

THE EYE OF KILQUATO!TM

*STARRING BUCK SAVAGE, VIRGINIA
DARE, DANNY DARE, PROFESSOR
GOLD, AND KATOR THE APE BOY!*

*WRITTEN BY
SAVAGE SHANE HENSLEY!*

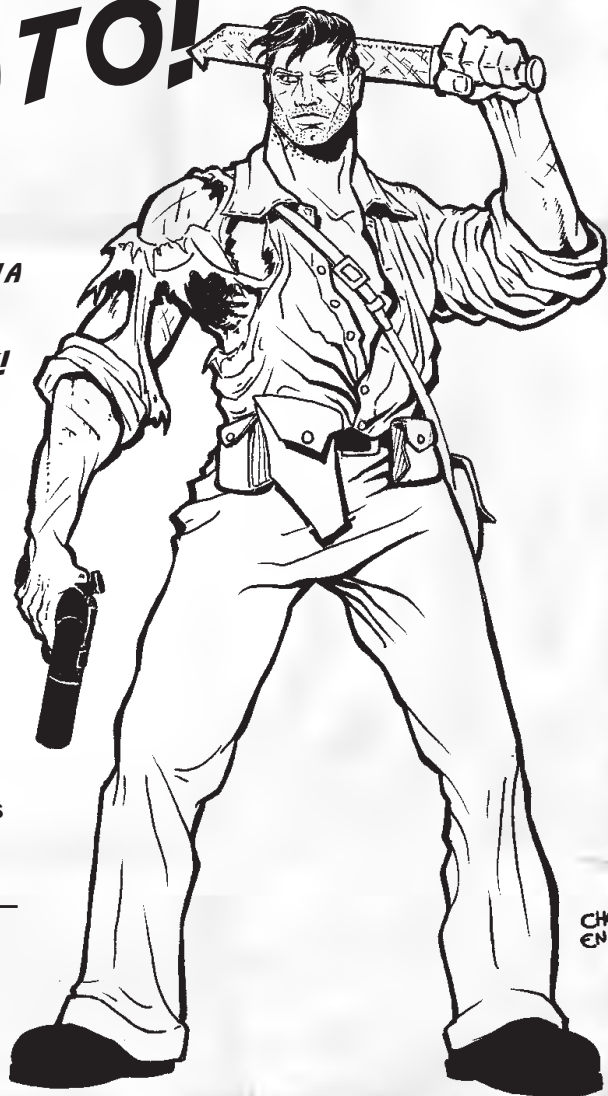
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CHEY
ENNE



You can't make your own heroes without the full *Savage Worlds* rules, so here are five fully developed Seasoned characters for use with this exciting adventure—*The Eye of Kilquato!* Grab the character sheet off our website, fill in the blanks, and get playing!

If you'd rather use heroes of your own creation, you'll have to have the *Savage Worlds* rulebook. Start with a standard character, then level 4 times until your adventurer is Seasoned. His starting XP should be set to 20.

Arcane Background (Miracles) and Weird Science are appropriate for the pulp setting, but effects from the good

guys powers tend to be either very subtle or explainable by modern "science." A *bolt* cast by a preacher, for example, would not be an actual bolt of anything, it simply causes the target to momentarily seize up and bleed from the nose (or snout, or whatever!)

Weird Science can be a little flashier as their devices are simply "modern technology."

YOUR FIRST TIME

Those of you who are new to *Savage Worlds* need to grab the *Test Drive* rules off our website at WWW.PEGINC.COM. You'll also need the Edges and Hindrances Summary Sheet to make use of your characters' special abilities!

If you like what you see here, be sure to check out some of our other awesome fan adventures as well—most of which were written by guys and gals just like you! Look for tales of horror, science fiction, epic fantasy, and two-fisted pulp action!

BUCK SAVAGE

Buck was forced to college by his father, a former boxer who legally changed his name to "Savage" for his career. He wanted a better life for his son though, and forced him to go to college in New York City. Buck went just long enough to get involved in a few anthropology digs, but it soon became obvious that finding treasure and fighting off competitors was more suited to Buck's nature.

Now Buck travels the world, searching lost treasures and giving them to the museums of the world—in exchange for a small finder's fee, of course. He's deeply in love with Virginia Dare, but his surly nature keeps ruining any chance he might have to make their partnership "permanent."

Rank: Seasoned (23XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

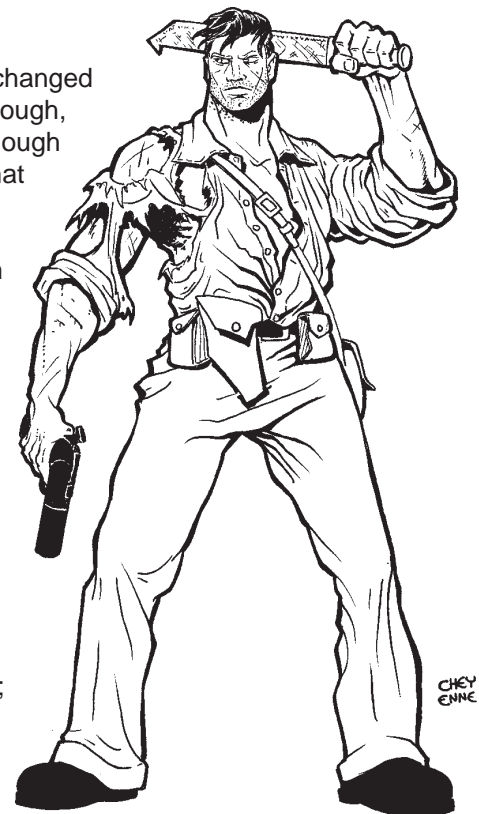
Skills: Climb d6, Fighting d8, Guts d6, Intimidation d6, Notice d4, Shooting d8, Stealth d6, Survival d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Heroic, Mean, Stubborn

