roll to Overcome against a +1). If you tie or succeed, go to 6.

**Forcefully** burst through door? (Roll to Overcome against a +2). If you tie or succeed, go to 6.

If you fail at any of these attempts, go to 14.

2) You and the giant Nazi square off. Years of training have honed your body into a thing of iron. You unleash a volley of kicks and blows in quick succession. Your opponent is not impressed, however, catching you by the arm and tossing you, like a rag doll against a nearby rock. You reach down and scoop up a handful of earth, tossing it in the giant's face. He gives out a cry of fury, bringing the full weight of his fists down to crush you. You roll out of the way and leap on his back. The giant struggles, but you manage to get your arm around his neck and choke him into unconsciousness. With a soft \*thud,\* he crumples to the earth.

Go to 78.



**3)** You find yourself in a dim room. The first thing you notice is that the hole has disappeared behind you! Turning back around, you take stock of your surroundings. The walls rise high above to a ceiling dotted with cracks and fissures, allowing streams of light to pass through. Along each wall are strange markings and incisions dug deep into the stone. Intricate, snake-like figures are carved into the surface of the walls while the floor is divided up into square foot-long tiles depicting various creatures. Along the far wall, an ominous statue of a feathered serpent faces you, its mouth gaping wide and filled with teeth. Beyond the statue, a corridor opens up to your left. What do you do?

**Carefully** examine the room for traps? (Roll to Overcome against a +4). If you tie or succeed, go to 8.

**Cleverly** look for a means of escape? (Roll to Overcome against a +6). If you tie or succeed, go to 19.

If you fail at either, go to 11.

**4)** You leap back just in time as a huge anaconda drops to the jungle floor and slithers into a nearby thicket. “Whew!” you heave a sigh of relief and collecting yourself, turn towards the edge of the clearing and fortune and glory!

Go to 16.

**5)** “Ah! Good morning, Captain!” you greet the grizzled captain and his companions. “What are you doing away from your cabin, thief?” the captain asks menacingly. “Oh nothing. Just chasing a rat down for that kind, old gentleman. Say, this old crate hauls provisions for the U.S. Navy, don’t it?” “So?” asks the captain as a rat skits across one of the Nazi’s pant legs. “Well I’m sure they would love to hear about just how well you keep their dry goods from any contagion, or plague. Y’see I’m with the merchant marines!” You quickly flash what looks like a eagle insignia, but is actually a silver dollar. Snatching it away before the captain can see it, you continue, “So maybe we say you give me and the poor old man some slack and maybe I won’t report your ship to the authorities!” The Germans meanwhile, having gone through your room to search for the map, emerge empty handed.

“Auf wiedersehen!” You call out as the Germans and captain storm off.

Go to 34.

**6)** With the strength of a juggernaut, you burst through the rickety door to your cabin. The fury of your action, sends splinters of wood flying everywhere. One of the Germans cries out as he is momentarily blinded. The other raises a revolver in your general direction, firing off one and then another shot in wild desperation.

**Forcefully** try to subdue the three men? (Roll to Attack against a +4). If you tie or succeed, go to 9.

If you fail, go to 10.



7) You tiptoe out of your room as the captain and his German companions are absorbed with the old man next door. You are just about turn the corner, when you hear one of the Germans cry out, "Achtung!" and point in your direction. Without giving it anymore thought, you leap overboard and dive into the water below.

Go to 20.

8) You crouch down and peer closely at the intricate square tiles embedded in the floor. You notice most of them are at the same level, except about a dozen or so, which are slightly higher than the rest and evenly spaced along the center of the room. Carefully, you work your way to the other end of the room, sidestepping the raised tiles and follow the corridor as it curves off into the darkness.

Go to 91.

9) You lay into your opponents, fists flying. The captain stumbles back against the railing, not expecting such a ferocious attack. One Nazi draws out a revolver and starts to raise it up just as your fist connects with his jaw. The gun goes off as it falls to the ground, a bullet ricocheting off the wall and into the backside of the second Nazi. You don't wait to see what happens next, but leap overboard and plunge into the murky waters below.

Go to 20.



10) The boat lurches suddenly, throwing you off balance and you trip and fall over the captain. The German's gun is knocked from his hand and falls into the waters below. You don't see the other German come up from behind, until it's too late. The last thing you see is the heavy cylinder of a fire extinguisher as it comes down on your forehead, knocking you unconscious (you have a **Mild Consequence** caused by concussion for the remainder of the game and a -1 to all Approaches).

Go to 21.

**11)** You've advanced a few feet into the chamber when, all of a sudden, you here a \*click\* and the sound of stone grinding on stone. From the mouth of the stone serpent, you watch in horror as glowing magma begins to drip, then pour onto the floor! You must act quickly, or be burned alive. Do you:

**Quickly** try to climb onto one of the carvings on the wall? (Roll to Overcome against +4). If you tie or succeed, go to 48.

If you have an **Stunt** like "Because I worked in the circus as a child, I can perform an amazing acrobatic stunt once per game session," you may Invoke it now. Go to 48.

Otherwise, go to 50.

**12)** The tunnel descends for several feet, sloping down to a small chamber with a shallow pool. At the other end, the tunnel continues into semi-darkness. You see glowing crystals at the bottom of the pool. What do you do?

Reach in a grab some of the crystals? Go to 33.

Keep following the tunnel? Go to 27.

**13)** Without warning, the slender form of giant anaconda wraps itself around your neck. You struggle violently to break free, but the serpent's grip is legendary. Hurry! You must either:

**Forcefully** try to wrench the snake from your body. (Roll to Attack against +5). If you tie or succeed, go to 24.

**Carefully** try to bite the snake's tail. (Roll to Attack against +3). If you tie or succeed, go to 24.

If you fail at either (or you have the **Aspect** "I'm afraid of snakes."), go to 17.

**14)** The captain spots you in the doorway of the cabin. "Hold it right there!" Behind him, two well-dressed white men in fedoras stare hawk-like in your direction. One of them is already got his hand inside of his coat pocket and is reaching for something. What will you do?

**Sneakily** try to talk your way out of the situation? (Roll to Overcome against a +2). If you tie or succeed, go to 5.

**Forcefully** try to subdue the three men? (Roll to Attack against a +3). If you tie or succeed, go to 9.

If you have the **Stunt** (Because I worked in the circus as a child, I can perform an amazing acrobatic stunt once per game session.) and wish to use it now, go to 6.

If you fail at any of these, go to 10.

**15)** As you approach the circular shadow once more, you notice it has already begun to shift as the sun's path continues. You realize it may be already too late; you must hurry! Just as you are about to pass through, you smell acrid breath and the cold butt of a pistol at the nape of your neck. "A moment of your time, my friend!" a shrill voice calls out. You turn slowly, recognizing one of the well-dressed Nazis you spotted aboard the "El Jaguar." "I believe you have something that belongs to us, hmmm?" You know precisely what he wants. Wasting no time, you pull the map out and just as he is about to snatch it from you, you elbow him in the gut. His pistol goes off, the bullet whizzing past and disappearing into the blackness of the portal. You scramble forward in an attempt to slip through the portal yourself, but something grabs hold of you - the other German. With half your body inside the pyramid and the other half on the outside, you struggle to free yourself from the German's grasp. Do you have the strength?

**Forcefully** try to kick free of the German (Roll to Overcome against +3). If you succeed, go to 31.

If you fail, go to 59.

