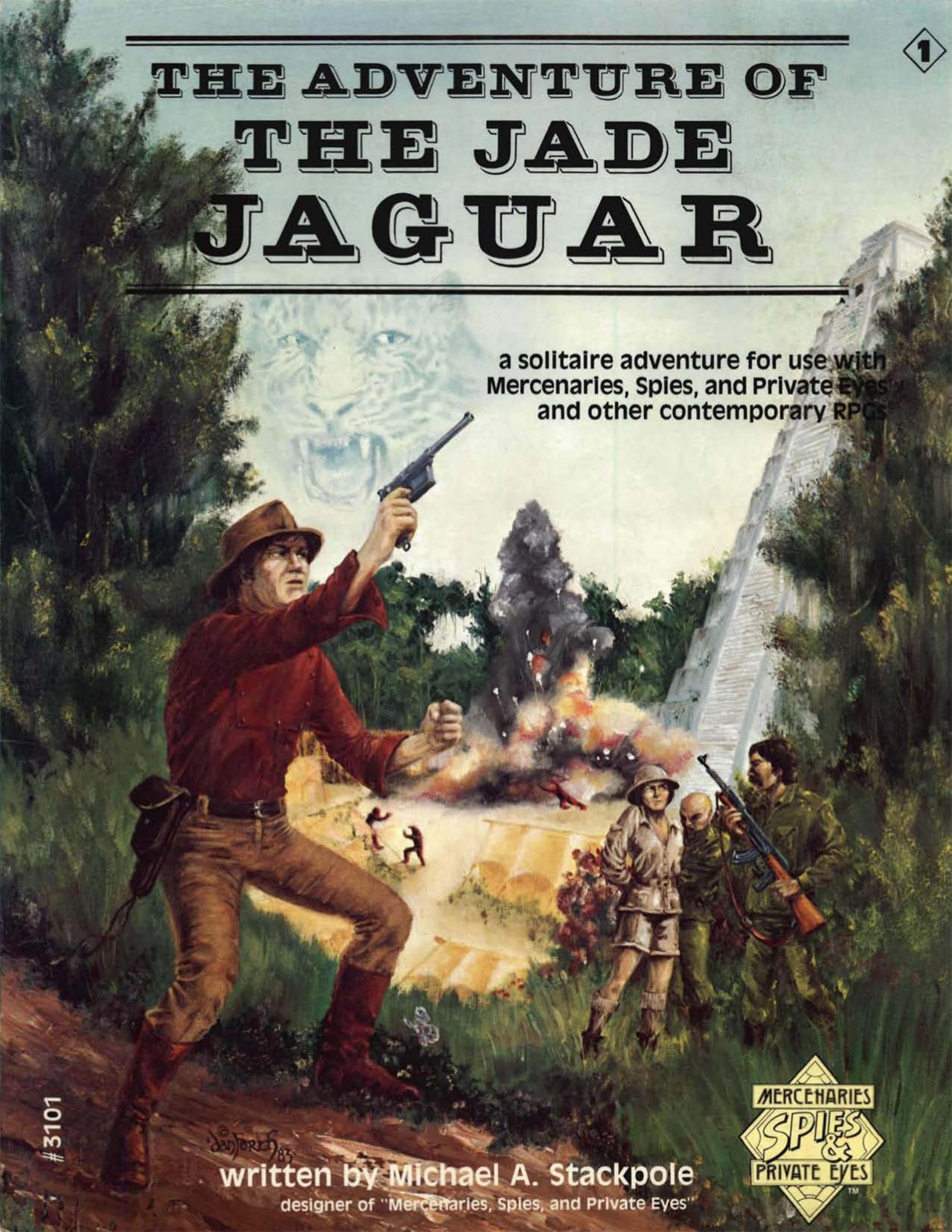


THE ADVENTURE OF THE JADE JAGUAR

a solitaire adventure for use with
Mercenaries, Spies, and Private Eyes
and other contemporary RPGs



#3101

Michael A. Stackpole

written by Michael A. Stackpole

designer of "Mercenaries, Spies, and Private Eyes"



BLADE™ PRESENTS

THE ADVENTURE OF THE JADE JAGUAR



written by
Michael A. Stackpole

interior illustrations by
Michael Adams

front cover by
Liz Danforth

Solitaire Adventure #1 for *Mercenaries, Spies, & Private Eyes*TM

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INTRODUCTION

For this adventure you will need several six-sided dice, paper, pencil, and the rules to MSPE. The adventure should not be read like a story, but should be played out for maximum enjoyment. Do not read ahead. Cheating only cheats you out of the excitement of discovery and adventure.

This solitaire adventure can also be played with characters from *Espionage*TM. Certain adjustments must be made; see page 25 for the necessary conversions.

The fat Latin American army Captain sits behind his desk stewing in his own sweat. From everything you have seen of his nation, sweat seems to be the national product, and you've done a great deal of production since you flew in two days ago. The two days since your arrival were spent on bumpy roads holding yourself in the jeep that was recklessly piloted over the mud and stone roads by a smiling Indian corporal who chattered at you endlessly in a tongue you could not understand.

"Yes, I understand that you have come a long way to find Professor Jackson's party. The last we knew of them was that they had uncovered some very old ruins and then had suffered some sort of sickness. I know you bear the serum you believe will cure them, but I cannot allow you into the jungle." He wipes his mustache with an already soaked handkerchief.

"I must get through! Professor Jackson and her party will die without the serum. Their work is important to the world. Their university hired me to track them down. They are friends and I don't want to see them die. Why won't you let me through?" you hear yourself say. You are not nervous, just impatient.

"You do not understand my country. Things happen differently here," he begins. "We have troubles with revolutionaries trying to overthrow the government. In the jungle, near the place where your friends were last reported, there is a man known as Juan Hernandez who has roused natives into a crude fighting force. He tells them of the legend of the Jade Jaguar. He says he is the high priest of this ancient god. He says he will avenge them against the whites and foreigners in our country. He would kill you on sight or sacrifice you to his god. I fear that Dr. Jackson and her party have fallen to them, to be ransomed or sacrificed."

If you decide to storm out of his office and slip into the jungle alone, go to 11A. If you decide to grab his shirt front and attempt to bully him into allowing you to go after your friends, go to 24B. If you decide to bribe him into letting you go, go to 6D.



1A Professor Jackson's scream is roughly cut off. You scoop the UZI up and slay Hernandez with a furious burst, but it is much too late. "No!" screams the Jade Jaguar. "Now she has power." Go to 20E.

1B* The man in the tent, you discover, is Juan Hernandez. Naked from the waist up, shaving cream smeared over the right half of his face, Hernandez growls and waves a straight razor at you.

Juan has 6 adds and gets 1 die plus 3 adds for the razor. His CON is 12 and his Speed is 10. He reads the rage in your eyes and taunts you. "Come on, try and kill me. If you capture me I will escape, so killing me is the only way you can have me."

Your fight carries you out into the compound. If you kill him, go to 12C.



1C Your bullets hit something volatile in the tent. A red fireball blossoms and lifts the canvas tent into the air while it sets off countless smaller explosions that propel shrapnel and bullets all over the camp. Juan's tent is shredded, his body broken. The guards, those who survive the blast, are dazed and disorganized.

The prisoners' hut was knocked over by the force of the blast, but luckily for the prisoners, the floor of the hut was several feet below the level of the village, placing them in a natural bunker. You pluck a radio from your pack and call in a rescue helicopter. All of your people are safe. Go to 15B.

1D* You look overhead and see an anaconda dropping from the leafy canopy above. You dodge backwards, avoiding its initial attack. Before you can draw your gun, it sinks its teeth into your leg, twists, and ensnares your legs, driving you to the ground. It gets 1 die + 3 in combat and its CON is 18. Martial arts training used against it will only be manifested in the dice for hand-to-hand combat; your Speed is neutralized in this position. You may use your machete on it, however.

If you manage to kill it, go to 5G. If you don't kill it, the jungle will slowly claim your bones.

1E The great beast seems to take no notice of your passing as you leave the ruins. The green foliage swallows you and you breathe a sigh of relief. Then you notice a horde of natives surrounding you. If you decide to surrender, go to 2H. If you bolt back into the clearing, go to 21D.

1F Consciousness slowly returns to you. Instantly you know that you've been stripped of your weapons. You find yourself in a thatched hut, the door a latticework of sticks that won't allow you to pass through it. You are unbound.

All around you stand the members of the party you had been sent to rescue. "Dr. Jackson, I presume," you mumble thickly. The small woman rises from the floor of the hut and sits by you. "I was sent to rescue you, but I, ah..."

She quickly explains what happened to the research group. She claims that she was close to discovering the ancient temple of the Jade Jaguar, and that discovery would destroy the power of Juan Hernandez. He convinced his warriors to capture them, but only after they had been poisoned and made sick. Now all of them are to be killed tonight under the full moon. Their blood is supposed to make all of the Green Jaguar revolutionaries immune to bullets shot by whites.

If you want to try to escape at the first possible instant, go to 13C. If you want to wait and see exactly what is going on around here, go to 6A.

2A You rush to where Finster kneels, sobbing. Quickly you hustle him into the relative safety of the temple clearing and listen as he babbles a story about a dream where salvation came from this clearing. He is hysterical, but you get enough out of him to learn where the village is in which the other prisoners are being kept.

You tell him to hide and you set out to free your friends. Go to 16A.

2B The range is less than 5 yards and both of them will be moving into the room. Each of them has a DEX of 10 and Assault Rifle: 1. Figure out what your tactic is going to be. If you decide to dodge out through the window behind the desk of the Captain, it is considered broken cover and you should immediately go to 18C. If you stand and aim, or move within the room, figure both your "to hit" number and their "to hit" number. Their guns are on semi-auto so they will only get off single shots. Do not forget to add the extra 5 for switching targets if you decide to shoot at more than one man in a combat round.

Each of them has a CON of 15. If you kill them, go to 6G. If, by some terrible circumstance their guns jam along with yours, or you wish to enter hand-to-hand combat, go to 10F. If they kill you, this adventure is over for you.

2C You awaken a bit later and complain to one of the guards. He tells you that the man who assaulted you was a revolutionary and that he ran off into the jungle when the soldiers came to investigate the sounds from your cabin. He notes that while they did not get him, the jungle did. The scream of a jaguar was heard to punctuate the man's own screams.

The rest of the night passes uneventfully. Go to 24C.

2D You find a perfect place for an ambush. You mention it to one of the natives and he passes the word along. The natives are quickly deployed and well hidden by the time the revolutionaries troop through the jungle with your friends. Juan Hernandez, decked out like an Aztec priest, leads the way. You give the signal and the natives cut loose.

Juan Hernandez bolts, running along the trail towards his original goal. If you want to ignore him and free your friends – the natives really have the revolutionaries well in hand – go to 6H. If you want to pursue him, go to 13H.

2E You free Finster and give him one of the prisoners' guns. The prisoners are led into the clearing where Finster ties them up and babbles to you about the location of the revolutionary base. Armed with this information and confident that he will not let the prisoners escape, you head off to free the rest of your friends. Go to 16A.