Edges: Combat Reflexes

Gear: Machete (Str+1), Tommy Gun (Range: 12/24/48; Damage: 2d6+1; RoF: 3; Shots: 50), two 50 round drums of .45 caliber ammo, large knife (Str+1), pack with spare clothes, two weeks of C-Rations. (Load Limit: 50; Current Weight: 39; Penalty: 0).



VIRGINIA DARE

Virginia's parents raised her to be a dancer, but her tomboyish nature often got the better of her. More than one boy who was too forward with her received a broken nose. By the age of 21, the bored socialite decided to visit her brother Danny Dare, who was then chronicling an expedition to Egypt. She became embroiled in an incredible fight against an ancient mummy, and ever-after has become a renowned tomb raider.

Virginia met Buck Savage during this same adventure, and formed a love-hate relationship with him. The two know they're destined to be together, but their stubborn natures have so far kept them from cementing the deal.

Rank: Seasoned (21XP)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

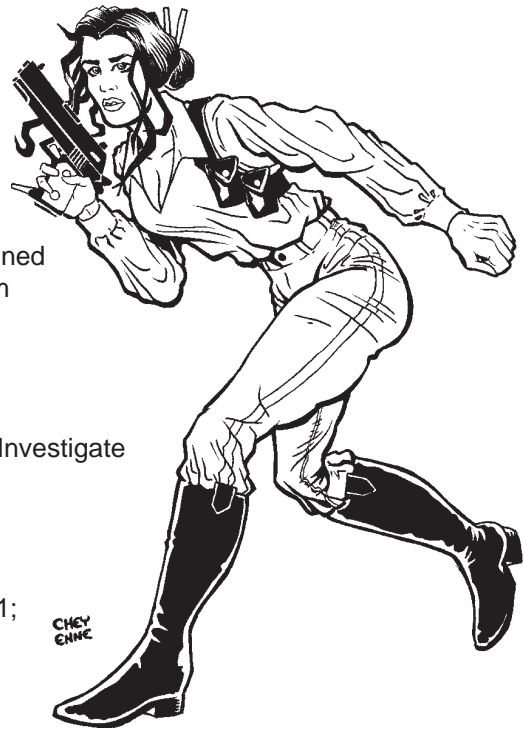
Skills: Boating d6, Climb d4, Fighting d6, Guts d6, Intimidation d6, Investigate d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Curious, Loyal, Stubborn

Edges: Attractive, Danger Sense

Gear: Machete (Str+1), .32 pistol (Range: 12/24/48; Damage: 2d6-1; RoF: 1; Shots 6), two spare cylinders (6 shots each); large knife (Str+1), pack with spare clothes, two weeks of C-Rations. (Load Limit: 30; Current Weight: 24; Penalty: 0).



DANNY DARE

Danny is Virginia's kid brother. He's a gifted writer and journalist, and sometimes follows his sister around on her expeditions. His stories are known for their wild embellishments, but far more of them are truer than his loyal readers actually know.

Danny isn't much for action—he prefers to think his way out of bad situations. He's no fool though, so he keeps a .32 safely holstered on his hip for emergencies. He prefers to aim before firing the weapon to increase his chances of actually hitting something.

Rank: Seasoned (20XP)

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Guts d6, Healing d6, Investigate d8, Knowledge (History) d8, Knowledge (Spanish) d8, Notice d6, Persuasion d8, Shooting d6, Stealth d6, Survival d4

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Bad Eyes (Minor—Danny wears glasses which have a 50% chance of falling off when he's wounded); Curious, Doubting Thomas

Edges: Alertness, Level Headed

Gear: Machete (Str+1), .32 pistol (Range: 12/24/48; Damage: 2d6-1; RoF: 1; Shots: 6), two spare cylinders (6 shots each); large knife (Str+1), camera, 5 rolls of film (20 pictures each), pad and pens, dime novel, pack with spare clothes, two weeks of C-Rations. (Load Limit: 30; Current Weight: 29; Penalty: 0).

DOC GOLD

Buck contacted Doc Gold a few years back when he was looking for a suit that could venture into the depths (to find the lost city of Atlantis). The English inventor hasn't been able to perfect that invention yet, but he's working on it. In the meantime, the two have struck up a working relationship. Doc Gold accompanies Buck on some of his expeditions and whips up his miraculous Wonder Tonic (healing salves), and gets a share of the loot to further fund his research.

Doc Gold doesn't believe much in "tribal superstitions" like the *Eye of Kilquato*, but he is anxious to field test his latest gizmo—the Electromagnetic Dischargement Apparatus. Buck annoys the hell out of the scientist by constantly calling it a "lightning gun."

