

Into The Green Inferno

Publicity Blurb

Wanted: Research assistants for adventurous Expedition to Indonesia. All academic backgrounds considered: Must have parachuting or BASE-jumping experience. Contact: Prof Jarvis, Palaeobotany Dept Ext 5656. Once in a lifetime opportunity to make headlines in the academic press.

GM's Preparatory Work

1. The first thing you are going to have to do as a GM is read through the adventure a few times before playing. Familiarise yourself with what happens when: don't try and memorise everything, or when you play, you will seem inflexible. Just understand the "beats" of the plot, as indicated on the time-line, and you'll be able to improvise a lot of the action.
2. Photocopy or scan & print enough blank character sheets for each of your Players. Many published adventures will have pre-generated ("pre-gens") character sheets all sorted out for you.
3. Each Player will partially create their characters: they get 10 Character Points to assign to their Stats, and they can then work out the Attributes. Their Special Abilities and Expertise are already assigned to ease play in this specific adventure.
4. You can write the names of the characters in the appropriate place on each sheet, then hand them out or the Players to fill in as per the Expertise given in Appendix 1 of this adventure, which serves to help Players work out what is where on their sheets; or you can fill out most of the information for them before-hand if time is an issue. What ever you do, don't write in any of the Paranormal Special Abilities they may get on their sheet as yet: you want this to be a surprise.
5. The Players get a choice which sex their character will be (male or female), as some Players will be uncomfortable playing a sex opposite to their own. Each pre-gen has a male/female name which should be selected upon getting their character sheet.
6. The Players should write in their Mandatory Expertise first; they then get to pick 5 of the Electives listed under their character in Appendix 1. This allows them to slightly customise their pre-gen.
7. Once the Players have filled in the information, you should arrange them around the table in order of RS, so you can manage their declarations with greater ease.
8. Ensure all Players have pencil, eraser, and a selection of dice (3d6, and several each of d8, d10, and d12)
9. You may then begin play by letting the Players read the "publicity blurb" before going straight on to the Introduction.

GM's Synopsis

Prof Jarvis has recently been made aware of a hitherto unknown basin valley deep in the Indonesian jungle. It is a whole new world: cut off from the rest of the country by the sheer sides of the basin walls. Even the jungle seemed intent upon trying to hide it: although the basin is half a kilometre across, the jungle trees have formed a weird lattice around it of branches vines and mosses. There is a ragged hole perhaps thirty metres across near the centre: it is through this hole that Jarvis and his team intend to parachute through. He claims has already dropped a sensor device into the hole, and has found that the landing zone beneath the hole is safe. He expects the expedition to last one week, whereupon the helicopter from which they jumped will winch them all to safety.

Why parachute in? Psychological reasons: Jarvis wants volunteers that see risks as challenges, and knows that asking for extreme sports enthusiasts from the university will fulfil those needs.

Why not climb out? Jarvis has not been able to ascertain the safety of

climbing out, especially with any samples they may wish to bring back. Also, the depth of the basin valley is such that with densely vegetated sides, the ascent could take days.

Why not bring the Helicopter in? Safety reasons dictate that the chopper remain above the "lattice-line" canopy. The winch will be able to take three people and their equipment out per trip, after which it will need to return for refuelling: a 6 hour round trip.

However there is a problem. Jarvis has been denied permission by the local government to explore the basin. He is going ahead anyway. His desperation has led him to sabotage the helicopter. When he presses a remote, a tiny explosive device will cause the chopper to lose some height, and to begin to smoke. This will allow Jarvis to get everyone off the chopper, and give him plausible deniability with the government. This is not the thinking of an entirely rational man. Unfortunately for the PCs and the helicopter crew, explosives are not Jarvis' expertise. The helicopter will suffer much more damage than he expects, and will drop below the lattice level within moments. The pilot will desperately try to keep it steady as the PCs evacuate, but will be unable to regain height, and will come down in the basin jungle. As if this wasn't bad enough: there is a layer of mist within the basin valley that actually acts as a type of Rift. Once they pass through it, they will suffer Rift Hallucinations, and shift into the other universe.

The floor of the basin valley is in a different universe, but the PCs own universe is tantalisingly visible above. They won't even know that they have passed through. The jungle is thick (think Fangorn Forest from Lord Of The Rings), and full of unusual and unknown plant life. Some of it even moves. There are animals in the jungle. A spider the size of a dog is the apex predator: there are new monkey species around that will come and investigate the PCs, and will probably steal shiny equipment.

- Their survival gear is in the chopper, so they will need to find that first. Jarvis will, by this time, be hiding his grief and guilt over his stupidity (the letter of prohibition and the remote detonator are in his bag: he clutches this tightly at all times) but he is still focused upon making the expedition a success.
- When they find the chopper, they find that pilot, co-pilot and radio-operator are all gone, but there is a LOT of blood...and a blood trail leading off into the deeper jungle.
- If they stay where they are, they will come under attack from the Cannibals, using their paralysing darts, and eventually they will be captured.
- If they follow the blood trail, they will find the caves in the basin wall, and will find the Cannibal Camp. Co-pilot is dead (the crash); the radio operator is severely injured (and the Cannibals are going to eat him), and the pilot is being held in a suspended bamboo cage. He too looks injured.
- If the PCs leave them to their fate, they will run across the Cannibal Hunting Party, and will get captured. If they flee, they will probably spring some of the Traps and get killed that way.
- If the PCs come up with a plan to rescue the Pilot, then they will almost succeed...and then they will be discovered, darted and captured.
- Once in the Cannibal Camp as captives, they'll have time to study their captors. The Cannibals are Exophageous (they only eat their enemies), so if the PCs can pull off some way of turning the tide (i.e. curing one of the sick children, defeating the Tribal Enforcer and eating part of his corpse immediately, convincing the Tribal Seer that they are some kind of "special person" etc) they could get out of this without too much bloodshed. Otherwise they are going to have to try and escape: the way they came is suicide, and the GM can point this out. They will need to escape further into the cave system to the source of the light wells and water supply that come into the camp. However, they will find that far from being in Indonesia, they are in a whole New World...