**16)** You continue along a steep path for several yards, before emerging into another wide clearing. In front of you is an awesome sight! Standing over 10 stories high, the ragged, crumbling remains of a steppe pyramid loom above you. Two obelisks crowned with Mayan deities (a squat human figure with an elaborate headdress on the left, a feathered snake on the right) stand facing the pyramid's south face. You know from the map that during the summer solstice, the sun will line up perfectly with one of the statues to reveal the entrance to the tomb. But which one? Pulling out the map, you study it hoping to find an answer. You may:

**Cleverly** try to determine the tomb's whereabouts. (Roll to Overcome against a +1). If you succeed, go to 53.

**Carefully** examine your surroundings for clues to the location of the entrance. (Roll to Create an Advantage against a +4). If you succeed, go to 41.

If you fail at either, go to 18.

**17)** The harder you struggle, the more the snake tightens its grip. Soon, every ounce of life has been squeezed out of you! You have just been **Taken Out** (You died!) Roll up a new character and begin your journey once more at the **Introduction**.

**18)** The sun looms bright in the sky as the time indicated on the map arrives, creating dense shadows that creep up the side of the pyramid. You stare in amazement as two long shadows point finger-like at two flat sections of wall along the topmost level of the structure. The human figure casts a solid shadow in the shape of a doorway, completely silhouetting the section of wall where it rests. The serpent's shadow, however, creates a strange, circular corona of light that makes it appear as if there is a large hole burned into the wall. You know choosing the wrong door may lead to certain death. Which do you choose?

If you want to enter the door cast by the human figure, go to 22.

If you want to enter the portal cast by the serpent, go to 39.

**19)** You run your fingers along the wall where only moments earlier there was a hole. You are about to give up, when you realize the hole hasn't disappeared entirely, but has instead shifted slightly to follow in the sun's path. You close your eyes and rush headlong through the hole again. Your foot catches something and you tumble down several stairs, finally stopping yourself by grabbing onto some loose vines (check off 1 Stress Box for the bruising you've endured). You look up at the doorways and notice they are beginning to shift!

If you have not explored the door to the left, hurry to do so now. Go to 22.

If you've already explored the other door, you may attempt to pass through the circle again before it's too late. Go to 15.

**20)** You manage to duck behind a cluster of reeds as the steamer plows past. You watch as the two Germans race from one end of the steamer to the other, trying to spot you among the reeds. The enormous paddle whips up a froth, and combined with the cover provided by the many tropical plants and vines growing along the inlet, gives you plenty of time to work your way to the shore without creating a scene.

Go to 25.



**21)** The first thing you hear is the loud shriek of a bird in the distance, then the smell of faint smoke and ash. You open your eyes and take in your surroundings. You are tied to a palm tree by heavy rope at the edge of a small encampment in the jungle. In front of you is a tent and you can make out two figures mingling inside. Behind you, you hear the sound of rushing water. You look down to your pocket and sense that the map has been stolen. You begin to struggle against the ropes, but stop abruptly when you notice a native Mayan boy around 14 years old, hunting bow in hand, crouched nearby. He is examining a pile of loot (possibly collected from passengers on the steamer?) and has not noticed you are awake yet. What do you do?

**Cleverly** try to communicate with the boy? (Roll to Overcome against a +2). If you tie or succeed, go to 32.

**Forcefully** try to break free of the ropes? (Roll to Overcome against a +4). If you tie or succeed, go to 68.

**Flashily** try to impress the boy? (Roll to Overcome against a +1). If you tie or succeed, go to 67.

If you have it, you can also Invoke an **Aspect** like “Because I trained with Houdini as a child, I can escape any trap once per game session.” However, you may not use this aspect again during the game. If you succeed, go to 68.

If you fail at any of these, go to 45.

**22)** You climb the steps of the stone pyramid, tracing the long shadows cast by the sun as they rise to the height of the topmost level. Lizards and small birds dart out of your path, as you reach the left doorway. You stare into the pitch blackness, wondering how anything could cast such a dense shadow. As you stand next to the portal, an ominous aura of evil sends a chill down your spine. You reach out to touch the wall where the shadow is and your hand passes right through it! You take one last breath and rush headlong through the doorway!

Quick! Go to 35.

**23)** The tunnel slopes upwards for several feet, then levels off. You notice that some old coins have been placed evenly every few yards, as if someone had left a trail to avoid getting lost. At this point, you begin to wonder if you will ever find your way out of the tunnel!

If you have the **Aspect** “Because I dug trenches for so long in Verdun, I can find my way out of any maze once per game,” or something similar, you may Invoke it now (if you have not used up all your Fate points). Go to 49.

If not, go to 38.



24) With all the fight you can muster, you lash out at the snake. Stunned by your mighty resistance, the snake loosens its grip and you manage to break free. You watch as it slithers away into the dense brush. “So that’s why they call it the ‘Well of the Serpent!’” you think to yourself.

Go to 16.

25) The sandy beach you find yourself on is sprinkled with shrubs and palm trees. The sounds of orioles chirping in a tree above you and the occasional distant calling of a guan bird bare evidence of life. Off in the distance, a row of palm trees sprouts from the sandy beachhead concealing a steep hillside. To the south, you see a plume of smoke signaling the presence of a fishing village in the area. To the north, the beach continues for sometime, before it curves east and disappears behind more trees. You pull out your map, the one Werther gave you, and try to ascertain your whereabouts.

You can try to **Carefully** discern your present location on the map (Roll to Overcome against a +2). If you tie or succeed, go to 82.

You can climb a nearby palm tree and **Cleverly** attempt to get your bearings (Roll to Create an Advantage against a +1). If you tie or succeed, go to 51.

If you fail either way, go to 26.

**26)** You shake your head in frustration. “I don’t recognize this area on the map!” you think to yourself. Before you have a chance to decide what to do next, you hear the faint sound of rustling in the bushes off to your left.

You must **Quickly** try to dodge an attack (Roll to Defend against a +2). If you tie or succeed, go to 30.

If you fail, go to 21.

**27)** The tunnel winds its way along for sometime. You spot the occasional phosphorescent toadstool giving off a faint glow; the effect produces a pale light that helps you to see in the murky dark. Soon, the tunnel branches off again. Which path will you take?

If you want to follow the left path, go to 49.

If you want to follow the right path, go to 38.

**28)** With utter amazement, you stare up at the colossal structure that is the Mayan steppe pyramid of Tulikak. The rays of sun stream down, creating a shimmering aura that bounces off each intricately carved stone. You advance a few feet, when suddenly you feel the barrel of a pistol on your back. “Willkommen!” the shrill voice utters as you turn to face the two Germans from the boat. “I was not certain you would live to make it this far,” he sneers, “I’m impressed!” “It’s not over yet!” you retort, trying to hide any fear. The blonde German hands the gun over to his brawny partner, “Oh, I can assure you, we have things well under control.” You turn to see a miraculous sight as the rays of the sun cast a shadow into the side of the pyramid. The blonde German climbs the steps to where the shadow rests along a featureless stone wall. In another instant, he passes through the wall as though nothing was there! You turn back to the huge German, whose eyes are fixed on yours. Whatever happens, you can’t let the Nazis acquire the orb! What will you do?

If you have the Juan de Grujillo’s journal (section 42), then go to 57.

If not, you can try to **Sneakily** reason with the man. (Roll to Overcome against +2).

If you tie or succeed, go to 58.

If you fail, go to 73.