2F Your head clears the opening and a bullet ricochets from the rock at the doorway. The revolutionaries, what is left of them, have trapped you! There are five of them, each armed with an M-16. They will fire single shots and they only have one full clip a piece. They will stand and aim while you will be behind broken cover as far as they are concerned.

If you decide to run away, they will get in and disarm the bomb, taking you to 5C. If you kill all of them, you may escape the blast if there is 30 seconds or more on the clock. In this case go to 20A. If you keep them back or set the bomb off manually, either case keeping you within the blast radius, go to 18E.

2G You remember, luckily for you, that South American rivers are the home of nasty little finny fiends called piranha. You reconsider your swim and may now take the canoe, go to 4B, or may follow the trail, go to 22E.

2H Natives from the village, armed with huge bows and five-foot long arrows, greet you. One moves close to you as his companions nock their arrows. Drawing a copper dagger from his jaguar-skin loincloth he says, "Take off your shirt," if you are a male character. If you are female he says, "Shoulder," and makes cutting motions with the knife as if he wants you to expose your shoulder by shredding your blouse.

If you comply with his wishes, go to 12D. If you refuse, his warriors draw their arrows back further. He repeats his request. If you comply, go to 12D. If you still refuse, go to 7E.

2J* Your shots, or lack thereof, fail to impress this demon from Aztec nightmares. Flapping her wings she comes forward. If you can make a second-level Speed saving roll (25 – Speed), you can outrun her all the way to 15J. If you miss the saving roll, she overtakes you and quickly puts a permanent end to the pains this adventure has inflicted upon you.

2K You reach in and grab the copper statue with ease. You whisk it from the mouth of the jaguar and hold it up for all to see. The chieftain smiles, saying "The Jade Jaguar likes lucky warriors. You may hunt with us. We go tonight." You wait around the village until they prepare themselves. When the time is right go to 3G.

2L* Your dash for the wall is noticed. You sprint with your head down and then leap upwards, grabbing the top of the wall. You must make a first-level Luck saving roll (20 – Luck) modified by Acrobatics. If you make it, you go up and over to 10A. If you miss, you linger long enough for a burst from a guard's SMG to cut you down. . . .

3A* You head off where they came from and come to a clearing. In the center of it is an old, over-grown pyramid temple styled after the Aztec pyramids. You see two or three Green Jaguar guards lethargically watching over a group of native slaves who are clearing some of the growth off the pyramid. The place looks as though it is being prepared for a sacrifice.

If you would like to take the three guards by stealth, make a first-level saving roll on Luck (20 – Luck) as modified by either or both Environmental survival: Jungle and Garotte. If you make it, go to 15E. If you fail, go to 9B. If you want to go off and follow the other men you saw, go to 7J. If you wish to wait to see what is to come, make a first-level IQ saving roll (20 – IQ) modified by your Ambush skill. If you make it, go to 15G. If you miss it, a native guard hidden in the jungle sees you and hits you with a poison dart. You black out and go to 1F.

3B Your flight is cut short as the twin burst of M-16 bullets bathe your body with leaden death. You are lifted from the ground and pirouetted around in a ghastly parody of a ballet. When you finally hit the ground you are very still.

3C The revolutionaries continue to laugh as the man who had the gun reholsters it. They roughly jerk Finster to his feet. Confident there is nothing out here (how could they have missed your shots?), they wander off. If you would like to follow them, go to 7J. If you would like to reinvestigate this mysterious clearing, go to 20D.

3D* The first sign of attack is the weight of the anaconda landing across your shoulders. The warm, scaly body swiftly wraps itself around your middle and squeezes, doing 1 die + 3 points of damage directly on your CON. You must fight and destroy it before it kills you.

In addition to the above dice for combat, you should be aware that it has a CON of 18. Martial arts will only give you your increased dice, your speed being neutralized in this battle. You may, however, use your machete on it. If you manage to kill it, go to 5G.

3E Bullets shred the mess tent, killing men and hitting the propane tank used to fire up the grill. A yellow fireball explodes through the tent, spraying fiery shrapnel all over the camp. The prisoners' hut and the ammo tent are now on fire. You will have to make a first-level Speed saving roll (20 – Speed) to get into the camp and get the prisoners out of the hut before the ammo dump blows the village sky high. If you make it, you get them to safety and go to 15B. If you miss, be consoled; your end was swifter than you were and quite painless.

3F "I am sorry you were disturbed by him," the Captain says. He looks uncomfortable, all wrapped up in a satin quilted dressing gown with a towel tucked around his neck. While the dress is appropriate for New York or London, it is hardly correct or logical here. On impulse you reach out and snatch the towel away.

His chest bears a tattoo of a Green Jaguar face. His guards level their guns at you and the Indian driver.

"That was a foolish move. Now, however, you will get to see your friends, and join them in the sacrifice tomorrow night!" The Captain signals two men and they inject each of you with a drug which melts the world as far as you are concerned. You black out. Go to 1F.

3G* In the company of the natives you make swift time through the jungle. You travel on paths supposedly known only to the natives. Make a first level IQ saving roll (20 – IQ) as modified by your Ambush skill. If you make it, go to 2D. If you miss it, go to 18K.

3H Several .223 caliber bullets splinter the windowsill and fly off into the jungle as you sprint across the compound. There is a momentary pause in the lead rain of doom as the guards' guns are reloaded. By the time they resume firing, however, you've burst into the jungle and are free.

You can hear distant sounds of pursuit, the soldiers being urged on by the desperate voice of their Captain. Suddenly, to your right, the man who drove you around appears. If you would like to shoot him, go to 18G. If you wish to stop and allow him to approach, go to 15A.

3J* A hail of five-foot long arrows cuts you off from the launch. Make a first-level Luck saving roll (20 – Luck). If you make it, you burst through the jungle and head west in a mad dash until you discover a trail. Go to 22E.

If you miss the saving roll, your mission is tragically cut short as several of the arrows intersect with your course and severely disrupt your bodily functions. That's all for this incarnation.

3K* As noted before, this action is suicidal. However I'd be a fool if I didn't recognize the fact that the difference between a brave move and a suicidal one is often decided by the success or failure of the task.

Make a third-level saving roll on Luck (30 – Luck). If you make the roll, go to 10C. If you miss, your move was suicidal. The trio of men return your fire, even though severely wounded by it. The .50 caliber, however, takes you apart, vaporizing various portions of your anatomy as the projectiles scream through you. You are done.

4A It seems, as you pass unnoticed into the ammo tent, that every weapon known to man is available. You arm yourself and step out behind Juan. "One move and Juan's a dead one," you say. The guards, fanatically loyal to Juan, lay down their arms.

With the help of Professor Jackson and her team, you manage to hold the revolutionaries until the helicopter you radio for shows up. You have succeeded, netting 600 a.p.'s plus \$5,000 for rescuing your charges. The government of this country also pays you \$10,000 for the capture of the guerrillas and Juan.

You have survived and succeeded. Congratulations!

4B You ease the canoe into the water and slowly paddle upstream against the light current. You deftly dodge the submerged snags in the river and make swift progress. Soon you see the traces of the path you abandoned fade to the south. The green jungle swallows any traces of civilization, and you feel good about having your weapons with you.

On the right — the north side of the river — you see a narrow beach that still has signs of human use upon it. If you would like to beach your canoe here and proceed on foot, go to 5B. If you wish to continue up the river, go to 7C.



5A* Make a first-level Luck saving roll (20 – Luck). If you miss it, a guard cuts you down with a burst from a submachinegun as you dash from the hut. If you make it, however, you streak unnoticed to the first hut. You throw back the carpeted curtain door and find the hut unoccupied. You kick the smoldering cooking fire onto the walls and in seconds the place erupts into flames.

You step from the hut and duck behind another one. Quickly the fire is noticed and a general alarm goes up to get water from the well, back between the tents and huts, to put the fire out. From where you are, your options seem to be to try to overpower a guard at 15H or to run towards a tent that contains large boxes of what appears to be weaponry and ammunition at 17A.



5B You pull the canoe up onto the beach and quickly conceal it. There is a well-worn path heading north, paralleling the river. You follow it and begin to smell smoke and the scent of food being cooked. Soon a palisaded village comes into view.

If you would like to sneak past the village and plunge on into the jungle beyond it, go to 16F. If you would like to announce your arrival to the village people from where you are standing, go to 2H.

5C Itzpaplotl's paper-thin wings enfold you, her tongue darts out in a cold painless caress that cuts your throat more cleanly than any razor could. Your life bubbles out and you slip into blackness as her laughter cackles out a death song for you. You have failed; you are done.

5D Make a first-level IQ saving roll (20 – IQ) as modified by Environmental survival: Jungle or any special interest that might apply to Spiders, subclass Poisonous. If you make it go to 12A. If you miss it go to 16B.

5E Juan Hernandez did not get to where he is today by being stupid. He had an uneasy feeling and dispatched one of his natives to check on the situation. The native, not recognizing you, shot you with a blowgun; the dart rendered you unconscious. You are dragged off to 1F.

5F You stand over the body of the man you have defeated as the Indians attack the other two guards. They kill the guards swiftly and easily. The natives rush into the jungle and joyfully greet a warrior from their village who had not been captured and made into a slave. This fellow has with him a supply of bows and some hideously long arrows. The natives, now armed, signal for you to join them in their attack upon the rest of their captors, the people who captured your friends. Go to 3G.

5G In your thrashing battle with the giant snake, you roll through the brush and come upon a secret and well-hidden trail. You free yourself of the snake's coils and begin to follow it. You find booted footprints on it, and it leads you to the village base of the Green Jaguars. Go to 16A to save your people.

6A Evening falls and all you prisoners are commanded to leave the hut. You are lined up and bound with your hands in front of you. You immediately begin to work your ropes against your sharpened belt buckle and continue to do so for the duration of the night-time jungle hike to the place of the sacrifice. Slowly the rope is eaten away.

You are brought to a torch-lit clearing which surrounds an overgrown Aztec style pyramid. Professor Jackson is led up to the altar on the structure and tied down to it by two of Juan Hernandez's men. Hernandez himself makes his entrance garbed as an Aztec priest. With obsidian knife raised high, he prepares to sacrifice the Professor.

Your ropes part with a snap as you struggle against the last few fibers. To your right a surprised guard fumbles with his UZI. You may attack him and attempt to take his weapon or you may rush at Hernandez. To attack the guard, go to 21C. To rush Hernandez, go to 7B.

6B You free Professor Jackson and both of you turn to study the Jade Jaguar. It sits and washes itself like a normal cat, then turns to lead you back to where the other prisoners were kept. On your walk back to another clearing, Jackson tells you of a jaguar assault that killed the revolutionaries, yet when you arrive at your destination you only see natives in jaguar skins. Both of you refuse to believe Finster's story that the men were the jaguars, and that they changed before his very eyes.