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Into The Green Inferno Time-Line

EVENT	DESCRIPTION	PART
Intro	Setting: inside the chopper as it nears the destination point. PCs are brought up to speed with their mission, and get to know each other. Everyone has their parachute on.	Intro
Chopper Failure	Setting: at the breach in the lattice-layer canopy. Jarvis seems nervous. Ready to jump. Bang! Chopper swings wildly and rapidly loses height, dropping through the breach. Jarvis calls for evacuation.	
The Rift Cloud	As they fall, they pass through a cloud/mist layer. They suffer Rift Hallucinations. They all lose consciousness.	
The Jungle Floor	All wake up in the jungle. Jungle description.	
Jarvis Acting Funny	Jarvis seems to have blood on his hands, which he keeps wiping off. He has no wounds (his hands are sweating blood). He is crying and anxious to find their equipment...and the crew, of course.	Encounter One
Need for Equipment	The jungle is a harsh place: they'll need the survival equipment, as well as seeing if they can salvage a radio or some distress flares from the wreckage.	
Cheeky Monkey	Setting: in the general direction of where the crash is most likely. Events: new monkey species appear and start to harass the party in amusing ways, such as climbing on them, stealing glasses, compasses, etc.	
The Italian Chopper	Setting: a small clearing, ringed by what look like seashells. In the middle is a gutted helicopter; an old burned body is in the remains of the cockpit. (there are the remains of a gas-can and a flare in with the remains). This is the last resting place of the Italian Expedition of 77.	
Spider Attack	Setting: closer to the crash, and the monkeys are still flocking around them: suddenly they monkeys scream and race up into the jungle. One of them falls, something large clasped around it...the thing is an Apex Spider, and is the size of a dog. It eyes the party, before scuttling away.	
The Chopper	Setting: The crash site. The Sea-King is a mess. Equipment is scattered everywhere, and the soil is sodden with fuel. The PCs must be careful not to cause a spark. There are no bodies, but an awful lot of blood.	Encounter Two
Blood Trail	The PCs find the blood trail leading off along a track into the jungle.	
Deeper & Deeper	Setting: The deeper jungle... it's getting scarier.	
The First Trap	Setting: the trail. The first track is set off: Spring-spike log trap.	
Glimpses	Setting: the trail. The PC's first get the idea that they are being followed...or surrounded. Here and there are furtive movements in the undergrowth. The best PC sees one of the Cannibals.	

EVENT	DESCRIPTION	PART
Cave Mouth	Setting: The Clearing. The cave-mouth. Off-shoot tunnels: Moray Eel-like snake incident.	Encounter Three Part One
The Cannibal Gate	Setting: The Gate. Large wooden stockade.	
The Cannibal Camp	Setting: the camp in the caverns. Large body of water. Raised huts. All wooden. There are at least 100 cannibals, although about half are women and children.	
What's On the Menu?	Event: The Pilot is in a suspended wooden cage over the water. The Co-pilot is already dismembered, and bits are being paraded around the camp. The Radio operator is on a large wooden structure, and is waiting to be slaughtered. The Seer is dancing around with four poles in a cross-formation on his back (they have seen the previous helicopter [see above] and use it as one of their gods. There is a large carved scorpion in the sacred area overlooking the killing table.	
Decisions, Decisions	Event: what are the players going to do? Do they try and get back to their wrecked chopper? Do they charge in guns blazing? Do they try and use the side tunnels to get around behind the camp and rescue the Pilot?	
The Cannibal Camp	The cannibals do not have a structured spoken language: however, they have a complex hand-signal language augmented by vocalisations. There are about 50 warriors, and about 50 women, children and old men. There is also the Tribal Chief, The Seer, and the Tribal Champion. Other major NPCs include the Chief's main wife, and her sick son.	



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EVENT	DESCRIPTION	PART
Options		
None Came Back	If they go back to the wreckage, or try to leave the pilot to his fate, they will be hunted down, or fall victim to more traps. The Cannibal hunting party will not give up until the PC's are dead or captured.	
Sneaking Into The Camp	If they choose to sneak into the camp, they can use the side tunnels to crawl through: however, they will have to deal with the Moray-Snake, and they will find that the tunnels dip into the water before they emerge in the cavern lake. If they try to scale the stockade, they will find it easy to get into camp, as the cannibals are engrossed in the Festival. Getting out will prove a problem, as a hunting party returns and cuts off their route back out. Then they will probably get noticed, attacked, darted and captured.	
Getting Captured	At some point, the PCs are going to get darted and captured. When they wake up, male characters will be in the suspended cage, while female characters will have been taken to the harem. Annoying females will be dragged back to the cage.	
We're On The Menu	The characters will no doubt realise that they are all going to get eaten, but not all at the same sitting. The radio operator is the first to be killed, and eaten. The Pilot will be next, the following day. The cannibals will be throwing a huge festival, which will last as long as the PCs are alive.	Encounter Three PartTwo Options
Behold, Your Gods!	The PCs may try to convince the cannibals that they too are from the flying machine, and are gods. Unfortunately, it is the chopper that they venerate, not the people who were inside it. However, one or more of the cannibal children (including the sick one) will have seen them BASE jump from the chopper [the god gave birth to them] and will draw a picture of a person and a parachute. The children will be VERY curious about the PCs and will try and communicate with them.	
My Stick Go Boom	The PCs may try to charge in, guns blazing, throwing incendiaries around: this will only be successful for a few moments, before the 50 or so warriors descend upon them with blowpipes and obsidian axes.	
Tribal Combat	If the PCs think to challenge the Tribal Enforcer to single combat, and kill him, then take a bite of his guts or heart, then they will suddenly find themselves respected. They may even be able to make friends with the cannibals (who have already eaten at least one of them). If they do, the cannibals will take them to the Cave of the Other World.	
Escape & Epilogue	The way out to the valley basin is blocked by the stockade, and lots of angry cannibals: the only way to flee is deeper into the cave system, which will lead them out into a whole different World. They emerge into a swampy scrubland which is definitely not Indonesia. Here and there are the remains of tower-blocks, half toppled and submerged. Great concrete blocks litter the swamp. Nearby is the rusted tail of a large passenger plane. It is a whole new, yet horrifically familiar world. If they look back, they see the cave is set into a crumbling mountainside, not the side of basin-valley. To the east is the sea, and the rusting graveyard of beached oil-tankers. They are alone, in the new world, and the cannibals may be right behind them...	Epilogue