**28b)** “And speaking of time, mine freund, I must be off to claim the orb!” the blonde German announces. “But don’t worry,” he adds sinisterly, “Hans here will make sure you are well taken care of!” The giant Nazi nods grimly as the smaller man waves a mock farewell and trudges off through the brush laughing as he makes his way east. With a wicked smile Hans approaches you cracking his knuckles with each step. He throws a fist, but you duck unexpectedly. Before he can land another blow, you bring a knee up to his chin and send him reeling backwards. With your bonds already loosened, you wriggle free of the ropes and face off against the enormous brute.

Go to 2.



**29)** A day later and you find yourself sitting all alone in the watering hole of a local fishing village. You've been through a lot in the last 48 hours, but you came out of all of it with your skin (mostly) intact. The orb is gone, but there's always more treasure waiting to be discovered just around the corner. As you are finishing off your last shot of whiskey for the night, a short bespectacled man with two hired thugs enters and approaches you. "Guten Abend!" the man says with a strong German accent, "I believe you have something I would like to acquire." Cutting to the chase, you respond, "If you're still looking for the orb, it's too late." The man snaps his fingers and the biggest thug grabs you by the collar. "Ok, ok!" you relinquish. You reach into your pocket and pull out a map. The spectacled man grabs it, overcome with glee. Gesturing to the thugs, the three exit the bar, leaving you all alone to finish your drink. You hold up the real map, the one Werther gave you, letting out a hearty laugh. When the bar keep comes to collect your glasses, he asks if they got what they wanted. Realizing that at that very moment, the thugs are probably being chased around the jungle by jaguars, bullet ants, and a giant anaconda or two, you turn to the bartender and reply, "Oh, I think they got just what they deserve!"

You have completed the adventure and accomplished a **minor milestone**. To learn what that means for your character, go to the Aftermath.

**30)** You just manage to duck your head as a dart whizzes past you. Before you can act, you see a lithe, shadowy figure vanish into the brush.

Go to 51.

**31)** You tumble headlong into the room. As you begin to pick yourself up off the ground, your hand presses down on floor and you hear a \*click\* off in the distance. From the mouth of the stone serpent, you watch in horror as glowing magma begins to drip, then pour onto the floor! You must act quickly, or be burned alive. Do you:

**Quickly** try to climb onto one of the carvings on the wall? (Roll to Overcome against +4). If you tie or succeed, go to 48.

If you have an **Aspect** like "Because I worked in the circus as a child, I can perform an amazing acrobatic stunt once per game session," you may Invoke it now. Go to 48.

Otherwise, go to 50.

**32)** You recognize the boy's simple clothing as a sign that he is part of the Lacandon tribe. In broken words, you try to establish communication. "Greetings, young one!" you say. "And to you as well," the boy responds cautiously. "Those men..." you say nodding with your head towards the tent curiously. "Bad men!" The boy says in disgust. "Came to village. Took everything." You reason "If you free me, I will make sure they pay. You have my word!" The boy hesitates, then pulls out a knife and approaches you. His attention is stolen away, however, when he sees a gleaming whistle on the ground. Quick either:

**Flashily** try to win the boy's sympathy with the whistle. (Roll to Overcome against +1). If you tie or succeed, go to 67.

**Sneakily** convince the boy not to touch the whistle. (Roll to Overcome against a +3). If you tie or succeed, go to 44.

If you fail either way, go to 46.

**33)** You reach into the pool and break off a large chunk of quartz crystals; their facets reflecting in the clear water. “These crystals will fetch a pretty penny!” you think (you are able to pocket around \$16,000).

Go to 27.

**34)** Within a few hours, the steamboat comes to halt in a small fishing village. Nestled on the outskirts of a long strip of sandy beach, you are one of only a few people who could identify this part of the Yucatan as host to one of the world’s greatest hidden treasures. You disembark and make your way up the gang plank. Out of the corner of your eye, you notice the two Germans, one blonde with an eye patch, and the other a hulking brute, as they begin to follow you. Quickly, you duck behind a pile of crates, hoping to lose the two. After circling back, you decide to put some distance between you and the Germans so you can have time to think and plan your next move. You carefully make your way through a thick patch of palm trees and work your way back north. Soon, you are walking along the shoreline at a distance of several miles from the boat. “I guess I gave them the slip!” you think to yourself.

Go to 25.

**35)** You find yourself in a dim room, tiny shafts of light cascade down from pin-sized holes in the ceiling high above you. Behind you, where only a moment before was the entry to the pyramid, is now a solid stone wall. Facing forward, you see the passage curves off gradually to the right. Along the far wall is a fearsome statue of a Mayan god of the underworld, with eyes wide and teeth bared, his mouth is stretched open as if in fear or terrible pain. What do you do?

**Carefully** examine the room for traps? (Roll to Overcome against a +4). If you tie or succeed, go to 8.

**Forcefully** try to break through the wall behind you and escape? (Roll to Overcome against a +6). If you tie or succeed, go to 43.

If you fail either way, go to 47.

**36)** Two weeks have passed since your adventures in the Yucatan and you somehow managed to hold onto the orb. Your arrival to the big city was mostly uneventful, although you did occasionally get the feeling that someone was watching you the whole time. You finally sit down with the head curator of the museum of antiquities, anxious to share in the excitement of your journey, when suddenly there is a hard knock at the door. When it opens, a gaggle of federal agents walk through. After a brief introduction, they carefully place the orb into a lead-lined crate and begin heading for the exit. You throw yourself in front of the main federal agent, demanding to know their intentions for the orb. He looks up at you dryly and exclaims, “We’re all aware of your concern for the safe-keeping of the orb. All I can assure you of is that we will devote our top men to investigating its power. The United States government thanks you for your cooperation. Good day.” And with that, a burly agent shoves you to one side and you watch as the agents climb back into their limousines and drive away.

You have completed the adventure and accomplished a **minor milestone**. To learn what that means for your character, go to the Aftermath.

**37)** “You won’t get away with this!” you cry out, trying to stall the German long enough to loosen the ropes. “Oh, I do believe you are mistaken,” says the German mockingly. By this time tomorrow, Hans and I will be in possession of the orb of perfection, and you, my friend... you will be food for the ants!” “What ants?” you begin to say, but then you see it; a giant mound out of the corner of your eye. “Once the sun sets, the ants will come out to feast,” he says, maliciously punching you in the gut, “You will be our offering to the gods, eh? Like Herr Shakespeare says, ‘A pound of flesh!’” You spit up blood, coughing and gasping as the two Germans gather up their equipment and forge a path into the heart of the jungle. You desperately try to free yourself as the sun begins to set, but do you have what it takes? You may:

**Carefully** try to untie the ropes that bind you. (Roll to Overcome against +2). If you tie or succeed, go to 70b.

**Forcefully** use all your remaining strength to break free (Roll to Overcome against a +4). If you tie or succeed, go to 70b.

If you fail either roll, you watch in horror as giants bullet ants emerge from the mound and swarm over you. Within a few minutes, you are reduced to bones! You have been **Taken Out** of the game in the worst way possible (You’re dead!). Go to the Introduction and begin again with a new character.

**38)** You continue on through the tunnel. Every few yards, you see discarded rusty trinkets and tiny bits of tattered clothing, as if someone were leaving a trail as they walked. The tunnel narrows to the thickness of a man, before splitting again. To your left is a tunnel sloping downwards, to your right the tunnel opens up gradually and you can hear the faint sound of water dripping.

If you want to explore the left tunnel, go to 12.

If you want to follow the right tunnel, go to 72.

