

A FANTASY GAMES UNLIMITED PUBLICATION

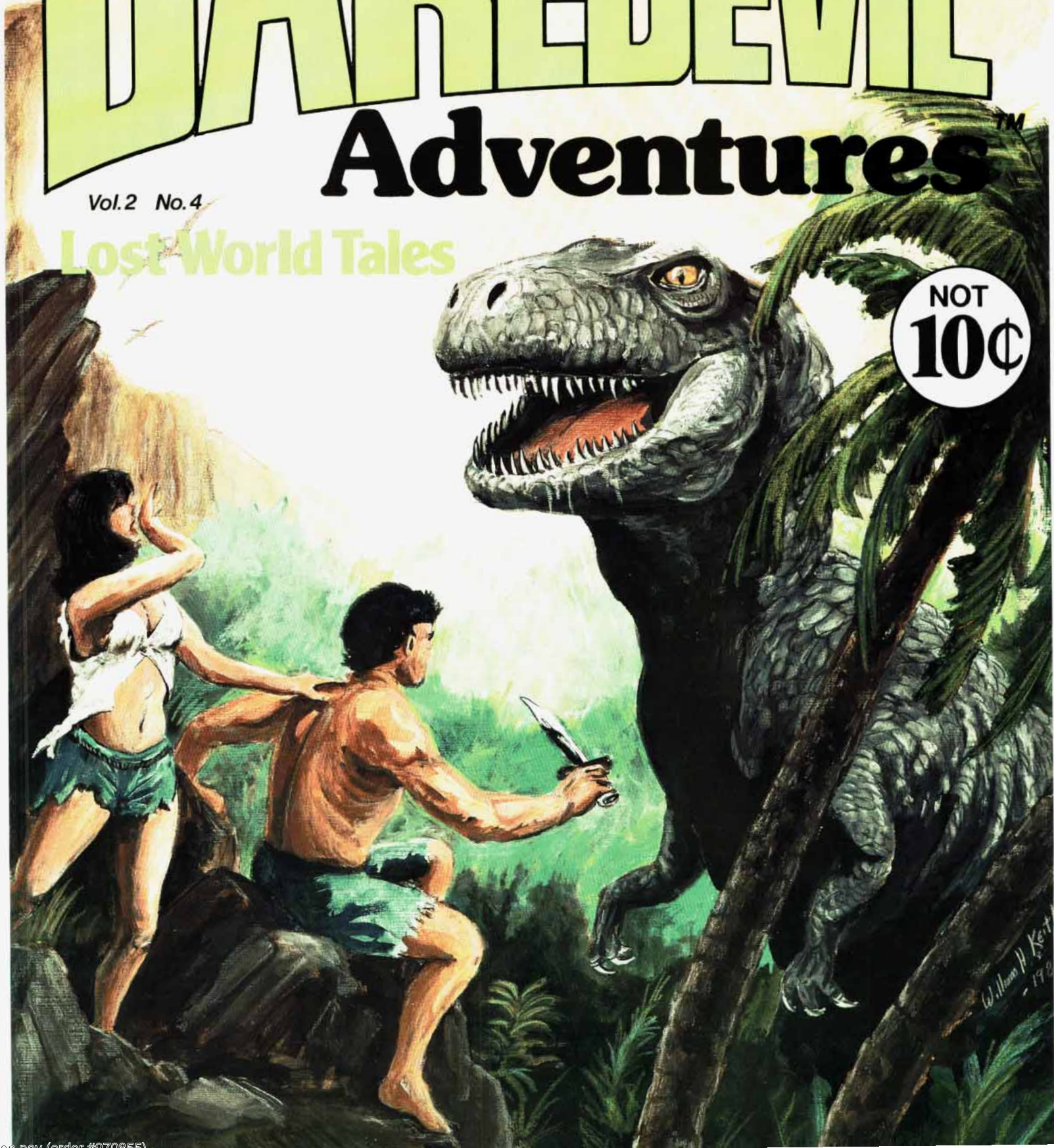
DAREDEVIL

Adventures™

Vol.2 No.4

Lost World Tales

NOT
10¢



William H. Keit
- 1960

DAREDEVIL

Adventures™

This book is a set of adventures designed for use with the DAREDEVILS™ rule system. It is intended for the Game-master. Players should not read this book until the adventures are completed. Information is often given in brief form with only pertinent details highlighted with lesser points left for the Gamemaster to fill in. There is still a great deal of information packed into each adventure. Be sure to read all of it before running one of them. Important details are not always in one place. This has been done for two reasons. One, players who do sneak looks at this book will not be able to get all the data they need with a simple peek. Two, often much of the information needed would have such detail that the flow of the explanation would be interrupted. Such material has been abstracted into sidebars. Character motivation will usually be found with the character description while pertinent clues might be as easily found in the description of the location in which they are found as in the overview of the scheme or the description of the action 'off-stage.' Some details in these adventures may have to be adjusted to suit your campaign.

VOL. 2

No. 4

ON THE TRAIL OF LEGEND by J. Andrew Keith 2

An expedition explores the unmapped regions of Peru in quest of the legendary Inca stronghold of Cusichu. Can the Abercrombie expedition reach Cusichu before the rival Jourdan expedition and will they really be able to find any remnants of the Inca stronghold with only legends and fuzzy aerial surveys as a guide?

THE REFUGE OF EL ESPECTRO by J. Andrew Keith 12

Having found Cusichu, will the Abercrombie expedition find any evidence that the lost city is indeed the Inca stronghold used by El Espectro in his war against the Spanish conquistadores? What was the fate of the Inca warriors and their leader? Do the old Spanish documents only relate the ravings of a madman? What other secrets can be unearthed as the ruins are explored and legends become truth?

MUNDO DE LOS DRAGONES by J. Andrew Keith 20

The exploration of the lost city leads to the secret escape route known to the Incas. What will be found in the lost valley beyond Cusichu? Can the ravings of the Spanish survivors of their expedition against Cusichu have been based on fact? The exploration of the Lost Valley will reveal the truth behind the Spanish reports, though it may still appear to be madness!

U.S. COPYRIGHT NOTICE

Game publication issued by Fantasy Games Unlimited Inc., P.O.Box 182, Roslyn, N.Y. 11576. 'On the Trail of Legend,' 'The Refuge of El Espectro,' and 'Mundo de los Dragones' are copyright 1985 by Marischal Adventures. Cover painting, interior illustrations, and back cover illustration are copyright 1984 by William H. Keith Jr.

All rights reserved. No part of this book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews. Any relationship herein to real persons and institutions is purely coincidental.

A FANTASY GAMES UNLIMITED PUBLICATION

On The Trail Of Legend

It was with considerable surprise that I found myself, David Munroe, journalist for the National Examiner, selected to cover the Abercrombie expedition into the Andean heights of Peru. Although I had previously had little experience in coverage of this kind, the editor felt that I was the man for the job. I suppose that the profile I did on Captain Stuart, that famous explorer, helped secure me the position, along with my friendship with Douglas Clay, the archeologist. Both of these individuals had been invited to participate in Abercrombie's excursion; when the Examiner was selected to provide a reporter to accompany the party, I suppose it just seemed natural to send me there.

Clay and I travelled together by ship to Callao, the port nearest Lima. From there, a chartered plane took us to Cuzco and then we made our way by automobile and horse to Urubamba, where Abercrombie's expedition was assembling. The expedition was a follow-up to the much-discussed discoveries the Professor had announced in '34, and was directed at locating Cusichu, the mountain refuge of one of the last free Incan bands, a group led by a chieftain known to the Spaniards as 'El

Espectro' — 'The Ghost.' Long after the other Inca leaders had submitted to the Spaniards, El Espectro had been a will-o-the-wisp, striking and then vanishing into the narrow mountain valleys to a stronghold somewhere west and north of Cuzco. Stories of his horde of gold, and the repeated savage raids he mounted, drove the conquistadores to seek him out. They sent a major expedition into the mountains — 80 conquistadores, over 200 Indians, and supplies to last for a prolonged campaign. Strangely, neither the expedition nor El Espectro were ever heard of again.

It was in May of 1934 that Professor Ralph Abercrombie uncovered fresh evidence of the story of El Espectro. Fired by the work being done at Macchu Pichu, Abercrombie had spent nearly twenty years in Peru, researching and tracking down every story, every reference to the Incan Empire. During a visit to Lima, he uncovered a long-forgotten, fourth-hand report which hinted at the fate of the expedition which sought the mysterious Incans of El Espectro.

The report was the summary of stories which reached Cuzco from a handful of Indians who returned from the wilderness expedition. They recounted the discovery of

El Espectro's mountain stronghold, and the fight which ensued. When victory was in hand, however, the Incan defenders had withdrawn, first, into a mountaintop citadel, and then into a network of caverns at catacombs below. The Spaniards and most of the Indians followed into the caves, which were large enough to allow them to take horses and llamas with them. Only a handful were left to garrison the captured, but now deserted, city.

Of the men, animals, and equipment who entered those caverns, the Indians claimed, only one person returned, a Spaniard half-mad with terror and suffering. Before he died of exposure and malnutrition on the long trail back to Cuzco, the Spaniard raved of endless caverns, a paradise surrounded by mountain walls, and terrors and glories beyond imagination. The authorities, however, disbelieved these reports; the Indians were accused of desertion, and of fabricating the story of the dying Spaniard; no attempt was made to follow up the expedition. By the time the conquistadores had resolved their own disputes over booty and power in Peru, El Espectro, the mountain city of Cusichu, and the lost expedition were all too far past to be concerned with.

These revelations sparked Abercrombie's determination. Enlisting the aid of Captain James Stuart, whose explorations in the Andes had been the stuff of heroic fiction, and of aeronaut 'Ace' Hunter, Abercrombie conducted an intense aerial survey of the mountains lying in the triangle formed by Cuzco, Macchu Pichu, and the headwaters of the Madre de Dios. It was near the latter that they saw the city.

Rising in terraces from the mountain peaks much like Macchu Pichu itself, Abercrombie's city beckoned the archeologist and his companions. But the up-and-down terrain offered nothing in the way of a landing site, and it was necessary to return to Cuzco.

Now, nearly two years to the day after the discovery, the expedition was nearly ready to set out. In the intervening time, Abercrombie had raised money, organized and outfitted local help, and set off a wave of speculation and interest that riveted the archeological community and popular imagination. It was this intense international attention that led to the decision to include a member of the press in the professor's expedition, and which brought me to Cuzco.

There were seven of us in the party, plus, of course, locals to act as guides and porters. Our leader, Professor Abercrombie himself, was a slight, vigorous man, past his prime, but still active. Led by his burning desire to discover Cusichu and its secrets, Abercrombie seemed younger, stronger, and more determined than any of the rest of us.



Professor Abercrombie and his daughter answering reporters' questions at the city airport yesterday before departing for the mountains of Peru. He holds an Indian artifact believed to hold clues to where a lost city might be found.

PROF OFF TO PERU PERILS

REUTERS— Professor Ralph Abercrombie, leading authority on the Incan Empire, departed yesterday to head an archaeological expedition into the mountains of Peru in search of lost Incan treasure. He believes the diaries of a Peruvian man handed down from generation to generation may have put him on the trail of a mysterious ancient Incan lord known only as 'El Espectro.' He said

Of Captain James Stuart little can be said that has not been recounted many times before. Adventurer, explorer, soldier-of-fortune, Stuart's acquaintance with the wilds of South America surpassed that of any other living American or European, and of most natives of the continent, as well. From his much-publicized explorations of the Orinoco River on behalf of the U.S. government to his involvement in the recent Chaco War, Captain Stuart's exploits were almost beyond belief. Where he went, adventure and danger were sure to follow.

Stuart's friend and sometime-companion, 'Ace' Hunter, was also a part of the professor's expedition. Lanky and loose-limbed, Hunter was a pilot by trade and preference, but in this instance had been more than willing to exchange his aeroplane for the adventure and danger Abercrombie's expedition offered.

Of similar nature, though of far different appearance and temperament, was Lord Charles Danby, the British hunter and explorer. Youngest son of one of the wealthier peers of Britain, his Lordship's reputation from countless expeditions in Africa and the Amazon basin seemed ill-at-odds with the man we met at Cuzco. Languid in manner and speech, elegant, aristocratic, and hand-

some, it seemed incredible to believe that this same man had once coolly shot an anaconda clean through the head from a range of 50 yards without also killing the companion who struggled within the great serpent's coils.

Douglas Clay and I were the two most unlikely adventurers of the group, however. Clay, professor of Amerindian Studies at one of Middle America's more prestigious universities, was a short, chunky fireplug of a man, with a quick temper to match his fiery head of hair. My friend for the past several years, Clay had always seemed the epitome of the conservative college professor. It had come as an amazing surprise for me to learn that young Clay had put in nearly as many hours in field work in Mexico and Peru as he had in teaching duties back in the States.

As for me, I felt out of place among these explorers and rugged men of adventure. As a journalist, I had traveled widely, and at 30 still retained the frame and speed that had served me so well in my days on the football squad at Indiana State. But when it came to wielding a machete beside Stuart, or firing a rifle alongside Danby, I felt hopelessly inadequate.

The last member of the expedition (aside from our locals, of course) was, I must admit, a surprise from first to last. Alicia Aber-

crombie, the professor's only daughter, certainly did not look like she belonged on such a dangerous and difficult expedition. Slim, lithe, and quick in movements and words alike, Alicia's dark eyes and jet-black hair betrayed her mixed parentage, for Abercrombie had married a Peruvian girl during his early years with Bingham at Macchu Pichu. But though she looked out of place in such a rugged setting, Alicia soon proved invaluable to the party — certainly far more so, I am ashamed to say, than I. Fluent in Spanish, and speaking some of the Quechua Indian tongue, Alicia handled the locals better than any of the rest of us save Captain Stuart, and she knew far more than the good Captain when it came to her father's work.

This was our party, then, which will set out tomorrow, on the 12th day of May, 1936. I am sending this first report back from Urubamba, the last outpost of civilization in these parts, from which we will depart for the unknown. We cannot know for sure what awaits us — the lost treasure of El Espectro, or the forgotten remains of the unlucky conquistadores, or the last free stronghold of the proud Incas. But whatever awaits us, the Abercrombie expedition will meet the challenge.

On the Trail of Legend is the first of a series of inter-related **DAREDEVILS** adventures following the fortunes of the Abercrombie expedition in Peru. In this, the initial installment of the series, the player-characters face the dangers of cross-country travel in the rugged Peruvian jungles. It is a highly flexible adventure situation, in which the Gamemaster should have very little need to alter specific elements to fit any given set of circumstances (though it is always possible to make such alterations to suit your own ideas of how the game should proceed).

As a 'serial adventure' for **DAREDEVILS**, *On the Trail of Legend* harks back to the adventure serials of the 1930s and 1940s. The Gamemaster should strive for a fast-paced, freewheeling atmosphere in which events and encounters periodically place all or part of the group in jeopardy. A high level of tension and uncertainty should certainly be conveyed. For those who want to play the adventure as a one-time game, the goal is to successfully cross the given terrain and reach the lost Inca city of Cusichu. If, however, the Gamemaster wishes to play the adventure out in installments (which will appear later in this issue of **Daredevil Adventures**), it is best to end play of this installment in the grand tradition of the serials . . . with a cliffhanger. See the section entitled 'To Be Continued . . .' for more details on how this can be arranged.

THE OPENING SCENE

The material described in the fictional excerpt 'On the Trail of Legend' should be related to the players, either by reading it aloud, summarizing it, or having the players read it for themselves. Once this is done, the adventure begins with the expedition leaving Urubamba on their journey to find the lost city spotted by Professor Abercrombie.

Characters for each of the persons described in the story have been generated, and are provided in the section entitled 'Principal Players.' The Gamemaster should encourage players to make use of these pre-generated characters; they encourage good role-playing (the distinct personalities of Lord Charles Danby, Captain James Stuart, and Douglas Clay can be especially interesting), and are particularly useful to introduce new players to the game without having to worry about the intricacies of creating (both physically and mentally) a new character. The Gamemaster should, however, feel free to introduce or substitute other characters if players have a preference. Professor Abercrombie should always be an NPC.

RUNNING THE ADVENTURE

The adventure is a fairly simple one to run. Using the area map, the daredevils must seek out the best route to the lost city. They will be in complete control as far as making decisions on where to travel, and when. Normal movement rules should hold at all times.

In the course of the adventure, there will be three primary sources of specific action which will intrude upon the expedition. Random events are periodically inflicted on the group — mostly encounters with animal life, accidents, or similar problems which might happen anywhere. Certain specific locations on the map have specific problems associated with them, and are created separately. And, finally, the Gamemaster will be keeping track of certain special factors caused by the expedition led by Jourdan, a rival archeologist. Each of these things may lead to specific situations of interest, and must be interwoven by the Gamemaster into a coherent whole.

THE AREA MAP

There are actually two area maps provided, one to be shown to the players, and one to be retained by the Gamemaster. The Gamemaster's copy is not identical to the players' map as it contains information which is not readily available to them — there will be several terrain features that are not known until they are actually discovered.