Introduction

GM Synopsis: In this section the PCs will meet each other and their expedition leader, Jarvis. They will need to be introduced to the Sikh Pilot, Navinder Singh, and be primed that he is a nice guy. They will reach their destination, the sink-hole valley with its lattice of vegetation. As they lower into the hole ready to jump, there will be a loud bang, and the cabin will fill with smoke. The chopper will buck and spin, and Jarvis will shout for a bail-out. Singh will concur, loudly, as he tries to maintain altitude. The PCs should jump, otherwise they will be in the chopper when it hits the jungle below. When they perform their BASE jump, they will pass through a mist/cloud layer (which is actually a wet Rift), and will suffer rift hallucinations, as well as being generally unaware of pulling their own parachutes. They will wake on the jungle floor (GMs may like to give the PCs some Rift mutations or some Paranormal Special Abilities [see Appendix 2], but they are not necessary for the adventure. If you do, don't tell them yet, wait for them to be triggered). They will wake, bruised, battered, and shocked, as well as sporting torn jump-suits and tattered parachutes. One or more can be hanging from trees, unconscious until they are attended by their comrades. From this point on, the PCs are on their own...

Description:

You sit in the belly of the aging Sea-King helicopter as it skirts the tops of the Indonesian jungle, having to shout to be heard over the beat of the rotors. You are all dressed in yellow jumpsuits, and have been instructed by Professor Jarvis to put your parachute packs on ready for when you reach your destination. You have been told that you are going to investigate a previously undiscovered sink-hole valley, which is hidden from the air by a lattice-work of vegetation. Jarvis has told you that there is at least a square kilometre of virgin jungle at the bottom of that valley: the only way to reach it is to just dive right in. In the cockpit of the chopper, you can see the pilot, a jovial Sikh named Navinder Singh laughing as he chats to his co-pilot, Edwin Ramsey. The Radio Operator, Kevin "Long John" Silver waves to you all. "Three minutes to jump-point. I hope you are ready to keep you lunch down!"

GM INFORMATION: let the players have a little chat. Answer their questions as best you can, but if any of them talk to Jarvis, they notice he is agitated. If questioned, he mumbles something about it being exciting, a noble prize, and how he wished he'd had more parachuting practice. **THIS IS A LIE: HE IS WORRIED ABOUT DETONATING HIS EXPLOSIVES.**

GM INFORMATION: three minutes later, they arrive and begin to descend into the hole in the lattice canopy: the PCs should marvel at Singh's piloting skill.

The Chopper slowly descends, and you feel as if the jungle is swallowing you as it dips down into the green maw of the lattice-level canopy. It is a long way down, the jungle chokes the sides of the sink-hole and all you can see is half-light and a layer of mist. Any moment now, you will be leaping into the unknown...

GM INFORMATION: Jarvis now moves for his bag, with the pretence of checking his equipment. He calls out to the PCs to check their equipment too. However, he reaches into his rucksack and detonates the device when the PCs are distracted.

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Chopper Failure

Description:

As you begin your equipment checks there is a loud bang, and smoke billows into the cabin. The Chopper begins to spin and lurch, and the pilot & crew are suddenly frantic with action. You feel the chopper drop several meters before beginning to spin in the other direction. Jarvis screams "Evacuate! Everyone Jump!" and moves towards the door. Singh also yells back "I can't hold her! Save yourselves!", while Silver is screaming a distress call him his radio...

GM INFORMATION: Jarvis leaps first, clutching his rucksack. The other PCs have only moments to decide what to do, what to grab etc.

Give them one action which will either be jump, or grab something. Anyone that jumps won't have to make a LUCK roll. Anyone that grabs something will have to make a LUCK HARD (16), or get slammed into the side of the chopper (1d6 SINC damage) before falling out of the vehicle after having dropped the item they wanted. Anyone who doesn't get out now will be in the chopper as it goes down, and will be thrown clear (3d6 LP damage & unconscious until the GM feels they've learned their lesson).

Anyone that does jump needs to have the fear impressed upon them about the jump:

All gain d6 Stress (Fear).

Some may be able to see the chopper completely lose control a few moments later, and start chasing them as they fall...

The Rift Cloud

GM INFORMATION: Take each player aside individually, and give them their rift hallucination.

As you drop in free-fall, wind burning your face, and hammering into your skull, you are aware that you are passing into the cloud layer. How far have you fallen? How far did the chopper drop before you got out? If there enough time to deploy the chute? What if you hit a tree down there? Your vision begins to darken as you pass through the cloud layer, you mind seems to fold in upon itself, you can feel your fingers scrabbling for the rip-cord, but the sensation in your fingers is dwindling as your vision becomes total darkness. You feel as if your mind is being turned inside out...have you hit the ground already? And then...

(NOW SPLIT OFF FOR RIFT HALLUCINATIONS)

1. You feel your skin being slowly peeled away. The pain is terrible, but worse still is the sensation that it is you, yourself, doing it. Flashes come into your head. You are alone, in a dark cave, lit only by a single guttering fire. You are naked and streaked with blood. You are hungrily cutting strips of your own flesh from your body with a small flint knife, and ripping at it with your teeth...then suddenly...
2. You can hear yourself screaming, and the sound is causing your strange inverted consciousness to become warmer. Not warmer... burning. Scorching; your own screams are beginning to burn you...you can feel your skin crisp and blister, then the fat begins to bubble and sizzle, and the muscles blacken to charcoal. The bones then crack and splinter in the screaming heat and suddenly...
3. There are things in your mind with you. Things that scuttle and whisper. They know you; they love you and hate you, need you

and fear you, things that are you and are not you. They know you are afraid of them and they feed from that fear. They hide inside your mind and control you. You are their puppet. Meat puppet to their thousand-eyed whim. They are devouring you, they are excreting you. You are them. You scuttle and whisper with them. You are inside another person, someone that fears you and loves you, hates you and desires you. Scuttling and whispering, whispering and scuttling and suddenly...