You all return to civilization. You get 450 a.p.'s and \$5,000 for rescuing the party.

6C You safely find cover as a band of twenty revolutionaries comes to inspect your craft. Luckily for you the pilot is able to moan a bit before they kill him, leading them to believe he landed the craft alone. You may either backtrack them, go to 3A, or you may follow them, go to 7J.

6D You unfurl a wad of greenbacks that makes his eyes grow wide. A double sawbuck gently floats to his desk and his handkerchief appears again to wipe his brow. "The helicopter is supposed to arrive tomorrow for the monthly survey of the area. If you would not mind sharing my hospitality this evening, such as I am able to offer in the outlands of my nation, I could allow you to travel with the pilot."

If you would like to take him up on his offer, go to 18F. If you would like to suggest he lend you a man or two and leave immediately, go to 16E.

6E Make a first-level saving roll on IQ modified by Environmental survival: Jungle. If you make it, go to 2G. If you miss it, go to 12B.

6F If you can make a first-level saving roll on Speed (20 – Speed), you may go to 17E. If you miss it, you round a corner on the trail and see poor Juan's hand go under the surface of a pool of quicksand. Justice has been served. Go to 13G.

6G* The sounds of gunfire die and you suddenly hear screams from soldiers outside the office. The window behind the desk shatters, and a five-foot long arrow quivers where it rests in the wall beside you. Outside you see natives overrunning the camp, shooting guards with arrows.

You may exit the office and surrender, as you see some of the guards doing, by going to 17C. You may also attempt to sprint into the jungle. If you wish to try this, make a first level Luck saving roll (20 – Luck). If you make it, go to 22E where you stumble upon a trail heading west through the jungle. If you miss it, you get hit and killed by enough arrows to make you look like a parody of a porcupine.

6H You untie your compatriots and join the natives in a victorious march back to their village. The night is spent in revelry. You all collapse from exhaustion.

In the morning you find the body of Juan Hernandez in the middle of the village. His throat has been torn out. There is blood on the teeth of the jaguar statue.

You and your friends make it back to civilization. You get 500 a.p.'s and \$5,000 for returning them. You did well. Don't spend all of the money in one place.

6J Quietly he leads you into the jungle. "I am going to take you to the village of my people. The chieftain will ask you to bare your chest (if you are a man) or your right shoulder (if you are a woman) to prove you are not a Green Jaguar. They tattoo themselves, and this is the only way we can be certain."

The trip takes until early morning, and minutes before you reach the village you cross the river you have been following for the whole trip. True to his explanation, the chieftain of the palisaded village that he leads you to demands you expose your chest or shoulder to prove you are not an enemy. Go to 12D.

6K Drunk with power and very inattentive, Juan Hernandez and his people bring your friends into the clearing as the evening falls. You signal the slave natives and quickly get the drop on Hernandez. Not being stupid, he surrenders, accurately figuring he can bribe his way out of the jail you will put him in.

You have saved your friends. You get 750 a.p.'s plus \$5,000 for saving them. The grateful government of this nation will also give you \$10,000 for the capture of Juan and his revolutionaries. You are done; you have done well.

7A* While not quite the shot heard round the world, your bullet does have its effect towards bringing freedom to your friends. The crate you shot explodes with a fiery thunderclap, throwing you up and out through the top of the tent. The explosion also ignites most of the ammo in the tent, sending shrapnel and bullets flying everywhere. Before you black out from the blast you see horrid destruction being visited throughout the camp, including the collapse of Juan Hernandez in a pool of his own blood.

Luckily you were blown from the tent before the metal started flying. However the blast will have its effect upon you. Roll 10 dice and total them. Use this total damage as a "to hit" number for a Luck saving roll. The number you miss it by is the amount of damage you take from the blast.

If you live, your friends manage to piece back together enough of a radio to call for help. You are airlifted back to the States where you are awarded not only \$5,000 for the rescue of your friends, but \$15,000 for the destruction of the revolutionaries. This adventure has been worth 700 a.p.'s.

7B Something in your mind screams that such an attack is suicide, but before the guards can cut you down, jaguar-skin clad natives pour from the jungle and attack them. Hernandez sees this and abandons his sacrifice. He turns and runs; you follow him to 13H.

7C Your hail of death rips through the tent and kills Juan instantly. The guards and natives look on, horrified, as the tent collapses. "We have you surrounded. Release the prisoners, or all of you will be killed," you call in a strong voice. Another burst of gunfire sends them diving for cover, the guard on the hut opening the door.

Jackson and her aides arm themselves and you round up the revolutionaries. You radio for helicopters, and they soon land in the village. All of you are then taken to safety, and you a \$10,000 reward for capturing the revolutionaries and you will receive an additional reward for rescuing your friends. Go to 15B.

7D* Your foe has a CON of 12 and is a second level Pugilist, giving him two dice and the ability to absorb two points of damage if you hit him. His Speed is 10. He has 3 hand-to-hand combat adds. If you, winning or losing, decide to stop the fight, go to 15F. If you knock him out, go to 16C. If he knocks you out, go to 2C.

7E* Failing to perform a simple task when asked by armed individuals who could really care less about your life or mission is dumb . . . The bowstrings twang and you have the singular pleasure of being repeatedly punctured by very long arrows. You are done.

7F The great beast nods its head as you outline the problem. "I have sensed this disturbance in my domain. Just as you must save your friends, so must I save my domain from the influence of the One who controls these fiends in my name. Rest now. Tonight, when they gather to win final power for their cause, we will break their cause, once and for all time to come."

Though you did not feel sleepy, you collapse under the hypnotic gaze of the Jade Jaguar. Go to 13E

7G* You continue to paddle up the river, coming to enjoy the sounds of the birds and the chatterings of the monkeys. Suddenly the sounds stop. Make a saving roll on Luck, first level (20 – Luck), as modified by your Ambush skill. If you make it, go to 24A. If you don't, go to 16D.

7H* The copter is badly damaged, and flying it is no easy job. Through the shattered windscreen you can make out a clearing where you can land. You bring the craft down with a thump, but you are not injured in the landing. Make a second-level Luck saving roll (25 – Luck). If you make it, go to 6C.

If you miss it, you find twenty heavily-armed revolutionaries ringing the clearing. It is obvious they will kill you if you resist. One of them raises an air pistol and shoots you with a tranquilizer dart. You slump over and go to 1F.

7J You manage to backtrack the revolutionaries to their base. You are close enough to freeing your people that you can taste victory. Go to 16A.

7K* You clear the ruins and find yourself face to face with Juan Hernandez! Blood glistens on his costume, and the bullet holes still leak bodily fluids. Yet on he comes, a fierce red light pulsing in his eyes.

If Juan can get to the device he will disarm it. You can fight him in an attempt to keep him back. His combat roll will represent his attempts to get by you. While you will take no damage from his assaults and mindless twistings and batterings, if he ever does 12 more points than your combat roll he has gotten by you. If there is at least fifteen seconds left on the clock, he will have enough time to disarm it. In this event go to 5C.

Juan, in this state, has a Strength of 18, a Speed of 7, adds of 6, and he will get three dice for his hands. His CON, for the purpose of this fight, will be virtually infinite. The fight will keep you within the radius of the blast. If you succeed in keeping him back or only let him through with less than 15 seconds on the clock, go to 10H.

You may, if you wish, retreat and manually move the timer hand to 12, setting the bomb off. To do this, go to 18E.



9A* “Madre!” one of them swears as you point out the green jaguar tattoo. Then, from outside, you hear the sound of automatic weapons fire. You throw yourself to the floor as .50 caliber shells rip through the office and smash the two guards flat. A second spray of bullets bursts through the mud walls and reduces the Captain’s desk to splinters, heaving his massive body from the chair and onto the floor beside you.

As quickly as the attack began, it stops. You sneak a glance above the splintered windowsill and see three men in green jumpsuits and berets. Each of them is walking towards the shattered ruins of the building, their UZI submachineguns held ready.

If you wish to shoot them go to 10G. If you wish to find a way out of the room make a second level Luck saving roll (25 – Luck). If you make it, go to 18D. If you miss it, go to 24E. If you wish to surrender, go to 24F.

9B The guard hears you and grapples with you. He has a CON of 10, a Speed of 10, and no martial arts training. He gets 3 adds and one die for his hands in combat. You notice that the slaves are watching the outcome of your fight, which has not attracted the attention of the other guards yet. If you defeat him, go to 5F. If he knocks you out, he will spend another turn and beat you to death so it is very important that you win.

9C Your gun clips him in the temple and he collapses. You see Juan wandering around in the center of the camp. Stepping from the ammo tent you point your weapon at him. He raises his hands and surrenders. His fanatical followers join their leader (all correctly figuring they can ransom themselves to freedom again).

You call in a helicopter and whisk your charges to safety. You get \$5,000 for freeing them and \$10,000 for capturing Juan and his crew. The adventure has been worth 650 a.p.’s.

9D* Only an idiot would do anything when facing a drawn gun. Roll up an IQ for each of the three men and have each of them try to make a first-level IQ saving roll (20 – IQ). If anyone misses it, he will move and go for his gun. You will get one free round to shoot, the range being 35 yards. If you kill all of them, go to 2A. If you kill the ones who move or if you last two rounds without dying yourself, the remaining revolutionaries will surrender, bringing you to 2E.

9E Both people on the temple are slain instantly. “You fool!” the Jade Jaguar’s voice screams in your head. “Innocent blood has been slain on her altar. She now has power.” Go to 20E.



9F The great jaguar locks eyes with you. You feel something probing your mind. If you are psychic and you can control your ability, you recognize the feeling as one you have felt when using your talent. If you are latent you recognize the feel but cannot place it, and if you have no psychic talent it just feels creepy.

“Yes, my child,” a voice speaks in your head. “You have a need. Speak and I will help you.” You sense the voice is from the jaguar.

If you tell the beast of your mission, go to 7F. If you refuse the information, go to 17D.

9G* You vault his desk and dive through the open window as the guards burst into the room. He rolls from his chair and commands them to fire their M-16s at you. Make a second-level saving roll on Luck (25 – LK). If you make it go to 3H. If you miss it go to 3B.

9H* You burst from the brush and streak up the pyramid. Your civilized mind abandons you as you leap for Hernandez. The leader of the Green Jaguars begins to change shape; while you crouch and growl the flesh drains from his head, he sprouts ragged butterfly wings and his fingers become talons. “Kill him and break the power of Itzaplotl,” the Green Jaguar calls to your mind.

You get your CON and adds per normal hand-to-hand combat. You also get three dice for your hands or the number of dice you normally get, whichever is greater. You note your blows leave wounds like those dealt by a jaguar. Hernandez, in his new form, gets 6 combat adds and four dice for hand-to-hand fighting. His CON is 12. If you kill him, go to 22F.

10A You get over the wall and quickly climb a tree. From the tree you can see several things. First, Juan Hernandez steps from a tent just beyond the mess tent, shaving cream on his face, straight razor in his hand. "Find the prisoner, you fools! If word of where we are gets back, we shall be destroyed!"