Rank: Seasoned (23XP)

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Guts d6, Healing d6, Investigation d6, Knowledge (Science) d10, Notice d8, Repair d6, Shooting d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious, Doubting Thomas, Stubborn

Edges: Arcane Background (Weird Science), Gadgeteer, New Power (Bolt)

Powers: Bolt (*Electromagnetic Dischargement Apparatus*), Heal (*Doc Gold's Amazing Wonder Tonic*); (Power Points: 10)

Gear: Electromagnetic Dischargement Apparatus (lighting gun—his bolt power), pack with spare clothes, two weeks of C-Rations.



KATOR THE APE BOY

Buck and the crew discovered Kator on a trip deep into darkest Africa less than 6 months ago. Incredibly, Kator seems to have been orphaned in the jungle and raised by apes! He is incredibly tough and strong, and quite intelligent as well, though his lack of education makes him seem savage and ignorant. He speaks broken English now—"Kator want candy bar!", and has only begun to learn to write his name.

He's quite eager for combat and ruthless when he wins. The Law of the Jungle frequently conflicts with the Dare's more "civilized" ways.

Kator loves Virginia as well, and often conflicts with Buck over it. Virginia loves Kator in a motherly way, but the mixed signals confuse the unsophisticated ape boy.

Rank: Seasoned (20XP)

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Guts d6, Notice d6, Survival d10, Stealth d6, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: All Thumbs, Clueless, Outsider

Edges: Acrobat, Alertness, Frenzy

Gear: Spear (Str+2; Parry +1; Reach 1), loin cloth, pouch full of various goodies—like nuts and grub worms. (Load Limit: 40; Current Weight: 5; Penalty: 0).

SCENE ONE: RIVER RATS

The scene begins at the Metropolitan Museum of Art in New York City. The date is July, 1939. Buck and Virginia have been asked to venture to South America and look for the fabled Eye of Kilquato, and have wired their friend Doc Gold in England to accompany them. The museum won't allow Kator to stay unsupervised, so he's going as well. Danny Dare is also in town and ready for another epic tale to tell.

Allow Buck, Virginia, Danny, and Doc Gold to make Investigate rolls. (Buck isn't going to be very good at it—but he might get lucky.)

Should anyone succeed, they find some scant information about their quest. The Eye is a massive yellow jewel—perhaps a garnet—found in the statue of a giant crocodile in a primitive ruin somewhere in Brazil. There's no mention of two eyes, by the way—only the one. Spanish missionaries reported the Eye's existence in the late 1800s. They say only that they were somewhere in the southeastern region of the Purus River when they discovered the ruins.

A raise on the Investigation roll actually locates the missionaries' report in the archives. It's in Spanish and the handwriting is very poor, but a Knowledge (Spanish) roll can just make out the following in addition to the information already learned: "...holds the Eye has complete...over all reptiles." (The text actually reads: *The Indians claim that whoever holds the Eye has complete dominion over all crocodiles.*)

The museum's curator, Dr. Thomas Wetmore, has arranged for a flight to the Brazilian city of Belem. A boat named the *Amazonia* will be waiting for them there. The expedition is to take the boat down the Purus to the small village of Pinobe. The locals have legends of a terrible Crocodile God, which may hint that the ruins are nearby.

Whatever supplies and stores the party might want can be bought from their expedition budget of \$1000 US.

BELEM

The flight from New York City first stops over in Dallas, Texas before heading to Mexico City, then Brazil. It's a bumpy ride through the night, but without incident, and the plane touches down in Brazil around 10am on a sunny Wednesday morning.

Belem has no airport, but the pilot sets down in a small airstrip to the south. From the air, the heroes can see Belem is a ragtag collection of buildings interspersed with ramshackle hovels of tin and other scavenged materials. North of town stretches the mighty Amazon. It snakes up to the northwest and out of sight into the lush jungle of the rain forest.

After disembarking, the pilot heads to the local cantina for lunch and a drink.

The party should head for the docks to find their boat, though they can also buy any last minute supplies from the locals if they'd like (at about twice the usual price for any manufactured goods).

At the docks, the heroes see a crate of goods—mostly dried meat, some camping and excavation tools, and other supplies. Guarding the boat is a single Brazilian, Jose Ortiz, armed with a rifle. Jose has been given a description of the group, so he greets them with a nod and says "Welcome to Brazil. This is your boat." Jose is an honest man, so all of the group's supplies are intact.



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See www.greatestplaces.org



THE AMAZONIA

RIVER PIRATES

As the group is loading their wares onto the boat, a band of five seedy men approach. These are river pirates led by Manuel "Manny" Fiorito. Manny is a big, crude brute who has set his eyes on the beautiful Virginia. He approaches with his men and says "Ola, seniorita. You look like you could use a big strong man." He glances at the other members of the party and grins, attempting to overawe the gringos with his machismo.

What happens next is up to the group. Manny is looking to A) score with Virginia (which even he knows is impossible), B) make a little money sloooooowly loading the boat, C) find out where the group is going so that they can follow them and steal their boat, or D) beat up some gringos.

If things degenerate into a fistfight, the pirates are more than happy to oblige. They aren't interested in killing anyone (not here, anyway) or getting killed. If someone pulls a weapon, Manny backs away, calls the heroes dirty names, and says he's going to go get the police (he won't, of course).