**39)** You approach the section of wall where the serpent has cast its shadow. The unearthly glow surrounding the the jet black of the shadow gives off a stench like sulphur. You reach out to touch the inky black surface and to your surprise, your hand passes right through! Mustering all your courage, you leap through the black hole and into the unknown!

Go to 3.

**40)** For the next two days, you won’t let the orb leave your sight. You finally manage to haggle your way into a fishing boat headed for Havana and implore the captain to set sail as soon as possible. The next day, you are aboard the decrepit fishing schooner, when a violent storm comes up. “All hands on deck!” the captain cries out, as the tiny crew desperately rushes to and fro. “You’d better strap yourself down!” the captain warns you, as intense gail force winds whip the boat back and forth. Just as you are about to tie yourself down, an enormous tidal wave crashes down on the boat. You watch in total anguish as the orb is wrenched from your grasp and slips into the turbulent waters below. “No!” you cry out, almost leaping after the artifact, but the captain manages to hold you back. The boat finally breaks apart as a whirlpool threatens to suck everything and everyone down with it. For two days you and a few

survivors drift along until a U.S. Naval vessel spots you off the coast of the Florida Keys. The commanding officer of the cruiser comes to greet you in your cabin, after you're pulled aboard, "That was quite a storm we had there, wouldn't you agree? You're lucky to be alive," he states wryly adding, "You must've had quite an adventure!" You chuckle in between sips of coffee, shaking your head in reply, "You have no idea!"

You have completed the adventure and accomplished a **minor milestone**. To learn what that means for your character, go to the Aftermath.

**41)** You search the ground for clues that will aid you. Coming up empty handed, you return to the foot of the steps and ponder your options.

Go to 18.

**42)** "I, Juan de Grujillo, in the year of Our Lord 1516..." begins the first entry by the journal's author, evidently an early Spanish explorer. The text reveals that the man served under Hernandez de Cordoba, a conquistador who is well known for having perished the following year at the hands of the Mayans. The journal goes into detail about how Cordoba and his men, including Grujillo, met with the leader of a Lacandon tribe who told them of the legend of the orb. The chief warned them, however, that any mortal man who came into direct contact with the orb "would most certainly perish" and that only a god was capable of wielding its power. Ignoring the warnings and intent on gaining its power as well as enslaving indians on the mainland, Cordoba led his troops deep into the jungle towards the location of Tulikak's pyramid. The party was ambushed and only a few, including Grujillo, managed to escape. Apparently Grujillo, who was separated from the rest, fled into a network of caves and became lost. The last passage of the journal reads, "And so because of the greed of Cordoba, we have all paid the ultimate price.... I have wandered the tunnels for days, unable to find a way out. I pray to God that he may have mercy on my soul." You close the journal, tucking it carefully in with the rest of your belongings, and advance into the next tunnel.

Go to 85.

**43)** Picking up a small boulder at your feet, you begin to chip away at the wall behind you. Somehow, you manage to find a weak spot in the stone, pounding it again and again with the huge rock. Soon it gives way and you breathe in the fresh air. You turn to examine the other door.

Go to 39.

**44)** "I wouldn't do that!" you say in the boy's native tongue, as he brings the whistle close to his lips, "It's full of evil spirits." The boy looks gob smacked and tosses the instrument to the side. Working swiftly, he cuts the bonds loose and stands back as you get your bearings.

Go to 68.

45) Just as you are about to act, the tent flap is pulled aside and two familiar men emerge. You glance back at the pile of loot and notice the boy has already fled. You recognize the Germans who were in the boat with you earlier, but they have traded their crisp white suits for khaki pants, jack boots, and pith helmets. “We were wondering when you would join us!” says one of the Germans, a middle-aged spindly man with a shock of blonde hair and a patch over one eye. He pulls out a stopwatch and checks the time, while the other German, a bald, brawny man with enormous biceps and a handlebar mustache holds back. “Do you know what time it is?” the blonde German asks rhetorically. “No. Of course not, the sun is hidden by the trees...” he points a finger upwards, “The summer solstice, the longest day of the year! The legend is that only on that day, can you see the entrance to Tulikak’s tomb.” He steps into the crackling fire, scattering ash and sparks as he saunters over to you. “I must thank you for bringing the map to us! Without the coordinates of the king’s crypt, we would never have known how important the time... is...!” As he states the last bit, he jabs a finger in your sternum. What do you do?

**Sneakily** try to bluff your way out of the situation? (Roll to Overcome against a +2). If you tie or succeed, go to 87.

**Quickly** try to break free from the ropes and escape? (Roll to Overcome against a +3). If you tie or succeed, go to 28b.

If you try neither or fail at your attempt, go to 37.

46) The boy reaches down and plucks the whistle off the jungle floor. Curiously, he brings it to his lips and blows. The shrill sound echoes loud through the jungle canopy and the boy drops the instrument in surprise. The figures in the tent immediately straighten up as the boy dashes off into the bushes.

Go to 45.



47) Realizing there is no turning back, you breathe deeply advancing into the room. After two steps, you hear a \*click\* and the sound of stone sliding on stone and watch in horror as a swarm of giant spiders pour forth from the statue's gaping mouth. In a display of aggression, they rear up on their hind legs, before rushing to attack. What do you do?

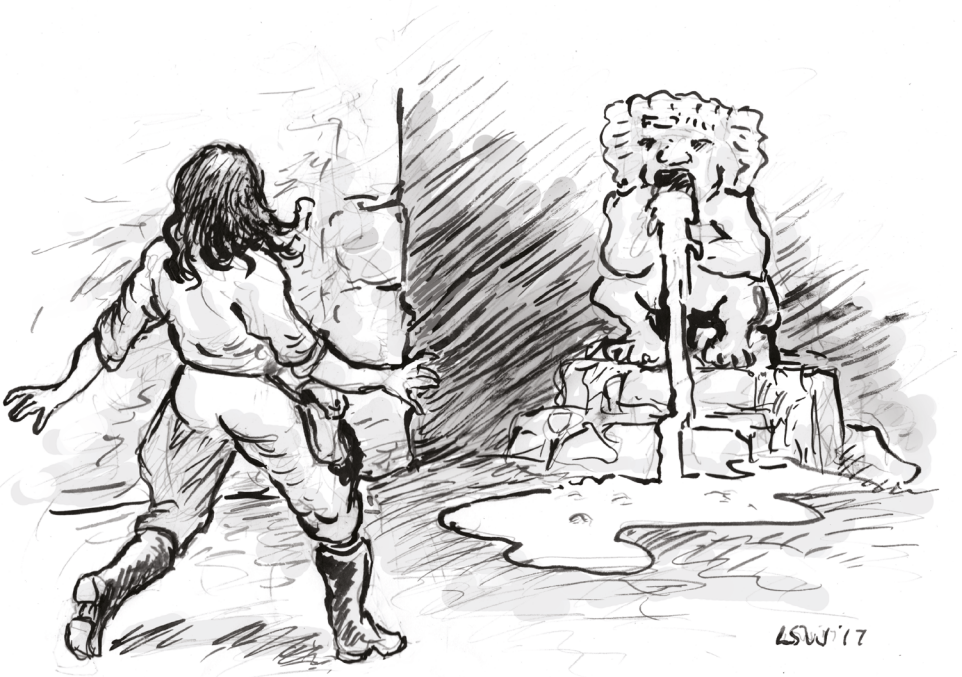
**Cleverly** light a torch using materials on hand? (Roll to Overcome against +4). If you tie or succeed, go to 96.