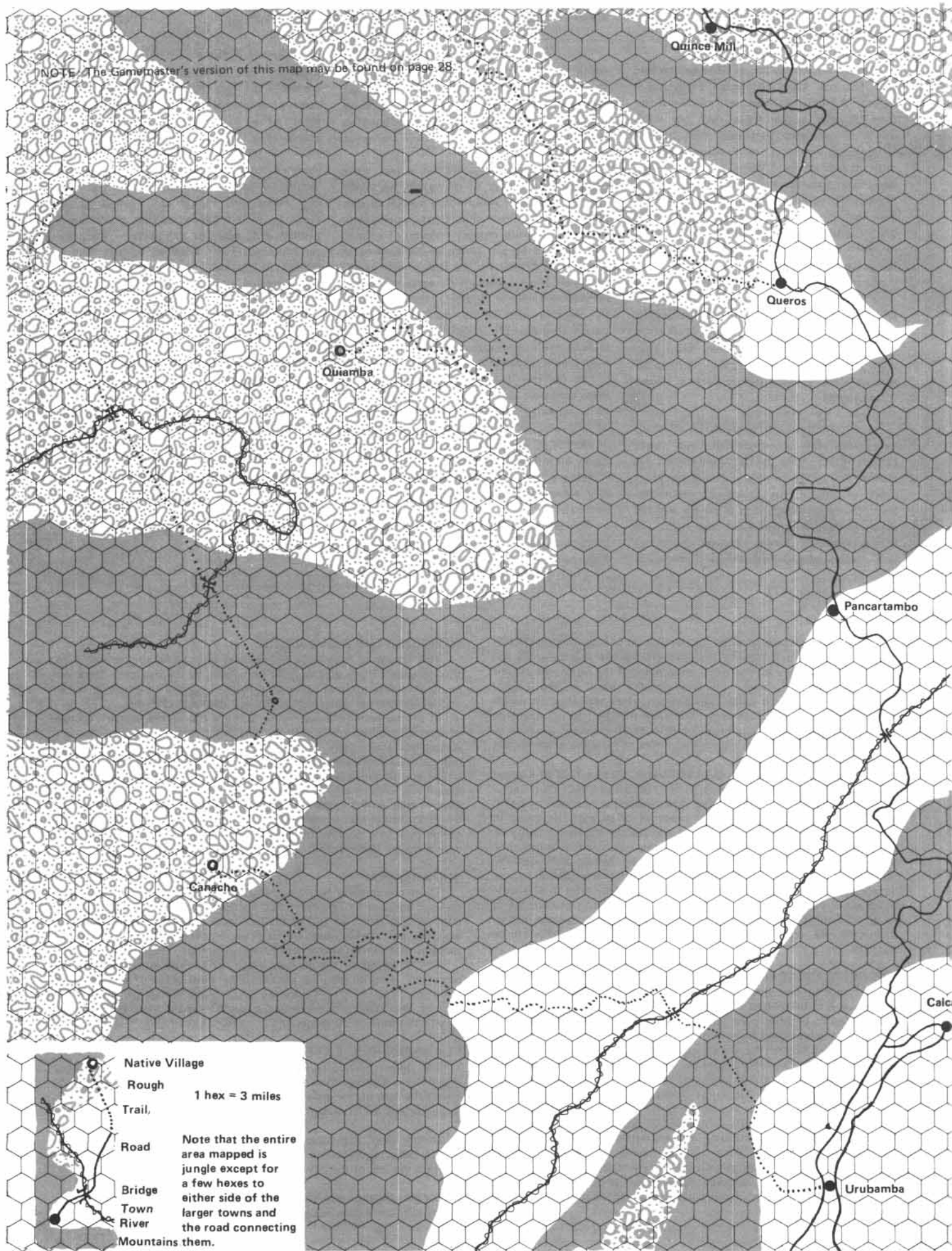
The Gamemaster should keep close track of the movements of the party, to establish their relationship to these areas of interest. Descriptions of specific points on the Gamemaster's map are given in the text of the adventure. He should consult these as they become necessary to the flow of the game.

PLANNING THE EXPEDITION

The players should be given a few minutes to make plans for their expedition. During this time, certain specific bits of information should be fed to the group, that they may better prepare themselves. These rumors are listed below.

- During their flight over the lost city, Abercrombie and Gordon saw what appeared to be an Inca road running north and west from the site of the city.
- Captain Stuart, who has travelled in this area before, has had run-ins with an Indian tribe, the Chivacos, in one of the areas indicated

NOTE: The Gamemaster's version of this map may be found on page 28.



Native Village (circle with a dot)

Rough (dotted line)

Trail (dashed line)

Road (solid line)

Bridge (line with a vertical tick)

Town (circle with a dot)

River (wavy line)

Mountains (shaded area)

1 hex = 3 miles

Note that the entire area mapped is jungle except for a few hexes to either side of the larger towns and the road connecting them.

on the Gamemaster's map (choose the specific one; the others should not be revealed unless the party actually enters that area and encounters them). The Chivacos are a dangerous, hostile tribe who resent any and all trespassers.

- Sandoval, one of the expedition guides, has heard reports from villagers from Canacho of a 'great stone trail' in the rugged regions southeast of the village. These reports jive with the description of an Inca road.

TRAVEL

Expedition movement is conducted on a daily basis. The party decides which direction they will move in, and the Gamemaster determines how far they may travel, using the basic **DAREDEVILS** movement rules. Because of the scale of the map, there are certain specific terrain modifications not found in the standard rules.

Travel by road applies a modifier of 150 percent to movement (it is a poor road at best), and, in addition, nullifies the presence of jungle and rough terrain and reduces the effects of Mountains (the road, obviously, takes advantage of the best terrain within the hex, so that the going is not as bad as it might be). Thus, a party moving by road through a jungle/mountain hex would apply multipliers of $1.5 \times .75$, where a party moving off road in that hex would apply $.25 \times .25$.

Trails and ruined Inca road nullify rough terrain and reduce mountainous effects to those of rough. Jungle, however, is not nullified,

and can impede progress. Movement off of roads and trails is under the normal rules, with all modifications being applied. The movement rate of the party on a daily basis is that of the slowest member of the party, and characters must determine individually the effects of forced marches and similar options.

Every day, while determining the direction and speed the party will travel, the Gamemaster rolls a die on the General Event Table. This will give information on events which might take place anywhere. Some events, especially those connected with bad weather, will cause a further modification to the group's speed.

Once these modifiers have been accounted for, the party should indicate the exact path that they will take for the day's travel. For each hex entered, the Gamemaster should consult the appropriate Event Table to determine if anything happens that might effect the party's progress.

As these are resolved, the group may modify their plans (stopping to take care of wounds, changing direction to avoid obstacles, etc.). Any changes should be noted, in case the distance covered is changed.

Once all of these activities are completed, the Gamemaster should check to see what additional problems are caused by events keyed to specific locations (as such locations are encountered), and by the possible presence of the rival Jourdan expedition. He may also choose to implement special events of his own devising (or taken from the regular tables) on the party as they make camp, or during the night. The cycle is then repeated the next day, until the expedition reaches its goal.

EVENTS AND LOCATIONS KEYED TO THE MAP

1. **Canacho.** A small village inhabited by friendly Indians. Supplies can be purchased here. Guides are also available who can lead the party to the beginning of the Inca road.
2. **Ruined Inca Temple.** There is little of interest here, except for archeology-minded characters. It will take about a day to examine these ruins thoroughly. Professor Abercrombie can discover through such an examination that the temple matches the descriptions given in Spanish records of a temple which was supposed to lie on the road to Cusichu.



3. **Suspension Bridge.** An old bridge spans a very deep canyon. Each time a person or animal passes over the bridge, roll 1d10. If the result is greater than the current DUR rating of the bridge, 1 point of DUR is lost. When DUR is reduced to 0, the bridge (and anyone on it) will give way. DUR begins at 5.
4. **Stone Bridge.** Abercrombie will want very much to examine this structure. Once each hour there is a chance (40%) that Chivacos Indians will turn up (see explanation for area 6). Abercrombie will want to stay for 1d10 hours; the other members of the party can use the NPC reaction table to try to persuade him to leave sooner, if they so desire.
5. **Quiamba.** A village inhabited by friendly Indians, Quiamba can be a source of fresh supplies.
6. **Chivacos Indians.** A hostile tribe of Indians may attack the party while it is in one of the areas marked. Roll for each hex entered; there is a 40% chance that 1d100 tribesmen will attack the party.
7. **Cusichu.** This is the site of the lost city. Reaching it ends this adventure.

Supplies can be purchased at any of the towns along the road, if the party so desires.

GENERAL EVENT TABLE

- 1-4 No event.
- 5-6 Light Rain. Travel today will be affected by light rain movement modifiers.
- 7-8 Heavy Rain. Travel today will be affected by heavy rain movement modifiers. Travel tomorrow will be affected by 'day after' modifiers.
- 9 One member of the party (choose randomly; major NPCs are included) contracts malaria. This will not be realized until symptoms begin to show after incubation. See the rules on disease.
10. **Traitor Acts.** Ramon, the guide secretly in the pay of Jourdan, will attempt some act of treachery or sabotage. This should be something subtle — damage to key equipment, introduction of a poisonous snake to one of the daredevils' tents, etc. Ramon should not be connected to these actions; he is too useful a villain to be found out immediately. The Gamemaster is encouraged to use ingenuity in coming up with the exact nature of Ramon's betrayals.

TERRAIN EVENT TABLE CHART

Terrain Type	Road	Trail/Inca Road	Open
Clear	1	2	2
Rough	1	2	3
Jungle/Clear	1	3	4
Jungle/Rough	1	3	4
Jungle/Mountain	5	5	6

Cross-index the applicable terrain types on the chart. The numeric result indicates the Terrain Event Table to be used.

Terrain Event Table 1 (1d10)

- 1-8 No Event.
9-10 Wayfarers.

Terrain Event Table 2 (1d10)

- 1-7 No Event.
8 Wayfarers (Inca Road: No Event).
9-10 False Trail (Inca Road: Road Disappears).

Terrain Event Table 3 (1d10)

- 1-4 No Event.
5 Path Blocked.
6-7 False Trail (Inca Road: Road Disappears).
8 Wayfarers (Inca Road: No Event).
9 Quicksand.
10 Animal Encounter.

Terrain Event Table 4 (1d10)

- 1-4 No Event.
5-6 Path Blocked.
7-8 Lost.
9 Quicksand.
10 Animal Encounter.

Terrain Event Table 5 (1d10)

- 1-5 No Event.
6 Wayfarer.
7-8 Rockslide Blocks Route (treat as Path Blocked).
9 False Trail.
10. Animal Encounter.

Terrain Event Table 6 (1d10)

- 1-4 No Event.
5-7 Path Blocked.
8-9 Lost.
10 Animal Encounter.

Terrain Event Table Result Explanations:

No Event: Nothing of interest takes place in this hex.

Wayfarers: A person or group of persons is encountered along the road. They may be a source of information or rumors, especially concerning the activities of Jourdan's expedition. Wayfarers are Poor Quality Extras, and should have the reliability of their information determined in the usual way.

False Trail: The party may be misled by a seeming branch in the trail. If characters make a successful CST or Navigation BCS roll, they will recognize the correct trail and avoid the event. Otherwise the party will travel down the false trail and lose 1d10 x 10 minutes from their day's travel time. This can only be made up by forced marching; otherwise that much of their distance is lost for the day.

Road Disappears: When following the old Inca Road, the party may occasionally encounter stretches where it has become so badly overgrown or otherwise ruined that it is lost entirely. In this hex, treat travel as if there is no Inca road. Re-roll for a result on the terrain event table appropriate to travel in the Open.

Path Blocked: Progress into this hex is blocked. Where there is a road or trail, treat the result as causing an hour's delay to the group's travel time (spent in getting around the blockage). In open hexes, the hex cannot be entered.

The Gamemaster is encouraged to be vivid in descriptions of such blockages and their effects. On a narrow trail through the mountains, for instance, the blockage might be a point where the trail winds along a crumbling cliff-face that has partially collapsed, making it necessary for each party to squeeze carefully past. Appropriate saving throws — and some close calls — should be injected to keep in the proper spirit of adventure.

Quicksand: The person in the lead of the group must make a Wit

CST to avoid falling into quicksand. Getting him out requires a Strength CST on the part of the rescuer(s) (if they have a rope, vine, or branch handy, of course). Several persons can add their strength together before calculating the CST needed. The Gamemaster should also determine the extent of the quicksand and the possible paths across it.

Animal Encounter: A beast threatens the party. The most likely candidates for this are anacondas (constrictor snakes), caymans (treat as crocodiles), poisonous snakes (treat as vipers), jaguars, and tarantulas ('creepie crawlies'). The exact nature of the encounter will depend upon the nature of the terrain. Jaguars will be found in jungle areas, anacondas and caymans along rivers, and snakes or tarantulas almost anywhere. Resolution of the encounter is at the discretion of the Gamemaster.



Lost: This is treated as a False Trail result, except that the party does not automatically realize the nature of their mistake. If the event is not avoided by a saving throw initially, the party will move into one of the two hexes either left or right of their intended course. A Wit CST or Navigation BCS is then allowed. Each time such a throw is failed, the party continues to be lost, and will be randomly moved into the next hex (where the process is repeated). Once the saving throw is achieved, the Gamemaster should inform the party of their true location.

EQUIPMENT AND PROVISIONS

Abercrombie's expedition is a well-organized and equipped party, prepared for many contingencies. In addition to personal weapons, equipment includes the following:

- Camping gear (tents, mosquito netting, eats, canteens, camp stoves, etc. sufficient for the entire party).
- Flashlights, oil and electric lanterns, and a portable generator.
- First Aid Kit, Field Surgery, and Medical Supplies (including sulfa, quinine, morphine, and painkiller — in doses set by the Gamemaster at start).
- 500 feet of rope.
- 10x power binoculars.
- Two cameras (high speed) plus assorted paraphernalia.
- Machetes for at least half the total party.

This equipment list is flexible, and can be altered and expanded either by the Gamemaster or by the players, so long as they do so before the expedition leaves Urubamba.

The expedition comprises the Principal Characters, three local guides, and ten Indian bearers. There are also three pack horses available for carrying heavy loads. Six hundred man-days of food (sufficient for the party for one month) are also provided. More can be purchased, either at Urubamba, or at other stops along the way.

The Indian bearers in the expedition should be treated as Poor Quality Rabble.

THE PRINCIPAL PLAYERS

Alicia Abercrombie

The daughter of Professor Abercrombie and the Peruvian girl he married during his years with Bingham's archeological team, Alicia Abercrombie is both beautiful and highly competent. She has worked with her father off and on for nearly ten years, and is especially good at handling native workers.

Dark, slender, and romantic in outlook and nature, Alicia's main failings are her love for excitement and her concern for her father's well-being. In situations where her father is endangered, Alicia will risk everything to help him. Her father is equally devoted to her. The Gamemaster may also wish to introduce a love interest, with one or more of the major characters becoming interested in Alicia. This can open up considerable options for group interaction and subplots to the main adventure.



WT	WL	STR	DFT	SPD	HLH	CDA	DRT
18	18	7	18	10	14	3	27

WEAPONS: A Mauser C96 pistol.

SKILLS: Pistol (7); Research (9); Restoration (12); South American History (9); European/American Culture (7); South Amerindian Culture (11); English and Spanish (15); Quechua Language (14).

CLOTHING: Tropical work clothing (Armor Value 1).

Professor Ralph Abercrombie

Single-minded to the point of fanaticism, Professor Abercrombie has devoted his life to his search for remnants of the Inca civilization. At times, his involvement with archeological concerns make him oblivious to the world around him, a problem which sometimes leads him into awkward or even dangerous situations.

Abercrombie's extensive knowledge of his specialty makes him a major source of information on the Incas, their history, and the archeological knowledge associated with them.



WT	WL	STR	DFT	SPD	HLH	CDA	DRT
34	26	10	12	11	13	2	31

WEAPONS: Carries a Colt 1911A1 automatic pistol.

SKILLS: Rifle (8); Pistol (8); Interrogation (verbal only) (9); Lock-picking (9); Research (18); Restoration (15); Traps (9); Anthropology (13); Archeology (19); American History (19); South American History (17); European/American Culture (18); South Amerindian Culture (17); Academic Subculture (16); English (20); Spanish (13); Quechua (8).

CLOTHING: Tropical work clothing (Armor Value 1).

Douglas Clay

A mild-mannered archeologist, Douglas Clay has had quite a bit of experience in taking care of himself in the field, and is surprisingly competent and capable given his relative youth and his shy, self-effacing manner. Though not quite the archeologist Abercrombie is, or as experienced an explorer as Captain Stuart, Clay is an excellent, well-rounded character, useful in many ways throughout this serial.



WT	WL	STR	DFT	SPD	HLH	CDA	DRT
20	16	16	20	15	17	3	31

WEAPONS: Bullwhip, Colt M1911A.

SKILLS: Brawling (6/2); Whip (12/3); Pistol (8); Athletic Jumping and Climbing (6); Athletic Running (4); Survival (5); Restoration (14); Traps (14); Archeology (16); South American History (5); American History (10); European/American Culture (8); South Amerindian Culture (8); Academic Subculture (8); English Language (20); Quechua Language (12); Spanish Language (8).

CLOTHING: Usually wears leather work clothes (Armor Value 3) in the field.

Lord Charles Danby

A highly skilled hunter, Lord Charles is the youngest son of a wealthy peer who took up travel and big game hunting as a means of avoiding the tedium of everyday life. He has become famous for his exploits, and is a favorite topic for journalists, fashionable hostesses, and others who like to bask in the fame that surrounds him.

Lord Charles is an eccentric individual who is often underestimated by those around him. He is often taken to be a fool, but this is largely an impression that he likes to create. Once an officer in Army Intelligence in the Great War, Lord Charles is believed to be employed from time to time by the Foreign Office — not the sort of thing the average foolish big game hunter would be expected to do. His strong assortment of useful knowledge and skills makes Lord Charles Danby an important and valuable character.



WT	WL	STR	DFT	SPD	HLH	CDA	DRT
15	15	15	25	16	16	4	32

WEAPONS: A custom big game .600 nitro hunting rifle, a Browning HP35 9mm pistol, and a machete are among his most useful weapons. He carries other firearms on occasion, however.

SKILLS: Rifle (20); Pistol (10); Martial Arts (10/3); Athletic

Climbing and Jumping (15); Athletic Running and Swimming (7); Gambling (7); Horsemanship (10); Hunting (13); Stealth (15); Survival (9); Tracking (12); Gunsmith (7); First Aid (9); Navigation (7); Black African, European, and South Amerindian Cultures (7); Indian Culture (3); High Society Subculture (2); English History (10); English Language (15); Bengali and French Languages (3).

CLOTHING: Tropical hunting garb (Armor Value 2) with pith helmet.

'Ace' Hunter

Roger 'Ace' Hunter volunteered to serve in France early in the Great War, lying about his age in order to be accepted in the French air corps. His experience in the war led to a life-long love of airplanes, adventure, and action.

After the war, young Hunter became a drifting soldier-of-fortune, flying cargo and passengers for hire almost anywhere they wanted to go. He eventually wound up in South America, where, in 1932, he first linked up with Professor Abercrombie, and began doing aerial surveys for the Professor's archeological work.

Taciturn and shy, Hunter is highly competent and reliable in an emergency. His craving for adventure has led him to join the Abercrombie expedition, even though he had to leave his beloved plane in Cuzco. Even away from the air, however, 'Ace' is a versatile and useful member of the expedition.



WT	WL	STR	DRT	SPD	HLH	CDA	DRT
20	13	16	20	13	16	3	31

WEAPONS: Carries a Colt M1911A1 automatic pistol.

SKILLS: Brawling (8/3); Pistol (14); Pilot (18); Survival (6); Traps (10); Mechanic (14); First Aid (17); Navigation (9); American History (11); European/American Culture (8); English Language (16); Spanish and French Language (4).