4. You fall. You are falling through a nothingness of infinity. You taste sand. You are sand. You are ash. Ash. Ash is around you. You are swimming in ash. You are drowning in it, and seek only to reach air. You swim upwards or downwards, swim inside and outside, swim through nothingness and everything, until you surface. The air is full of dust. There are flames in the sky. There is blood smeared over the world. Shattered buildings are watching you...they know you should not be here. The buildings begin to scream at you. They know your name. You are false. You are lies. Their screams are taking shape, huge spider-like shadows scuttling around the ruined sky, blindly searching for you, and suddenly...
5. Everything is darkness. Oblivion. Your flesh is torn away, devoured by the terrible Abyss. You feel your mind unravelling, piece after piece dissolving into the infinite gulf. You were solid. You are solid no longer. You are chaos, momentarily. Then chaos itself slows and dies. And you are nothing. Yet you know you are nothing. All you have left is your eternal terror, and suddenly...
6. The Abyss is staring into you. Your soul is stretched over eternity. Stretched too far, you can feel it beginning to snap. And still the Abyss is staring. You try to stare back, but there is some deep primordial awe that averts your eyes. The Abyss is not God. The Abyss devoured God. It is the eternal nothingness to which you will fall. Your soul is shredding, falling into the nothingness to be eaten. The cold...the terrible, infinite cold...And suddenly
7. There is something with you. Something malevolent. Something made of fire and ice. Something that rages and rips. It hungers. The terrible hunger. Your mind tries to shake it free, as you feel it beginning to eat your soul. Your mind casts outwards, swimming towards the greater darkness. Then, something emerges. It is larger than the universe, formless, yet with some strange quality of shape. Insubstantial, yet possessing a hideous sensation of solidity. Blind, it gropes towards you. You are shining, like a sun. It can sense you. Limbs unfold, great chitinous legs larger than a galaxy, Mantis-like it quivers, waiting. It knows you. You scream as it's mind touches you and burns, needles and razors instead of thoughts. It Hungers... They hunger. The shape, the hideous familiar shape. They will devour you. They will snuff out your sun, your soul, the very atoms that spin in the universe of every cell. All is hunger, an all encompassing hunger. It is closer, sniffing you out, drinking in the path of your soul, reeling in the threads of your life, and suddenly...

The Jungle Floor

Description:

Light, gloomy as it is, begins to seep through your eyes as they slowly open. Your body becomes aware of pain.

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(everyone loses 3 SINC and 1 LP).

You are cut and bruised all over. Tattered parachutes adorn the jungle like surreal decorations. You are close to each other...it seems a miracle that none of you collided in mid-air. There is no sign of the chopper, even through you were certain it was falling directly above you. Some of you are half buried in swampy jungle mud, you

(point to one player)

are hoisted by your parachute in a tree, and are lucky you didn't break your neck. Jarvis is close by, sat in a ball, clutching his rucksack to his chest and weeping. So far, it looks like you all made it out alive, if a little battered. But what of the crew? Where did the chopper come down?

Encounter One

GM's Synopsis:

In this Encounter, the PCs will notice Jarvis occasionally weeping, and that he seems to have fresh blood on his hands every time they see him, which he wipes off upon the rucksack that he keeps with him at all times. Jarvis is actually manifesting his guilt via a rift effect: his palms are sweating blood – he literally has blood on his hands. If they investigate, they will find that his rucksack contains an official note from the local government refusing him permission to explore the sink-hole valley, as well as a small detonator built from a mobile phone.

The PCs are not currently equipped for survival in the jungle: they have no tents, no water, no purification tablets etc. They need to find the chopper to retrieve the survival packs and maybe the satellite phone. On the way they will find the area is home to a new species of small monkey, which has no fear of them, and instead seems quite inquisitive and mischievous (the monkeys will steal eyeglasses, compasses, and will grab Jarvis' bag, spilling the contents).

Further on they will find the remains of the Italian Chopper, which is circled with what appears to be seashells: the cannibals have made it into a shrine for their helicopter deity, [the pilot fought them off, then burned himself alive]. This discovery ends Encounter One.

Jarvis Acting Funny

GM INFORMATION:

In this section, the PCs will probably try and formulate a plan. If they ask Jarvis his opinion, they will notice that he is smeared with blood. He mumbles something about the Nobel Prize, and how Nobel himself dealt in explosives. He will then say something about Lady MacBeth, from Shakespeare. The PCs may notice that his hands are covered in fresh blood, but Jarvis seems to be uninjured. He is obviously suffering from shock, but if they try to take his bag from him, he will become abusive, and maybe even violent. If anyone points out that his hands are bleeding he will wipe it on his jumpsuit and say that it's not his blood. If asked about whose blood it is, he will calmly, but with his eyes full of fear, say "Yours". He will then snap out of his shock, and begin to call out orders. He is now very interested in finding the chopper and getting their scientific equipment together. If anyone mentions survival equipment, he'll backtrack and argue that he meant survival equipment, not science equipment.

GM Information:

Jarvis has been affected by the rift travel. His guilt is becoming manifested by his palms sweating blood. He feels guilt that he has lead the PCs to this place, and has probably killed the chopper crew. He thought the explosion would be minor and only cause a glitch...just enough to legitimately evacuate the helicopter so it could return to the airfield safely. His miscalculation has killed people. And yet he is still partially focuses upon scientific research. Maybe even a book deal...

Need For Equipment

GM Information:

They really do need their equipment. If they try and do without it, remind them that they have no water, no food, no shelter, and no medical supplies for treating their injuries which could become septic in a matter of hours and kill them in a day or so. The supplies are all with the chopper, so it will be up to them to try and work out in which direction the chopper came down. Any direction they pick will be the correct one, but get them to roll a few dice anyway, then start out on the trail.