**Forcefully** try to crush the spiders? (Roll to Overcome against +4). If you tie or succeed, go to 92.

If you fail either way, go to 84.

48) You have seconds, before the floor is covered with searing lava. You swiftly latch onto one of the stone reliefs along the wall and pull yourself up off the floor just as the lava rushes past. Inch by agonizing inch, you work your way forward, but the heat from the lava below is almost too much to bare. With one desperate move, you leap onto the back of the statue. You see a stone lever on its back and pull. The lava quickly begins to drain from the room. After a few minutes, you carefully climb off the statue and gingerly make your way along the corridor beyond.

Go to 91.



LSW '17

**49)** You are beginning to feel like you are mercifully lost, when you spot a dim light up ahead. You notice the air becomes warmer as the tunnel slowly curves upwards. At last, you break through a thick cluster of vines and cautiously step out onto the jungle floor.

Go to 28.

**50)** You desperately reach up to grab hold of one of the stone reliefs along the wall. Digging in, you lift your weight off the floor, just as the lava flows over the spot where you were standing. You begin to pull yourself toward the statue, when your hand slips and you fall backwards into the pool of lava! You have just been **Taken Out**. You must roll up a new character and begin again at the Introduction.

**51)** You give off a heavy sigh and begin to climb a tall palm next to you. In a few moments, you are staring out over a vast area. You know from the map, that the location of the pyramid is very near. "Eureka!" you exclaim, spotting the iconic stone peak of an ancient structure off in the distance. In all the excitement, you nearly lose your balance, just barely grabbing hold of a palm branch.

**Quickly** roll to Defend against +3. If you tie or succeed, go to 56.

If you fail, go to 65.

**52)** "Untie this cretin, Hans!" says the blonde German authoritatively. With grim reluctance, the huge man reaches down and unties the ropes holding you captive. You rub the burns on your wrists and collect yourself, "Grab your gear and follow me!" you command. You lead the two Nazis along a path through the jungle. Soon, you reach the river's edge which you begin to follow upstream. You start to sweat, knowing you can only keep the ruse up so long before the Nazis realize you're bluffing. "There's an entrance to a cave somewhere up ahead," you exclaim. "I don't see any cave on the map," says the blonde Nazi. "I tell you it's all lies, Herr Schmidt!" Hans bellows as he lumbers towards you ready to break you in two!

Go to 93.

**53)** You stare closely at the map. Your mind goes back to what you know of the legend of Tulikak. "Of course!" you say, slapping your forehead. Xiuhtecuhtli was the god of the Mayan underworld and was always depicted in human form. "The left portal must be an entrance," you decide. To find out:

Go to 22.

**54)** At your feet lies a skeleton draped in ancient rags. It has one hand clutched firmly around its own neck and in the other hand, it carries a bag. Around its neck is a turquoise medallion. You surmise that the poor fellow must've been sealed in by accident, when the villagers buried their false god.

If one of your **Aspects** is "I owe a lot of people a lot of money," you have no qualms about taking the skeleton's treasure (a collection of jewels worth \$10,000). Go to 55.



**55)** You advance to within inches of the orb, determined to claim it for yourself. Just as you are about to touch it you hear a familiar voice cry out, “HALT!” From the shadows, the form of a Nazi with blonde hair and an eye patch, slowly emerges. You see the luger pistol he is apparently so fond of aimed squarely at your chest. It is clear from how he moves, that he has been through a harrowing journey, with cuts, burns, and bruises all over his body. “You thought you could outsmart me, eh?” the sullen German rasps, “But you would be very mistaken!” The Nazi steps closer into the light and you see the look of madness etched into his cruel features. What do you do?

**Sneakily** try to deceive the Nazi? (Roll to Overcome against a +3). If you tie or succeed, go to 62. If you fail, go to 77.

**Forcefully** try to wrestle his pistol away? (Roll to Overcome against a +5). If you tie or succeed, go to 66. If you fail, go to 86.

**56)** You carefully make your way down the palm tree, the map nestled firmly in your pocket. When you arrive on solid land, you start the long journey inland in the direction of the pyramid.

Go to 79.

**57)** “The man who had the map, Werther Gran. Why did he have to die?” you ask, genuinely curious. “Shut up, you!” the large Nazi grunts back. “Is it really worth it?” you continue, “To trade your life for momentary power?” With a look of confusion, the Nazi stares more intensely at you. “What do you mean? What are you getting at?” he asks insistently. “If you saw the map, you must’ve seen the name of Hernandez de Cordoba?” you lead on. “Yes?” he stutters back, the tension in his voice set to brim over. “Cordoba’s men all met a horrible fate after attempting to claim the orb! No man can touch it and live. It’s pure evil!” At this, the German turns towards the pyramid, calling out a warning to his companion. What do you do?

Try to **Quickly** wrestle the gun away from him? (Roll to Overcome against +4). If you succeed, go to 74.

If you fail, the Nazi spots you before you can make a move. Go to 73.

**58)** “Your friend is mad, you know?” you blurt out, searching for a weak link in the man’s psychological armor. “If he gets hold of the orb, your precious Furher will never see it. But guess who they’ll come after looking for answers... ? You!” “Shut up!” the giant Nazi shouts. It seems like you’ve only made him angrier.

Go to 73.

**59)** The more you kick, the more the German's grip increases. You shriek in horror as the hole clamps down like stone teeth on your leg. A cold sensation creeps up your body and you realize you are slowly being turned to stone! You try to give out one final gasp, but the scream is caught in your throat as the last of your flesh is transformed forever! You have been **Taken Out**. You must roll up a new character and begin again at the Introduction.

60) You spend the following day lounging on the beach of a nearby fishing village. A part of you is relieved that the orb has been destroyed, but a part of you wonders “What if?” While you’re busy soaking in the sun’s rays, you see a bottle wash up on the beach. Retrieving it, you realize there is a message enclosed! You quickly pull out the letter, anxious to see if it is a map to lost treasure, a ransom note, or perhaps a secret telegraph message from the United States or some other governing body. Feverishly opening the letter, you read the words aloud, “Congratulations! You have just completed a minor milestone. To learn what that means for your character, go to the Aftermath.”

Well, what are you waiting for? Proceed to the Aftermath.



**61)** “You don’t want his death on your hands!” you say, placing a hand on the boy’s shoulder. He backs away, lowering the bow. With tears rushing down his face, he embraces you. Then stopping a moment to collect his belongings, the boy disappears into the dense jungle bidding you a final farewell. You take a few moments to bind the giant to a nearby tree, then gathering up the map, you head into the thicket yourself, intent on reaching the tomb before your adversaries

Go to 79.

**62)** “Beware!” you warn, “Attempting to move the orb will only bring the wrath of the gods down upon you! The Nazi is startled at your harrowing message, pausing for a brief moment before madness tears away the last vestiges of reason. “Ha, ha, ha!” he chuckles, “Do you really think your threats will deceive me?!” Only men as pure as I are worthy of such an honor. Nothing will stop me from obtaining its power!”

Go to 80.

**63)** You slip and fall as the walls around you begin to lurch violently back-and-forth. You twist around suddenly, watching in horror as a huge section of ceiling caves in, pinning you to the ground. Before you have a chance to pull yourself free, another wall collapses, killing you instantly. You have been Taken Out. Go to the Introduction and begin again with a new character.

**64)** You make your way across the bridge with the shouts of Nazis hot on your heels. When you are about two thirds of the way across, you turn back to see Schmidt training his gun on you!