CLOTHING: Usually wears leather flying jacket and work pants, but on this expedition is soon forced by the heat to change to tropical work clothing (Armor Value 1).

David Munroe

Young and naive, David Munroe has been assigned by his newspaper to cover the expedition. His skills and outlook are oriented towards his profession, but he has hidden qualities which can make him quite useful in the course of an adventure. Munroe is somewhat put off by the distinguished company in which he is travelling, and tends to attempt to offset his feelings of inadequacy with rash acts of daring, hoping thus to prove himself (especially to Alicia).

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
20	20	15	15	16	13	3	31



WEAPONS: Colt New Service (.44 special).

SKILLS: Brawling (10/3); Pistol (7); Athletic Running (8); Interrogation (verbal only) (11); Research (8); Rhetoric (8); American History (8); European-American Culture (9); South Amerindian Culture (8); Academic Subculture (10); English Language (20); Spanish Language (9).

CLOTHING: Normally wears street clothes (Armor Value 1).

Captain James Stuart

A famous South American explorer and soldier of fortune, Captain Stuart has earned an incredible reputation for his exploits. After the Great War, the U.S. government dispatched Stuart to conduct a number of surveys throughout South America, and in the course of this work, Stuart learned a great deal about the region and its peoples. After resigning his commission in the late 20's, Stuart continued to roam South America, now an explorer, now a soldier of fortune, always a figure of charisma and romance.



WT	WL	STR	DFT	SPD	HLH	CDA	DRT
17	16	16	17	16	20	3	36

WEAPONS: Always carries a machete and a well-worn Mauser C96 (which he is reputed to have captured from a German officer during the War). Also carries a Springfield rifle on occasion.

SKILLS: Pistol (11); Rifle (8); Bayonet (7/2); Brawling (11/3); Machete (9/3); Athletic Jumping (7); Athletic Climbing (10); Athletic Running and Swimming (6); Hunting (8); Stealth (8); Survival (11); Tracking (8); Research (8); Military Science (9); Navigation (7); American History (15); European/American Culture (6); South Amerindian Culture (12); English Language (18); Tupiguarni, Quechua, and Ara-ucanian Languages (6).

CLOTHING: Tropical work clothes (Armor Value 1) with a pith helmet.



WEAPONS: Carries a Remington Model 30 rifle and a worn Colt New Service .44 revolver. Also wears a knife and a machete.
SKILLS: Knife (6/2); Machete (7/3); Pistol (7); Rifle (10); Hunting (11); Stealth (8); Survival (11); Tracking (10); Navigation (12); South American History (6); South Amerindian Culture (7); Spanish (14); English (10); Quechua Language (7).
CLOTHING: Wears loose peasant work clothes (Armor Value 1).

Alexandre Jourdan

Called an archeologist by his friends and a fortune hunter by his enemies, Jourdan is a bundle of contradictions. Suave, cultured, and charming, he is nonetheless ruthless and implacable in his pursuit of a goal. He is a dangerous and unpredictable opponent.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
30	16	15	16	11	15	3	31



WEAPONS: A Walther PP pistol and a brand new Fusil MAS36 rifle.

SKILLS: Brawling (4/2); Martial Arts (3/1); Pistol (10); Rifle (8); Survival (9); Research (15); Traps (10); Anthropology (9); Archeology (14); Navigation (14); Academic Subculture (16); European Culture (16); Arabic Culture (10); South Amerindian Culture (10); French History (20); French Language (20); English, Quechua, Spanish and Berber Languages (10).

CLOTHING: Tropical work clothes (Armor Value 1).

CAST OF CHARACTERS

Gomez

One of the expedition guides, Gomez is tough, wiry, and highly competent. His appearance, however, is against him, for Gomez is shifty-eyed and furtive in manner. He does not inspire trust or confidence.

In point of fact, Gomez is trustworthy enough, though in moments of extreme crisis he will panic and run if he fails a Will CST. It is up to the Gamemaster to regulate the causes and results of this behavior.



WT	WL	STR	DRT	SPD	HLH	CDA	DRT
15	5	18	18	13	15	3	27

Pedro

A hulking Berber from the Spanish Moroccan territory, Pedro became the devoted servant and bodyguard of Luis Diego de Rodriguez during the latter's service there as a provincial government official. Pedro has been sent along to keep an eye on Jourdan on behalf of his master.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
11	26	25	12	12	23	2	48

WEAPONS: Carries a knife and a Remington Model 30 rifle.

SKILLS: Brawling (16/6); Knife (6/2); Rifle (6); Stealth (6); Survival (11); Throwing (34); Spanish History (2); European Culture (1); Spanish (11); Berber Language and Culture (8).

CLOTHING: Wears loose Berber trousers, but no shirt. Treat as Armor Value 0.

Sandoval

A massive, gentle mulatto, Sandoval is utterly loyal and devoted to the party. Even under the most adverse circumstances, Sandoval will do everything in his power to help any or all members of the group.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
12	14	23	12	22	23	3	42

WEAPONS: A machete and a belt-worn knife.

SKILLS: Brawling (11/3); Knife (10/3); Machete (10/3); Stealth(6); Survival (9); South American History (3); European/American

Culture (2); Spanish (8); English (6).
CLOTHING: Loose peasant work clothes (Armor Value 1).

Ramon

Seemingly a friendly and cheerful companion, Ramon is in fact in the employ of Jourdan. His task is to delay and hamper the Abercrombie expedition whenever possible, but he is not to compromise himself in the process. As one of the expedition guides, he will have many opportunities for mischief, and the Gamemaster should feel free to use Ramon as a way of injecting some extra excitement and action into the flow of the adventure.



WT	WL	STR	DFT	SPD	HLH	CDA	DRT
22	20	16	15	13	16	3	34

WEAPONS: Two knives (one on belt, one concealed in a boot scabbard), plus a Mauser C96 and an old Lee Enfield No. 4 rifle.
SKILLS: Brawling (5/2); Knife (4); Pistol (7); Rifle (11); Hunting (10); Stealth (11); Survival (11); Tracking (12); Traps (9); Navigation (8); European/American Culture (5); South American History (6); Spanish Language (17); English (7).
CLOTHING: Peasant work garb (Armor Value 1).

THE JOURDAN EXPEDITION

The findings of Professor Abercrombie in 1934 excited considerable interest in archeological circles — and have led to an unexpected complication for Abercrombie's new expedition. A Spaniard, Luis Diego de Rodriguez, heard of Abercrombie's discoveries and took a great interest in them, for they dovetailed neatly with an old family tradition — for it was an ancestor of his who was the last survivor of the Spanish force which hunted down El Espectro. Among the personal effects returned from Peru to the dead conquistador's family, and handed down through the generations since, was a diary — a diary no one really believed, until Abercrombie announced his findings.

Luis Diego de Rodriguez turned to a friend for help — a French archeologist and adventurer named Alexandre Jourdan. Jourdan has a reputation as a ruthless fortune-hunter, and has been spurned by the archeological community for his greed and his lack of scientific detachment towards his work. Rodriguez, a moderately wealthy man, has financed a large expedition for Jourdan to lead into the Peruvian jungles. The diary in his possession, though badly garbled in many places, hints at fabulous treasures to be found by those who can solve the secrets of Cusichu. Jourdan is to recover these treasures, and the two will split the profits Jourdan brings out.

To ensure that his interests are well-represented, Rodriguez has sent a trusted retainer, Pedro, along on the expedition. It comprises some sixty men, including Indian guides and bearers (Poor Quality Rabble) and a handful of tough soldiers-of-fortune employed by Jourdan (treat these as Superior Quality NPCs).

Upon reaching Peru, Jourdan learned that Abercrombie's expedition was nearly ready to set out, and pushed forward his plans accordingly. Retracing the Conquistador route outlined in the old diary (a copy

of which is in his possession), Jourdan bypassed Urubamba. His path, however, may well cross that of the Abercrombie party as both expeditions race to Cusichu.

The Gamemaster's copy of the map shows the route which will be followed by Jourdan's party. Their progress is marked in days elapsed from the start of Abercrombie's expedition. If at any point the groups come together in the same place at the same time, they will encounter one another. More likely, Abercrombie's people may discover signs of Jourdan's passing — a campsite, or evidence from passing wayfarers or villagers that a large body of men has come through previously, etc.

Jourdan wants very much to keep Abercrombie from finding Cusichu, and will stop at nothing to carry out this objective. He has already planted an agent among Abercrombie's guides, who will attempt periodic acts of sabotage to delay or confound the expedition. Jourdan will also spread stories among the villagers he meets, saying that Abercrombie's expedition is, in fact, planning to cause some unspecified, but no doubt terrible trouble for the natives. Thus, any village Abercrombie visits after Jourdan will react with a -30 modifier to the NPC reaction table.

Jourdan may also leave behind members of his party in ambush. He also has had favorable contacts with the Chivacos Indians, and may stir them up against the party. In general, the Gamemaster should judiciously make use of Jourdan as an extra problem to be introduced as needed. If the Gamemaster wishes, he can alter the route or progress for Jourdan's party to be more certain of encountering Abercrombie's expedition. Anything goes, within reason.

As a final note — when planning a continuing campaign, Jourdan's party should not be defeated. (Nor should Jourdan or Pedro be placed in a position where they could be killed.) They will continue to be a source of trouble for some time to come.

THE CHIVACOS INDIANS

A little-known tribe of the rugged Peruvian uplands, the savage Chivacos are noted for their fierce, warlike natures and their hatred for outsiders who trespass within the bounds of their wide hunting grounds. An account penned by Captain Stuart in 1928 speaks of their 'unrelenting, dogged pursuit and ceaseless harassment,' and comments on their seeming delight in playing a cat-and-mouse game with those they pursue.

A typical Chivacos tribesman has these characteristics:

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
17	13	17	20	18	15	3	30



WEAPONS: Blowgun, Knife.

SKILLS: Blowgun (14); Knife (9/2); Athletic Running and Swimming (8); Hunting (13); Stealth (12); Survival (9); Tracking (13); Navigation (6); Quechua Language (14); Chivacos Culture (8).
CLOTHING: Loin cloth (Armor Value 0).

The Chivacos employ, to devastating effect, a blowgun utilizing poison-tipped darts. Any time a hit is scored, the character hit has cure introduced into his system. Use the rules for poisons in the basic rules from **DAREDEVILS**.

Encounters with Chivacos tribesmen are generally an excellent way of introducing a spurt of vivid action into a game which is becoming bogged down.

TO BE CONTINUED . . .

This adventure ends when the party comes in sight of the majestic clifftop citadel of Cusichu. The map below shows the approaches to the site, for reference.

If this is to be played as a one-time adventure, successfully reaching this point marks a good, satisfying end to the adventure. The party arriving at Cusichu, can verify that this really was El Espectro's refuge from the Spaniards.

The fate of El Espectro, and of the Spaniards who sought him, will be revealed in the next installment of this serial adventure. If the Gamemaster intends to continue, the arrival at Cusichu makes a good breaking point for the situation. It may be especially interesting, however, to leave things with a traditional 'cliff-hanger' until the action

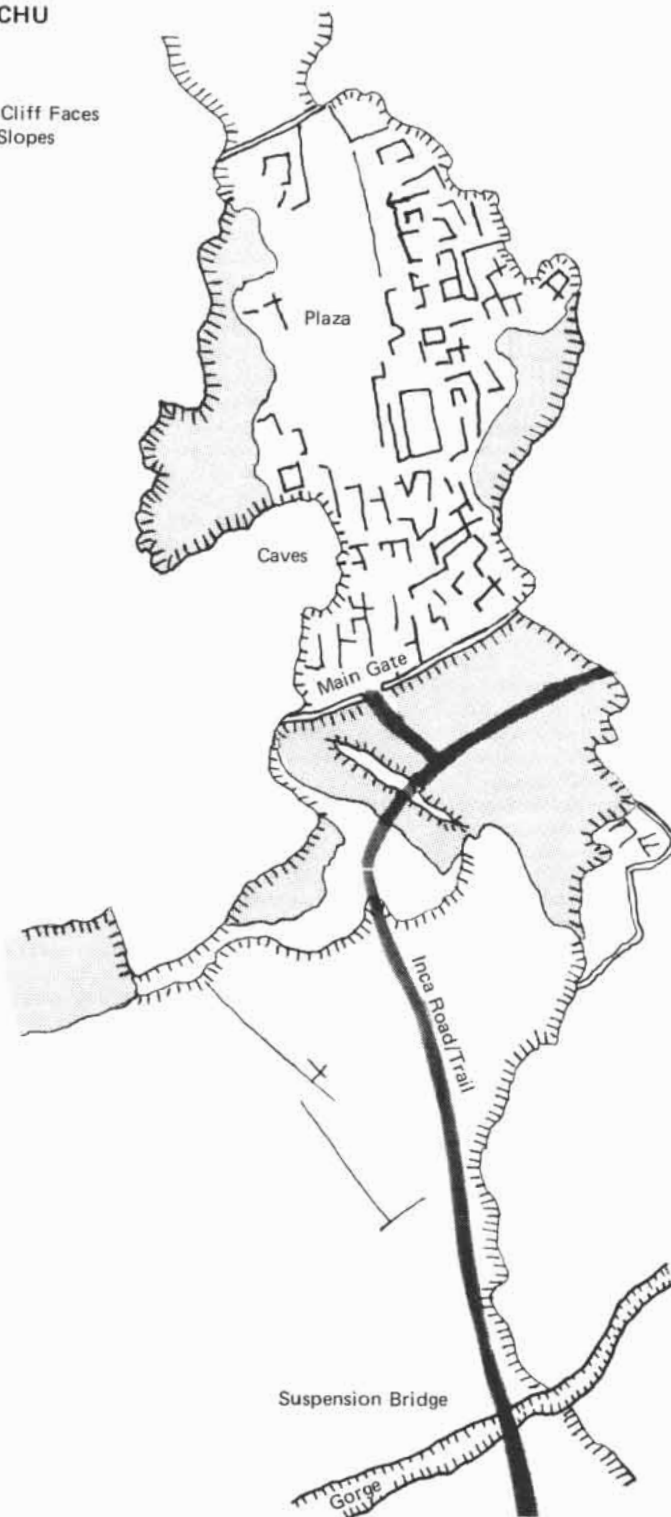
is resumed.

One good possibility is to have the party get into difficulties when crossing the suspension bridge (see map) which leads to the city (of course, if they have already run into this type of bridge once, don't do it again). In lieu of a bridge collapse, they might set off one of the defensive mechanisms devised by El Espectro — a boulder running through a narrow channel which constitutes one of the main approach paths up the mountainside. Other interesting and fiendish alternatives will no doubt present themselves to any Gamemaster willing to get into the spirit of things properly.

The following *Daredevil Adventure, Refuge of El Espectro*, will continue the adventures of the Abercrombie expedition in the fabulous jungles of distant Peru.

CUSICHU

Solid Contour Lines show Cliff Faces
Shaded Areas show Steep Slopes



from the
Journal of David Munroe

We have arrived!

Two days ago, Professor Abercrombie led us to within sight of the fabled city of Cusichu, the lost city of the Inca leader El Espectro. It was a long and difficult journey, fraught with peril. We very nearly suffered disaster at the hands of the savage Chivacos Indians — only the courage and determination of those three heroic adventures, Captain Stuart, 'Ace' Hunter, and Lord Charles Danby, saved us from certain death. Rumor has it that the tribe was incited by another expedition, led by a European archeologist, but this seem too incredible to be believed. Certainly we have seen no direct sign of such an expedition. Our own progress has been difficult enough — beside the Chicacos, we had to contend with everything from inclement weather to a number of near fatal accidents to the difficulties of remaining on course in Peru's difficult jungle terrain. Even Ramon, one of our guides, was not always sure of his path, and we wasted several days in wrong turnings along the way.

But that is behind us now; we have reached our goal.

Cusichu is an imposing citadel, perched high above a river valley in the saddle between two craggy peaks. Rising in terraces carved from the mountainsides, the city, in the words of my friend Douglas Clay, is 'another Machu Picchu — but grander.'

Yesterday we ascended the seemingly endless, twisting road — a road which was frequently more a stairway than anything else — towards the top. We had a hard, exhausting climb, and for a good part of the distance it was necessary for us to proceed, in single file, on all fours. The heat was oppressive, but the view magnificent, once we were out of the jungle.

At last we came among the ruins — first the stone-faced terraces, or andenes, as the native word runs (so says the Professor's daughter, Alicia, who is fluent both in Spanish and in the Quechua Indian tongue. Then, at long last, we reached the city walls themselves. They were magnificent, imposing, the stonework so perfect it seemed beyond the realm of belief that a primitive Indian people who had not even mastered the wheel could have crated them. Within those wall, surprise after surprise awaited us among ruins more impressive, so Clay and the Professor assure us, than any others in Peru, including Bingham's spectacular finds at Machu Picchu.

There was little daylight left to us by this time, and so we deferred further exploration and set up camp in the great plaza of the city, where once, perhaps, the representatives of Inca rulers issued proclamations or the guerrilla leader El Espectro exhorted his followers to resist the Spanish conquistador's. Out party in the city numbered nine — the Professor and his daughter, Clay, Lord Charles Danby, Captain Stuart, the aeronaut Hunter, myself, and two of our native guides, Ramon and the faithful mulatto Sandoval. Our other guide, Gomez, had remained in our base camp with the Indian bearers at the foot of the mountain, to take care of our pack animals and watch for any sign of the rumored expedition. We spent a quiet night, each of us consumed in our own private thoughts. For myself, I could not help but give thanks that I, David Munroe, a junior reporter with the National Examiner, should have been chosen to see such wonders. I suspect that Clay and Professor Abercrombie were thinking similar thoughts, though I fear that Lord Charles and Captain Stuart were concerned with less lofty sentiments, such as their already-fierce rivalry for the attentions of the dark-eyed beauty, Alicia. I must confess that I, too, thought of her often, but in the midst of such company as the famous explorer and the English big game hunter (among others), I cut an unimpressive figure at best, and had long since given up the hope that she might view me as anything other than a comrade on this expedition.

After a long night, we were greeted by a magnificent sunrise over the river valley and the high peaks beyond, waking to a new day of discovery and exploration of these fabulous ruins.

It was in the course of the day's investigations that we discovered a most unusual structure, a building located at one end of the great plaza, standing completely alone. Outside of it is set an oddly carved stone which Abercrombie pronounced to be a duplicate of the Intihuatana, or 'Sun stone,' which was found in Machu Picchu. Clay theorizes that the building may have some special religious significance; he says that many places around Inca cities were revered as having supernatural powers, including mountain peaks, hills, the tombs of ancestors, large stones or boulders, and caves. Called huacas, such places were common in Inca life . . . and the building we discovered certainly is a place of awe and wonder.