The natives pick up long clubs and bows and arrows while the soldiers run to a tent just the other side of Juan's that appears to be the storage place for weaponry. Everyone rushes out the gate and they will have to work their way around through the jungle to get to where you went over the wall. Only a handful of guards remain in the village.

Make a first-level saving roll on IQ (20 – IQ). If you make it, go to 22D. If you miss it, you know that your options really are to either slip back into the camp and engage Juan or to go back over the wall and get to the ammo tent. If you choose to molest Juan, drop into the camp and rush his tent by going to 1B. If you prefer to visit the ammo tent, go to 17A.

10B As your gun clicks in its futile attempt to fire, you hear a voice from above. "Pig, move and I will kill you." You hear the sound of a gun being cocked. You had the misfortune of being seated in a tree where Juan had placed a guard. You are delivered of your weapons and placed in the prisoners' hut until night. Go to 6A.

10C You lead a charmed life. The .50 caliber jams and the operator of it swears. The three men turn to ask what has happened as your hail of bullets takes them. One or more of them triggers his gun and kills the .50 caliber machinegun operator by reflex action. This is worth 25 a.p.'s, though you get nothing for your gun skill.

You enter the jungle and stumble upon their back trail. You follow it all the way back to their palisaded village headquarters. Now you will have your chance to free your friends. Go to 16A.

10D Your hostage blubbers and whines as his guards break in through the door. He speaks to them harshly and they raise their M-16s, but your easing back the hammer on your weapon convinces them they should not act.

Then you feel a pinprick on your neck. Numbness slowly spreads from the area of impact, and your hand finds a small blowdart there. Even as you tear it from your neck, your knees grow weak and your weapon slips from your fingers. You slowly spin to the ground.

The Captain's thick face looms above yours. "You will now see your friends," he laughs. "And you will die with them."

You black out. Go to 1F.

10E* You come awake, alert and sharp. It is night and the Jade Jaguar is speaking to you. "Hurry south and west if you would save the one called Jackson. There is little time."

You race through the jungle, heedless of whipping branches or other possible dangers. In minutes you reach a point where the Jaguar cautions you to slow your pace. You come upon a strange sight.

Juan Hernandez, clad like an Aztec priest, has Professor Jackson stretched out on a ruined altar. The Jade Jaguar is on the edge of the clearing, screaming yet unable to enter. Above the altar hovers the form of a skull-headed, butterfly-winged woman, an Aztec demon known as Itzpaplotl. "I warned you, Jaguar, your powers are useless on my ground. With the death of this woman, I will gain the power I need to return and destroy you!"

If you wish to shoot Hernandez, you are aiming at a human target at 45 yards distance. It is night so take that into account. He is standing and you are aiming. You cannot fire automatic because the spray will kill Jackson as well as Hernandez. If you shoot Hernandez, go to 18H. If your gun jams or if you wish to engage him in hand-to-hand-combat, go to 12H.

10F* Each of the guards is a second level pugilist. Totaled together, they get 4 dice in combat and 8 hand-to-hand combat adds. Each can take 2 points of damage off for the defensive aspect of their skill, and each has a CON of 15. If you manage to defeat them in this fist fight, go to 11B. If they pummel you into unconsciousness, go to 1F.

10G* Rarely is there an action attempted that I would deem foolish enough to warrant my entering the text of an adventure like this. If I understand you, what you wish to do is to shoot three men who have submachineguns, even though you know that somewhere back in the jungle there is a .50 caliber machinegun capable of delivering more destruction in one short burst than you could generate in a clip or two.

If you would like to reconsider this move, you may attempt the second-level saving roll on Luck (20 – Luck) to find a way out. If you make it, go to 18D. If you miss it, go to 24E. If you want to surrender, go to 24F. If you wish to pursue this suicidal course of action, go to 3K.

10H* The bomb explodes, and fire erupts from every crack and crevice of the temple ruin. Bits of stone fly all around while massive stone blocks roll from their foundations to crush anything in their paths.

Quickly, make a second-level Luck saving roll (25 – Luck). If you make it, go to 13B. If you miss it, a block from the temple careens towards you amid the red, smoky chaos and pulps you. You are dead.

11A You leave the Captain's office in a huff. Once outside the small building you check your weapons to make certain you have them ready to fire, and then you snatch your backpack from the rear of the jeep. No one is watching you and you quickly are swallowed by the green wall to the west of the army compound.

You force your way through the brush for about a hundred yards without using your machete. You watch your back trail and detect no one following you. Now you begin to lay about you with the machete, and you find your progress swifter. The sound of running water comes to you, so you angle towards it and soon find signs of passage by another group of persons. You cross their path to the river, and you discover a hastily-concealed canoe drawn up underneath some brush on the riverbank.

If you would like to follow the path, go to 22E. If you would like to take the canoe and paddle upriver, go to 4B. If you would like to swim across the river, go to 6E.

11B You quickly search the Captain's desk and discover a map of the surrounding area. Clearly marked is a trail which leads to a village marked as the headquarters for the revolutionaries. Armed with this information and your weaponry, you trek out to that site and prepare to free your friends. Go to 16A.

11C One of the Captain's men leads you to the dock and points out the skiff. He begins to load some jerry cans of gasoline into it when shrieks and howls break out in the camp. You turn and see hundreds of natives clad in jaguar-skin loincloths attacking the camp. Even as you watch, several of the guards are hit by five-foot long arrows and go down.

If you would like to surrender, as some of the guards have done, go to 17C. If you want to race for the launch and head upriver, go to 3J. To stand and fight, you quickly realize, would be foolish against such an overwhelming group of enemies.



12A You feel the spider on the back of your hand. Thinking quickly you raise your hand and smash the arachnid against the back panel. There is an audible thud, but you ignore it and whisk the copper jaguar into the sunlight. You turn to show the people, and they are smiling. The chieftain looks at you, your spider-stained hand, and the statue, saying "Jade Jaguar likes those who think fast. You can hunt with us." They spend the day preparing themselves for the attack on the revolutionaries. At nightfall they file out of the village for the attack. Go to 3G.

12B You have to be kidding. You slip into the gently flowing river and begin to swim across it. Suddenly you feel tugs on your body and legs. Swiftly the water begins to boil around you as a school of piranha begins to rip you into bite-sized pieces with their razor-sharp teeth. Fresh water rivers in South America are not the place for gentle swims or other water sports. For you this adventure is over.

12C The guards in the camp stare in awe as you rise from the battle. Juan had become their leader by defeating the toughest of them, now you have done the same. They bow to you.

You tell them to hide and wait for your return. Then you call in a government helicopter to whisk you and your friends to safety. You tell the government official that Juan's men abandoned him when he died.

You get \$5,000 for rescuing your friends. You also know a tribe of friendly Indians somewhere in Latin America. Note this and explain it to any GM who has the misfortune of running you on an adventure in that region of the world. This was worth 695 a.p.'s.

12D* You comply and they see you are not blemished with a tattoo of a Green Jaguar. The chieftain smiles and invites you into the village. In Pidgin he says, "You hunt men take Smart One?" You nod vigorously.

He smiles. "Then we see if Green Jaguar god want you hunt with us."

He leads you over to a lean-to, with the whole of the village following you. There you see a wooden statue of a jaguar plated with beaten copper. The copper has begun to tarnish, tinting it green. The mouth is open and real jaguar teeth ward the orifice.

The man walks to the statue and lifts a back panel on it. Into its hollow middle he places a small copper carving of a jaguar and a big hairy spider. He closes it and turns to you. "You reach in. If god likes you, you get statue. If god no like, you get bit." The natives behind you, bows at the ready, give you little choice but to go ahead.

Make a first-level Luck saving roll (20 - Luck) as modified by your Gambling skill. If you make it, go to 2K. If you fail, go to 5D.

12E BOOOM!!!! The device explodes with a fiery force that slams you against a wall of the interior chamber. You feel no pain; the fire does not consume you. In the lured scarlet haze that defines the center of the ruins you see the ghostly form of Dr. Jackson. She points to a way out, her look telling you she does not blame you for her death. It was one piece in the total puzzle that was to end Itzpaplotl. She thanks you that she was not totally consumed by the demon, your demolition timely enough to save her that.

You escape, running through a collapsing corridor. Your speed is blinding until you clear the blast radius. Then the shockwave blasts into you with a vengeance. You are knocked sprawling. You scramble to your feet and return to the sacrifice clearing.

All are dead.

Your adventure is finished now. You return to civilization and are not awarded the \$5,000 fee you would have collected for rescuing your people. However the *National Questioner*, a tabloid, buys your story for \$500. This adventure has been worth 750 a.p.'s.

12F "You are truly favored by the Jade Jaguar!" the chieftain shouts. Suddenly the spiderbite on your hand burns fiercely and the village blurs. Blackness overwhelms you and the day lapses into night before you awaken. Go to 13E.

12G You lead him back to the others. You spend the night at the native village in celebration, and then bring your party out to civilization. Not only do you get the \$5,000 for rescuing your friends, but you are paid an additional \$10,000 for the capture of Hernandez. This adventure has been worth 650 a.p.'s. Congratulations.

12H* Hernandez has a CON of 12 and 6 combat adds. The dagger he holds is worth two dice and will snap if it is parried with a steel blade. With a scream of rage he dives at you. If you kill him go to 6B.

12J You scoop up the obsidian dagger Hernandez dropped and you cut Jackson free. The revolutionaries left behind are herded into a group by the jaguars. The image of Itzpaplotl wavers and vanishes, her power shattered with the flight of her high priest.

You and your company head back through the jungle to the coast. You are awarded 500 a.p.'s and \$5,000 for the rescue of your fellows. As for Juan Hernandez, you hear scattered reports, none of them confirmed of course, that his body was found. He had, it seems, been mauled by a jaguar, but the tracks seemed to indicate a cat far larger than any ever seen before. . . .

13A “Don’t shoot!” your intruder whispers. You note a familiar tone in his voice. You reach from beneath your netting and flick a flashlight to life. The intruder is your driver from earlier in the day, the one you thought could not speak anything but his native tongue.

He tosses you a small wallet. You open it and see that the ID lists him as an agent of the government. “I’ve come to enlist your aid. The Captain and most of the men here are members of the Green Jaguar revolutionary front.”

If you decide to believe him and help him, go to 6J. If you decide to march him to the Captain and report him, go to 3F.

13B As luck would have it, Juan’s virtually indestructible body (isn’t magic wonderful?) shields you from the force of the blast. If you can survive one die worth of damage, you will live through the whole explosion.

If you live, you return to the clearing and find, unfortunately, everyone else is dead. You won’t be able to collect your reward of \$5,000 for rescuing them, but you do get 600 a.p.’s for this adventure. Not a bad start to a career, eh?

13C While getting captured was not anything you could have prevented, you are not totally stupid. You had honed the edge of your belt buckle to razor sharpness, assuming it would not be taken from you or considered a weapon. Quickly you remove your belt and move to the doorway.