You must **Quickly** try to dodge the attack (Roll to Defend against +4). If you tie or succeed, go to 69.

If you fail, you take a bullet in the arm! (You gain a **Mild Consequence** from loss of blood and a -2 to all Approaches for the remainder of the game.) Go to 69.

**65)** Your weight is too much for the slender palm and it snaps under the force. You plummet several feet to the sandy beach below and are knocked unconscious.

Go to 21.

**66)** You lunge at the man, knocking him off his feet with the fury of your assault. Grabbing hold of the gun, you twist it free and drive your elbow into his jaw. But as you back away, you accidentally trip over a pile of bones scattered in the chamber and the gun goes flying. The Nazi springs up and has collected his pistol, before you can do anything about it. He gives out a triumphant laugh, before approaching the orb to claim his prize.

Go to 80.

67) You see that the boy has an interest in the shiny wind instrument. Seeing his confusion, you beckon to him and he places it on your lips. You blow a couple times, emitting a clicking sound that closely mimics the happy purring of a toucan. The boy smiles, delighted in the trick, then wastes no time in freeing you.

Go to 68.

68) You shush the boy with a quick wave of your hand, then point towards the commotion in the tent. “I need to get that map back,” you think to yourself as you and the boy track the movement of the figures inside the tent. From your vantage point, it looks as though the two figures are hunched over something (probably the map) and you observe that one of them is busy puffing away on a cigar, as smoke rises steadily from the entrance. You quickly scan the loot collected by the Germans “I’ve an idea!” you whisper to your companion. But before you can share it, you hear a sound from a few yards away.

Roll one FATE die.

If you roll a blank or -1, go to 75.

If you roll a +1, go to 83.

69) A bullet whizzes past you as you work your way to the opposite side of the river. Just as you step off the bridge, you turn back to see Hans plunge into the river below as the full weight of his large frame finally snaps the rope in two! You turn back to the path, keeping your head low, as you make your way up a steep incline and disappear behind the waterfall. What do you find on the other side?

Go to 76.

70) Perforations in the armor make it clear that the soldier must’ve been badly wounded when he entered the cave. The crucifix he clasps is ornate gold encrusted with emeralds (you may take the crucifix, which is worth \$15,000). The rest of the skeleton is unremarkable.

Continue on to 23.

70b) You tear the ropes away just as the ants begin to swarm around you, biting and stinging you mercilessly (you have the **Mild Consequence** “stung by ants” and you have a penalty of -1 for all Approaches for the remainder of the adventure). With all your remaining strength, you frantically pull yourself up the tree. You grab hold of a vine and swing into the flowing river at your back. The stinging fury of the ants is replaced by the cool rush of water as you are carried downstream. When you know the threat has passed, you climb out of the water and head east through the dense jungle en route to the pyramid. After a few hours of hiking, you break through the dense brush and come face to face with the ancient temple! “At last!” you think, “I’ve found it!” But can you be sure? To find out:

Go to 28.

71) You trip and fall into the rapidly moving water. The Nazis fire into the river, but the bullets whiz passed. You spot a cave opening in the side of the river and quickly swim inside. The cave opens up into an underwater corridor. You swim as fast as you can, trying to conserve the small amount of air in your lungs. A school of piranhas notice you and begin to swim in your direction. You are bitten a few times, which draws blood (Check one Stress box), but you are able to shake off the fish and pull away. Just before you run out of breath, you emerge into an underground cave. You climb out of the pool and swallow the sweat air in large gulps. You look back and see the fish circling in frustration of having been denied their intended meal. "I guess I'm not going back that way!" you reason. Turning around, you see that there is a tunnel going off to the right and one that leads to your left.

If you want to follow the left tunnel, go to 27.

If you want to go down the left tunnel, go to 12.



72) You descend through the tunnel for several minutes, the soft glow of algae and mushrooms lighting your way. After awhile, the tunnel turns sharply to the right and you enter a chamber filled with stalactites. As you are walking, your foot bumps into something. You stoop down to pick up the object at your feet; an old, musty leather-bound journal. Carefully, you begin to leaf through its tattered pages.

You may **Cleverly** try to decipher the words of the journal. (Roll to Overcome +0). If you tie or succeed, go to 42.

If you fail, go to 81.

**73)** “You cannot trick Hans!” the Nazi sneers, shoving you to the ground. He leans in to finish you off, then just as he has his hands around your neck, the ground starts to rumble. You both watch as the pyramid begins to cave inward. From the dark entrance emerges the blonde German, the orb raised high above his head. As you watch, the orb begins to glow bright green. “Schmidt!” the German cries out, turning to scale the stone steps. “Wait!” you call out, but the Nazi is already too far gone. The stone steps suddenly rise from their resting places and a vortex of flying mud and debris forms around the glowing orb. The two Germans are caught up in the vortex as well, which quickly swallows up the entire pyramid as it vanishes in a blast of intense light.

If you have the **Aspect**, “I need the orb to open a gateway to another dimension.” or “I’m gonna be rich, when I finally get my hands on this thing,” go to 90.  
If not, go to 97.

**74)** You reach up and snatch the gun away from the distracted German. He turns back toward you, with a sadistic grin. “Do you really think I would let you grab hold of a loaded gun? Hah!” You pull the trigger, and hear the hollow \*click\* as you attempt to fire the pistol. It is indeed empty of bullets!

Go to 73.

**75)** From the brush emerges a jaguar. It sniffs around, then gives out a low growl that alerts the two men inside the tent. You circle around to the other side of the tent as one man emerges. “Hans!” shouts the man, who holds up a fierce-looking luger pistol, “There’s game in this area. I’ve always wanted a leopard skin for my collection. Hurry!” Without pausing to check on you, the man races after the big cat as it darts off into the jungle. A much bigger man, around 6 1/2 feet tall, emerges from the tent and starts lumbering after the first. Slung behind his back is an elephant gun. You wait a few minutes, then make your way into the tent. You quickly grab the map and make a hasty retreat back to the safety of the jungle. You call out for the boy, but he is nowhere to be found.

Go to 79.

**76)** Having fled behind the relative safety of the waterfall, you find yourself in a large tunnel that leads off into semi-darkness. Advancing several yards, the tunnel splits in 2 directions.

If you choose the right tunnel, go to 12.

If you choose the left tunnel, go to 72.

**77)** “I wouldn’t touch that, if I were you!” you warn the Nazi. “Your threats are meaningless to me,” he replies, walking up to the orb.

Go to 80.

**78)** You stand silent, while the boy leans forward to deliver a death shot to the sleeping giant. Between heavy breathing and gritted teeth, you see tears begin to stream down his face. After a tense moment, the boy stands up, spitting and wiping the tears from his eyes. "I am not like them," he says, "I will not kill!" He turns to you, an expression of relief on his face as if the weight of the world has just been lifted. Then gathering up his things, he disappears into the jungle. You collect the map from what remains of the tent and, before the other man has a chance to return, head off in the opposite direction towards what you hope is the tomb.

Go to 79.

**79)** Armed with the map, you work your way through dense brush. The heat from the sun creating a haze that threatens to choke you. You know you are on the right path as the jungle floor opens up, revealing what appears to be the remains of a courtyard. Several large stone slabs flank a raised dais. "The Well of the Serpent!" you say out loud, glancing down at the marker duplicated on the map. A broad canopy looms over the raised platform, providing much needed shade. You stop to rest and gather your strength. Leaning back against a large palm tree, you rest your back against its rough bark. Suddenly, you hear a hissing sound from nearby.