Within this mysterious building, flanked by two huge stones, we discovered a wide, dark pit, a black hole in the living rock of the mountain. Try though we did, our lights could not reach the bottom; it seems like some bottomless well in the Earth, reaching deeper than we can imagine. But it must have a bottom, and it must have some significance to the people of Cusichu, for the sides of the pit are carved with steps that lead down in an endless spiral, as far as we can see from the top.

Captain Stuart expressed the opinion that this pit might merely have been the entrance to some cavern used by the raiders of El Espectro to venture forth from the city in secret, but the Professor has convincingly argued that it must have some greater significance, for such a route was unnecessary until the Spanish conquistadores came to lay siege to the citadel, and it must have taken a long time, and much effort, to have constructed those steps into the darkness.

Another remarkable discovery in this strange building are the mysterious carvings on the stone alters flanking the pits. The Incas, says Clay, had no written language, so these carvings must be art of some kind; but what they may represent is unknown, for they are unlike anything that either of our archeologists has ever encountered in Incan artwork before. Each carving seems to represent some form of animal, but they are like no animals that are found in the Peruvian jungles . . . of that we are sure. Perhaps they are gods or legendary beasts of some sort. If so, Professor Abercrombie maintains, much that we now believe concerning the religion of the Incan people will have to be revised.

This mysterious building, so unlike anything our archeologists have ever encountered in their researches of Peruvian antiquities, has us all intrigued by the awesome black pit that cut deep into the bowels of the mountain. Over our evening meal, we talked of it, and it gradually became clear that all of us are agreed on the need to actually descend into the place of mystery.

Abercrombie and Clay, of course, are particularly eager to expand the horizons of science. Clay argued that he should go alone, because of the potential danger, but the Professor would not hear of such a thing, and insists that his age will do nothing to hold him back from making the descent right alongside his young protege.

Captain James Stuart insists on going, so he says, because of his conviction that his theory regarding the pit — that it is merely a 'back door' into the city — is the true one, and he does not want 'the learned men of science to put one over on the rest of us in the name of saving their expert reputations.' In fact, of course, the dashing army officer and explorer simply cannot pass up the new adventure.

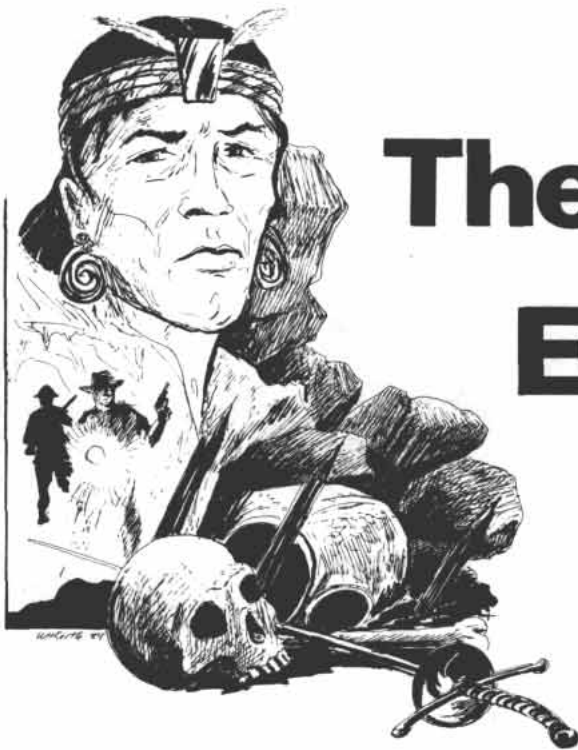
I think Lord Charles Danby's motives are a paired interest in the sheer adventure of seeking the unknown combined with a desire to 'stay even' with the good captain in the way of gallant deeds, all in the interests of romance. The aeronaut, Hunter, was with the Professor from the beginning, when he flew the plane which found the city from the air. His expressed determination is to 'see this thing through, no matter what.'

Against the objections of us all, Alicia Abercrombie also intends to make the descent. Brave as any man, Alicia claims that she will follow us on her own if she is not included in the party, and there is not one among us who does not believe her words are true.

And what of myself? I must confess to having felt some misgivings about descending into that pit; it looks to be a dangerous, as well as a difficult, climb down into the unknown. I think that, great as my curiosity about it may be, I would have held back from the endeavor, had any of the others chosen to remain behind. Or is it that I, like Lord Charles, am reluctant to let Miss Abercrombie think me less brave than the others? Truly I cannot say, even to myself.

Of our two guides, we have decided to take the faithful Sandoval to help carry the equipment and to lend us the strong right arm that has been such a comfort to us all. Ramon, the other guide, will remain here at the top, as our contact with the outside world; Captain Stuart has proposed that we rig up a series of linked lines on which we can raise and lower additional gear or send messages to the top at need. We can only hope that the rope we have brought will prove sufficient to our needs.

Tomorrow, then, we will set out on this new journey, a totally unexpected addition to our expedition that promises to be a greater challenge than any we have yet surmounted. This report I shall leave in our camp in the ruins; when I return, I shall add what we have learned from the Pit of Cusichu. What wonders and mysteries await us I cannot say now, but I hope to have the answers soon..



The Refuge of El Espectro

In this scenario, the player characters must explore a mysterious underground labyrinth beneath the lost Inca city of Cusichu. It is designed to allow a considerable degree of latitude to the play characters, while still guiding them towards a specific climax. Primarily an 'exploratory' adventure in which events are keyed to specific locations, and occur as each is in turn reached, the situation should require a minimum of modification on your part to make it work properly. However, alterations may always be made to suit your view of what should go in to making an exciting adventure.

'The Refuge of El Espectro' is a 'serial adventure' for *DARE-DEVILS*. It is intended to hark back to the adventure serials of the '30s and '40s. Ideally, it should be played as a sequel on 'On the Trail of Legend,' and should be followed by 'Mundo de Dragones.' However, the adventure could be made the starting point of the serial (omitting the cross-country journey described in 'On the Trail of Legend'), or it could, conceivably, be played as a completely independent adventure although in this form it will not have quite the same potential for interest as it does when interlocked with other adventures.

In either case, the Gamemaster should strive for a fast-paced, free-wheeling atmosphere in which events and encounters periodically place all or part of the group in danger. The pace should be maintained to keep a high level of tension among all concerned.

A separate section in the text will present special considerations that should be kept in mind when playing this adventure as a stand-alone scenario. In addition, other sidebar modules discuss various other items of specific interest.

This adventure is relatively straightforward. The daredevils are faced with the exploration of an underground maze of natural caverns and artificial tunnels. Their job is to explore it, in the hopes of learning its secrets. They are in complete control of all decisions as to where they should go, and what they should do, using the standard rules for movement to govern their actions.

Generally, most of the action in the adventure will be provided by a series of traps which have been set by the long-dead Incas who first explored and improved these caverns. These are, for the most part, keyed to certain points within the cavern complex. A random events table also provides for some encounters which could take place almost anywhere.

A non-random element of danger which may be introduced is the arrival of the rival archeological team under an unscrupulous man named Jourdan, who wishes to keep the discovery of Cusichu to himself. This will lead to the climax of the adventure, particularly in the interlocking, serial adventure version of the situation.

You as gamemaster is responsible for keeping track of each element of the adventure. They should be interwoven into a coherent, exciting whole, leading to a climax and resolution that will be both exciting and enjoyable to the players.

DESCENT INTO THE PIT

The mysterious pit that opens between the two stone alter-like structures in the Incan building in Cusichu is nearly 3,000 feet deep. The bottom is actually deeper than the mountain of Cusichu is high. A continuous spiral of stone steps leads downward into the pit.

Descending these stairs is not an easy thing. The effective distance to be travelled is on the order of 6,000 feet (2000 meters), thanks to the spiral nature of the stairway. Even allowing for continuous travel the descent should take just over 2½ hours, given the poor conditions of the trip and the bad lighting conditions.

The descent should be conducted in 10-minute tactical turns, with the total trip requiring 15 such turns to complete. Roughly 175 feet of depth (or almost 375 feet in actual distance) is covered in such a turn. This is three full circuits of the spiral.

The steps are broad and shallow. Three people can walk abreast on these steps, if desired, though the outer edge is now crumbling with age. (If three people are walking side by side on the steps, the individual on the outer edge should make Deftness AST once per turn to avoid a mis-step causing part of the outer edge give way, causing a fall. Still, it isn't hard to see this stair being used by many people, and even by pack animals, under the right circumstances.

During the descent, a throw of 1d10 should be made each tactical turn for a mishap to occur. A mishap can be almost anything you wish to implement — a crumbling rock edge, a chunk of rock falling from the roof of the spiral above, etc. — according to your imagination and creativity. Such a mishap occurs on a throw of '0' (or '10') on the die.

In addition to the chance of a random mishap, there is another potential danger on the stairs. Every 90 steps (one and a half circuits of the spiral), a step will be encountered which looks different from the others. Where most of the steps are simply carved from the native rock, these odd steps include a stone of different color set in the middle of the stair. The stone is two feet across (the whole step being nearly six feet), square, and black. It should be treated as a Hidden Thing, unless the characters are specifically indicated as being especially concerned with taking not of oddities.

Another 'hidden thing' that might be noticed is the presence, both along the inner stair walls and set in the rock faces between the various steps (overlooking the pit itself), of a number of recessed, downward-sloping channels; if noticed and examined, these will prove to contain boulders of various sizes (averaging perhaps 2 - 3 feet in diameter) restrained by a single key rock.

Both oddities are, in fact, related; the stones set in the steps are traps, designed to trigger a counterweight release mechanism when stepped on by anything as heavy as a small animal. The trigger will let loose a number of boulders from a point above the mechanism, to roll down towards the point where the trigger was set. No obvious trigger

ties into the boulder channels lining the pit itself, at least as far as the group can discover on their way down.

The traps are easy to avoid once understood; indeed, it should be stressed to players whose characters discover the nature of the traps that almost anyone who thought in terms of traps could dodge these easily. In game terms, the trigger stones will be encountered twice per 10-minute tactical turn. Until they are noticed as 'hidden things,' You should roll for each stone encountered to determine if it is set off. Roll 1d100; there is a 60% chance that an unnoticed stone will be tripped by someone in the party (80% if the party isn't descending in single file). If triggered, the members of the party will hear a rumbling noise from above. The person at the rear is entitled to make a Wit CST to realize the danger before it is upon them and shout a warning. If a warning is given, a Deftness AST allows characters to hug against the walls of the stair to avoid being hit; without warning, a CST required. Failure of the saving throw results in an automatic hit by 1d3 boulders, each of which has a Damage Potential of 8. Damage is subdual, with a critical hit scored only if the character's saving throw was a 'critical failure.'

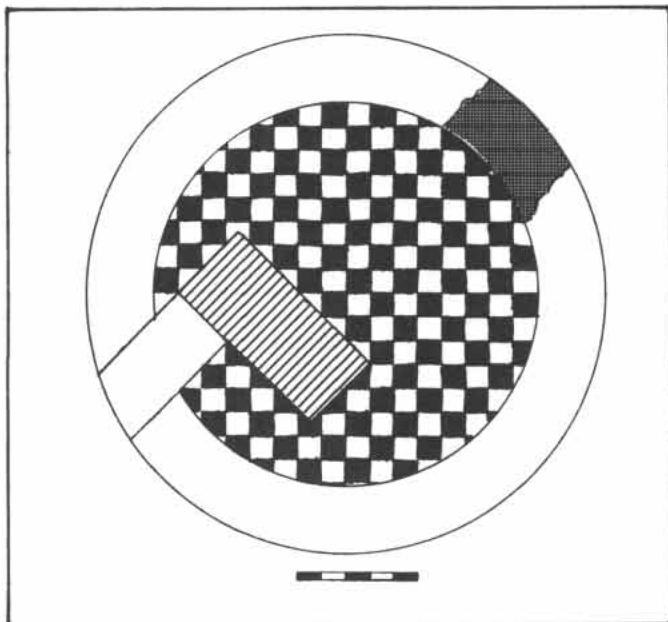
REACHING THE BOTTOM

The descent takes at least 15 tactical turns; however, no character may travel on the stairs for more than $\frac{1}{2}$ the character's Health attribute, in turns, before requiring a rest. Rests take 10 minutes. A character can continue on after a rest is required by making a Will CST on each tactical turn. The same procedure would apply to ascents of the stairs, as well, although the time between rests is $\frac{1}{4}$ of a character's Health attribute.

At the bottom, the party will notice (as long as they have lights) that there is a checkboard pattern of stones. The same black 'trigger stones' as were encountered on the stairs are spread across the floor, alternating with ordinary stonework. The lowermost spiral of the stair ends in a platform, 10 feet from the bottom. A flight of steps comes from the middle of the pit to join it. The reason for this arrangement might not be immediately obvious to the daredevils. It is designed so that the stairs do not afford protection to anyone or anything in the bottom of the pit. The arrangement of rock channels in the pit walls, which had nothing to do with the stairway traps, is intended to drop a very large number of rocks into the pit if any of the checkerboard trip stones is disturbed.

On the platform, its broken bones suggesting a fall from the spiral stairs above, is the skeleton of a horse. This is the first evidence that the conquistadores came this way. It may suggest the tale of the Spaniards who pursued the Indians of El Espectro into a network of catacombs during the expedition against Cusichu — an expedition which vanished with only a single raving madman to bring back tidings of mysterious wonders. With care, a Conquistador expedition might have reached the bottom, horse and all, and even crossed the network of trip stone unscathed.

Opposite the platform at the bottom of the pit, the group will see a huge, dark, yawning cave mouth, the only exit from the chamber.



THE CAVERNS

Upon reaching the bottom of the pit, the next stage of the adventure begins. This is a search through the catacombs entered through the cave mouth in the stair chamber.

The caverns are mapped for your use (Although you should feel free to make additions or alteration as desired). No maps should be shown to the players. As they explore, they should be given descriptions of anything they can see, and may wish to map the portions they pass through for their own use. (This should be suggested; without such maps, the characters could be expected to quickly become disoriented and lost. The mapping of the daredevils would actually be representative of simple trail-blazing with chalk or the like, but the basic principle is the same).

Ten-minute tactical turns should still be used in the explorations of the cavern. In 10 minutes, the group may move up to 10 squares (200 feet) on the map. Marked on the maps are various specific points of interest; these should be consulted as the group reaches them. In addition, there is a 10% chance (1-10 on '1d100) of some general event occurring each 10 minutes; roll on the Event Table (below) to determine what this event may be.

EVENT TABLE

1d10	Event
1	Old Spanish Weapon. A rusty sword, halberd, or arquebus is found on the ground.
2	Skeleton. The skeleton of a man is discovered, apparently the victim of violence.
3	Skeleton in Armor. A skeleton clad in Spanish armor is found. Cause of death indeterminant.
4	Tarantulas. 1d6 people each discover they have acquired 1d10 tarantulas crawling on their clothing. Treat these as 'creepie-crawlies' from the exotic beast discussed in the basic rules.
5-6	Loose stone in floor. A randomly selected character must make a Deftness CST to avoid taking 1d10 in subdual damage.

- 7-9 Draught. An air current is detected which originates away from the direction of the pit and towards the Guardian's Chamber. This should be determined from your map.
- 10 Gold trinket. Characters notice a gleam of gold in the dark, and discover a small gold trinket. It would be worth only a few dollars on the open market, but is priceless as an archeological treasure. (Players expecting to find fabulous treasures in caverns will be vastly disappointed, but it isn't practical to look for treasures in an area the Spaniards already passed through!)

The cycle of events and activities should continue for as long as the Gamemaster wishes; it is suggested that player-characters be permitted to discover the 'Guardian's Chamber' and its contents at some point in the proceeding discussed later in the text under 'The Frenchman.'

CAVERN MAP KEY AND DESCRIPTION

The cavern map depicts an area of largely man-made chambers though they improve upon natural formations, for the most part) deep in the heart of the mountains. Various locations of interest are marked upon it, either with descriptive names, or with numbers. These are explained below.

The map distorts some factors somewhat in the interests of providing a convenient scale.

Most passages are less than 20 feet wide, though few are narrower than 10 feet in breadth. Most walls are irregular and rough, largely natural in origin; floors have been smoothed, however, except for occasional loose stone work. The height of the ceilings varies widely, but none is less than 7 feet in height.

Players may notice a pattern to the various traps; most are set up more to guard the pit (point 1) from an approach through the tunnels, rather than as a protection against intruders from the pit. This should not be openly pointed out by you, and the players who spot it are perceptive. (Speculation as to why these traps were installed may help players cope with some of the further dangers of this adventure serial, down the line.

Complete darkness, of course, envelops the caverns; the only light available will come from lanterns or torches the daredevils may carry.

- 1 The Pit. This is the stair pit by which the daredevils descended from the lost city.
- 2 A Trap. The plain numeral marks the trigger point for the trap, another of the square black stones encountered previously. Adjacent to it, in the wall of the chamber, is a large recess which held a massive boulder. Opposite (at the circled 2) is the boulder itself, now completely blocking the corridor. Examination of the corridor will reveal some bones, and a rusting Spanish helmet, plus other traces of the victims of this trap. The trap is no longer dangerous.
- 3 A Trap. This is a boulder trap very similar to number (2), but has not been triggered. The circle and arrow show the location of the boulder and its path.
- 4 A Trap. This trap, triggered by a stone like others heretofore encountered, releases counterweighted stone doors at each entrance of the chamber in which the trap is located. These doors are marked by dotted lines. Once in place, the doors cannot be moved from within. A small black stone is located outside each door, which, if weighted down, will cause the doors to slowly rise back into the ceiling. These stones are indistinguishable from the usual traps, but do nothing if tripped while the doors are not closed.
- 5 A Trap. Each side of the corridor contains a large number of dart throwers triggered by applying weight on black stones located on the floor. The darts fire from as high as 10 feet off the ground. Each character in the passage at that point must make a Dexterity CST to avoid being hit by 1d20 darts, each of which is poisoned with curare. (See the section on Poisons in the rules.) Roll 1d6 for each dart, this represent, the dart's penetrative power. The die roll must exceed the character's Armor Value in order for its poison to enter the character's system.
- 6 A Trap. Two sets of long spikes are partly recessed into the walls on each side. When a trip stone is pressed, these spikes shoot suddenly outward into the corridor, withdrawing again when the weight is removed from the trigger. It requires a Dexterity AST to avoid the spikes when activated. One set of these barbed spikes has claimed a victim; a skeleton of a man hangs from the spikes along the wall, visible to anyone passing along the corridor. On the ground near the center of the corridor is the remnant of a bag. A number of gold trinkets, lumps of unrefined gold, and a quantity of gold dust have spilled from it onto the floor. Another object nearby can be identified by an archeologist or an anthropologist as a bronze spear-head.
- 7 A Trap. This is a dart trap similar to number 5, but darts are fired in one direction (as shown by the arrow) only.