Cheeky Monkey

Description:

You have been walking for a few minutes along a rough trail, probably formed by the passage of animal life

(if they want to know what kind, then they need to make an Animals & People: Challenging 13 to make a correct assumption of some kind of small wild boar).

You can hear chittering in the trees. Something is moving all around you

(PAUSE FOR THEM TO PANIC)

A small furry thing drops from a tree: it is some kind of monkey..but it has a bright yellow face. It cocks its head at you, before scuttling forward. It pauses and pulls a face, then sticks its tongue out at you and bounces back into the jungle. It half climbs a tree, and you are suddenly aware of dozens of little yellow faces watching you quizzically.

GM Information:

The monkeys pose no threat.

The Italian Chopper

Description:

You continue on along the trail, and ahead you can see the jungle thinning a little. Perhaps this is the crash site? You step out into a roughly circular clearing and are astounded by what you see. It appears to be a burned out Little-Bird helicopter...not the large Sea-King in which you had flown. It is in the middle of a scoured clearing, and is surrounded by objects set into the jungle soil. They seem to be seashells.

GM INFORMATION:

This is the remains of the Italian Expedition of 1977. They underwent something of a similar trial, which ended with the last survivor, badly wounded, fighting off the cannibals with a couple of pistols and a Garand carbine, before deciding that he'd rather burn than be eaten, and immolated himself in the cockpit. There is little evidence to suggest that it is an Italian chopper, and no clothes remain on the charred skeleton, although sifting through the cockpit will discover burned guns and a gasoline tank. The flare he used to set himself alight is long gone. For those who are interested, this survivor was the pilot, an American Vietnam War veteran named Charlie Szabor (his dog-tags may be found if looked for and cleaned).

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GM INFORMATION:

If Jarvis is alive and coherent at this time, he will start getting frantic and saying "Nonono! Rumours, just rumours! I am the first, Me! I'm the first man here!" If quizzed, he will reluctantly mention that there were rumours that an Italian Anthropologist, Peter Jacopetti and a couple of newsmen, had been looking for something in the jungle in 1977, but they had disappeared and it had been thought they just crashed. Other rumours were that Jacopetti had faked his own death to escape a financial and sexual scandal in Rome. Nothing confirmed. Until now...

There is nothing useful left in or around the chopper after 30 years in the jungle.

Encounter Two

GM's Synopsis:

In this Encounter, things begin to get dangerous. Firstly, the monkeys that have been following them scream and take to the trees, as one is leaped upon and killed by a spider the size of a dog. The spider regards them for a moment before scuttling off into the jungle. The PCs will hopefully be less inclined to travel non-path routes after this.

After a short trek, they find the wreckage of their chopper. Most of the equipment is smashed, although Ross' shotgun and pistol can be found with a few rounds of ammunition each. The satellite phone is destroyed, as is the chopper's radio. The ground nearby is sodden with aviation fuel, which is pungent in the air. There is a good deal of blood in the chopper, but no bodies: Singh's turban is partially unravelled in the twisted ruin of the cockpit. There seems to be a trail of blood, and the marks of many bare feet leading off into the jungle.

Hopefully the PCs will want to rescue the three chopper crew, but if they don't, then the Cannibals will come for them soon enough.

If they follow the trail, they will soon realise that they are travelling deeper in the jungle, which is becoming menacing. It is then that they will run into the first trap: if Jarvis is leading, he will get killed, impaled on a spiked log. If a PC is leading, they will get a chance to move out of the way, and Jarvis gets skewered instead.

Later, they will begin to see movement in the undergrowth, and will get the feeling that they are being followed, or surrounded. One or two of the PCs may even see a Cannibal, complete with helmet & mask in the middle distance for an instant. This ends Encounter Two.

Spider Attack

Description:

You move deeper into the brush, the trail thinning to a mere line in the green that surrounds you.

(GM: CALL FOR PERCEPTION [any sense is okay] DL10: if any pass they hear monkeys, see them in the trees etc. They are still following them).

Suddenly, there are high pitched screams all around you, and the jungle is suddenly bursting into life. Monkeys are leaping and scrambling high into the trees.

(GM: WAIT FOR A MOMENT FOR PLAYERS TO START THINKING OF THINGS).

A small brown ball hits the ground hard at your feet, and it takes you a second to realise that it is a monkey...with something wrapped around it.

(GM: it is a Juvenile Apex Spider, about the size of a cat. The zoologists may try and make an assessment here: ask for a layered task perception/expertise

DL 13. If they pass the perception only, they just see it is a large spider. If they pass both, then they can see it is a previously unknown species of spider. If they fail either, then they don't get a clear look at it until it gets of the monkey).

The monkey is screaming with this thing attached to it
(POTENTIAL COMBAT: JUVELINE APEX SPIDER).

GM INFORMATION:

The monkeys are spooked by a juvenile Apex spider stalking one of their number. The spider is fairly weak, and will only bite one of the humans if grabbed. After it registers their presence, it will slowly disengage from its prey and look at them. They need to take a Stress Test (3d6 + Stability vs current stress +5), if they fail then they will think that the spider seems to be singling them out especially and has some kind of malevolent intelligence. And gain 4 Stress. It will then back away into the jungle and disappear.

The Chopper

Description:

You continue in the most likely direction of the chopper's crash-site, wary now of what may be lurking in the bushes.

(GM: Call for PERCEPTION DL 13. Vision based, or using some kind of survival expertise, to notice fragments of helicopter and some broken vines).

GM Information:

They are almost at the helicopter site. Let them have a little discussion, or continue on.

Description:

You reach an area of jungle that seems damaged, branches and vines litter the ground and lumps of moss are scattered. You can see pieces of metal, flecks of paint, strands of wiring and insulation foam everywhere. Your nostrils are burned by the pungent stench of aviation fuel.

(GM: call for a test relevant to knowing that aviation gas fumes are flammable, and it only takes a spark to ignite them. See if the players think about checking or ditching equipment that is metal).

Description:

You have found the chopper. Its belly has been torn open, wreckage strewn around like the intestines of a disembowelled elephant. The tail section is missing, ripped off during the crash, and only one of the main rotor blades remains, hanging over your heads like a forlorn Sword of Damocles.