You must **Quickly** try to dodge an attack (Roll to Defend against a +1). If you tie or succeed, go to 4.

If you fail, go to 13.

**80)** "And now, my friend, it is time for me to take... WHAT IS MINE!!!" the Nazi bellows, as he grabs hold of the orb lifting it high into the air. For a moment he cackles with glee, as his body begins to glow bright green. Then suddenly he stops. "What's happening to me?!" he cries out, dropping the orb and staggering back. You watch from a distance, with hands shielding you from the intense light. For a few moments, he staggers back, his skeleton showing through his illuminated flesh, then crying out is a blood-curdling shriek, he disappears in a flash of light that momentarily blinds you. Before you can fully recover, you feel the ground shaking beneath you. The floor begins to split apart as you struggle to maintain your footing. You look up just in time to see the orb as it disappears down a crack in the floor. "Earthquake!" you think, "The place is falling apart!" What do you do?

**Quickly** try to retrieve the orb? (Roll to Overcome against +5). If you tie or succeed, go to 95.

**Carefully** try to work your way back through the corridor? (Roll to Overcome against +2). If you tie or succeed, go to 98.

If you fail either way, go to 63.





**81)** In frustration, you realize the pages of the journal are too badly stained and covered with mold to make out any of the words. Tossing the book to the ground, you continue on to the end of the tunnel.

Go to 85.

**82)** You see on the map that the temple lies somewhere in a section of jungle to the east. You gather up your belongings, and all the courage you can muster, and begin your journey!

Go to 79.

**83)** It turns out the sound was coming from the pile of loot. “What luck!” you say to yourself. You explain to the boy that inside a basket among the loot is a southamerican rattlesnake. You whisper your plan to the boy. Nodding, he stealthily collects the basket and moves to the front of the tent. You position yourself on the other side of the tent and prepare to give the signal. With all your breath, you blow into the whistle you and the boy found in the loot pile. It emits a high shriek. The smaller of the two figures rushes out first. The boy drops the basket over his head, the rattler coiling its body around the man, and screaming out in horror, he races off into the jungle. The larger man turns and punches you through the fabric of the tent, knocking you flat on your back. In the next moment, he rips through the tent and towers above you. What will you do?

**Forcefully** engage the giant Nazi in hand-to-hand combat? (Roll to Overcome against a +3). If you tie or succeed, go to 2.

**Flashily** try to distract the big man long enough for the boy to collect the map? (Roll to Overcome against a +2). If you tie or succeed, go to 88.

If you fail either way, go to 89.

**84)** The spiders swarm around you, biting and stinging mercilessly. Within seconds you are dead. You have just been **Taken Out**. You must roll up a new character and begin again at the Introduction.

**85)** The corridor opens up into a larger chamber with walls that slope upwards at a height of more than three stories. Stalactites slowly collect water into small pools at your feet. Along the far wall of the chamber, a skeleton leans back clutching a crucifix in its bony hands. The skeleton wears the armor of a 16th century Spanish soldier, with dents and scratches revealing evidence of at least one major battle. There is another passageway leading up at the far end of the chamber. What do you do?

If you want to examine the skeleton further, go to 70.

If you want to continue into the next passage, go to 23.

**86)** You attempt to reach for the gun, but the Nazi is too quick. Before you know it, he has emptied the entire clip into your chest. You have just been **Taken Out**. You must roll up a new character and begin again at the Introduction.

**87)** “Go ahead and act smug, Nazi. You won’t get very far without the key.” The startled look of surprise on the German’s face tells you everything you need to know. “Oh, Werther didn’t tell you about the key? Maybe you should have let him live a while longer, instead of killing him in cold blood—!” “Silence!” the blonde German shouts, slapping you with gloved fist. “Tell me now, where is this key? Answer now, or you DIE!” he says pulling his luger from the holster at his side and points it directly at your heart. “Ah, aah!” you say, “Kill me now and you’ll never get the orb.” The German backs off reluctantly. “Tell me something, Herr Mac. Are you really content goose-stepping through all this jungle for the Fuhrer?” you ask, nodding towards the swastika band around the German’s arm. You quickly continue before he has a chance to get angry, “Here’s the deal,” you barter, “I lead you to the key, we find the orb and you and I can split the money when we sell it to the highest bidder.” “It’s a bluff!” the brawny one mutters, moving quick to snap your neck. “Wait!” says the blond one, “This poor wretch may have a point...”

Go to 52.

**88)** “You’re a lot bigger than your pictures!” you taunt the giant as he approaches you, fists raised. You dart back-and-forth, keeping just out of range as the giant swings once and then again. Each swing gets closer and closer and you realize it’s only a matter of time before the huge Nazi lands a blow. You glance only for a split second in the direction of the tent, but the boy is nowhere to be seen. In that instant, the giant grabs you, pulling you in for a bear hug. You hear the whiz of an arrow, as the hulking man is struck in the shoulder. He cries out, dropping you and then whirls around to face the boy. The boy turns and runs. You watch as the giant lumbers forward and catches his head on a low-hanging branch, knocking himself senseless. The boy comes up and draws an arrow to finish the job. What do you do?

If you have an **Aspect** like “The Nazis are holding my family hostage”, maybe you want to keep him alive. In that case, go to 61.

If you don’t care what happens to the man, go to 78.

**89)** You size up your opponent who is easily a foot taller than you. He lunges, catching you in his enormous hands and begins to squeeze. Quickly, the breath is squeezed out of your lungs and the last thing you see before you are **Taken Out** is the cold gray eyes of the man in front of you. (You’re character has died and you must roll up another. When you have done so, you are ready to begin anew. Go to the Introduction and start again.)

**90)** You rush forward, hoping against hope that the orb is still intact. Then you see it, lying at the center of what used to be the pyramid is the orb, a pulsating, green sphere the size of a grapefruit. You scoop it up, confident that your prize will bring you unlimited power and riches. But just as you begin to feel a surge of power, the feeling is replaced with excruciating pain. You look down at your feet, which have begun to shrivel. Horrified, you watch as the orb transforms you into pure energy, then absorbs you into itself. Your last thought is “Gee. Maybe I shouldn’t have been so greedy!” You have just been **Taken Out**. You must create a new character and begin again at the Introduction.

**91)** You sweep cobwebs from your path as you slowly advance along the dark corridor. Soon, you see a green glow flickering off the walls ahead of you. You emerge into a large chamber with four elaborately carved pillars flanking a stone sarcophagus. On one end of the receptacle is a large stone bowl with a green fire, its flames licking rhythmically at the stale air. On the other end of the crypt is a grapefruit-size emerald sphere nestled on top of a stone pedestal. “The Orb of Perfection!” you whisper with delight. But just as you are about to advance closer, you notice something shiny out of the corner of your eye.

If you would like to examine the shiny object, go to 54.

If you would rather examine the orb, go to 55.

**92)** Picking up a large stone at your feet, you prepare to square off against the spiders. The first one leaps at you and you mash it against the wall with one swift strike. One-by-one, you pummel the creatures and soon there is a thick mire of ooze and crushed bodies scattered around the room. The remaining spiders disperse, as you turn to face the horror that awaits you in the corridor.

Go to 91.

**93)** Suddenly from out of the jungle, a volley of arrows sends the three of you scattering. “Savages!” Schmidt cries out firing with his luger in the direction of the arrows. You waste no time, but make a break for it rushing headlong into the wild thicket ahead. From behind you, you hear the heavy footsteps of Hans and Schmidt as they try to race after you. “You can’t get away!” shouts Schmidt as you emerge from the thicket and stand facing a rickety rope bridge crossing over the river. Beyond the bridge, you trace the path as it winds its way around a steep cliff and disappears behind a waterfall. What do you do?