- 8 Pit. The middle of the corridor at this point is a 10-foot-deep pit, lined on the bottom with sharpened stakes. Narrow ledges run on either side of the pit. Characters who attempt to negotiate these must make a Will AST to successfully make the difficult crossing; failure results in a slip and fall, which a Dexterity CST by the character or an adjacent individual will prevent. The left-hand ledge is dangerously weakened, and characters who choose to take this route have a 75% chance of having the ledge give way, with results much as slipping. A fall will be fatal, thanks to the stakes below. The pit is 10 feet long. If any character are so bold, see the rules for jumping in the *DAREDEVILS* rules.
- 9 A Trap. This is a dart trap, like numbers 5 and 7. It is noteworthy because it has already been triggered (and is therefore now harmless; a skeleton lies on the ground in the midst of the corridor, with dozens of darts lying nearby. A stone-headed mace is also present, near the outstretched arm of the victim.
- 10 Pit. This pit is different from that described for number 8; it extends all the way across the corridor. It is much broader and deeper. There are signs that it was once spanned by a suspension bridge supported from beams overhead, but this bridge is now gone. One narrow ledge (not in danger of collapse,) does exist, and is treated as described before.

Small Chambers: These chambers (labelled 's' on the map) contain various, long-unusable stores, most are large stone containers for grain and water. They are of little interest.

Large Chambers: The larger chambers (marked 'L' on the map) are arranged into smaller subdivisions by walls of piled stone and are similar, in some respects, to the houses the party has investigated in the city above. An obvious inference is that these were living quarters of a sort. Each is a treasure trove — to an archeologist (but of little interest to anyone else).

The Guardian's Chamber: This large chamber is described in detail in a separate sidebar module.

THE GUARDIAN'S CHAMBER

The largest and most important area on the map of the caverns is designated the Guardian's Chamber. Its discovery will reveal many important secrets concerning the adventure.

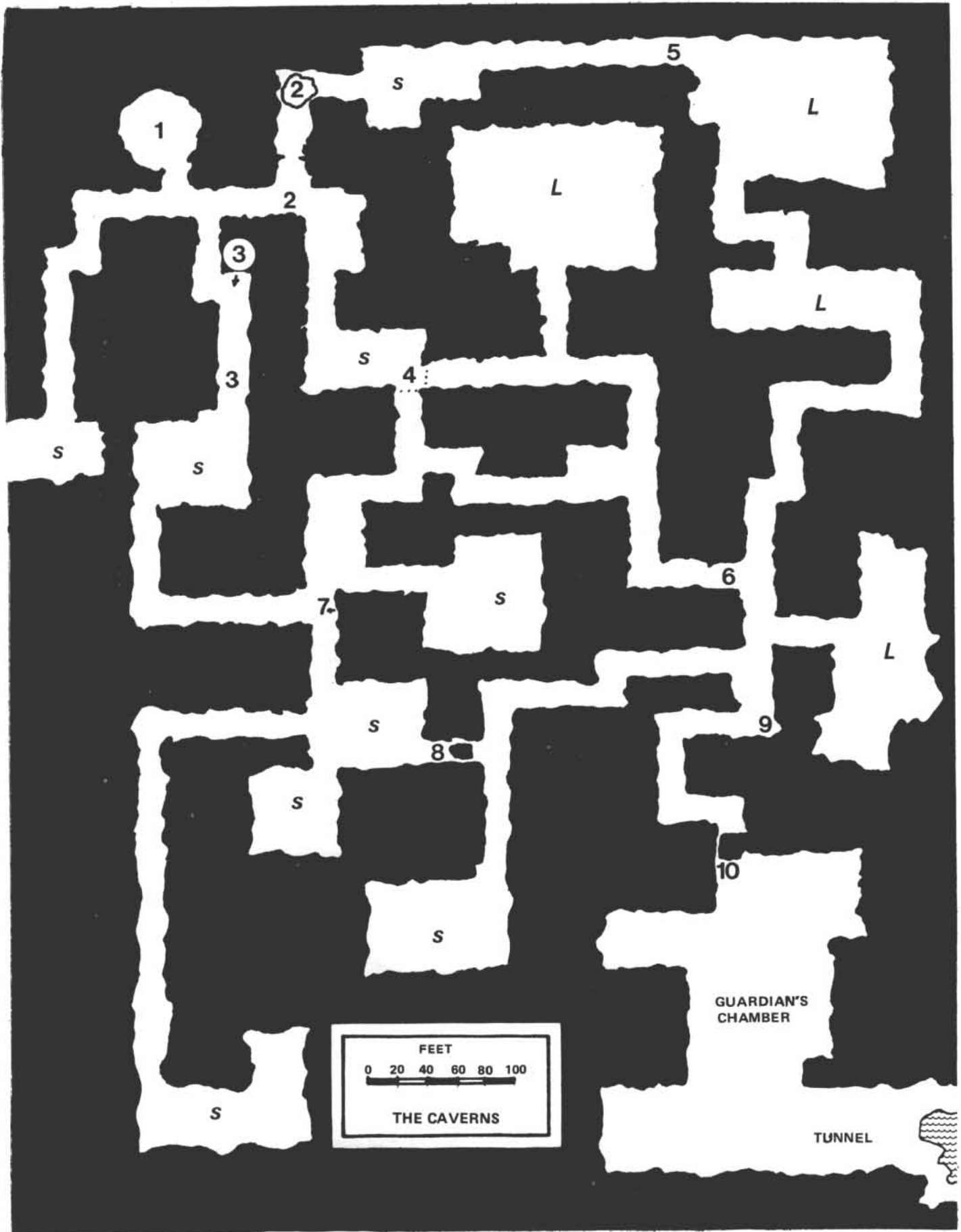
It is a large, high-ceilinged, irregular chamber, reached from the city through a single corridor entrance. Unlike other large chambers, it is mostly empty. What is evident is important, however.

Near the entrance to the chamber, the adventurers discover a skeleton, with shattered leg bones. It lies on the remains of a pallet of some kind. Nearby, on the ground, is a complete set of typical conquistador armor, an arquebus, and a sword of Toledo steel, there are also a variety of containers which once held food, though that, of course, deteriorated long ago.

Near the pallet, within arms reach of the body lying there, is an ancient book. Its cover is cracked with age, and the pages within yellow and brittle. An inkwell is nearby, the ink dry and caked. The book's pages are filled with a straggling, handwritten script although pages near the end are completely blank.

The language in the book is Spanish; a character with a BCS score of 12 or higher in Spanish language can read it, though with some difficulty. If characters seek to read it, consult the section entitled 'The Spanish Manuscript.'





Around a projecting buttress of rock, the daredevils make a startling discovery. The chamber they are in is not an enclosed room-like structure, like others in these caverns, but is rather the antechamber for an even vaster complex of tunnels and caves. It is huge, and, near the chamber in which they stand, a large, black underground lake or sea begins. Narrow ledges on either side lead off into the darkness. It is impossible to see more from this chamber.

The Gamemaster should not, at this time, allow the daredevils to proceed further. An intention to do so should be prevented, probably by the arrival of Jourdan (as discussed in 'The Frenchman').

THE SPANISH MANUSCRIPT

Should the daredevils discover and translate the book found in the Guardian's Chamber, much background information will be made available. The book is a diary, kept by one Francesco Jesus de Mara, a soldier in the conquistador party that hunted El Espectro. It should become clear that it is his body that has been found beside the book.

The book begins with the departure of the expedition from Cuzco in July of 1540. The early sections contain nothing unusual or unexpected. They describe the cross-country trek and the initial battles to gain the citadel. But, near the end, some interesting material appears. It describes the discovery of the vacant city, and signs that the populace had fled underground. The Spanish leader, discovering the pit ('The Stairway to Hell,' the Spaniards called it), swore an oath to the Virgin the 'El Espectro would not escape though he passed the gates of Hell itself.' The Conquistador party set out in pursuit, now number 20 Spaniards, 50 Indians, and six horses. The rest had been lost on the campaign, or left to garrison the city above.

The last entry is particularly interesting, and is translated fully below.

'November 26th, 1540.

'This is the fifth day, I think, since Captain Velasquez set out along the shore of the great sunless sea in his quest for El Espectro, and the third since the faithless Indians abandoned me to my fate. Mother of God, but I am in pain . . . I often wish the crashing rock had taken me, as it did Luis and Hernan, instead of just breaking my two legs. With those two accursed Indians fled, no one is left now with me. Did the screams I heard mean the traps took them? I will not know unless the Captain returns soon from the sunless sea.

'Imagine it — food and water just across the room, and I cannot reach it! I tried, today, but the wounds have gone bad, and the pain is greater even than any hunger or thirst. How I pray Velasquez returns. But what if those Indians we captured here — a band more cowardly and faithless even than those two who deserted me — what if they spoke the truth? Too afraid to go with their demon leader, El Espectro, into the caverns beyond; they said there were terrors unimaginable in the lands beyond these caves, and the Captain had to make an example of three of them, and drive the rest ahead at sword's point, before they would guide him on. They speak of monsters and demons; perhaps Velasquez truly has passed the gates of Hell, as he said he would. Saint James protect him, and all our men!

'The Indians called this the Guardian's Chamber . . . why? We know they mined gold from the caverns beyond the sunless sea, tribute to their infidel kings. Why the Guardian's Chamber — was this a soldier's palace, to keep guard on the mines? Or could they be speaking of some Guardian of Hell, some demon who haunts these chambers? Mary and St. James, protect me if it is so!

(The writing beyond this point appears weakened.)

'Five days gone by since they set out. How deep can these caverns be, that they should be gone so long without a word? But perhaps one cannot come back once he passes the threshold of this accursed place. I shall not. The last torch that I can reach is dying now; the shadows seem to hide monsters. I shall sleep now; perhaps soon Captain Velasquez shall return . . . perhaps the Indians he left to look after me will bring food . . . no, they are gone . . .'

The manuscript ends in a weary scrawl, as if the writer could go on no longer. The players can make what they wish of the text. Certainly it hints that both danger, and, perhaps, fortunes in gold may lie beyond the shores of the 'sunless sea.'

THE SECRET OF CUSICHU

Material in this section should not be revealed to the players at any time. It is provided strictly as background for you, the Gamemaster.

The citadel at Cusichu was established early, and possibly even occupies the site of a pre-Inca community. It is unexceptional, except,

for the roughly circular pit in the mountain which led deep into the Earth. A network of natural caverns below was connected to this pit, and, at some point, someone found reason to explore it.

What these early explorers found was beyond all belief or comprehension. Among those endless caverns was an entirely unknown world — a world one Spaniard who visited there call the 'Mundo de los Dragones' — 'Land of the Dragons.' As adventurers who continue on in this adventure will discover, the name was apt, for the 'Mundo de los Dragones' is, in fact, a sheer-sided valley, formed in the late Mesozoic period, where prehistoric animals survived.

Past the Guardian's Chamber — so named by the Incas after a great pleisiosaur was discovered and killed there in the early days — the Indians began working the mines. Laboriously, the Inca engineers — masters of this sort of labor — created the stairway and improved the natural caverns under Cusichu. Also, after a few incursions by life from the Mundo de los Dragones, they constructed elaborate traps to protect themselves, the most elaborate of all being the Pit itself, where boulders were capable of causing the entrance to be blocked entirely if need be. They worked the mines in comparative peace for many years.

Then the Spaniard came. An Incan leader, who earned the nickname El Espectro ('the Ghost'), led a band of bandits in a series of raids against the conquistadors. They took refuge in the cliff-top citadel of Cusichu until, much like the Jews at Masada, they found themselves besieged by a strong army they could not hope to beat.

Masada's Jews chose suicide; El Espectro had another way. He led the people of Cusichu down the winding stairway to the caverns, and set out through the tunnels to the lands of the dragons. Perhaps it was meant as a temporary move, to baffle the Spaniards, or perhaps he hoped to find another way out. No one will ever know.

A few faint hearts stayed behind, preferring to risk the fury of the Spaniards over the unknown terrors of the land beyond the caves. In the end, aside la Mara's diary testifies, it made no difference, for the fanatical Captain Velasquez followed, found the unwilling ones, and forced them to lead him on through the caverns they had feared to traverse with their leader. Neither expedition returned, save for a crazed Spaniard named Rodriguez, whose story was not believed, but whose diary remained to spur Jourdan's sponsor, the soldier's descendant, to mount an expedition to the Incan city in quest of the gold and silver described in the diary.

THE FRENCHMAN

The climax of the adventure comes when Jourdan, Abercrombie's French rival, turns up in the caverns.

Jourdan's expedition is described in the previous adventure, 'On the Trail of Legend.' He arrives at Cusichu after Abercrombie (delayed by unforeseen problems along the way). Ramon, left behind by Abercrombie in the city above, is Jourdan's spy, and can tell the Frenchman what has transpired when Jourdan's large, well-armed party arrives.

Jourdan then descended, taking with him 20 men, including Ramon and Berber Pedro. Most of the rest are soldiers of fortune, tough adventurers armed with mixture of military and civilian rifles and other weapons. The Frenchman followed Abercrombie's path, and eventually reached the caverns.

You should have the Frenchman's party meet the daredevils after they have discovered the Guardian's Chamber and examined its contents. An ideal arrival time would be just as they are finishing the reading of the Spanish diary, and remarking upon it; Jourdan could make a comment appropriate to the conversation, announcing his presence. Certainly he should arrive in time to prevent the party from entering the caverns beyond the chamber.

When Jourdan arrives, he will take the party prisoner. They are an inconvenience to him and to his patron, Rodriguez, who has learned of a fabulous source of gold somewhere in the caverns from the other Spanish diary (the one belonging to the single soldier who returned from the Velasquez expedition). However, Jourdan is a civilized, if unscrupulous man; he does not wish to kill or otherwise harm the daredevils. They are to be turned out into the jungle without supplies to make their own way back to civilization (or not) as they can.

Jourdan's people will disarm the adventures and herd them back through the caverns towards the stair pit. What happens from there on depends on the nature of the adventure; if it is to be an installment of an ongoing serial, use the description below. For a stand-alone adventure, see the 'Independent Scenario Resolution.'

In the serial adventure, the adventurers have got no opportunity to do anything about the armed men escorting them. Reaching the pit, Jourdan's people begin to cross; ten of them cross singly to the platform to take up watch; then the daredevils are ordered forward. The first to be ordered across should be a player-character. One of the guards will be impatient, grabs him roughly and shove him towards the cave mouth. It isn't a hard shove, but a loose stone in just the wrong

place causes the character to lose his balance, fall, and land on the pit floor — on one of the stone trigger mechanisms. Several of the other guards rush forward, not yet realizing what has happened.

The trap, of course, has been triggered; a huge number of boulders are released from above. The player character must make a with AST to realize his peril, and a Speed CST to escape back to the cave mouth unharmed; otherwise, begin resolving detailed action turns with boulders having a chance of hitting in any turn in which a speed AST is failed.

The guards have no such luck; most are killed, while those on the platform are cut off from the party when they retreat to the shelter of the stairs.

The boulders pile high in the pit, and completely block the entrance to the caverns. As a result, the daredevils — plus Jourdan, Ramon, Pedro, and a few (1d6+2) others — are trapped now in caverns beneath Cusichu. Their only way out is to follow the route taken by Velasquez and El Espectro, to face the unknown terrors hinted at, but not yet described in the scant knowledge uncovered so far.

In the serial adventure, this 'cliffhanger' ending is an ideal place to pause between gaming sessions.

INDEPENDENT SCENARIO RESOLUTION

Running this scenario as an independent adventure, rather than as a part of a serial, is possible, but it is a process that requires a certain amount of adaptation on your part.

PREPARATION

Background material — such as Jourdan's expedition, descriptions of the characters, equipment, and information on what has gone before must still be drawn from 'On the Trail of Legend.' The daredevils may be permitted to have acquired additional equipment, if they so desire.

THE TREASURE

To make the adventure more immediately interesting, a few large chests of treasure should be among the items discovered in the Guardian's Chamber. This provides an immediate bone on contention with Jourdan, and a worthwhile reward for successful completion of the adventure.

THE CLIMAX

Obviously, for a stand-alone adventure the climax which traps everyone down below is unsuitable, and the events described in 'The Frenchman' shouldn't result in such an outcome. The daredevils should not be caught at the bottom; instead, all concerned make it to the stairs and begin to go up. On the climb, the opportunity may arise to make a break for it, possibly with the aid of a diversionary trap.

In this scenario, Jourdan and Ramon remain below with half the guards; Pedro and 10 men will escort the daredevils up. This should make the odds close enough to even to make a break worth the effort. Resolve the fight which follows normally, but keep in mind the possibilities of the fight — the hair's breadth escapes from the edge of the precipice, the ever-present danger of the situation.

Two of the guards will be hampered by the largest of the chests discovered below. This, if the group is victorious, will serve as a reward.

It is fully possible that someone knocked from the stairs would fall to the floor of the pit, triggering the big trap and blocking Jourdan's escape (and the hope of exploring further).

Of course, there are still a large number of Indians from Jourdan's party at the top of the stairs. But, if the traps are triggered, the sounds of boulders being released in the pit are likely to cause a panic; or you or the players may come up with alternate solutions for dealing with the problem, if further adventure is desired (as, for instance, having some of the party don uniforms of disabled guards after the fight, to disguise themselves).

Naturally, this version of the adventure requires more of your input, since it must be made considerably more flexible than the serial version.



A week has gone by since that fateful accident — the accident which left us all, friend and foe alike, stranded in the seemingly endless caverns beneath the lost city of Cusichu in the Andean heights.

I still remember, as though it were only moments ago, the terrible moment when Alicia Abercrombie was knocked sprawling onto the smooth stone surface of the circular pit below the city — and the ancient traps let loose. Boulders released from cunningly fashioned channels in the walls above, began to fall, and Alicia, stunned, lay helpless below. How vividly I remember the mad dash that followed, when my old football reflexes carried me past the armed man who stood in my way, into the terrible pit. Captain Stuart was with me, and together, somehow, we pulled Alicia from harm's way in time.