GM: Information.

See what they want to do next. If they get closer, they may see the blood trail (Perception DL13). If they want to salvage equipment, then they'll need to get into the chopper. Mention the large amount of blood streaked through the wreckage. Most of the equipment was scattered as the chopper came down.

They can salvage:

- A Broken Satellite Phone
- A Bag of Clothes
- One head torch, one flashlight, one camp-lantern. One spare battery for the flashlight.
- One Two-man Tent, and the torn remains of one other.
- Soil Analysis Kit

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- Several reference textbooks (biology etc)
- First Aid kit.
- One Video Head-set
- One Rugged Lap-Top computer (but only the battery contained in the laptop is available)
- One Digital Stills Camera
- Three Hand Flares
- One Flare Pistol & two Distress Flares.
- Three sets of rugged boots.

In the Cabin, there is a lot of blood, but no bodies. Singh's turban is unravelled on the floor.

GM: PERCEPTION DL 16 to see a footprint in the blood of a bare foot.

Blood Trail

GM: Information:

Once they are out of the chopper, they will be looking for other things, and won't be focused on the wreckage. It is now that they can see a trail of blood, relatively fresh, leading off into the jungle. Anyone who looks closely will notice bare foot prints leading off squished into the bloody mud. Some PCs may be able to make a guess at numbers: at least 10 people walking...nobody being dragged.

GM: It is now that they need to make their first decision: do they wait here for a rescue party, or do they follow the blood trail. The more gung ho party members will follow the trail, while the more sensible will want to stay. A split party is ok. The PCs that stay with the chopper will have a dull few minutes before a scouting party sees them and decides to try for a few prizes. You can use Glimpses (see below) as a basis. Once the Trail party hits the first trap, then the Chopper group can see the first cannibal in the jungle. As the Trail group reaches the Cave Mouth (see below), then the scouting party will attack from the jungle with blowpipes. The Chopper group WILL get captured...they don't have a choice.

Deeper and Deeper

Description:

The Blood trail thins as you move deeper into the jungle, and as you come to a more well worn path, you think you have lost it.

(GM: is they hunt about, they find Singh's bracelet, which will set them on the right trail).

Description:

The jungle seems thicker, darker, more menacing now that you know you are not alone. Here and there the trail is crossed by logs and vines, moss hangs down from above, and you have to duck to avoid them.

The First Trap

GM: Call for a STEALTH DL19 on whoever is leading the party. If you want to kill someone off, make it Jarvis, and he automatically fails. If it is someone else, then Jarvis is second in line (he insists upon it), and when the PC makes the roll, give them a chance to avoid the trap once it is sprung (EVA DL 13). Hopefully they'll get out of the way...Jarvis won't. If they fail, then the trap activates and will hit them with a log of sharpened spikes. STAB KILL 2d10 + Margin of Failure LP damage.

Description:

There is a loud wooden creaking and whipping sound and a vine flashes along the jungle floor. A large log, brimming with sharpened spines sails into view, and sweeps across the trail...

(remember, this is a great time to kill off Jarvis, so the description is there for Jarvis' demise.

Jarvis' Death

Jarvis' eyes are open in shock when the log hits him, one of the spikes impaling his left eye and freezing his expression. Those of you behind him see half a dozen spike-heads skewer through his body, and he stand there transfixed and quivering as the blood begins to soak the jungle floor. You manage to make out one word through the gurgles..."Sorry..." before he stops trembling, and the only sound in the jungle is that of a red waterfall falling from his body.

STRESS GAIN: 4 Points. (Violence/Gore & Horrific Sights)

GM: what they intend to do with anyone killed by the trap is up to them. If they leave the body, then they'll see it again when they have been captured as a scouting party brings it in, dismembers it, and begins dancing around with it in celebration. More Stress Gain (3 points Violence/Gore & Horrific Sights)

Glimpses

GM: as they continue through the jungle, they will become aware that they may have been spotted. Alternatively, if there is a group still with the chopper, then it is they who will be noticed and stalked. As GM, you need to be happy to throw in a few STEALTH or PERCEPTION checks at about DL 16 to 19 in the early stages, and then when the cannibals get more bold, to lower them to 13. The Cannibals are mostly naked, save for a lumpy grey full-head helmet made from clay, stone powder and vegetation. They are roughly dome shaped and grey in colour, with a lumpy, and crude angry-face shaped into the front. There are small eye holes. Some of the cannibals wear loin-cloths and some have human flesh bandoliers holding their darts, while others have them in woven reed quivers. They are very stealthy, and only really get seen when they want to frighten their prey. They see it as part of the game, and will get respect amongst their peers.

Encounter Three Part One

GM's Synopsis:

In this Encounter, the PCs will find the Cave-Mouth that leads to the cannibal camp. It is deep within the cave system, which has several branching tubes or tunnels which can be crawled through, as long as the character is not carrying much in the way of equipment. Whichever tunnel they investigate will be home to a Moray-Snake.

They will also discover the cannibal gate, set in a stockade of wood which can be climbed, with difficulty.

On the other side of the gate is the massive camp: there are many huts made from rock, wood and mud, and several larger buildings, all of a domed shape. There is a large cavern lake to the west, and deeper caves north. There is a ceremonial area in the centre of the camp, and the cannibals appear to be holding a festival. They are dancing around, several of them are holding up body parts on spears. These are the remains of the co-pilot. They are not eating him, because he died in the crash. Less lucky is the radio operator, who is already lashed to the ceremonial table, ready to be cut up and devoured at the culmination of the festival. Suspended over the water of the lake is a wooden cage, and Singh's injured form can be seen inside. It is at this point that the PCs will need to make some kind of decision as to how to proceed.

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The Cave Mouth

Description:

The jungle thins, and you reach the edge of a clearing. Beyond is the rock wall of the sink-hole, and there is a ragged cave mouth leading deep into it. There are spikes set into the ground in a semi-circle around the cave mouth: each of the spikes has a human skull impaled upon it, and each is blackened by fire. The footprints lead off into the darkness of the cave.