This big bruiser is looking for a score. He and his band drank away the last of their ill-gotten gains. The *Amazonia* and its cargo would provide several months of booze and broads.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Boating d8, Fighting d10, Guts d8, Notice d6, Repair d6, Shooting d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Bloodthirsty, Mean

Edges: Brawny, Nerves of Steel

Gear: Large knife (in ankle holster) (Str+1)

RIVER PIRATES (4)

These scum follow Manny's lead. They're currently unarmed, but won't be later in the adventure!

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Fighting d8, Guts d6, Notice d4, Repair d6, Shooting d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean

Edges: —

Gear: None

THE CHASE!

The pirates defeated, the expedition is ready to set out west down the Amazon. A few hours after they do, have everyone make Notice rolls. The highest roller notes a large boat following a few hundred yards behind and closing fast. This is Manny and his river pirates.

The scum have an arrangement with the local military commander and so have a very fast, maneuverable boat armed with a Maxim machine gun!

If you have the *Savage Worlds* book, this is a great chance to try out the Chase rules. The Range Increment is 5", and Manny is the boat's pilot. The heroes' goal is either to escape the pirates or defeat them. Statistics are the same as those found below.

If you don't have the *Savage Worlds* rule book, run the combat as a standard table-top battle. Assume the pirate boat moves up to within 24" of the heroes and starts blasting. The two boats maintain their relative positions unless the heroes do something crazy. Manny wants to put down at least Buck (or anyone who has his Tommy Gun) before he attempts to close and board. When he does decide to board, his much faster vessel can do so in two rounds of movement.

Manny pilots the boat and directs his pirates' actions. He doesn't expose himself more than he has to (the pilot house offers Heavy Cover (-4), and its walls offer +3 Armor to those behind it).

The rest of the pirates use the low walls of the boat as cover. These offer +3 Armor and Medium Cover (-2).

Note that all characters suffer a -2 to their Shooting rolls due to the movement of the boats.



Manny wants the heroes' vessel intact, so his men have been instructed to shoot at the crew and not wreck the boat itself.

Use Manny's same stats, but he's armed.

Gear: Large knife (in ankle holster) (Str+1), .38 pistol (Range: 12/24/48; Damage 2d6; RoF: 1; Shots: 6), 10 spare rounds.

RIVER PIRATES (10)

The pirates do as instructed—aiming for the boat's crew and trying not to damage the vessel itself. The madman on the Maxim is a little less careful—he's perfectly willing to rake the boat if he feels the need.

Their stats are unchanged, but they now have the following gear:

Gear: Large knife (Str+1), Mauser rifle (Range: 24/48/96; Damage: 2d8; RoF: 1; Shots: 5), 10 spare rounds, Maxim Machine Gun (Range: 24/48/96; Damage: 2d8; RoF: 3; Shots: 100 round belt). The Maxim is mounted on a pintle mount so it ignores the recoil modifier (but not the bouncing of the boat).

THE AMAZONIA

Acc/Top Speed: 2/6; Toughness 13 (2); Crew: 1+9.

PIRATE BOAT

Acc/Top Speed: 3/12; Toughness 15 (4); Crew: 1+9.

AFTERMATH

The pirates fight on until Manny and at least seven of their mates are down.

If the group puts in somewhere, the pirates chase them through the jungle.

Should the pirates somehow win, Manny dumps the bodies in the river and takes the *Amazonia* back to sell ("I found it," he says). The pirates don't finish off any Incapacitated survivors, so the GM might have injured heroes rescued by nearby fisherman (who hate the pirates), or they might manage to swim to shore. They'll have to find another vessel or recover the *Amazonia* to get them further down the river and continue on with the adventure, however.

If the pirates are convinced (by accurate firepower) to back off, they drop back out of sight, then start following again after half an hour or so. If the heroes are so successful that it looks like they might take the pirates over, Manny (or one of the others if he's wounded) quickly runs to the pilot house and retreats upriver.



THE AMAZON SHORE



The heroes continue west for several days, puttering along in the *Amazonia*.

On the second day, just before the halfway point at Manaus, they come upon a tragic scene. It's about 10am in the morning as they pass a small village. A number of Indian villagers lie in a row on the banks, obviously dead. A few more Indians hover around them, as if trying to figure out what to do.

If the heroes put in to help, they discover the villagers have contracted a disease that causes intense diarrhea, dehydration, and eventually death. The villagers speak no English, but the village wise man speaks a little broken Spanish. He explains the symptoms and says that it seems to have started about a week ago.

A Knowledge (Science) roll, or a Healing roll at -2, deduces their local water supply has become contaminated with cholera.

Treatment includes antibiotics for those already infected, clean water, and clear instructions that the villagers *must* boil their water from now on. (They do in general, but are occasionally lax about it.)

Fortunately, the *Amazonia*'s stores include a large amount of fresh water and antibiotics. The party must part with their entire supply to do the people here any good, but if they do, every character gains a benny.

When they're through, the village wise man thanks them and pins a scintillating blue feather in the hair of whoever helped the most. "This makes you a friend of the river people," he says cryptically. The wise man knows nothing of the crocodile cult.