Others, though, were not so fortunate. Over half of the Frenchman Jourdan's men were already out of reach of the safety of the cave mouth when the trap was sprung. How many of them took refuge in the shelter of the recessed stairs, and how many were crushed under tons of falling rocks? We cannot tell, for the rockfall sealed the cave entrance forever. We cannot get out. We are trapped here, far from light and hope.

The stunned silence that followed that awful tragedy seemed to last an eternity, until at last it was broken by bitter, resigned laughter. Jourdan, our enemy, whose underling's brutal shove had triggered this chain of events, seemed surprisingly calm and self-possessed. 'It seems,' he said in his accented English, 'that we shall be in one another's company for a time.' He held out the pistol he had taken from Captain Stuart, in a conciliatory gesture. 'Together we have a greater chance of survival, mes amis, do you not think so? I suggest a truce, and a common cause, that we may seek to escape this lonely place.'

Our arms were returned to us, along with the other gear Jourdan and his men had confiscated when they surprised us in the caverns. And, making our way to the huge chamber where the remains of that long-dead Conquistador still waited in vain for the return of his comrades from the unknown, we took stock of our situation.

Sixteen of us, all told; eight from Professor Abercrombie's party, and eight from Jourdan's. (Gamemaster's note: Adjust the numbers just given to reflect the actual numbers of the 'survivors.') We had the equipment we had brought from the surface originally, while Jourdan's people were even better equipped and supplied, with weapons and provisions and equipment, enough to support us for quite a while. But how to use these supplies? Will we sit here until our supplies run out, and we perish alongside the Spaniard who had died here centuries ago?

The alternative seemed not much better, but it offered at least a gleam of hope. Beyond the chamber of the dead Spaniard was a whole maze of caverns and caves, surrounding a black underground sea. Might they not lead somewhere? Jourdan thought so, based on the diary of another conquistador named Rodriguez, who had been a part of the expedition which set off into those caverns in pursuit of the Incan leader El Espectro. The Spaniard, so claimed Jourdan, had written of an end to the caves, and of a tropical valley beyond. The diary had been full of incoherent accounts of terrors beyond belief — dragons that could swallow a horse and rider in a single gulp, savage heathens, and visions of saints. Probably mad from his ordeal in the caves, Rodriguez may still have found an exit from these caverns, if so, we could find it as well.

All of us agreed that Captain Stuart, with his long experience as an explorer, was best fitted to lead our little expedition, and the Captain proved himself capable as ever in his handling of our affairs. He treated Jourdan's men, our erstwhile captors, no differently from the rest of us, a fact that helped cement our temporary alliance. Lord Charles Danby seemed less inclined to trust Jourdan and his people, remarking to me privately that he planned never to be too far away from the French archeologist — with his rifle constantly at the ready. I suspect that Douglas Clay, who had faced Jourdan in the field on other occasions, felt much the same, and I confess that I could muster but scant trust for the Frenchman myself. But, as Professor Abercrombie told me early in our underground trek, 'We don't know what may await us ahead, Mr. Munroe, and we're better off working with M. Jourdan than against him. We need every ally we can find.'

The Professor had not held up well on this trek; the shocks of the past few days have strained him terribly. His daughter's accident, which so nearly killed her, has been a terrible blow. For her part,

Alicia seems to have left the terror of the falling boulders far behind, so concerned is she for her father's well-being. With the devoted mulatto guide Sandoval, she is never far from her father's side.

Most depressed of all our party, though, is Hunter, the aeronaut. I think he bitterly regrets now his decision to come with the Professor to Cusichu, for what worse fate could he have suffered than to be lost far under the Earth, out of sight of the open sky? He remains silent and moody, and has not said more than a few words to anyone since first we decided to begin our journey.

And our other companions? Jourdan cuts a dashing figure, to be sure; suave and charming even in these adverse circumstances. His manner makes it almost impossible not to like him, even though he is indirectly the author of all our misfortunes. I, for one, am happy to have him at my side despite my lingering distrust for him, for he is both a highly competent man and a cheerful travelling companion in these awful, dark surroundings.

He is accompanied by Pedro, a hulking Berber sent along, Jourdan tells us, by his patron, Don Luis de Rodriguez. Pedro is taciturn and massive, and inspires little confidence. The same can be said for Ramon, our erstwhile guide through the Peruvian jungles, and now revealed as an agent of Jourdan's from the very start. Ramon has grown nervous and excitable, and I think even Jourdan has grown tired of his whining and ingratiating manner.

The other five are all of a kind, dour but competent soldiers of fortune hired by Jourdan to keep his Indian bearers — now in the city far above, if they have not fled entirely — in line, and to furnish him, the Frenchman admits, with 'the leverage for my dealings with such as you, who might have disputed my claims here.'

A week we have travelled, with no end in sight. Jourdan, who has a copy of the Rodriguez diary, has assured us we are following the route the Spaniards took in their journey, but with no way of keeping track of distance, we cannot say how far we have come, and we are not even entirely sure of the time we have travelled, though more than six days have elapsed by our watches, could we not have lost track of time somehow?

We have few provisions left, and two of our flashlights have given out already. We must reach daylight soon, or I think we shall all go mad at the endless oppression and gloom of these underground surroundings. Still and silent, the subterranean sea that we have skirted these long days has been left behind, replaced by a fast-flowing river. I am glad to have done with the sea; twice last night our sentries thought they heard splashing and other noises from the sea, but saw nothing. Lord Charles talked of fishing when our supplies give out, but something — imagination or some grim intuition — warns me that there are things in those waters best left undisturbed, and I hope we can escape this place, before we must attempt the hunter's suggestion.

I am writing this by the glow of an oil lamp, as we take a short rest from our wandering. Stuart, Clay, and one of Jourdan's men, Donovan, have gone on ahead to scout the way. Jourdan and the Professor, with Alicia never too far away, have been discussing the caverns we have been passing through. Jourdan claims that the Spanish diary made mention of silver and gold mines in these caves, and has been trying to interest the Professor in helping him examine them for signs of these ores, but of course he knows as well as we all do that we cannot afford to spend the time or effort to search for anything but a way out. I suspect Jourdan is one of those who talks to keep his mind off his own fears, and the mines of Cusichu are as good a subject as any . . .

Clay has come back with news — glorious news! Stuart's scouting party spotted light — daylight after these endless hours of darkness! It lies only a few hundred yards on, though the caverns twist and turn in such a fashion that we had no intimation that the end to our misfortunes lay so close by. Stuart and Donovan have gone on ahead to discover what lies outside the mouth of the cave, leaving Clay to come back to and fetch us out. I must finish this in haste as the others break down our temporary campsite, and we prepare once more to breathe the clean, pure air of the outside world. In all my life, I don't think I'll ever feel so much hope and relief as I do right now!

But what lies beyond? What of the ravings of the Spaniard? I hope my relief has not proved premature . . .



Mundo de los Dragones

'Mundo de los Dragones' continues the series of *DAREDEVILS* adventures dealing with the Abercrombie expedition in Peru. In this installment, the player-characters have been forced to seek an alternate route out of the caverns beneath the lost Inca city of Cusichu — a route which has brought them to a mysterious valley cut off for millions of years from the world around.

This adventure is designed as an introduction to the lost valley the Spanish conquistadors who discovered it first called the 'Mundo de los Dragones' (World of Dragons) — a Lost World in the Sir Arthur Conan Doyle mold. It revolves around a specific adventure situation, but still permits considerable flexibility in how the dardevil characters may interact with their setting; in addition, this scenario sets the stage for a variety of other adventures in this lost valley, which can be created and implemented as you choose. Thus, considerable scope for additions and offshoots that should make its value far greater than that of any ordinary adventure package.

Ideally, this scenario should be played as a sequel to the two previous adventures, 'On the Trail of Legend' and 'Refuge of El Espectro,' also included in this booklet, and as a prelude to further adventures, both of your creation and pieces to be published (depending on demand) in future *DAREDEVIL ADVENTURES* booklets. However, the adventure could be made the starting point of the serial (omitting both the trek cross-country that led to the discovery of the Incan city, and the explorations of the Inca ruins that set the stage for this adventure). It could even, conceivably, be a stand-alone adventure, though in such a case some extensive modifications would be required to make the adventure independent, and it would almost certainly lose much of the excitement and interest that can be achieved through the interlocking adventures of the serial format.

In any case, you are responsible for giving the adventure a fast-paced free-wheeling atmosphere suited to the topic and to the genre the

adventure seek to emulate. The events and encounters in the game should be developed in such a way as to place all or part of the group in periodic jeopardy, with rescues being quickly followed by new dangers. A high level of tension and uncertainty is to be encouraged among the players.

Sections of the text address a variety of particular topics, while the main flow of the adventure is directed according to the descriptions given below. The sidebar modules contain both information useful in this game and material which can be put to use in later scenarios as well.

THE OPENING SCENE

The fictional journal excerpt contains material which should be related to the players prior to the start of play. It can be read aloud, summarized, or passed around for individuals to read, as you desire. Naturally, background material from the previous two adventures should also be summarized if the adventure is to be played without the benefit of the first two installments.

Characters may be drawn from the pre-generated personalities listed elsewhere in this booklet, or you can provide other characters if you so desires. Of course, in a sequel adventure situation, players should retain their characters from 'Refuge of El Espectro.' It might be noted that new players might be added at this point; the pre-generated character of Jourdan, the French archeologist, would be a useful player persona, or new characters could be created and treated as a part of Jourdan's party, trapped with the others in the accident. Some members of Jourdan's party should always be non-player characters. They are extraordinarily useful to demonstrate the abilities of your typical dinosaur in early animal encounters.

The adventure should open with the party split. At least one player-character (Captain Stuart, or his equivalent) and at least one non-player character (Donovan, a Superior Quality Extra) have reached the mouth

of the cavern complex. The remainder of the party is still within the caves, but can see the light from the entrance, and know they are near the end of their journey.

The two advanced scouts have been greeted by an incredible sight. They are standing at the base of a gigantic, imposing, sheer cliff face, which can be estimated as being at least 1500 feet in height. The cliffs extend a very long way in both directions and, in fact, curve around several miles off to enclose the entire area.

The cave mouth is on a broad ledge, about a mile across, which overlooks an even lower level from yet another cliff face. The river which flows from the cave plunges over this in a magnificent, rolling waterfall. Beyond is a panoramic view of a lush, green, tropical valley, though fog and mist obscure early views somewhat. The first impression is of a paradise, but it is clear that there is no immediately plain route out of this valley; the cliff line can be glimpsed continuing a long way on either side, enclosing the area. The far end of the valley, however, is lost in mist.

Donovan will grow bold quickly, no matter how cautious his comrade (s) may be. Rifle slung, he walks along the river bank into the open, plainly relieved at leaving the caves. That is when disaster strikes.

Several winged forms suddenly appear from the cliffs overhead, their shrieks almost lost in the sound of the falls a mile off, but still audible, and unlike any bird cry. You should describe, rather than name, these creatures — but they are pteranodons, a type of winged reptile, and they are in search of prey. A flock of 1d10 of the beasts swoop in for the attack, and you should probably expend Donovan so that his misfortune can show the player-characters just what they are up against. (The section on Dinosaurs gives game information, pictures, and descriptions of several interesting specimens, including pteranodons. Donovan's cries, and the sound of gunshots, will be heard by the rest of the party; gunshots will also frighten the flock away — for the moment.

The daredevils have arrived in the Mundo de los Dragones — the Land of Dragons.

TAKING STOCK

After the initial horror of Donovan's death, the daredevils can collectively take stock of their situation. The pteranodons will leave them alone for a time, and it will be possible (if the group so desires) to approach the cliff edge near the waterfall and get a view of the new land.

The Player's Map of the valley shows the terrain that can be readily discerned, at least in broad outline, from the cliff edge vantage point. It should be made clear that this is what the group sees at this time; further travels may fill in additional details of various areas. You are provided with a complete map of this end of the valley, and can fill in details for them as their explorations progress. It can be seen that the outer cliffs which bound this region enclose this entire end of the valley with a sheer wall that would be almost impossible for anyone to climb. A way out may lie at the far end of the valley (which is largely obscured by hills and mist) . . . then again may not be a way out.

From their vantage point, the group may also be expected to see signs of life. The great lake below them contains a few moving shapes, pleisosaurs and the like, while on the banks they may spy any of several large species, including iguanodons, ceratopsians, and a herd of stegosaurus. It is obvious that this valley is a place where prehistoric life remains unchanged from the time, over 65 million years ago, when dinosaurs ruled the Earth.

ATTACK

As the adventurers survey the new land in which they have found themselves, a crisis occurs. Without warning, the place suddenly comes alive with a veritable army of ape-like bipeds, wielding crude clubs and attacking with great savagery. The attack is as fierce as it is sudden, though the daredevils should have no trouble beating them off, they are given a run for their money. In the process, a number of them manage to take a few prisoners from the party. The people taken prisoner should be determined by the Gamemaster, based on circumstances and the flow of the encounter, but if possible should include Alicia Abercrombie, and one or more player characters. (If Alicia is a player-character, she qualifies as 'one or more.')

In the confusion, the prisoners are carried back towards the cave mouth, disappearing into the woods beside the river, and eventually crossing it at a ford near the point where the river widens into a lake.

The player characters not taken prisoner should be delayed somewhat in following the prisoners, perhaps by continued attacks, or perhaps by some other immediate danger, such as one of their number being knocked from the edge of the cliff to a precarious branch-hold immediately below, requiring a prompt rescue. The ape-men should be allowed to get across the river and into the woods beyond before pursuit becomes fully organized.

The ape-men are described in a separate section of this adventure. Their capture of party members furnishes the main thrust of this adventure, for rescue becomes a matter of paramount importance.

PURSUIT

The adventures who pursue the ape raiders will find it a difficult job; these ape-men possess a savage cunning and are very woods-wise. Successful BSC rolls using Tracking skill (Hunting Skill may be substituted at half value) will be required every quarter-mile to keep on the trail; the village of this tribe is 3 miles from the site of the ambush, or 2 miles from the river crossing; a total of 8 tracking rolls will be necessary. Failure of any roll will throw the party off the trail, and, once this occurs, it will be difficult to pick it up once again. There is one chance in 10 (a '0' or '10') on 1d10 per hour that signs of an ape group (not necessarily the group) will be found, with the possibility of beginning to track the new trail once more. In the case of a false trail the apes town will be 1d6 quarter-miles away, but there is a 25% chance of tracing the new trail in the wrong direction, and so getting further away. The Gamemaster should determine where this false trail leads — to the cliff edge, back to the river, etc.

Once each hour, there is a 10% chance of an encounter occurring. Roll on the encounter table appropriate to the terrain.

The pursuit should eventually bring the daredevils to the lair of the ape-men, where their companions have already been taken.



FATE OF THE CAPTIVES

The captives of the ape-men have small chance to act. They are carried, struggling, through the woods to the village where the primitive forest-dwellers live. There, in short order, they are tied to stakes in the ground at the very edge of the great cliff. In the process, they see that they are poised above an arm of the great lake; the water extends right up to the cliff's base 500 feet or more below.

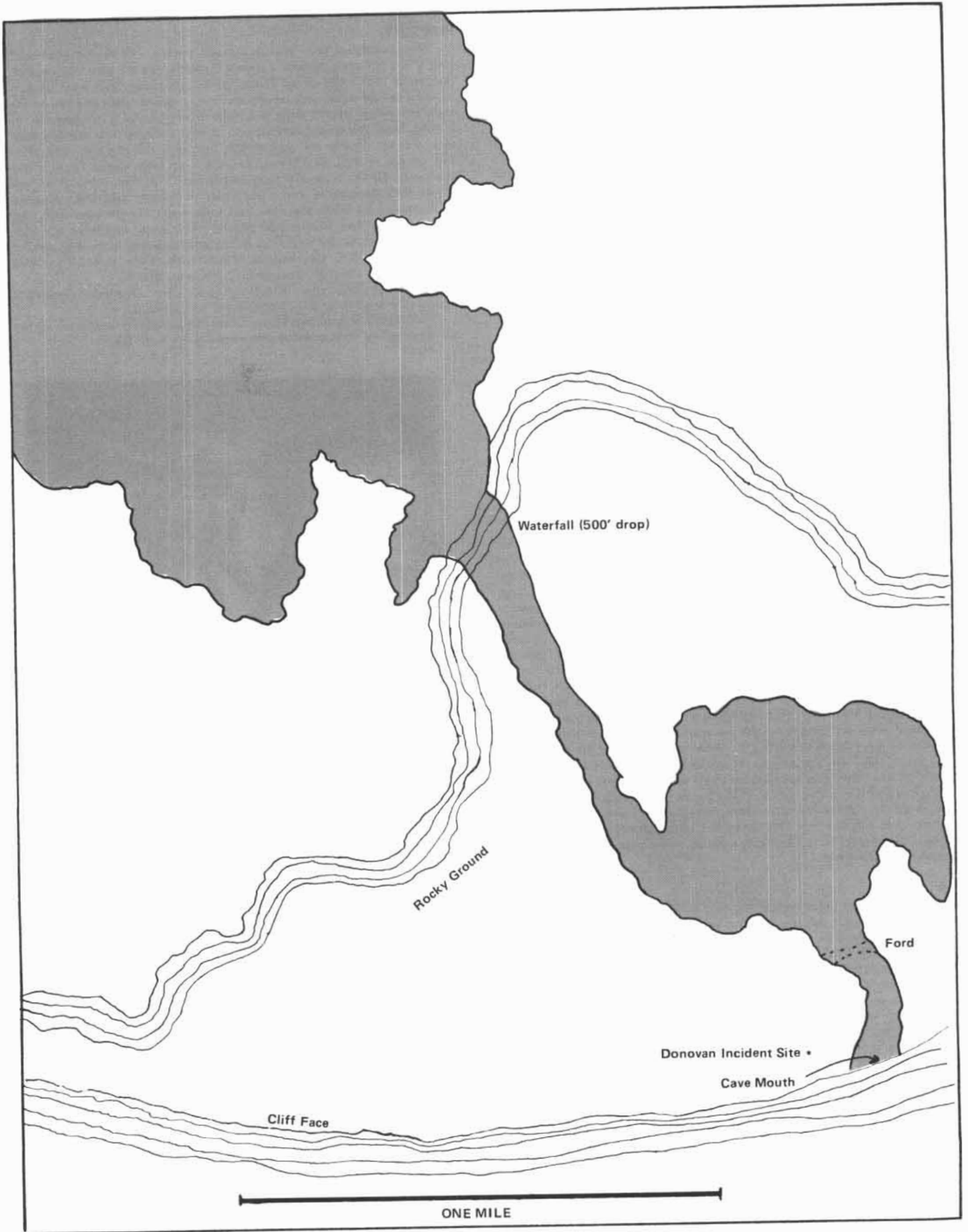
There is another point of even greater importance, however, which soon becomes clear. From a platform in the trees around the clearing, a group of the ape-men drag a bound figure to join the daredevils at the stakes — a figure dressed in a simple, ragged, ankle-length woven garment who is quite unlike the hominid band; she is a woman, of Indian ancestry, alive here in this lost valley.