You work on the thick grass rope fastening the door shut. You can see through the door three large tents erected beyond native huts. Someone tells you that they house the revolutionaries in this village. Next to the hut containing the prisoners is the mess tent, and you hear raucous laughter coming from it. The palisade surrounding the village is 10 feet tall, and the only gate you can see is directly across the compound from your current position.

The rope parts. If you would like to run to the wall and attempt to climb over, go to 2L. If you would like to run to the huts and try to set them on fire to create a diversion, go to 5A. If you want to work your way around the mess tent and try to get to the gate by a roundabout route, go to 15D.

13D You notice as their assault rifles lap flame at you that one of them has a green jaguar head tattooed on his chest. This is of little concern to you, however, as the 5.56mm shells lift you from your feet and smash you into the adobe wall of the office. Perhaps in your next incarnation you’ll be more convincing, or less prone to attempt to explain away a murder while holding a smoking pistol.

13E You awaken to discover yourself the center of a circle of small jaguars. Actually, they are a bit oversized, but they all are dwarfed by the giant green jaguar who paces the circle and communicates with them. You sense all of the cats reaching into your mind, and you are compelled to call forth mental pictures of each of the members of the group you came to rescue. “These,” the Jade Jaguar hisses. “Are not to be harmed. Now we are off.”

The jaguars rise up and lope off into the jungle. Though darkness would normally hamper you, your eyesight seems improved, and you run after them. Your muscles feel totally refreshed, and you find yourself matching the strides of the cats. Unconsciously you look down and see that your booted feet are leaving prints of jaguar paws!

The company stops at the edge of a clearing which surrounds a tall pyramidal temple. A man with an UZI is guarding most of the prisoners. Professor Jackson is bound and stretched out on the altar atop the structure. Dressed as an Aztec priest, Juan Hernandez raises an obsidian dagger above her breast and intones a prayer. Around the pyramid are gathered revolutionaries, including members of the Army from the base where you entered the jungle!

If you would like to jump the man with the UZI, go to 21B. If you want to race towards the pyramid to take Hernandez, go to 9H.

13F You race through the jungle, the device slapping against your thigh. You find the ruin and penetrate it with relative ease, entering through a doorway carven in the shape of a stone snake’s head. Deep inside you discover the quartz heartstone and you feel the evil pulsing from it. You set the device down next to the heart and set the timer.

The timer is a simple device. It looks like a watchface and has only one hand. It is divided into 12 sections, as you would expect. Write down on a piece of paper the number you set the timer to. It will go off when it reaches the 12, traveling counter (anti-) clockwise. Once you have set it, you push the starter button and go to 22B.

13G Everyone notes your solo return, but none doubt you when you tell them Hernandez is dead. After spending the night in celebration at the native village, drinking all sorts of noxious jungle concoctions, you lead your party to civilization. You are paid \$5,000 for their rescue and for you this adventure has been worth 650 a.p.’s. You did well.

13H If your Speed is greater than 14, go to 17E. If your Speed is between 8 and 14 inclusive, go to 19C. If your Speed is less than 8, trot along to 6F.



15A “This way, quickly,” he says in your native tongue. “I am a native of this area.” He leads you to a canoe hidden in the brush by the shore of the nearby river and you both head upstream. You travel for an hour, then he beaches the canoe and leads you along to a palisaded village.

From the jungle around you a dart flies and hits you in the neck. The world begins to blacken and you stumble against him, grabbing and tearing his shirt. On his chest is tattooed a Green Jaguar. You have been tricked. Go to 1F.

15B For rescuing your friends, you get \$5,000 and 600 a.p.’s. You have won, congratulations.

15C* The range is 35 yards. You’ll be able to shoot each man, each standing and aiming, before they return fire because you have taken them by surprise. Remember that you have to add 5 to your “to hit” for changing targets and add in your recoil number for multiple shots. You may fire bursts. Each man has a CON of 10. If you kill them all, go to 2A. If you do not kill them, fight another round. They will dive for cover, putting them behind broken cover the same as you are. Each of them has a DEX of 12, skill of Revolver: 1, and is armed with a .357 magnum with 6 shots.

If you kill them all, go to 2A. If anyone is alive after the second round, he/they will surrender to you, bringing you to 2E. Autofire is out because Finster would die in the attack.

15D You sneak along the wall and see two tents that had been hidden by the mess tent. The closest one appears to be a tent used for living as opposed to the further one which appears to be used for storage. While in the first tent you can make out the silhouette of a man shaving, in the second tent you can see boxes and crates of weaponry and ammunition.

If you would like to visit the ammo dump, go to 17A. If you would like to molest the man shaving in the first tent, go to 1B.

15E* You take the first guard soundlessly, but the native slaves notice. Two of them work up to the other guards and quickly dispatch them. You hide the bodies and change into the uniform of one of the guards. The Indians, understanding your plan, continue to work under your watchful eye.

Make a saving roll for the leader of the Green Jaguars against your Ambush skill. If you have Ambush, he will have to make an IQ saving roll against the level of your Amush skill, his modified IQ being 14. If you have no Ambush skill, you need to try and make a zero-level saving roll for him: roll a 6 or greater on two dice. If he makes the roll, go to 5E. If he misses the roll, go to 6K.

15F He wipes the blood from the corner of his mouth where one of your punches got through. “You fight well,” he notes, and you recognize his voice as that of your Indian driver. “I am an agent for my government. The Captain and his men are all members of the Green Jaguar revolutionary front. We’ll have to work together to get your people out and break up the terrorists.”

If you decide to believe him and work with him, go to 6J. If you want to grab your gun, cover him, and march him to the Captain, go to 3F.

15G You conceal yourself quite well and remain unnoticed as evening falls and Juan leads your friends into the clearing. You sight down your gun barrel as Juan prepares to sacrifice Professor Jackson. Then a jade-colored jaguar twice the size of a Bengal tiger bursts into the clearing. The slaves revolt and Juan bolts for freedom. The cat attacks the revolutionaries.

This leaves only one task for you to perform – you must pursue Juan. Go to 13H.

15H* Roll up your damage. The guard is totally entranced with the fire and does not notice you. His CON is 16. If you don’t knock him out cold, he’ll level his gun at you and escort you back to the hut where you will wait until evening and 6A.

If you flatten him, you scoop up his UZI and point it at Juan Hernandez. He drops the bucket of water he was going to throw on the fire and raises his hands. He knows the jig is up and he surrenders (assuming he can escape at will from his nation’s jails).

A helicopter is called in by one of Professor Jackson’s assistants. All of you are lifted out, military helicopters arriving to take the prisoners. You get \$5,000 for rescuing your charges and \$10,000 for the capture of the revolutionaries. This adventure has been worth 675 a.p.’s.

15J Your mad dash away from her keeps you barely in front of her hot pursuit. You can feel her breath on your neck, hear the whispering flutter of her wings. She almost has you when you burst into a circular clearing around a vine encrusted Aztec pyramid.

Itzaplottl stops at the edge of the clearing and screams horribly. Rising from a crouched position on top of the temple is the largest jaguar you have ever seen. Aside from being twice the size of a Bengal tiger, it is shaded jade green. It stares past where you have stumbled and fallen in your haste and studies the Aztec demon with fiery eyes. “Go, Itzaplottl, this one is mine now. You have no power in my sacred place.”

She screams again. “You will have no power in my place either. That you will regret when I have mortals of my own.” She vanishes.

You are now alone with the Jade Jaguar. Go to 9F.

16A* You climb a tree on the edge of the palisaded village and look in. From your vantage point you can see the whole circular village. This is what you see:

At 12 o'clock you see three large tents, probably for housing troops. At 1 o'clock you see the only gate, a big double affair with a massive bar across it. At 9 o'clock there is a collection of thatched huts, home of the natives involved in the revolution. At 3 o'clock you see a tent that appears to be full of ammo and weapon boxes. At 5:30 you see a single tent and you recognize Juan Hernandez wandering into it. At 6 o'clock you see the mess tent, a huge affair currently between meals. Lastly, and most importantly, there is a hut at 7 o'clock that has a guard posted on it. There the prisoners are kept.

If you would like to wait for a meal and spray the mess tent with automatic weapons fire, go to 3E. If you would like to spray Juan's tent while he is in it, go to 7C. If you would like to spray the ammo tent, go to 1C. If your gun jams in any of these attempts go to 10B. If you would like to stealthfully drop into the camp and attack the guard on the prisoners' hut, make a first-level Luck saving roll (20 - Luck) modified by your Ambush skill. If you make it, go to 17B. If you miss, go to 18A.

16B You feel the spider on your hand, but before you can act it bites you. It feels just like a bee sting, and actually is just about as deadly. You feel around and grab for the statuette. You think you have it, but it slips from your grasp. You grab firmly onto it this time and bring it out to show the people.

They bow.

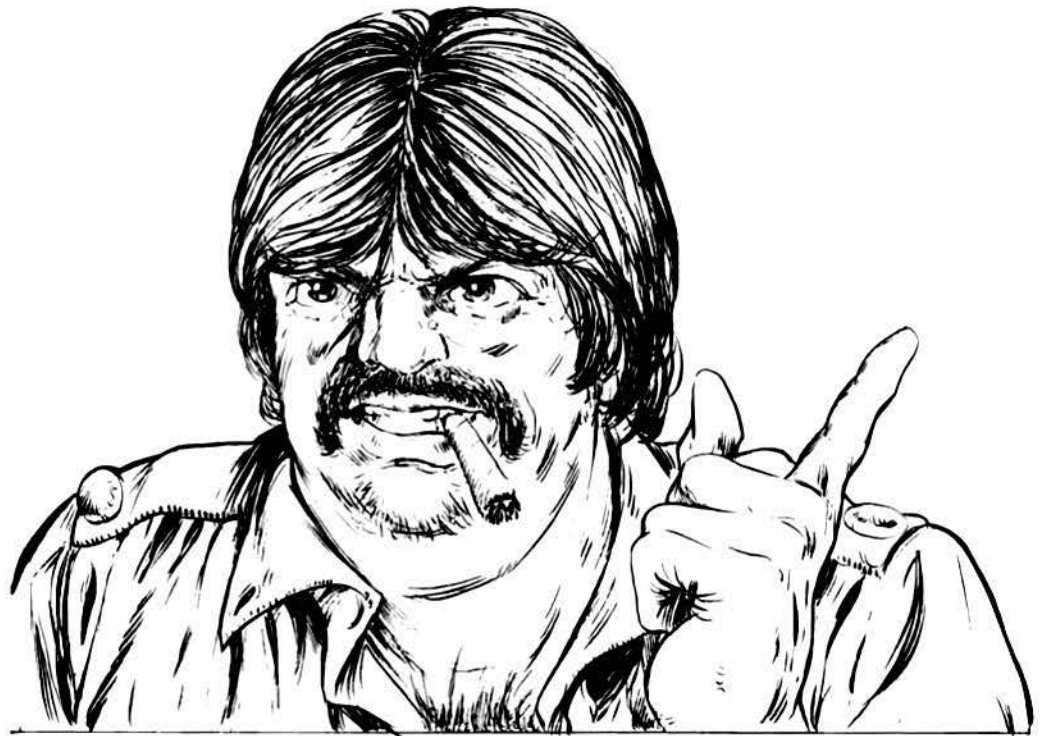
The statuette is made of jade! Go to 12F.