MANAUS

On the third day, around noon, the *Amazonia* passes Manaus, a fairly large fishing village. The expedition can refill their stores of gasoline for the boat, plus replenish their water and food. There are no weapons, ammunition, or other gear available here.

This side trip passes uneventfully, and the group should soon be on their way again.



Two days later, the expedition comes to what their map claims is the village of Pinobe. The villagers this far out from civilization don't speak English, and as with the earlier village, only a few speak broken Spanish.

The villagers welcome the group with open arms—they've come to enjoy the goods these expeditions usually bring. The children look for candy and chocolate, while the women paw at materials and cloth (which are on board the *Amazonia* for this very purpose). The men admire the weapons and ammunition. No additional arms for trade have been provided (it's against Brazilian law to arm the Indians), so the heroes must decide if they want to impart these gifts from their own supplies.

After the formalities are over, one of the characters should ask about the crocodile ruins. The village headman nods, and says something about "crocodiles... very dangerous." Then he points at Buck's Tommy Gun if it's visible and demands that as payment for his information. A Persuasion roll convinces the headman to take a pistol instead (with at least two full reloads), and a raise on the Persuasion roll convinces him to take goods from the boat, avoiding the weapons trade altogether. If the group has the feather from Scene Two, the character may add +2 to his Persuasion roll.

Assuming someone gains the information from the Pinobe headman, he tells them to follow a brackish tributary inland for a few miles. There they will find the old ruins. "Beware," he says, "for the ruins bleed again!"

The headman tries to avoid saying more than this, but he's implying the crocodile ruins are inhabited again, and that they've been taking human sacrifices. His tribe has not yet come into contact with the cult, but he expects to eventually as rumors are flying in the region.

At any rate, the head man offers to guard the heroes' boat while they are in the jungle. The head man doesn't know about the party of German "archaeologists" ahead of Buck's crew (see page 9)—they passed by Pinobe without stopping.

THROUGH THE JUNGLE

The trek through the jungle is slow and arduous. Make sure the heroes know exactly what they're taking with them. The gear listed on their character sheets is most likely what each would carry.

The jungle is hot and sticky, so have everyone make a Fatigue roll as they hack their way through rain forest.

CROSSING

At one point in their journey, the heroes must cross another branching tributary to continue on. Monkeys in the nearby trees hoot and holler as they approach. Ominously, the bloody bones of some unfortunate simian lie half in the water on the opposite bank. (If you weren't expecting a piranha scene at some point in this adventure, you're probably playing the wrong game!)

The monkey has only recently been devoured. Parts of its carcass lie on the bank, and its blood keeps a swarm of hungry piranha hovering nearby. They swim restlessly in the crossing now, and attack the first thing that enters the stream.

The stream is over 5" (10 yards) wide, so there's no way to jump it. There's no way to crawl over it, and if the group moves up or downstream, the watchful piranha follow. Our explorers can pole vault the stream if they want. The pool is about 7' deep here, so it requires a long pole (at least 10' tall) and an Agility roll at -4. Those who fail fall halfway in the creek. A character with Swimming can exit the creek after suffering a single attack from the swarm. Nonswimmers must be pulled out or otherwise rescued, and suffer an attack each round they're in the stream.

SWARM

This swarm is made up of hungry piranha with razor-sharp teeth! It's the size of a Medium Burst Template, but otherwise treated just like a creature. When it is wounded, the swarm is effectively dispersed.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Aquatic:** Pace 10.
- **Bite or Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template.
- **Split:** The piranha can split into two smaller swarms (Small Burst Templates) if needed. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores of small fish, cutting and piercing weapons do no damage. Area-effect weapons and shotguns work normally. Characters cannot stomp on the fish (as they can with other swarms).

THE DEAD POOL

The stream continues on through the jungle and eventually spills into a large, brackish pool. A Notice roll spots crocodile slides all over the banks here. A raise also notices something sparkling on the other side of the pond (shell casings—see below).

As the party nervously skitters around the edge to investigate the sparkles, they spy numerous bones (all animals) in the brush all around the pond. Halfway to the other side, the dappled sunlight hits the water just right and they see a large croc's nose just below the surface! Deal out cards, keep yours hidden as if you have the lowest card of the draw, and let the party take whatever actions they choose. The thing is dead, so nothing happens, but they may waste some precious ammunition if they're too trigger-happy.

Once this is resolved, the group can investigate the sparkles. They're actually 9mm shell casings—about two dozen—an uncommon caliber at this time in this part of the world. Anyone who moves to the casings spots numerous footprints in the mud here. A Notice roll at -2 (or a Tracking roll, which none of the pregenerated characters has) realizes they are from booted feet (not moccasins or other native wear).

THE INEVITABLE NAZIS

Ahead of the party—by mere minutes—is an expedition of Nazi SS “archaeologists.” Their spies in England intercepted Buck's request to Doc Gold, and they arrived a day before the heroes. Their progress has been a bit slower however, and Buck and his crew have now caught up with them.

If the group fired at the dead croc at the pond, the Nazis lie in ambush and attack as the heroes pass. If this occurs, the player characters get no card in the first round and the bad guys have the drop for their first attack (+4 to attack and +4 damage).

Note that Virginia has Danger Sense, and gets a Notice roll to detect the ambush before it happens. If she does so with a raise, she can alert the rest of her party as well, ensuring everyone is dealt in the first round and the Nazis don't get the drop on them.