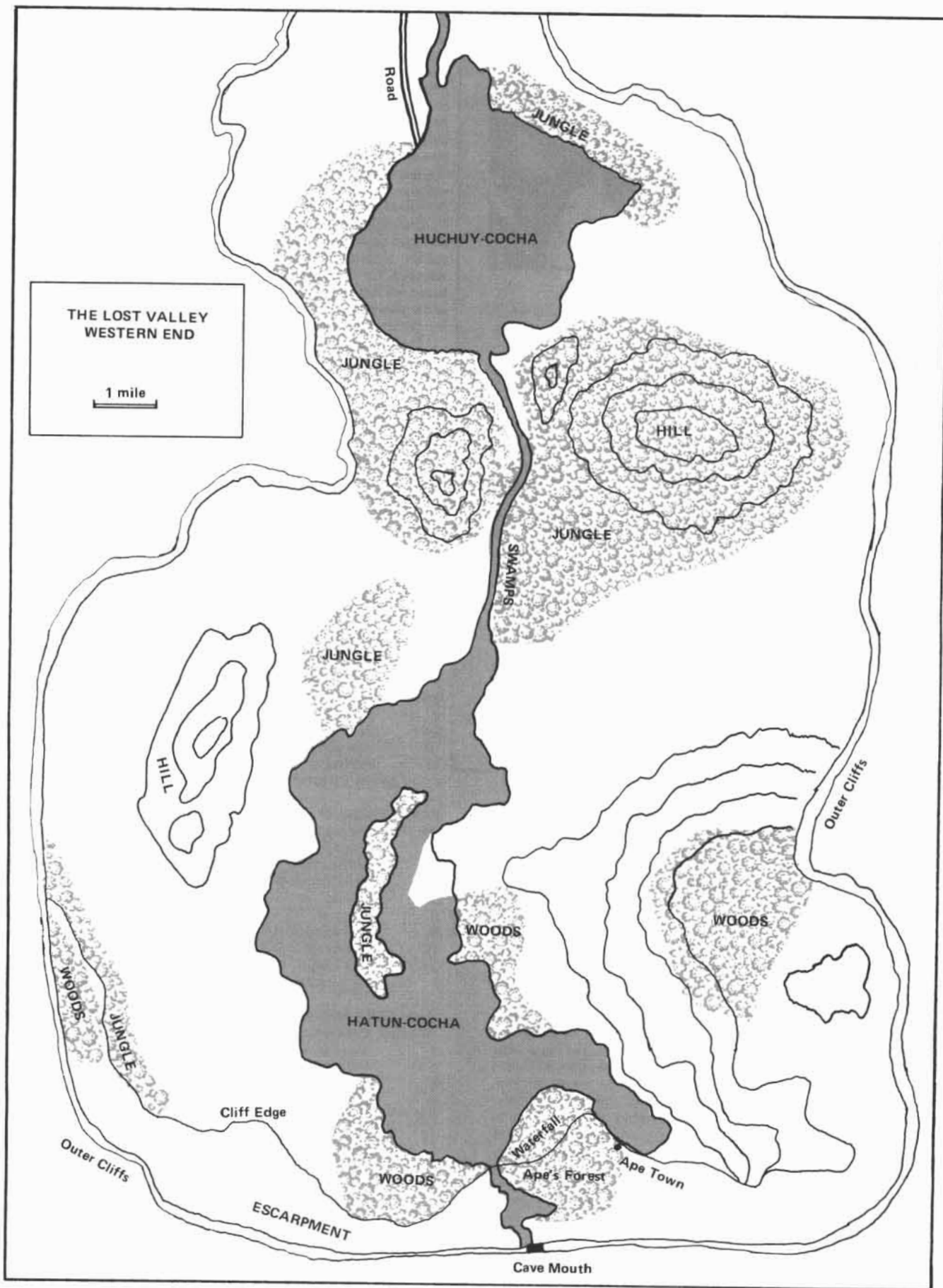
Alicia (or any other character who speaks Quechua) can question the new captive, in the Quecha tongue, and the woman can answer (though her accent takes some getting used to. Her name is Ima Sumac, and she is a *nusta* ('Chosen Woman') of the town of Huanipaccari on the shores of the 'Lesser Lake' — *Huchuy-Cocha* — which, as she can make clear, is located within the valley. She is proud that she is of close kin to the Inca himself.

This is startling news — the captive woman is part of a remnant of the Incas, perhaps descendants of El Espectro's refugees. It is an amazing find, and one which could turn the world of archeology and historical studies upside-down.

Ima Sumac was travelling alone on a *huampus* — a kind of reed boat — in search of some rare water-flowers that grow in the swamps of the *Hatun-Cocha* ('Great Lake'), when her boat was overturned by one of the great lake-dwelling animals. She swam to shore, only to be captured by a roving band of ape-men. They are implacable enemies of the Incas, more dangerous than any of the great lizards.

FIRST VIEW OF THE VALLEY







The ape-men have a fairly loose tribal culture, and a religion which involves human sacrifice. After a night of savage celebrations, the captives will be thrown into the sea below as an offering to bring good hunting and fishing. The daredevils were attacked, and the captives taken, because custom requires a number of victims to be sacrificed together.

ENDING THE ADVENTURE

The climax of the adventure should revolve around the rescue of the captives before the dawn ritual begins. The exact course of events should be up to the players, interacting with you, to produce the desired effects. No details can be provided here, as circumstances will vary depending on the plans and actions of the group. Remember that their time may be limited if the daredevils spent much time following false trails.

A map of the ape's town is provided, to assist in the resolution of events.

This adventure ends with the rescue. The daredevils are reunited, but still do not know how to win free of the valley. They have, however, a native guide, and a chance to contact a potentially friendly culture.

The stage is now set for further adventures; the party can face everything from dinosaur encounters to dealings with the Incas to searches for a way out or the discovery of vast fortunes of Inca gold. New adventures may be created as desired, until the next published chronicle of the Abercrombie expedition's fate takes you further into unknown lands.

WORLD OF DRAGONS

This section provides background information on the Mundo de los Dragones; little of this material will be available to the daredevils until they are in a position to discover the facts for themselves. Some of the material may never be revealed. However, it is included here so that you may extrapolate needed additional data as required.

Please note that the valley and its inhabitants are designed in the grand tradition of 'Lost World' adventures. The prehistoric survivals, in particular, are a mixture of 1930's paleontological knowledge and fictional versions of the beasts, slightly seasoned with a bit of modern paleontology.

About 75 million years ago, earthquakes and other catastrophic shifts caused the formation of the valley of Mundo de los Dragones. Sheer cliffs cut the area off from the world around, and the animal life of the valley was unaffected by ecological changes in the world outside. Access to the valley still existed in at least two places; one through the caverns that lead beneath Cusichu, the other a second set of caverns on the far end of the valley, where the river draining these underground lakes of Cusichu's mountains plunges back beneath the Earth to emerge, eventually, as a tributary of the Amazon River.

This second entrance was the route by which the ancestors of the ape-men entered the valley over a million years ago. A hitherto unsuspected hominid branch which evolved in South America, they are evolutionarily similar to homo habilis, but not related closely to any other branch of mankind. They proved largely unviable, and never did expand to populate the Americas, but one branch

does linger on in the valley, where they developed a loose, tribal neolithic culture.

Since the days of the Spaniards, an Incan community has also survived in the valley. They reached it from Cusichu, through the cavern complex where they had once mined gold and silver. Reaching the valley, they settled down, ever on the alert for prowling saurian carnivores, and faced as well by the hostile ape-men. Still, El Espectro's people prospered, and now have several small towns in the eastern end of the valley. The presence of the ape-men near the tunnel complex, and the remembered horrors of the Spanish conquest, have led the Inca people to remain in the valley, never attempting to seek the route outside again. Currently, they are divided into two groups, split over a dynastic dispute. Sporadic warfare between these rivals, and with the ape-men, punctuates the life of the valley.

Oral traditions of explorers who may have found the second way out could exist (though Ima Sumac would be unaware of such stories) among the Incas, and could provide the daredevils with a way out. On the other hand, this might involve them directly in the Inca civil war. Further complications could be caused if any of Jourdan's party should decide to set themselves up as local emperors instead of seeking a way out.

The Mundo de los Dragones offers a nearly unlimited scope for adventures of all kinds as these and other possible situations are explored.

ENCOUNTER TABLES

Encounters should be checked once each hour, with a basic 10% chance of an encounter taking place. If an encounter is to occur, consult an appropriate encounter table, based on local terrain, and roll 1d10 for the specific encounter.

Escarpment encounter modifiers should be used in any terrain above the hatchure lines at the western edge of the valley. Add the modifier listed under each table to all rolls for escarpment encounters.

OPEN TERRAIN

Die Roll	Encounter
1	Tyrannosaur
2	Large herbivorous dinosaur (roll on table with +2 on die roll)
3	Incan war party (1d100 Inca soldiers)
4	Incan scout party (1d20 Inca soldiers)
5-6	Mishap
7	Betrayal
8-9	Pterosaurs on attack (2d6 pteranodons)
10	Ape band - (1d10 x 1d6 ape-men)
11+	Ape band - (1d10 x 2d6 ape-men)

+2 on the Escarpment

WOOD TERRAIN

Die Roll	Encounter
1	Incan Scout party (1d20 Inca soldiers)
2	Allosaurus
3-4	Herbivorous dinosaur (roll on table)
5-7	Mishap
8	Betrayal
9	Ape party - (1d10 ape-men)
10	Ape band - (1d20 ape-men)
11+	Ape band - (1d100 ape-men)

+5 on the Escarpment

JUNGLE TERRAIN

Die Roll	Encounter
1	Incan Scout Party (1d20 Inca soldiers)
2-4	Herbivorous dinosaur (roll on table)
5	Allosaurus
6	Betrayal
7-9	Mishap
10	Ape party (1d10 ape-men)

No jungles on escarpment.

SWAMP TERRAIN

Die Roll	Encounter
1	Brontosaurus
2	Pterosaurs attack (2d6 pteranodons)
3-4	Small Herbivorous dinosaur (roll on table with -2 on die roll)
5-8	Mishap
9	Betrayal
10	Inca Scouting party (1d20 Inca soldiers)

No swamps on escarpment

WATER'S EDGE (any)

Die Roll	Encounter
1	Inca boat
2	Pterosaurs attack (3d6 pteranodons)
3-5	Herbivorous dinosaur (roll on table)
6	Allosaurus
7	Brontosaurus
8	Pleisiosaur
9	Mishap
10	Betrayal

Do not roll on escarpment

NOTES

Betrayal: If this result occurs, one or more non-player characters in the daredevil's party (including possibly companions) may betray the group in some fashion. The choices range from outright attack to desertion, sabotage, stupidity, or anything else you desire. It doesn't even have to be a malicious act, just one that runs counter to what the group really wants or needs at the time.

Dinosaurs and other beasties: Individual entries are accorded to Brontosaurus, Allosaurus, Pteranodons, and Pleisiosaurs encounters. Various other dinosaurs are possible through the result 'Herbivorous dinosaur;' roll on the table below to determine the type. Where the notation 'small' appears in the encounter tables, dangerous to the die roll on the Herbivorous Dinosaur Table. Assume that an immature beast has been encountered. It will have all its relevant statistics halved.

HERBIVOROUS DINOSAURS

Die Roll	Encounter
0 or less	Coelurosaur (3d6)
1	Coelurosaur
2	Hadrosaur
3	Hadrosaur (1d6)
4	Hadrosaur (3d6)
5	Ceratopsian
6	Ceratopsian (2d6)
7	Ankylosaur
8	Stegosaur (1d6)
9	Iguanodont
10	Iguanodonts (1d6)

Parentheses refer to a herd of that number. If the maximum number is rolled, reroll the dice indicated and add it to the number of dinosaurs already determined.

Mishaps: A mishap can be almost anything of an accidental nature, at the Gamemaster's discretion. Exact mishaps depend upon terrain and other circumstances, but might include such things as quicksand, boulders falling from a cliff face, traps, traps set by Incas or by ape-men, or any other crisis of a dangerous sort which might occur.

THE EASTERN VALLEY

The eastern half of the valley has not been shown in this scenario. It has been deliberately omitted; there is more than enough on the map as given to fill many adventures, and you could construct maps of your own if you so desire. However, future adventures in the series will detail additional parts of the valley.

THE INCAS

The small but flourishing Inca civilization in the valley offers the daredevils their best choice of finding a place of safety in this dangerous land. The culture is a reproduction in miniature of the late Inca society of the time of the Spanish conquest, little changed over the intervening years. Sophisticated for an Amerindian people, they still have no concept of the wheel, no written language, and

even a virtual absence of riding animals although llamas (at which their are some in the valley) are sometimes used to carry injured people. They do have a magnificent grasp of engineering, which they have harnessed to build effective wall and sharpened stake defenses against the valley's dinosaurs, as well as to build roads and magnificent towns. There are three such towns in the valley, though they are now split between two rival factions in the civil war.

All the communities owe allegiance to the Inca, the god-king who is believed to be descended from the sun-god. Gold and silver are alike reserved for the Inca, and there is a magnificent treasure in his capital (which does not appear on the map). Under the Inca is a hierarchy of nobles and peasants, and a sizable army. The civil war has actually produced two Inca kings; one based at the capital, and other, Ima Sumac's uncle, at Huanipacari. The latter, however, is considered a rebel and usurper (though in fact he has a stronger claim to the throne — he has been outmaneuvered by his rival and half-brother, who has convinced a majority to back his claim.

A typical Inca soldier would have stats as shown below.

Other Inca citizens may be treated as average quality extras.

Inca Warrior

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
12	12	17	16	16	15	3	30



SKILLS: Mace (12/3); Spear (10/3); Sling (10); Inca Culture (10); Inca History (8); Quechua (18).

WEAPONS: Mace (treat as cudgel); Spear (treat as Bayonet); Sling (treat as single Action Snub-nose pistol with BDG 6).

CLOTHING: Poncho, breechclout. (Armor Value 1).

Ima Sumac

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
18	10	10	15	11	11	2	21

SKILLS: Survival (10); Tracking (11); Local Zoology (Paleontology) (9); Quechua Language (19); Inca Culture (11); Inca History (9); Sling (9).

WEAPONS: None (but can make a makeshift sling if need be).
CLOTHING: Loose robe (Armor value 1)

Ima Sumac (her name means 'How Beautiful' in Quechua) makes an excellent all-around guide and useful friend in the valley. Her 'paleontology' skill is actually familiarity with the various dinosaurs in the valley; she can recognize them, and give clues on behavior or weaknesses, on a successful BCS roll.

A beautiful woman, Ima Sumac provides a touch of the traditional 'beautiful native princess' plot line for anyone who wishes to pursue this standard element of heroic adventures.

THE APE-MEN

The community of ape-men in the valley is a remnant population of a hitherto unknown hominid species which appears to have evolved independently in South America hundreds of thousands of years before early man reached the Americas. Though grotesque by our standards (standing an average of four feet tall, covered with thick body hair, with almost no forehead, thick brow ridges, and heavy, protruding jaws), these 'ape-men' are more man than ape in many respects. They have a brain capacity close to that of modern homo sapiens, and have developed, here in the valley, a Neolithic, tribal culture.

They are a savage and brutal race, and hate the Incas and other men they have encountered (such as the daredevils). A ruthless, centuries-long war has been fought between Inca and ape-men here in the valley. Dwelling in the woods around the escarpment at the eastern end of the valley, the ape-men live in small tribal villages which generally take the form of tree-top dwellings (one family to a tree) which are built on platforms in the branches. They are led by the strongest among their number, and are generally armed with stone or wooden clubs, thrown stones, and the like. Though no match for organized Inca warriors, their woodcraft makes them the masters in any wood or jungle setting, and the Incas have never been able to penetrate their forest fastnesses to fight them on their home ground.

The ape-men have a language of sorts, but no human has ever lived long enough among them to learn it.



Typical Ape-Man

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
7	12	18	20	16	16	3	31

SKILLS: Hunting (10); Stealth (11); Survival (8); Throwing (10); Tracking (10); Brawling (13/4); Club (12/4).

WEAPONS: Miscellaneous — stones, clubs, etc.

CLOTHING: None. Thick hair treated as Armor Value 1.

DINOSAURS AND OTHER BEASTIES

Allosaurus: Standing eight feet high, and measuring some 34 feet long, the allosaur is a carnivore. Its lower jaw is hinged in such a way as to permit it to swallow food in unchewed lumps. It is an extremely dangerous predator. It will occasionally hunt in pairs.



Ankylosaurs: These herbivore are massively armored with bony plates. They reach lengths of 25 feet. Quadrupeds, they are slow moving and unaggressive although, due to their protection, usually unafraid of other living things. Some species are equipped with bony clubs on their tails which can be wielded as a fearsome weapon.

Brontosaurus: The most massive dinosaur in the valley, the brontosaur is a quadrupedal herbivore more than 70 feet in length, and weighing about 30 tons. These grazing animals present no great hazard to adventurers, unless the daredevils happens to be in the brute's path. Such beasts may not even pay attention to adventurers who walk right past them.



Ceratopsians: These herbivores are quadrupeds of up to 20 feet in length. They have massive skulls with great bony plates which protects the neck. Often horns project from skull or frill. Dangerous because of its weaponry and its willingness to defend itself from any threat. Ceratopsians are more than usually aggressive for herbivores, much like rhinoceroses.