16C You land your last blow, sending your foe to the floor as the door bursts inward. Two guards grin and level their rifles at the man, who you recognize now as your driver. "The pig is looking for money," one guard comments. They haul him off.

The rest of the night passes uneventfully. Go to 24C.

16D You suspect nothing until the dart hits you in the neck. As the world blackens and swims within your vision, you see two fatigue-clad men by the shore waiting for your canoe to drift back to them. You have been captured by the Green Jaguars. Go to 1F.

16E "Alas, I am too low on men to give you any. I could allow you to take our motor launch up the river," he bargains. If you take him up on his offer of the launch, go to 11C. If you wish to wait for the helicopter, go to 24C.



16F You carefully skirt the village and continue through the jungle. Your course carries you in a roughly northwestern direction, the river being left far behind. Your course is difficult, but you find signs that indicate humans had once lived in the area. You find the largest jaguar tracks you have ever seen.

Suddenly you come to a place that had once been a clearing. Before you are the ruins of a temple. Weathered stone blocks form a low pyramid styled after those of the Aztecs. Vines have overrun the structure, and trees have begun to grow, rooted in the temple itself. And there, at the top of the structure, sits a jaguar, twice the size of a Bengal tiger and looking as if it were made of jade!

You don't feel afraid of the animal even as it takes notice of you. Perhaps it is the nervelessness of those about to die? If you would like to shoot at the animal, it is not moving and the range is just over 35 yards. Do your damage and go to 22C. If you simply back out of the area, go to 1E. If you do nothing, go to 9F.



17A You reach the ammo tent and quickly lay your hands on your favorite style of gun. You check and find it is loaded.

From behind you hear a voice and feel a gun barrel jammed in your back. "Put the gun down, pig, or I will shoot you where you stand." The man sounds intoxicated.

Your options are to surrender, where you will be returned to the hut and guarded until you go to 6A; or you may try to make a second-level saving roll on Speed (25 – Speed) to turn and hit the man with your gun at 9C. If you miss the saving roll, your next option is removed from possibility and you will have to surrender or be shot to death. The third possibility is to shoot at the crate your gun is pointed at. A warning on the crate reads: *Danger: HIGH EXPLOSIVE*. This option takes you to 7A.

17B With style that would put a ninja to shame, you sneak up on the guard and kill him (12 a.p.'s). Your nimble fingers make quick work of the rope that holds the door to the prisoners' hut closed. Urging silence, you hustle them out and over to the wall. Everyone gets over, and you lead them through the jungle to the army base, where you use your pack radio to call in a copter to get you out. Go to 15B.

17C You can see the natives ripping open the shirts of the guards they have captured. While you cannot see what is on the chests of the soldiers, you can see that it appears to agitate the natives. Each of the captured guards is slain with an arrow through the chest.

Finally a native gets to you. He rips your shirt open if you are a man, or tears the right shoulder off your blouse if you are a woman. He grunts and you are led off into the jungle where you march for an hour and cross a river before reaching a palisaded hut. Once there you are stopped outside the village while the chieftain of the village comes out to speak with his war chief. The war chief points at you and motions for you to expose your chest or shoulder as before. Go to 12D.

17D Though you resist the Jade Jaguar's attempt to claw into your mind and discover your purpose, it does not matter. "So, you would seek to conceal from me information! I see that there is much wrong in my domain and I must right the balance again. I also sense you do not seek to hamper my efforts, though your lack of trust might make you a tool of the enemy. You will stay here until you are needed."

It completes its statement and you black out. Go to 10E.

17E* With long-legged ease you overhaul him and tackle him. You may do two dice worth of damage to his CON of 12 before he even begins to fight. If you want to kill him, he gets 6 adds and one die for his hands. If you don't try to kill him he will surrender, taking you to 12G. If you kill him, go to 13G.

18A Style you may have, but luck you do not. The guard wheels and covers you. "Move and die," he growls. Others come up and disarm you. You are put in the prisoners' hut to wait for evening. Go to 6A.

18B* The "to hit" number for this shot is 30 (both you and the target are still and it is at night). If you fire on automatic, you can empty a clip but you will have to divide the damage between Professor Jackson and Hernandez. Each has a CON of 12.

If you kill Hernandez alone, go to 24D. If you kill both Jackson and Hernandez, go to 9E. If you miss or the gun jams, go to 19A.

18C If they manage to hit and kill you, you should read 3B for the literary treatment of your demise, or you may simply assume you are dead, which you are. If you are not killed, however, you manage to burst into the jungle and quite by accident you manage to stumble upon a trail. You follow it and it begins to parallel a river. At this point you spot a canoe hidden in the brush beside the river. If you wish to take the canoe and travel upstream, go to 4B. If you wish to continue along this newly discovered path, go to 22E. If you wish to swim across the river, go to 6E.

18D You discover and open, just in time, a secret trapdoor in the floor. You ease it shut after yourself and huddle in the darkness below the ruined building. You hear the men searching the building above you, but their voices are muffled and you cannot make out what they are saying.

They leave. Sensing that they are the only lead to your friends, you wait and then follow their easily discernible trail through the jungle. It leads you to the revolutionaries' headquarters in a palisaded village. Go to 16A.

18E The hand clicks down to 12 and the world erupts. Red waves of fire sweep out and wash over you, reducing your mortal form to a state of total dysfunction. Still, you don't feel you've died and you feel your body floating. You rise above the shattered temple and you hear the voice of the Jade Jaguar. You will yourself towards the sacrificial clearing.

Below where you float you see the great beast stirring. "A sacrifice such as yours deserves some reward. Were your body not consumed I would do for you what I do for them," it says. You drift further up, seeing the wounds on your friends' bodies healing, and they begin to move. Their questions fail to reach your ears as you pass through the tunnel of death towards whatever lies beyond.

Your adventure has ended, but you surely have not failed.

18F The Captain actually proves to be a nice man and a gracious host. His Major-domo, your driver, strangles a chicken for dinner. Despite the heat and the spices in the chicken, you enjoy the meal. The Captain offers you a cigar from Havana and gives you a quick tour of the small camp before steering you to the guest building. "You will not find these accommodations as nice as your home, but I hope they will suffice."

You survey your room and find it rather basic yet livable. It contains a dresser and an army cot shrouded in a tent of mosquito netting. There is an open window and a ceiling fan for circulating the humid air.

With your bones still aching from the jeep ride, you peel your clothing off and flop down onto the cot. You tuck your pistol under your pillow and quickly drift off to sleep.

The sound of someone in your room forces you awake. You slowly open your eyes and see the shadowy form of someone moving around, illuminated only slightly by the light of a nearly full moon. If you wish to let this person know you are awake by cocking your gun, go to 13A. If you would like to launch yourself out of bed and attack this person hand-to-hand, go to 7D.

18G Your gun laps flame but he dives back into the brush and disappears. You waste no time pursuing him and push on, discovering a trail which leads west. Go to 22E.

18H Your shot carries Hernandez back and he falls from the structure, the fall killing him if your shot did not. The image of Itzaplotl wavers and disappears with the death of her high priest. You advance to the pyramid. Go to 6B.

18J Although Itzaplotl is a demon of Aztec origin, the amount of damage you do impresses her. Pieces of her skull are blown free from her head, her obsidian tongue is pulverized, and her body is punctured in vital spots. She stops and begins to gather up the various pieces of herself, giving you time to escape. That is lucky because you suddenly hear the tramp of booted feet coming to investigate the crash and sound of gunfire. An even half-dozen revolutionaries in green fatigues and berets enter the clearing you have just passed through in your flight. If you wish to attack them, go to 21A. If you wish to head off in the direction they came from, go to 3A. If you wish to follow them, go to 7J.

18K* A rain of lead death shreds the jungle around you. Natives pitch and reel as bullets knock them flying. You manage to trigger off some return fire and hear screams of pain as a result, but their pain certainly could not match the pain you are currently feeling. You stumble and fall. You are done.



19A* You throw the gun down with a snarl, a human snarl, and watch as Itzpaplotl deals the Jade Jaguar a blow that sends it reeling. High on the pyramid Juan Hernandez undergoes a strange transformation into a male version of Itzpaplotl, from skull head and wings to taloned hands and feet. Recognizing you as the greatest threat to his mission, he launches himself at you.

In this form his CON is 12, his Strength is 18, and he gets 6 combat adds. His taloned hands and feet are worth 4 dice in combat and his Speed, because he is flying, is effectively 18, though he does not know any martial arts.

"If you kill him you shatter her power forever," the Jade Jaguar calls to you weakly. Fight. If you kill him go to 22F.

19B Itzpaplotl, the obsidian knife butterfly is one of the most feared demons in all of Aztec legendry; welcomes your personal sacrifice. Her tongue licks out in a fatal kiss, and your skull will join those she keeps to decorate her ceremonial loincloth. For you this adventure is done.

19C You round a corner in the trail and see Juan Hernandez up to his waist in quicksand. "Help me!" he pleads. He's slowly being sucked down to his death. If you stand by and watch him die, go to 13G. If you help him out of the quicksand, he will surrender and you can go to 12G.

20A You duck behind cover and watch as the stone serpent's head vomits a gout of flame. The force of the explosion lifts the parts of the ruin into the air and scatters them haphazardly around the clearing. Somewhere you can hear the death shriek of Itzpaplotl. You have succeeded.

Of course all of your friends are dead, so that means you won't collect the \$5,000 you were going to get for their rescue. You have, however, gotten 600 a.p.'s for this adventure. Your adventure is finished. You make it home easily, the government picking up your expenses for ridding them of Hernandez, despite the fact you destroyed a historical ruin in the process.

20B You leap towards the pyramid, a feline scream of rage announcing your intention to destroy him. Two revolutionaries step before you to bar your path, their guns blazing. Their fire has no effect upon you; the look of horror on their faces is something you erase with taloned swipes. Both of them go down, stone-cold dead. Hernandez, though, with the time bought by the sacrifice of the two men, has escaped.