If the heroes didn't fire at the croc and haven't purposefully made a lot of noise, let them make Stealth rolls. Make a group roll for the Nazis up ahead as well (roll their Notice plus a Wild Die for the whole group). If the bad guys win, they set up a hasty ambush as above. If they lose, Buck's crew just catches sight of the last Nazi slipping through some heavy brush a few dozen yards ahead. They can decide what to do on their own at that point.

The Nazis aren't interested in parleying unless they're at a distinct disadvantage. They attack the moment they think the heroes are distracted, perhaps by starting with a Taunt or Intimidate.

RETREAT!

The moment the first Nazi goes down, the rest scatter into the jungle so that the survivors can reappear in the next scene.



SS OFFICER RUDOLPH SCHROEDER

Rudolph was a mealymouthed academician before Hitler came to power. When he presented “proof” of Hitler's theories on Aryans, he was quickly promoted. He is in love with the power he now has, and uses it to inflict revenge on the world that once made him feel so small. He has balding blonde hair, and since his promotion to SS Obersturmfuhrer, has whipped his formerly soft body into shape.

Rudolph was told of the Eye by Nazi spies in London, and believes that its alleged mystical properties might be real—and that's something that might further his career even faster.

Note that Rudolph is Lucky, so he starts the fight with 3 bennies instead of 2.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Driving d6, Fighting d6, Guts d8, Healing d6, Intimidation d8, Investigation d8, Notice d10, Persuasion d8, Piloting d8, Shooting d10, Swimming d6, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Bloodthirsty, Mean, Vow (the Third Reich)

Edges: Charismatic, Command, Hold the Line!, Lucky

Gear: Large knife (Str+1), Schmeiser (Range: 12/24/48; Damage: 2d6; RoF: 3; Shots: 32), 3 extra magazines, pack with food and water for 2 days.

SS ARCHEOLOGISTS (4)

These men are little more than cruel thugs, but they are fanatical in their devotion to the cause. They know retrieving the Eye is their first priority, and so retreat when given the order by Rudolph.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d8, Swimming d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty, Mean, Vow (the Third Reich)

Edges: Rock n' Roll

Gear: Large knife (Str+1), Schmeiser (Range: 12/24/48; Damage: 2d6; RoF: 3; Shots: 32), 3 extra magazines, pack with food and water for 2 days.

SCENE FOUR: THE EYE OF KILQUATO!

Further on, the tributary is bordered by a steep, overgrown hill to the right and a wide clearing to the left. Incredibly, a stone archway rises up from the left bank, crosses the river, and then connects to a high cave entrance in the side of the mountain.

In the middle of the arch is the profile of a massive crocodile with a single gleaming red eye—the Eye of Kilquato!

More interesting at the moment, however, are the half-dozen crocs circling beneath the center of the arch. Above them, suspended through a hole in the walkway, is a bound and gagged native—the SS team's scout who brought them here (thus avoiding alerting the Pinobe tribe of the group's presence). The unfortunate man deserted his employers when they encountered the massive croc in the previous scene, and ran straight into the crocodile cult! The cult quickly bound him and took him to feed the their "gods," the crocodiles.

Standing beside the hole is the cult's shaman—an Indian dressed in crocodile hide and headdress. At first glance it may appear that he is actually a crocodile man of some sort!

When the party approaches, the shaman spots them and hastily pushes his captive through the hole to the hungry crocs below. The creatures rend him limb from limb, but at least are occupied for the next 3 rounds.

To the left of the heroes, behind what were once stone viewing benches, are the rest of the shaman's cultists. These warriors were handpicked for their ferocity and size, and while within a mile of the *Eye*, gain the skin of crocodiles as well. Those who get close enough can see their skin is leathery and riddled with bumps—just like a crocodile's hide. The warriors hide quickly when they hear the party approaching, then attempt to attack from ambush near the stone benches.

The fight also draws the surviving Nazis, who vanished into the jungle when they retreated from the last scene. They emerge from the left in the second round, guns blazing and intent on killing both the warriors and the heroes!

During the brawl, Tanango the Shaman orders his crocodiles to attack—which they do only after finishing the unfortunate scout. Note that the stairs leading up to the center of the arch are actually in the water—the members of the crocodile cult aren't afraid of the beasts, but know their victims are!

CROCODILE (6)

These crocs are huge, well-fed beasts, bolstered by the magic of the Eye. They prefer to lie below the water (+2 to their Armor, -2 cover) until their prey enters the water so that they can use their Rollover ability. If the team doesn't jump right in (to get to the stairs), half attack up the bank immediately while the other three submerge and wait for the heroes to take a dip (likely after the Nazis have been dealt with).

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d6, Notice d6, Swim d8

Pace: 3; **Parry:** 7; **Toughness:** 11

Special Abilities

- **Armor +4:** Alligators and crocs have thick skins (+2), and are bolstered by the magical power of the Eye (+2).
- **Aquatic:** Pace 5
- **Bite:** Str+2
- **Rollover:** Both gators and crocs are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims in their mouth. If one of these large amphibians hits with a raise, it causes an extra 2d4 damage to its prey in addition to its regular Strength damage.

SS TROOPERS (?)

The survivors of the previous scene are here as well.