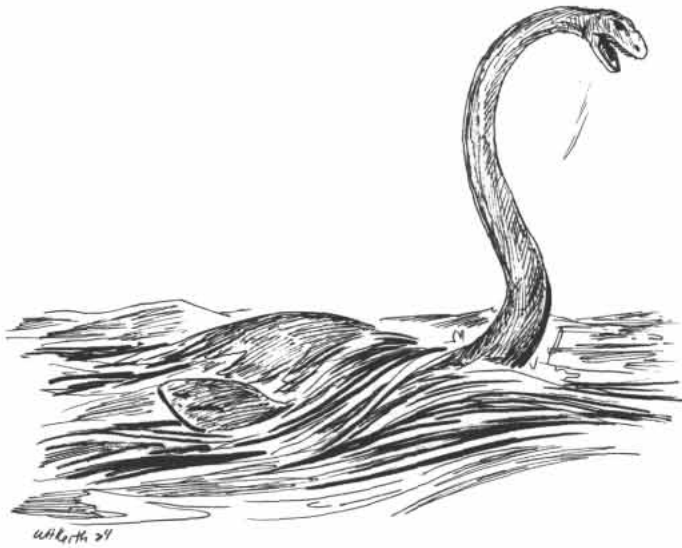
Coelurosaurs: These are inoffensive (to man) bipedal dinosaurs. Sizes vary widely though most are small (4 to 10 feet) with half of their length consisting of tail. These dinosaurs are hunted for meat by both the ape-men and the Inca.

Hadrosaurs: These dinosaurs come in a variety of sizes up to 40 feet long. Different species are distinguished by a variety of crests, or lack thereof. They are well adapted to life near water with webbed feet and a deep, oarlike tail to propel it through the water. This dinosaur, equally at home on land and water, is also a herbivore. It normally walks bipedally but may browse on all fours.

Iguanodonts: This entry represents a number of related dinosaur standing up to 15 feet tall, and measuring from 15 to 30 feet in length. They are bipedal and herbivorous. Actual Iguanodonts have 'forefeet' equipped with a bony spike which can cause severe damage if the beast should attack (because it feels threatened, or is protecting a mate or young). They tend to travel in groups. A single one may be a 'rogue' and hence more likely to be a threat.

Tyrannosaurus: These are the terrors of the valley. They are giant (45-50 feet long and weighing 10 tons), bipedal carnivores. Their skulls are massive, up to 6 feet long, and the jaws are armed with teeth up to 6 inches long. While not as agile as the smaller allosaurs size, power and tenacious nature make them fearsome.

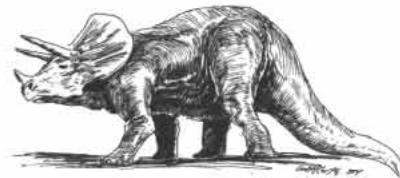
Pleisiosaurs: This entry represents a number of related types of strictly aquatic dinosaurs. Most possess a long, sinuous neck and a thick, hump-backed body. Pleisiosaurs are generally dangerous only to people in boats. If they 'seize' prey they will drag it underwater.



Pterosaurs: These are flying reptiles with small bodies but a wingspans of up to 25 feet. The Pteranodon is distinguished by the bony crest that extends from its skull; the crest, four to six feet in length, is balanced by its long, toothless beak. Relatively harmless singly, a flock of hostile pteranodons can be a menace.



Stegosaurus: Quadrupedal dinosaurs, measuring around 20 feet long and weighing two tons, the stegosaurus are distinguished by the bony plates or spikes running down its back, and by the heavy spiked tail. Herds of this herbivorous dinosaur can be a threat, not because of any malicious intent, but because the beast (which is mind-bogglingly stupid) simply isn't bright enough to avoid running people down.



DINOSAUR STATISTICS

	Perc	Coor	HLH	DFT	DRT	Movement	CDA	AV	Size	Fer	Attack	Freq	BCS	Damage	Notes
Allosaur	10	11	25	18	2.5(2d10+50)	3/7/19	0	4	6	-	Bite Claw	1-3 4-6	14 12	3d10 3d6	Trample Bash with tail
Ankylosaur	6	4	37	8	4(2d10 + 40)	2/3/9	-1	8	7	-	Tail	6	8	2d10 subdual	Great bite
Brontosaur	6	4	49	10	5(2d10+100)	2/4/12	-2	4	14	-	Tail Bite	1-6 1	10 4	4d10 1d6	Bash with tail Trample*
Ceratopsian	9	6	36	12	4(2d10 + 40)	3/6/18	0	5	7	-	Trample Tail	2-4 5-6	10 6	- 5d10 subdual	Bash with tail Trample*
Coelurosaur	12	13	10	20	4d6 + 10	3/7/20	4-size	3	1d3 - 1 = Size	-	Gore Trample	1-5 6	10 6	- -	Trample*
Hadrosaur	11	7	30	16	3(2d10 + 60)	3/6/18 2/5/15	0	4	7	-	Bite Claw	1-4 5-6	6 8	1d10 2d6	Trample In close
Iguanadont	10	6	34	14	3(2d10 + 60)	3/5/16	0	4	6	-	Bite Tail	1-3 5-6	6 9	1d6 2d10 subdual	Trample Bash with tail
Pleisiosaur	9	7	35	18	3(2d10 + 40)	4/6/12	0	2	5	-	(Gore) Tail	4 5-6	8 8	2d6 2d10 subdual	Bash with tail
Pteranodon	9	3/10	10	17	2d10 + 5	1/-/- 1/6/24	0	1	3	-	Bite Slash Bite Wings	1-6 1-5 6	12 8 6	1d6 + 1 1d6 2d6 subdual	**
Stegosaur	6	5	35	10	4(2d10 + 40)	2/4/12	-1	5	7	-	Trample Tail	1 2-6	7 11	- 3d10	Trample* Bash with tail
Tyrannosaur	9	8	28	16	3(2d10 + 50)	3/5/15		4	8	-	Bite Claw Tail	1-3 4-5 6	12 10 6	4d10 4d6 2d10 subdual	Trample Great bite Bash with tail

* Dinosaur may trample at any movement speed. It may even essentially remain in place.

** This represents on the ground. Pteranodon may attack while in flight. As many as four times the Size of a target may attack in one detailed action turn.

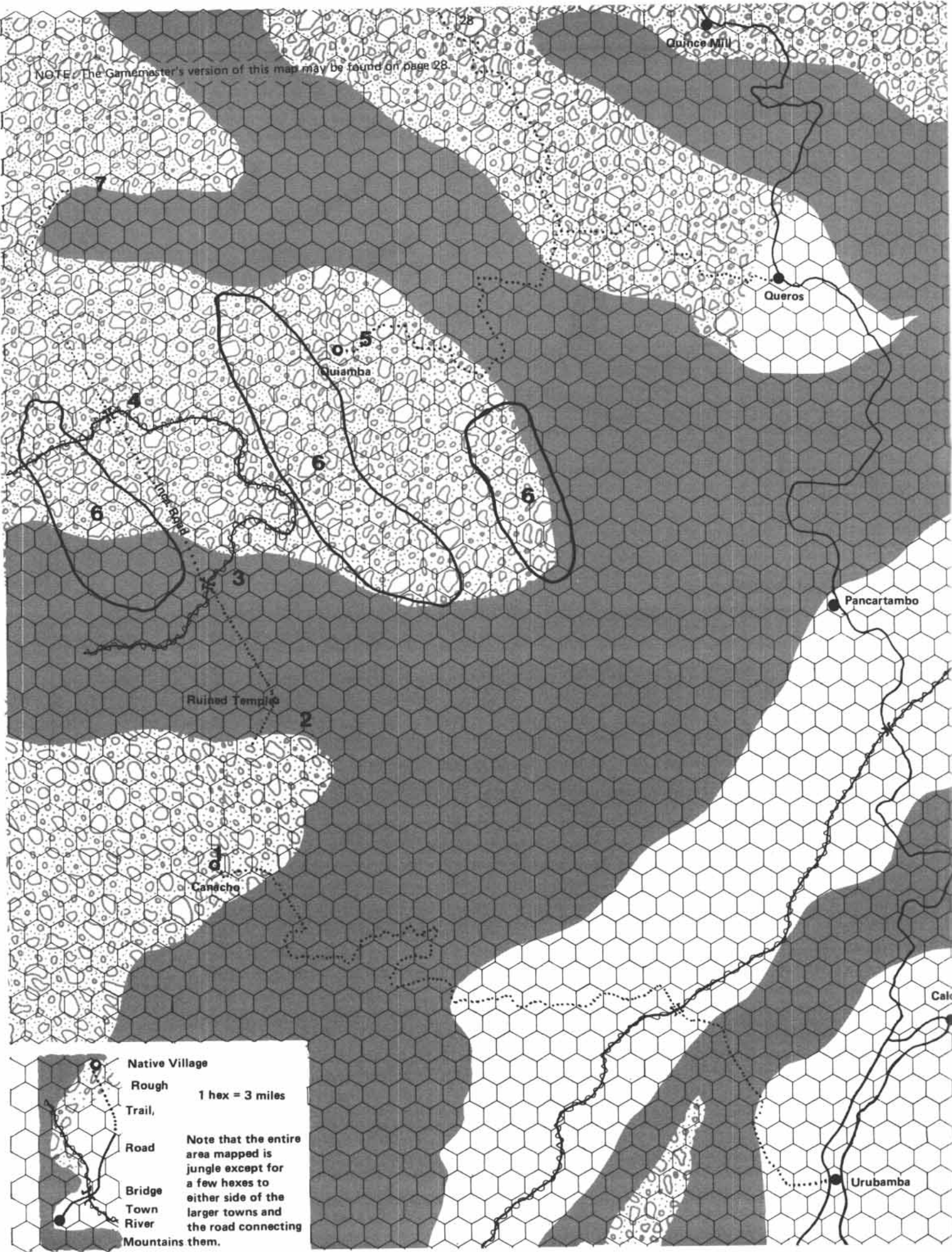
INDEPENDENT ADVENTURES

If you wish to run this as an independent adventure, rather than as a part of a serial, you will have to make several adjustments in flow of the adventure. Most importantly, the independent adventure should not involve the group in a 'trapped' situation; the daredevils should be able to escape from the valley at the end of the adventure. In this case, the Gamemaster may wish to indicate that the party has been exploring the Cusichu caverns, but not because they

were trapped — merely out of curiosity.

Another change would be to either delete the presence of Ima Sumac, or make the main thrust of the adventure the journey from the escarpment to her city after the rescue (which would start, rather than end, the situation). The Incas could be willing to pay a reward of some kind for her safe return. This would make the adventure financially worthwhile for the party.

NOTE: The Gamemaster's version of this map may be found on page 28.



Native Village

Rough 1 hex = 3 miles

Trail,

Road

Bridge

Town

River

Mountains them.

Note that the entire area mapped is jungle except for a few hexes to either side of the larger towns and the road connecting them.

Converting DAREDEVIL Adventures to Justice Inc. by George MacDonald

Converting *Daredevils* adventures for use with Hero Games' *Justice Inc.* is a three step process. First, convert all of the characters. Second, convert any of the weapons and equipment used in the adventure that are not listed in *Justice Inc.* Finally, make any changes necessary to fit the scenario into your campaign. Obviously, the same procedure can be used to convert *Justice Inc.* scenarios for use with *Daredevils*.

CONVERTING CHARACTERS

There are three steps to converting characters between these two game systems. First, *Daredevils* Attributes must be converted into *Justice Inc.* Characteristics, or vice versa. Second, the character's Skills must be converted. Finally, any Special Powers must be converted into Weird Talents and Psychic Powers.

Characteristics/Attributes

Most *Justice Inc.* Characteristics have an equivalent *Daredevils* Attribute. The Characteristic Equivalency Chart below lists the *Justice Inc.* Primary Characteristic and its *Daredevils* counterpart.

Characteristic Equivalency Chart

Justice Inc. Characteristic	Daredevils Attribute
Strength	Strength
Dexterity	Deftness
Constitution	Health
Body	10
Intelligence	Wit
Ego	Will

Presence and Comeliness can be estimated from the writeup of the character.

The Characteristic Conversion Chart, below, shows the value of the *Daredevils* Attribute and the corresponding value of the *Justice Inc.* Characteristic.

Characteristic Conversion Chart

Daredevils Attribute	Justice Inc. Daredevils Characteristic	Justice Inc. Characteristic
1-2	6 21-22	16
3-4	7 23-24	17
5-6	8 25-26	18
7-8	9 27-28	19
9-10	10 29-30	20
11-12	11 31-32	21
13-14	12 33-34	22
15-16	13 35-36	23
17-18	14 37-38	24
19-20	15 39-40	25

Justice Inc. Figured Characteristics should be calculated normally. Round any fractions up, including Speed. If the character has *Daredevils* Martial Arts, double his PD and add 5 to his Stun.

Skills

There are two different kinds of Skills: combat Skills and other Skills. Combat Skills include all levels, weapon familiarities, and hand-to-hand combat techniques. Other Skills include everything else.

Any *Daredevils* character with Martial Arts skill should get Boxing in *Justice Inc.* A character with Brawling in *Daredevils* should get Brawling in *Justice Inc.*

For every weapon a *Daredevils* character has a Basic Chance of Success (BCS), the *Justice Inc.* character should receive Familiarity. Each BCS number has an associated Combat Value in *Justice Inc.* listed on the Combat Conversion Chart below.

To use the Combat Conversion Chart, find the Combat Value for each type of attack and compare it to the *Justice Inc.* character's base Combat Value. Give the character one Skill Level in the attack for each point the attack's Combat Value exceeds the character's Combat Value. If the character's Combat Value is greater than or equal to the attack's Combat Value, the character gets no extra Skill Levels.

Combat Conversion Chart

Daredevils Combat BCS	Justice Inc. Combat Value
1-2	0
3-4	1
5-6	2
7-8	3
9-10	4
11-12	5

13-14	6
15-16	7
17-18	8
19-20	9

Most other Skills in *Daredevils* convert directly over to similar Skills in *Justice Inc.* Simply find the *Justice Inc.* Skill that comes the closest to covering the same idea as the Skill in *Daredevils*. Some Skills may end up coming under the catch-all of Professional Skills, Sciences or Knowledge Skills.

The Skill Roll in *Justice Inc.* is related to the BCS number listed for each *Daredevils* Skill. The Skill Conversion Chart below lists the *Daredevils* BCS and its related *Justice Inc.* Skill Roll. Find the Skill Roll for each Skill listed.

Skill Conversion Chart

Daredevils Skill BCS	Justice Inc. Skill Roll
1-2	6
3-4	7
5-6	8
7-8	9
9-10	10
11-12	11
13-14	12
15-16	13
17-18	14
19-20	15

Weird Talents and Psychic Powers/Special Powers

Justice Inc. and *Daredevils* both deal with the possibility of characters with abilities that are greater than the human norm. Unfortunately, both games often deal with extra-normal talents differently. The player may take the *Daredevils* Special Power and try to find the *Justice Inc.* Weird Talent or Psychic Power that comes the closest. One might also consult other games from the same designers to find appropriate mechanics for some converted Powers.

WEAPONS AND EQUIPMENT

Most of the equipment listed in *Daredevils* will also be listed in *Justice Inc.* Any equipment that is not listed in *Jl* may be listed in some other game from Hero Games or in Firebird Ltd.'s *Armory*. If these sources are not available, or the item is not listed in any of them, the player will have to come up with the equipment's characteristics based upon information already presented in either game.

If a weapon comes up that has not been described in *Justice Inc.*, the player can get a general idea of its abilities by converting the *Daredevils* abilities to the Hero System. Any *Daredevils* BCS bonuses specific to the weapon should be halved and used as an OCV bonus. Ranged weapons will have a STR min., Range Mod., Damage, and a Stun Multiplier based on the weapon's Basic Damage Group (BDG).

To convert a weapon, find its BDG. Next, find the line on the Weapon Conversion Chart below that corresponds to the weapon's BDG. Read over the list to find the weapon's *Justice Inc.* stats. The stats shown may be modified depending on the type of weapon in question. Such modifiers are listed after the Weapon Conversion Chart.

Weapon Conversion Chart

Daredevils Weapon's BDG	Justice Inc. STR Min.	Weapon's Range Mod.	Damage	STUN Multiple
0-1.4	4	-1/1"	1D6-1	-1
1.5-2.9	6	-1/2"	1D6	0
3-5.9	8	-1/3"	1D6+1	0
6-11.9	10	-1/4"	1½D6	0
12-23.9	12	-1/5"	2D6	+1
24-47.9	14	-1/5"	2D6+1	+1
48+	16	-1/6"	2½D6	+2

Modifiers:

Weapon Type	Max. Possible Range Mod.	Strength Min. Modifier
Pistol	-1/3"	+2
Submachine Gun	-1/4"	-2*
Carbine	-1/4"	-2
Rifle	-1/5"	-2
Machine Gun	-1/6"	-3†

*Assuming it has a stock, -1/3", +2 STR Min if no stock.

†Assuming it has a tripod, -1/5", -2 STR Min if no tripod.

Thus, a carbine with a BDG of 17 would be: STR Min 10, Range Mod -1/4", and do 1½D6 Damage, with a +0 Stun Multiple.

DAREDEVIL

Adventures™



DAREDEVIL ADVENTURES is a play aid for use with the **DARE-DEVILS™** role playing game. It is not a complete game but rather a collection of plots and characters to help a game master take his players along on action-packed adventures.

IN THIS ISSUE:

Also in this issue is a conversion system for use with *Justice Inc.* from Hero Games. FGU and Hero Games shall attempt to cooperate to make the various adventures both publish for *Daredevils* and for *Justice Inc.* usable by players of either game system.

This one page system or guide for conversions will appear in all future issues of *Daredevil Adventures* whenever space allows.

Justice Inc. is a trademark of Hero Games and is used herein with permission.

ON THE TRAIL OF LEGEND

by
J. Andrew Keith

THE REFUGE OF EL ESPECTRO

by
J. Andrew Keith

MUNDO DE LOS DRAGONES

by
J. Andrew Keith



This photograph, taken by a member of the Abercrombie Peruvian Expedition, shows James Stuart posing with what he claims is a brontosaurus which he shot and killed outside the Abercrombie camp. Experts agree that the fuzzy object behind Stuart is probably a large rock. Brontosaurus became extinct some seventy million years ago.

DINOSAUR HOAX: SCIENTISTS

REUTERS- Controversy continues to rage over reports filtering back from the Peruvian highlands, claiming living dinosaurs inhabit a large, inaccessible mountain valley, together with descendants of a lost, Incan civilization and prehistoric ape men. Dismissing as "incredible" tales of living dinosaurs, Professor Dudley Carthwrightson, of Wichita University, today stated at a press conference that "It's a pity about old Abercrombie, but sometimes the drive for fame and glory just gets the better of people. The whole thing is an elaborate hoax, of course."