GM Information: The skulls are lit at night to ward off the evil spirits of the "cursed valley"...in fact, the flames and the ointment that the skulls are smeared with actually keep the apex spiders away.

Description:

Inside the cave mouth, the cave is wider, opening into a small cavern. It is dark and dank, and you can here the dripping of water somewhere. There are also echoing sounds from deeper inside the cave system.

(GM: if they turn on one or two of their lights, they can see cave paintings.)

There are stylised pictures of what can be discerned to be a helicopter, and men. Stick figures are hunting them, and one of the prey-human figures is surrounded in red flames. There are other pictures of small pigs and large spiders.

(This is a history of the Italian Helicopter.)

The cave leads further down, into the bowels of the earth.

The Cannibal Gate

Description:

The sounds get louder and louder; you can hear drums, chanting, and rhythmic thumping. There are burning torches now propped into cracks in the cave wall. As you turn a corner, you can see a large wooden gate that fills most of the tunnel, with only a uneven gap of about a yard at the top.

(PERCEPTION DL10: to see the crawl holes near them)

Description:

(crawl holes): The hole seems to have been formed over centuries by water erosion, and are smooth floored, while having a rough ceiling. It is just large enough to crawl into.

GM information:

The crawl holes lead a winding, awkward path behind the cannibal camp, and terminate in a flooded U bend which must be swum through, and emerges in the main cave-lake. If the GM is feeling cruel, the character can come face to face with a Moray-Snake that lives in and around the lake. Hopefully, they'll have taken a weapon of some kind...torch, flare etc. Otherwise, they are going to get badly bitten up, and may even die.

GM Information:

Once they manage to get over or around the gate, they will have to sneak their way through a few warrior huts (they are empty, save for a few mattresses of woven reeds, and some spears and woven shields.) The main guards that are usually at the gate are distracted by the festival (one is having sex in one of their huts with a village girl). The PCs will be able to sneak around the camp to get a good overview for a while before they get spotted.

Characters that use the crawl-holes will emerge on the far side of the cave-lake, and will be able to see Singh in the suspended cage. Otherwise they will be able to see the camp ok.

The Cannibal Camp

Description:

The cavern is massive, and there are light wells in the rock ceiling high above. The camp fills most of the cave, save for a huge dark lake that dominates one side. The cave slopes gently and unevenly upwards opposite the lake, and there are huts of more elaborate construction further up the slope. All around the periphery of the cave are simpler wooden huts, several clumped around the main gate. Here and there are animal skins stretched and drying on wooden frames. The noises of chanting and drumming is coming from the centre of camp, where several large fires burn in rock pits. There are dozens of people, mostly naked, dancing and singing. Behind the dance area is a large wooden structure, and behind that is a large carved statue of a rampant scorpion. There is something... maybe a large pig, lashed to the wooden table structure. As you watch the dancers, you can see several parading things impaled on spikes around.

(PERCEPTION/STABILITY DL13...if they pass the perception, then see if they pass the STABILITY. The Perception is to recognise the body parts of the co-pilot, the stability is to avoid gaining 3 stress.)

One of the dancers has two long poles lashed to this back to form a cross, and has a different shaped mask, it looks like the face of a bird of prey.

What's On The Menu?

Description:

As you peer at the obscene festival, you can see that what you thought was a naked pig tied to the ceremonial table is actually your erstwhile radio operator, John Silver. Over at the lake, you see another figure suspended in a wooden cage. Injured and grimy, it can be none other than Navinder Singh.

GM Information:

John Silver is in the most dire need of rescue. In a few hours, when the festival reaches its climax, the Seer, flanked by the Chief, will cut him open while he is still alive, take a bite each from his still beating heart, then place the rest of it in front of the scorpion statue. Some of the womenfolk will take Silver away, expertly butcher him, then he will be fed to the rest of the tribe. Singh has a day of respite. These cannibals only devour one of their special meals each night. This gives the characters some time to try and rescue Singh, especially if they leave Silver to his fate (Stress Gain: Moral Dilemma, 4 points)

Decisions ,Decisions

GM Information:

This is the point at which the GM needs to wing it. There is no way of predicting what the PCs are going to do, but the most obvious options are found in Encounter Three Part Two. They are either going to:

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- Get into a big fight and get captured (time permitting);
- Get into a big fight and all die (if the game is running long);
- Get into a big fight, then run away, get chased and captured or killed;
- Sneak about, then get seen and get captured or killed;
- Mess about until they get captured or killed;
- Get captured and eaten;
- Pretend to be gods from the helicopter (the clues are all there), then either make friends with the cannibals or make them angry, then get captured or killed;
- Start capping off with their guns and flares until they run out of ammo, then get killed;
- Enter into single combat with the tribal juggernaut and probably get killed and eaten on the spot.

The chances are that few of them are going to come out of this alive unless they play it cool and look for the clues, including the Sick Child and the Seer's ceremonial dress (it's a bird-god type thing, guys)

Encounter Three Part Two: Options

GM's Synopsis:

This Encounter is the complicated one, as a great deal of it depends on what kind of plans the PCs come up with. There are several to choose from, although GMs should be ready to think on their feet when players think up something totally different.

None Came Back

GM's Synopsis:

In this option, the PCs have dragged their heels getting around, have probably refused to try and rescue their comrades, and seem bereft of any real ideas. If they stay and wait for help to arrive, they will be disappointed, as the Cannibal Hunting Party will turn up first. If the Hunting party is defeated, then later they will face the Cannibal War party, which will take no prisoners. If they somehow beat them too, then soon after the Tribal Enforcer will arrive with at least 20 warriors, and the PCs will be exterminated. Incidentally, this is pretty much what happened to the Italian Expedition in 1977.

Combat: Hunting Party

The hunting party consists of 10 villagers armed with spears and blowpipes. They will be stealthy and will keep to the trees, using their blowpipe darts to pick off the PCs.

Combat: War Party

If the PCs manage to defeat the Hunting party, then the War Party will arrive. 10 warriors, armed with spears, blowpipes and axes. They are less subtle than the hunting party.