CROCODILE WARRIORS (5)

These tough warriors were handpicked by Tanango. They are fanatical and fight to the death. They wear loincloths and jewelry made from crocodile teeth and claws.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Swimming d6, Survival d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8

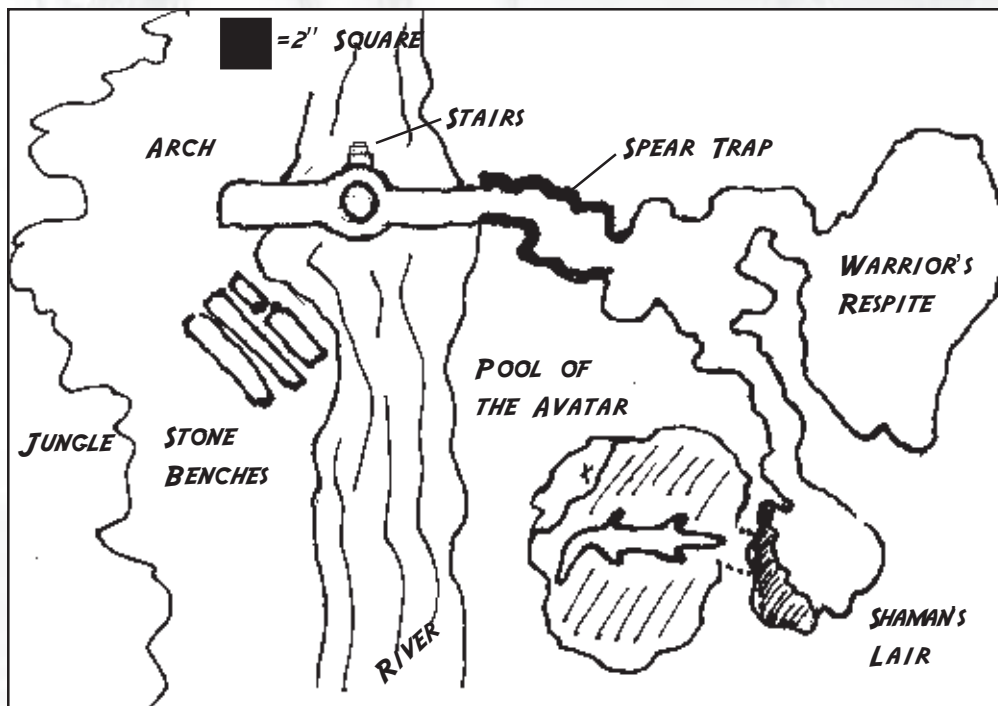
Hindrances: Loyal (Tanango)

Edges: Combat Reflexes

Gear: Crocodile Spear (Str+3; Parry +1; Reach 1). These spears are lined with crocodile teeth, and so cause more damage than usual.

Special Abilities

- **Armor +2:** The warriors' skin gains the toughness of their gods.



Power Points, Rapid Recharge
Miracles: (All are activated through the staff.)

- **Barrier:** The shaman can manipulate the jungle. His version of the miracle has no effect more than 1" away from the growth, including in the water, the arch, or the cave.
 - **Bolt:** The miracle works normally but there is no visible "bolt"—the victim merely suffers wounds as if he were suddenly bitten by a crocodile).
 - **Shape change:** The shaman can change into a crocodile for 1 Power Point.
- Gear:** Crocodile Spear (Str+3; Parry +1; Reach 1). These spears are lined with crocodile teeth, and so cause more damage than usual, hide



TANANGO, CROCODILE SHAMAN

The shaman was a medicine man with one of the more savage head-hunting tribes downriver. He was a charlatan, however, and failed to heal his chief's daughter of a fatal disease. He was cast out, and eventually wandered into the old crocodile temple. There he received the blessing of Kilquato, the Crocodile Lord, and gained true magical powers. Eventually, he infiltrated some of the other nearby tribes, brainwashed their best warriors, and brought them here to serve his voracious deity.

Fortunately, the cult has only been active for a few months, so it is still quite small.

Tanango ducks behind the walls of the archway if he's shot at, making him impossible to hit. He mentally commands his crocs to attack instead, or pops up on his action to cast a spell, then returns to cover. Attackers must be on hold to make an attack, and then subtract 4 for heavy cover.

If it's obvious Tanango is going to lose, he retreats into the Pool of the Avatar.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Faith d10, Healing d4, Notice d6, Taunt d8, Knowledge (Spanish) d4, Survival d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Hindrances: Vow (serve Kilquato)

Edges: Arcane Background (Miracles), New Powers,

armor (+1).

Special Abilities

- **Armor +2:** The shaman's skin gains the toughness of a crocodile.

THE CAVE OF KILQUATO

The heroes don't have to enter these caves—the Eye is outside and can be broken loose with a few hours work on the arch. If they go inside though, they first discover a sinister trap. Hundreds of stone tiles inset with a single tooth each line the corridor. Some of the teeth are from crocodiles, the rest are from other creatures. The trick is that the heroes must step only on the tiles marked with crocodile teeth. Those who don't trigger a deadly trap. Tooth-lined spears protrude from the walls all along the blackened area of the corridor, skewering anyone there for 4d6 damage!