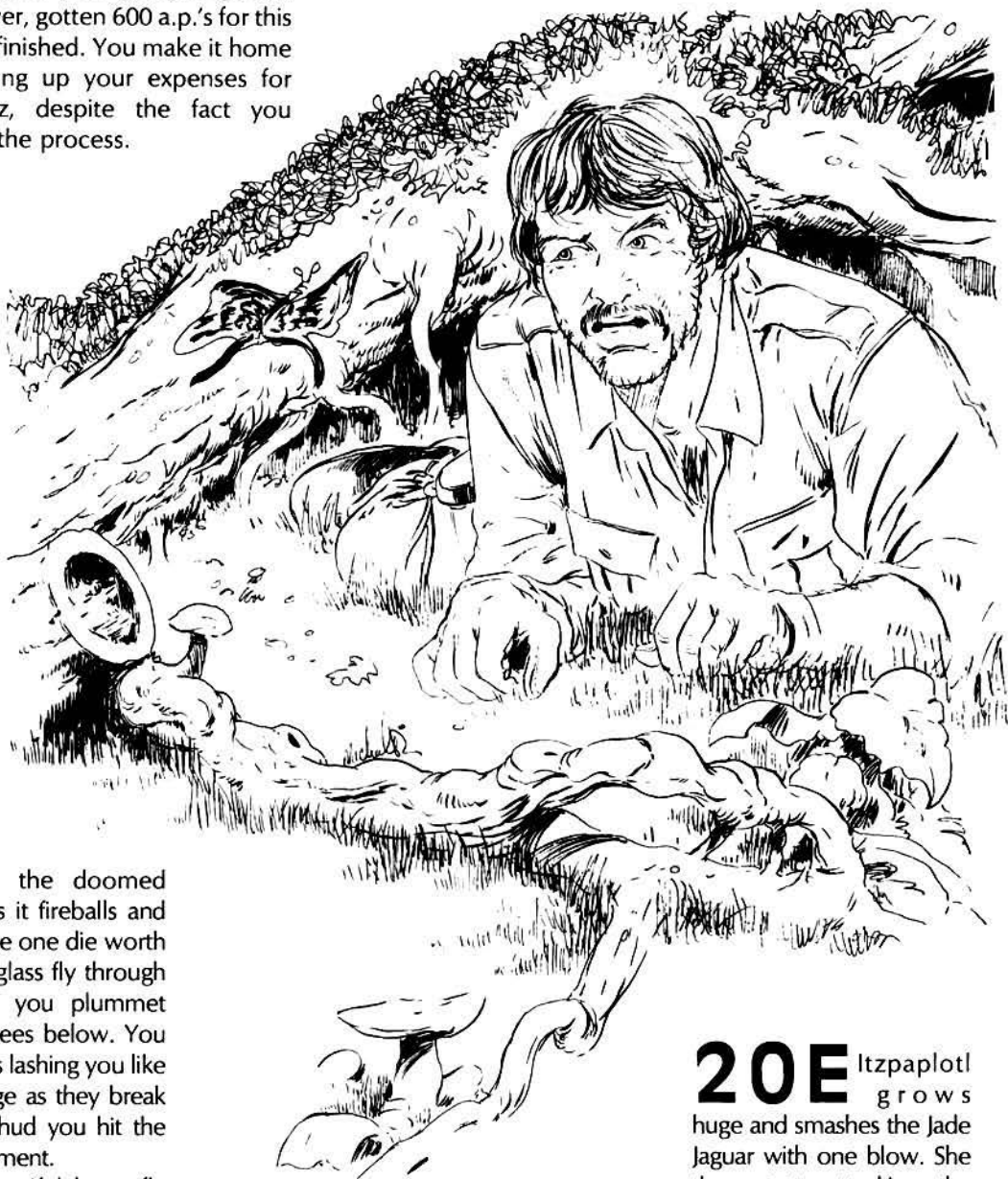
If you wish to pursue him, go to 13H. If you stop and free Jackson, go to 12J.

20C* You clear the doomed craft just as it fireballs and crashes into the jungle. You take one die worth of hits as pieces of metal and glass fly through the air around you, and as you plummet through the branches of the trees below. You fall about fifty feet, the branches lashing you like whips but inflicting little damage as they break your fall. With a bone-jarring thud you hit the ground and black out for a moment.

Your head clears as a beautiful butterfly floats past you. Ten yards to the right the butterfly lands and changes. The wings remain and grow, but the body becomes that of a human female, almost. Her head is a skull, her fingers end in jaguar claws and her toes are the talons of an eagle. Her tongue, an obsidian dagger, licks out as she beckons you to join her.

If you go to her, go to 19B. If you decide to shoot her, she's at 10 yards distance, is human sized, and is not moving. Figure your damage for one round. If you do less than 50 points of damage, go to 2J. If you do 50 hits or more in one round, go to 18J. If you just wish to run like hell, go to 15J.

20D You step back into the clearing and now you notice the change. Whereas you heard the revolutionaries dragging Finster off before you entered the circle, you hear nothing of the outside world once inside it. The Jade Jaguar is once again on top of the pyramid temple. It lazily glances in your direction, and you feel helpless. Go to 9F.



20E Itzpaplotl grows huge and smashes the Jade Jaguar with one blow. She then starts attacking the jaguars, who become natives when they are slain. You watch horrified; then

the Jade Jaguar beams a last thought into your brain.

You see a picture of an explosive device, located on the body of one of the fallen guards. It looks like a satchel charge. Then you see a picture of another ruins, west of this clearing. There is an entrance into it, and beyond a passageway there lies a quartz heart, pulsing out a red life. You know to destroy it is to destroy Itzpaplotl. You find the device and run off while she is occupied in her killing. Go to 13F.

21A Let us reflect for a moment upon the frailties of the human body. There are six of them and one of you. Now if each of them is armed with a submachinegun, and they all are, they can fill the air with six times as many bullets as you can. Can you take that much damage? I thought not.

In the interest of fun, and because setting up the parameters for a firefight and fully exploring the logical consequences of your survival of such a fight would be a bother, let us say reason prevails and you reconsider your attack. Now if you would like to follow the revolutionaries, go to 7). If you would like to head in the direction they came from, go to 3A.



21B Your warcry sounds like the scream of a jaguar. You leap from the brush and attack the man. Your right fist crashes into the side of his head. With a sharp snap, his neck is broken and your fist leaves claw marks as though your hand was a paw. All around you revolutionaries are falling to the attacks of the jaguars who had come with you.

At the base of the pyramid you see a strange sight. The Jade Jaguar is locked in mortal combat with Itzpaplotl, the skull-headed, butterfly-winged woman known for human sacrifices in Aztec mythology. Her taloned hands and feet rip at the Jaguar, yet it deals back even more savage blows.

Hernandez is stunned for a moment. You may scoop up the UZI from the man you have slain and shoot Hernandez, 18B, or you may stand back and watch him kill Professor Jackson, 1A, or you may launch yourself in an attack upon him at 20B.

21C* The guard is so intent upon getting his gun out that your first blow decks him. You drop to one knee and get his UZI ready to fire. "Move and Hernandez dies!" you call out.

Make a first-level saving roll (20 – attribute) on either your Luck or Charisma, whichever is higher, modified by your Confidence skill. If you make it, they surrender to you to save their leader. You will get 500 a.p.'s, \$5,000 for freeing your friends, and \$10,000 for the capture of the revolutionaries. If you miss the roll they shoot you dead, though it should be added that you manage to take several of them with you.

Either way this adventure is over for this character.

21D You enter the clearing and skid to a halt. The jaguar has leaped from the top of the temple and now stands before you. It is huge, easily twice the size of a Bengal tiger. The natives behind you drop to their knees and kowtow to the great beast.

It speaks to you and them, each in your own tongue, yet makes no real sound. Its message is broadcast telepathically. "There is much amiss in my domain. You know of it and I wish it to be stopped. There are great powers at play and I need your help. Destroy those who pretend to work in my name."

One of the natives steps forward and you see a strong resemblance between him and your driver! "Come with me to the village of my people. Tonight, when the false ones are preparing their sacrifice, we will strike."

They lead you back to their village, everyone showing great deference to you. There you see a wooden jaguar statue covered with copper plates which have begun to tarnish into the green shade you saw on the Jade Jaguar. Darkness falls and the natives turn in the direction of the great statue to pray. Their religious duties completed, they file from their palisaded village and towards the sacrifice you were commanded to end. Go to 3G.

22A* His CON is 15 and your “to hit” number at this range is 10. You’ll have time to pump three shots into him, if you must, before his guards kick down the door. The sound of gunfire fills the office, and the scent of gunpowder mixes rather complementarily with the smell of blood (for literary reasons we will assume guns to not jam at this time).

His guards burst through the door and face you with leveled M-16 rifles. There are two of them and they look confused for a moment. If you would like to talk your way out of this mess, make a first-level saving roll on the average of your IQ and Charisma. This may be modified by adding one point if you speak Spanish, and you may add your level in Confidence as well. If you make the saving roll, go to 9A; if you miss it go to 13D. If you decide to shoot it out with them, go to 2B.

22B Once you have set the timer you realize you have several problems to deal with. First roll one die to determine what the time increments of the clock are:

- 1) 5 seconds per number
- 2) 10 seconds per number
- 3) 15 seconds per number
- 4) 30 seconds per number
- 5) 1 minute per number
- 6) 5 minutes per number

To determine the amount of time you have, multiply the number you set the timer to by the time increment. You will need at least 30 seconds to clear the blast radius. If you have less than 30 seconds on the clock, go to 12E. If you have between 30 seconds and 5 minutes before the blast, go to 7K. If you have more than 5 minutes before the blast, go to 2F.

22C Your bullets hit all around the green cat, yet fail to strike it no matter how well you aimed. The great beast lazily rises, yawns, and runs from your field of vision off the back of the temple.

Your gunshots, however, appear to have attracted some attention. You hide yourself. Into the temple clearing come three men in green fatigues leading a fourth man who is bound. You recognize the fourth man as Herman Finster, the chinless assistant of Professor Jackson. He appears to be babbling mindlessly about some dream he had.

One of the Green Jaguar revolutionaries draws a gun and places it to Finster’s temple. He eases back the hammer and Finster begins to cry. He collapses to his knees. The three Green Jaguars laugh out loud.

If you want to stand and watch them execute Finster, go to 3C. If you wish to try and shoot the three men, autofire is out since it would doom Finster as well; go to 15C. If you want to rise, level your gun at them, and call upon them to stop, go to 9D.

22D You think of a brilliant plan. Juan’s revolutionaries are made up of members of both sexes, so slipping into clothing from their tents, will allow you to move through the lightly guarded camp.

With the ease of a thief and the stealth of a cat, you drop into the camp and slip into an unoccupied tent. No one bothers you as you change, and in your new attire you stroll easily towards the ammo tent. Just as you come into sight of the tent, Hernandez steps from his.

Make a first-level Charisma saving roll (20 – Charisma), but subtract your skill level in Acting from your Charisma. In this case you do not want to be noticed, and your acting skill, employed in acting naturally, will help you miss the saving roll. If you make the roll, go to 24C. If you miss the roll, go to 4A.

22E* You are not the greatest tracker in the world, but you do notice certain things on the trail you follow. First of all you find a plastic nasal spray container off to the side of the trail. You know that Professor Jackson’s assistant Herman Finster always uses the stuff, so you imagine you are on the correct trail. You also note barefooted tracks over the booted tracks of those you seek. Lastly, you note tracks of a jaguar, a jaguar that must be bigger than any cat you’ve ever seen or heard of.