**Carefully** examine the bridge to make sure it is safe? (Roll to Create an Advantage against a +0). If you tie or succeed, go to 99.

**Quickly** clamber across the bridge? (Roll to Overcome against +4). If you tie or succeed, go to 64.

**Sneakily** hide in the bushes and hope the Nazis don’t see you? (Roll to Overcome against +3). If you tie or succeed, go to 100.

If you fail at any of these, go to 71.

**94)** The journey to your village is a long and arduous one, but eventually you make it. The people greet you with open arms and cheering. The orb is placed in a safe location out of the reach of any who would dare use it for their own evil ends and you and your tribe celebrate long into the night.

You have completed the adventure and accomplished a **minor milestone**. To learn what that means for your character, go to the Aftermath.

**95)** To your delight, you see that the orb has only fallen a few feet into a crevice “Got it!” You cry out, grasping the heavy jeweled orb and pulling it to your chest. Before you have a second to think, however, your body begins to glow. In another instant, unimagined pain courses through you and you scream in agony as your body is reduced to atoms. You have just been Taken Out. (You’re character has died and you must create another. When you have done so, you are ready to begin anew. Go to the Introduction and start again.)

**96)** You brandish the makeshift torch in the direction of the spiders, who angrily scatter as you slowly work your way towards the far end of the room. As you turn right into the corridor the spiders disperse, leaving you to face whatever unknown threat lies at the center of the temple.

Go to 91.

97) When the dust settles, you approach the center of where the pyramid stood. Smoking with soot and ash, the grapefruit-sized orb appears to be the only remaining sign of Tulikak's tomb. You tear off a large strip of cloth and cautiously wrap the orb tight, making sure not to make direct contact with its surface. Then, gathering up your strength, you begin the journey home.

If you have the **Aspect**, "My village must obtain the orb to ward off evil," go to 94.

If you have the **Aspect**, "It belongs in a museum!" go to 36.

If you have neither, go to 40.

98) You hold onto the crumbling walls, inching your way back through the corridor. You round the corner just in time to see that the wall you entered through has completely caved inward and daylight streams in from beyond. Gathering every last bit of energy, you scramble through the opening and make your way to the bottom of the structure. With heavy breathing, you watch as the pyramid begins to glow a faint green color. Shielding your eyes, you take cover as the structure is sucked inward towards its center, sending dust and debris in all directions. When the dust settles and the air begins to clear, you stare in stunned silence at the empty spot where the pyramid once stood. The orb is now nowhere to be found.

If you have an **Aspect** like "It belongs in a museum!" or

"I need the orb to open a gateway to another dimension." or

"I'm gonna be rich, when I finally get my hands on this thing." Go to 29.

If you have one of the following **Aspects** or something similar:

"I just want to know its secrets." or

"The orb must be destroyed or all life will perish!" or

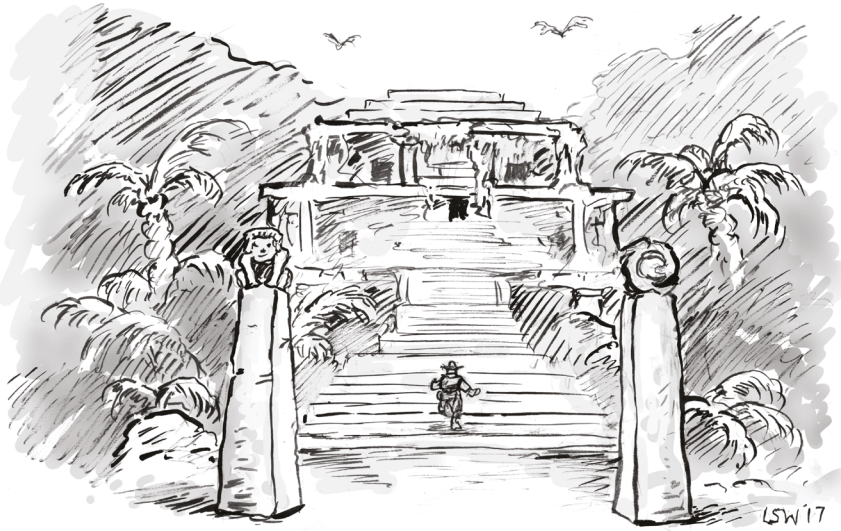
"My village must obtain the orb to ward off evil." Go to 60.

99) You take one step onto the bridge and realize just how fragile it is. The rotting threads of rope strain precariously under your weight. You pull out a knife and trim away at the center rope, then carefully work your way back to the safety of the trees. (In game terms, you have successfully discovered a **situation aspect**!).

Go to 100.

100) You watch with grim delight as the Nazis rush right past you and begin working their way across the bridge. When they are both about halfway across, the bridge snaps sending them plunging into the river below and they are quickly pulled under! You spot the map as it floats along in the water. Rushing to retrieve it, you manage to snag the piece of paper with a branch. Pulling it to yourself, you rejoice that it is still intact! "Hopefully, that's the last I'll see of them!" you think, before turning back to explore the jungle to the east.

Go to 79.



## Aftermath

The rules for handling minor milestones are easily adapted for Solo scenarios, like the one you just completed. Outlined on page 33 of the *Fate: Accelerated* rulebook, you typically have 4 choices:

- 1) You can switch rank for any 2 Approaches.
- 2) Rename a Secondary Aspect (to reflect a new goal, provide detail about a mission, or to reflect your status).
- 3) Exchange one Stunt for a new one.
- 4) Create an additional Stunt (so you should have a total of three after the adventure).

The change that is likely to make the most sense, based on the free-standing scenario of your quest for the orb, is to Rename your Secondary Aspect to reflect a new goal or attitude. For example, if you collected a sizable amount of treasure, you could switch out “I’m gonna be rich, when I finally get my hands on this thing,” for “People want what I’ve got.” However, if you feel that a new goal has yet to be defined or you simply want to update your character in other ways, you are more than welcome to choose another option. Also, any stress and/or mild consequences (like getting shot in the arm) that you’ve endured should clear before your next adventure (whether it is Solo or with a group). Lastly, and I can’t emphasize this enough: Feel free to use your character in further scenarios, whether they are set in a pulp adventure setting or take place in other campaign worlds. There will be more Solo adventures published in the near future, which will utilize elements and story tropes from various genres, while still allowing for cross pollination (after all, anything can happen in a book, movie, or TV show). So don’t be held back by the conventions of normal storytelling, but allow your imagination to soar!





# Sample Character

Name: Clara Stone

## Aspects

High Concept : Explorer on the hunt for the find of the century.

Trouble: A have a map dangerous people want.

Secondary Aspect: The orb belongs in a museum.



## Approaches

CAREFUL +3

CLEVER +1

FLASHY +2

FORCEFUL +0

QUICK +2

SNEAKY +1

Description: White female around 30. Trained as a librarian for a respectable university, she makes frequent trips across the ocean in search of lost artifacts.

Refresh:

3

Current

Fate Points:

## Stunts

Because I know Ancient Languages, I get +2 to Cleverly decipher texts and symbols while exploring the ruins.

Because I trained with Houdini as a child, I can escape any trap once per game session.

## Stress

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1

2

3

## Consequences

2	Mild
4	Moderate
6	Severe