Assuming a character figures this out and then attempts to identify the teeth, he may make a Smarts roll at -4, or with no penalty if he has a crocodile tooth to reference. He must make three such tests to safely step across the corridor.

Anyone who follows the hero and notes the particular tiles he stepped on must also make Smarts rolls, but at +2. Failure means a misstep and 4d6 damage as above.

If the party is smart enough to mark the tiles somehow, the rest of the group may make a simple Agility test at +2 to safely step across the small tiles.

WARRIOR'S RESPITE

The crocodile warriors dwell in this large chamber. They have a fire-pit, scattered beds, trinkets of bones and teeth, and a few odds and ends from civilization such as empty tin cans, a whistle, and a hand full of Brazilian pesos.

SHAMAN'S LAIR

The northernmost tunnel leads into a dank, dark chamber that houses the cult's leader. Numerous bones, fetishes, crocodile hides, and other trinkets lie about. There is no bed—the shaman actually sleeps in the shallow pool of water at the rear of the chamber.

A quick look also notes a few peculiar treasures lying about—three Spanish doubloons and a golden cross! A Knowledge (History) roll can easily identify these as Spanish treasures from the 15th Century. And where these appear, there must surely be more.

Anyone who approaches the pool notices it occasionally ripples. It's much too small for a crocodile to live in, but a particularly dark spot in the rear hints that it might lead to an underwater passage. The glint of a few Spanish doubloons might also entice the heroes into the grand finale of this adventure.

POOL OF THE AVATAR

The pool in the shaman's lair leads to a submerged cenote. Any hero can move through the short tunnel by simply holding his breath for a few seconds.

On the other side, they find themselves standing in a large waist-deep pool. Something crunches beneath their feet, but they can't see what it is even with light from two flickering torches mounted on the walls. It's unlikely they pay much attention anyway, because directly across from their entrance is a niche sparkling with—Spanish gold!

Of course, the treasure isn't free. The crunching debris under the water is a layer of human bones—meals fed to the giant crocodile lurking in the middle of the chamber. This is the avatar of Kilquato on earth, a massive, magical crocodile and possessor of the other *Eye of Kilquato*!

The creature lies silent until someone moves to the treasure—then it rises from the depths and strikes!

If Tanango the shaman is here as well, he hides behind the Spanish treasure, then rises to attack after the crocodile god makes its moves.

The pool counts as difficult ground when walking (half move).



GIANT CROCODILE

This monster is nearly 30' long with jet black skin and only one yellow eye! This is obviously no ordinary croc.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d12, Notice d8, Swim d8

Pace: 5; **Parry:** 6; **Toughness:** 14

Special Abilities

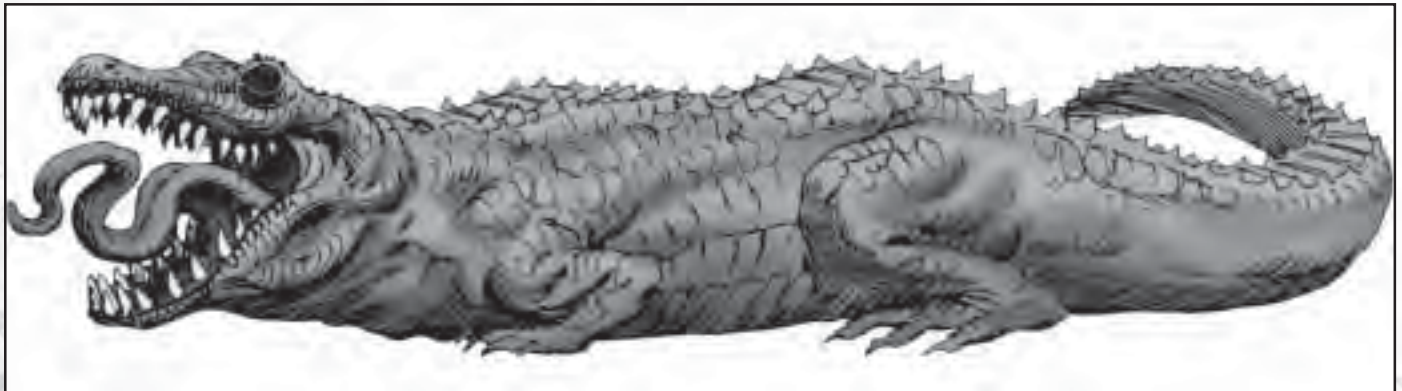
- **Armor +6:** The croc has thick magically thick hide.
- **Aquatic:** Pace 4
- **Bite:** Str+4
- **Large:** -2 Parry, +2 to hit
- **Rollover:** When this massive croc hits with a raise, it smashes its prey into the jagged bones below. This and its incredible jaws inflicts an extra 2d8 damage on the unfortunate victim!

FORTUNE & GLORY

Once the giant croc is defeated, the giant croc's flesh rots. All that remains is its huge yellow eye—nearly the size of a basketball and now hardened into a gem. With Kilquato's avatar slain, the Eye is no longer magical, but it is worth a hefty sum to the museum—\$20,000.

The Spanish treasure can also be carried away. The museum offers a bounty of \$100,000 for the entire stash.

Either item might bring as much as 5 times the museum's offering on the black market, but Buck's crew won't risk ruining their gravy train and tips on future missions for one quick profit.





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