The pathway begins to move away from the river, gently curving to the south. The branches of the trees flanking the path interconnect and form a leafy roof above your head. The air is heavy and humid, and live with insects.

Make a first-level saving roll on Luck, as modified by Environmental survival: Jungle. If you make it, go to 1D. If you miss it, go to 3D.

22F You stand over the body of Juan Hernandez, and it returns to its human form. The world swims before your eyes for a moment and then clears. Professor Jackson, from where she is bound, calls your name in surprise. You turn to face her and see native villagers where you expected to see the jaguars who fought alongside you.

Your compatriots are freed and escorted back to the native’s village. There they give thanks to a copper-plated wooden jaguar idol before they host a feast in honor of you and your friends. All those whom you have rescued press you with questions of how and why and did we see what we thought we saw, but somehow you are reluctant to discuss your experience with them.

“You were drugged,” you hear yourself telling them. “It was brainwashing. Don’t worry, it’s over.” The villagers repeat your explanation, and the bass scream of a huge jaguar punctuates it.

You all manage to return to civilization. You are paid a fee of \$5,000 for your successful mission and you have earned 500 a.p.’s. You have won.



24A You get an uneasy feeling and paddle close to the shore. Once secure in cover, you see two men in green camouflage fatigues moving through the jungle. One holds a blowgun. Neither of them see you and they move off.

Luck is with you. You beach your canoe and successfully backtrack the careless trail they are leaving. You soon discover the village base of the Green Jaguars. Therein are your people. Go to 16A.

24B You lean across the desk and he attempts to melt into his chair in an effort to escape you. You manage to get a handful of his shirt, but his massive frame refuses to leave the chair. Instead his shirt parts with a loud ripping sound, his olive-skinned chest bearing an emerald tattoo of a snarling jaguar face. He screams in terror; you hear the sounds of the guards approaching.

If you wish to draw your gun and blast him, go to 22A. If you wish to hold him hostage and threaten his life when the guards arrive, go to 10D. If you decide to escape through the window behind him into the jungle, go to 9C.

24C* Early in the morning of the next day, the helicopter arrives. The Captain quickly introduces you to the pilot and wishes you luck. Without further ceremony you take off.

The view from the helicopter is exciting. The river glints up at you through the green jungle canopy below. Birds with brilliant plumage take wing as you pass by and troops of monkeys scold you from their high perches. Then you notice sunlight reflecting off something metal.

You hear the staccato thunder of a machinegun firing and the canopy of the helicopter spiderwebs. The pilot is hit and he loses control of the copter. If you have Helicopter Piloting, make a second-level IQ saving roll (25 – IQ) modified by your pilot skill, to keep the aircraft flying. If you make the roll, go to 7H. If you miss the roll, or if you do not have Piloting skill, make a second-level Luck saving roll (25 – Luck) modified by your Acrobatics skill. If you make it, go to 20C. If you miss the roll, you fail to jump clear of the helicopter and are incinerated when it crashes and explodes.

24D The bullets rip through the leader of the Green Jaguars and smash him to the ground. The image of Itzaplótl wavers and dissolves as life drains from Hernandez. The rest of the revolutionaries, those living, raise their hands and surrender. The jaguars pad off.

You release Professor Jackson and the rest of her party. The revolutionaries are tied up and all of you march back to the Green Jaguar base camp where you radio for a helicopter to carry you all out.

You have succeeded and are awarded 500 a.p.'s as well as a fee of \$5,000 for rescuing the party. You have won.



24E You find no hiding place so you slip out the shattered door and roll beneath the steps of the building. The revolutionaries search the building and then leave. You wait until they are out of sight then you head into the jungle yourself. You discover a trail leading west and come to a point where it begins to parallel the river. You see a canoe hidden in the brush at the river's edge.

If you wish to take the canoe and go up river, go to 4B. If you wish to continue following the trail west, go to 22E. If you want to swim across the river, go to 6E.

24F The three men advance and accept your surrender. One steps quickly behind you and smashes you in the back of the head with a blackjack. The world spins amid the stars you see, and you collapse. Go to 1F.

24G Juan wheels and levels a gun at you. "Nice try, but it failed." With the barrel of the pistol he waves you back to the prisoners' hut where you are held until evening. Go to 6A.

Espionage!™ Conversions

by George MacDonald

Using an *Espionage!* character in “The Adventure of the Jade Jaguar” is slightly more work than using a MSPE character. Any time you come to a numbered paragraph with an “*” next to the number, use the special conversions on this page to calculate success or failure.

Unless otherwise specified, any time a character or creature is mentioned in Jade Jaguar assume all eight primary Characteristics are 10, and that its figured Characteristics are equal to their basic values. The characters will have Familiarity with their weapons, but no levels. They will have a CV of 3.

Whenever a Saving Roll is called for, *Espionage!* characters should make a Characteristic Roll. Unless otherwise specified, IQ Saving Rolls become INT Rolls; Speed Saving Rolls become DEX Rolls; and Luck Saving Rolls become DEX Rolls. Second-level Saving Rolls are equal to Characteristic Rolls at -2.

Stealth will be complementary to the Characteristic Roll whenever Ambush is a modifier to the Saving Roll. Survival Skill is complementary to the Characteristic Roll whenever Environmental Skill is a modifier.

In terms of time scale, 1 MSPE round is equal to 1 *Espionage!* Turn which is equal to 12 seconds.

Espionage! characters are more rugged, and less likely to die than MSPE characters. When a MSPE character

would die by blowing a Saving Roll, an *Espionage!* character might survive a blown Characteristic Roll. The modifications to the paragraphs listed below will sometimes list an attack where the paragraph says to kill the character. Apply the attack against the character normally and check the results below.

If the character isn't knocked out by the attack, go on to the next listed paragraph as if the character had made his Characteristic Check. Keep track of how much damage he has taken. If there is no other paragraph listed, the character will drag himself out of the jungle, defeated. He'll get 1 Experience Point.

If the character survives the attack but is knocked out, he will awaken in a government hospital with a Red Cross nurse sponging his forehead. He'll have been defeated, his friends are dead, and the country will be in revolution. He'll get 1 Experience Point and a grilling from his superior.

If the character wins the adventure, he'll get 1 Experience Point for every 200 a.p.'s a MSPE character would get. He'll also get 1 Brownie Point for every \$5,000 he would get if he were independent. CIA agents are not allowed to keep the money.

The following are special conversions and rolls necessary for different paragraphs. They are listed by the number of the paragraph they are connected with.

1B: Hernandez is normal, the Razor does 1d3 Killing damage.

1D: Anaconda is STR 20 when holding, DEX 15, CV 5, and does 1d6 Killing with its bite.

2J: You may also go to 15J if you have any extra inches of running.

2L: Acrobatics is complementary. If you blow it, you get attacked with OCV 8 autofire, 1d6+1 Killing damage.

3A: Use a Perception Roll instead of an IQ Saving Roll.

3D: Anaconda is STR 20 when holding, DEX 15, CV 5, and does 1d6 Killing with its bite.

3G: Use a Perception Roll.

3J: Arrow attack consists of 3 attacks, OCV 4, 2d6 Killing.

3K: If your character has any Luck and rolls any sixes, go to 10C.

5A: Use a Stealth Roll. If you blow it, the guard fires his UZI Burst fire, Range 6”.

6G: Arrow attack consists of 3 attacks, OCV 4, 2d6 Killing.

7A: Take 10d6 Normal Attack from explosion.

7D: Enemy has PD 5 and has Boxing (3d6 with Martial Punch).

7E: You are DCV 0 and the arrow attack consists of 3 attacks, OCV 4, 2d6 Killing.

7G: Use a Perception Roll.

7H: Use a Perception Roll.

7K: Hernandez is now DEX 8, CV 3, STR 18, and has an infinite Stun. If he grabs you and then makes a STR Roll vs. your STR, he gets past.

9A: Use a Perception Roll.

9D: All are INT 8. If they blow their INT Rolls, they'll move but be DCV 0 because you have the drop on them. Range is 16”.

9G: You are considered dodging, and they are firing single shot. You will be out the window and on to Paragraph 3H on your second move.

9H: You can suddenly do 1d6 Killing with your bare hand (paw?), +1 for every 5 STR you have over 10. Hernandez is DEX 14, CV 5, and does 1d6+1 with his claws.

10E: You may Brace and Set for the shot. The Range is 20”, his DCV is 0, you are -2 OCV due to the darkness.

10F: Both Guards are PD 5 and have Boxing (3d6 with Martial Punch).

10G: Use a Perception Roll.

10H: If your character has any Luck and rolls any sixes, go to 13B.

12D: Sleight of Hand is a complementary skill.

12H: Hernandez has a normal dagger.

15C: You get first shot at range 16”. They will go for ½ concealment after your shots. They have Colt Python .357 Magnum Pistols.

15E: Hernandez makes an INT Roll vs. your INT Roll.

15H: If you stun the guard, you can take his UZI.

16A: Use a Stealth Roll.

17E: You execute a flying tackle; he is DCV 0 because of surprise.

18B: Both targets are DCV 0. You are -1 (-3 on Burst or Autofire) OCV for Range. If you use Burst or Autofire, you must make an Attack Roll against both targets.

18K: You are DCV 0 and gunfire consists of 3 attacks, OCV 4, 2d6-1 Killing.

19A: Hernandez is DEX 14, CV 5, and does 1d6+1 with his claws.

20C: Take ½d6 Killing shrapnel from explosion. The butterfly lady is at Range 5”, DCV 0. If you do 20 Body or more, go to 18J; if you do 19 or less, go to 2J.

21C: If you roll 10 or higher on a Presence Attack, they will surrender. Remember surprise modifiers to Presence Attack.

22A: He is DCV 0, and you will have 1 Turn before the guards burst in.

22E: Use a Perception Roll.

24C: If you have Transport Skill Helicopter, you may make a Combat Vehicle Operation Roll at -2 to control the helicopter.

Adventure Design Questionnaire

1. Would you like to see solo adventures created for: spies
 detectives
 mercenaries
 adventurers
 all of the above
2. What are places and/or time periods you would like to see as settings for MSPE adventures?
Examples: WWII, Holmes' London . . .
3. Would you like to see adventures blocked into a particular time slot, like WWII or Prohibition? If not, would having such adventures bother you?
4. Because it takes time to create a MSPE character, should we do without "sudden death" paragraphs, or would their absence detract from the excitement?
5. What game system did you use with this solo: *Mercenaries, Spies, and Private Eyes* or *Espionage*? Do you like the idea of designing the solos to be playable with both systems?

DATE: _____

Thank you for answering this questionnaire. When you're done, just make a copy and mail to:

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THE ADVENTURE OF THE JADE JAGUAR

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"The Adventure of the Jade Jaguar" is a solitaire adventure designed for use with contemporary role-playing adventure games, especially *Mercenaries*, *Spies and Private Eyes*[™] (produced by Blade, a division of Flying Buffalo Inc.) and *Espionage!*[™] (produced by Hero Games).

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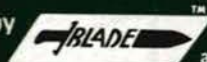


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