Combat: Armageddon

If the War Party is taken out, then the next wave will be the Tribal Enforcer and 20 warriors. The Tribal Enforcer is himself very tough, but the 20 guys with him will be angry as well. Should the PCs kill this lot off too (what are you doing, GM?) then they PCs have essentially massacred the entire male population of the tribe, save the Seer and the Chief.

Sneaking Into The Camp

GM's Synopsis:

This is a good tactic. The PCs can try to go over the Gate, or can try and follow one of the rock tubes in the hope of getting into the camp. Climbing over the gate is easy, as the cannibals are mostly interested in the festival. The rock tubes are a little more hazardous, as a Moray-Snake lives in them: the tube terminates in a water area, which must be swum underneath to emerge in the cavern lake. From there, they will be able to try and free Singh from the cage, but will be spotted by the Sick Child, and they will probably have to flee.

Combat: Moray Snake

The Moray-Snake is a large amphibious beast that lives in the submerged caverns under the cave-lake. It is large enough to cause some nasty problems, but small enough to turn around in the crawl-holes and make a slither for it if injured.

CHARACTERS:

The Characters the PCs may encounter sneaking in are the Sick Child, Tribal Villagers, and Warriors.

Sick Child

The Sick child is the Chief's son, although there are other children with similar bronchial infections in the village. The Chief's son and a few other children saw the PCs fall out of the chopper, through the mist layer, and are now fascinated with them. They will try and communicate with PCs if they are not threatening. They will draw crude pictures of the chopper, or people with parachutes.

Tribal Villagers

The Villagers will no doubt raise an alarm if the PCs are seen sneaking through the village. Villagers are not warriors, although the men-folk will be part of hunting parties.

Warriors

Warriors are tough, armed and will not take kindly to the PCs being in the village.

Getting Captured

GM's Synopsis:

The PC's are probably going to get captured. The darts the Cannibals use are extremely potent tranquilisers, and most of the PCs will get hit with one or more. If they fall unconscious, they'll wake up in the same cage as Singh. The cannibals won't have tied them up. PCs that run away into the jungle will either run into a trap, or will just get hunted down and darted later, after they've racked up a bit more stress. Some GMs may like to have some of the party free, others captured, so they can try and make some kind of rescue attempt. The Sick Child may try and communicate with the captives [he thinks a helicopter gave birth to them and they are somehow divine...by that won't stop him eating them, as they probably taste divine too]. The child is ill with a simple bronchial infection which can be cleared up by administering the antibiotics and anti-virals in the helicopter medical kit...IF the PCs remembered to get it. Captives will still have most of their equipment, except anything that would fall out of numb hands.

Combat: Hunting Party (X1)

The hunting party consists of 10 villagers armed with spears and blowpipes. They will be stealthy and will keep to the trees, using their

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blowpipe darts to pick off the PCs.

CHARACTERS

Sick Child

The Sick child is the Chief's son, although there are other children with similar bronchial infections in the village. The Chief's son and a few other children saw the PCs fall out of the chopper, through the mist layer, and are now fascinated with them. They will try and communicate with PCs if they are not threatening. They will draw crude pictures of the chopper, or people with parachutes.

Seer

The Seer is the shaman of the tribe, and generally his word is law. If he indicates that the PCs are food, then they are going to get eaten. However, if he can be convinced that the PCs are not a threat, or may actually be beneficial to the tribe, he may step in to protect them.

We're On The Menu

GM's Synopsis:

Things aren't looking good for the PCs if they've got to this stage. The Cannibals are going to eat one person each night, starting with Singh, until all the food is gone. They will be taken out, one by one, from the cage, and taken to the wooden ceremonial table, cut open while still alive, the chief, enforcer and seer will take a bite out of their still beating heart, and the Sick Child will be smeared with their blood (they hope the blood will cure him). Then the body will be taken away, cut up, cooked and will be the main course at the festival feast. The best chance to make a break-out is when the cannibals come for one of them, although if they leave it too late, they will all be weak with hunger and thirst. However, the Sick Child will keep coming to see them and bringing them water. At some point the Sick Child will bring a stick-man he has made...it has a piece of fabric tied to it like a parachute. Sick Child will show it to them, trying to let them know that he know where they came from.

CHARACTERS:

Sick Child

The Sick child is the Chief's son, although there are other children with similar bronchial infections in the village. The Chief's son and a few other children saw the PCs fall out of the chopper, through the mist layer, and are now fascinated with them. They will try and communicate with PCs if they are not threatening. They will draw crude pictures of the chopper, or people with parachutes.

Seer

The Seer is the shaman of the tribe, and generally his word is law. If he indicates that the PCs are food, then they are going to get eaten. However, if he can be convinced that the PCs are not a threat, or may actually be beneficial to the tribe, he may step in to protect them.

Chief

The Chief is a burly looking man in his 40s. He is the Sick Child's father. The Chief is the power in the village, mainly through the strength of the Tribal Enforcer. However, he will defer to the Seer on important spiritual matters.

Tribal Enforcer

The Tribal Enforcer is a massive, psychopathic native with hidden mutations. He can create fear in those around him, and is bullet-proof (bullets seem to just lodge in his skin). These powers have made him invincible in matters of Tribal law; and the Chief has used him to great advantage. However, in a conflict between the Chief and the Seer, the Enforcer will be unsure of which path to take, and will vacillate, allowing the advantage to pass to others. Eventually he will decide to honour his Chief, not the Seer. In combat, he will always go for the kill, and he will cut open a defeated foe's chest to get to their heart.

Behold, Your Gods!

GM's Synopsis:

A lot of PC's will try this one out, and if they can read the clues, it may just work. The Seer, during the festival ceremonies, has a cross made from wood and vines on his back: he is representing the helicopter, first seen and venerated in 1977 when the Italians came. If the PCs can find some way of backing up the Sick Child's ignored assertions that they were indeed "children of the deity"...that is to say, they jumped out of their helicopter... then they may be able to resolve the whole thing peacefully, without any more of them being served up as dinner. The cannibals worship the great scorpion god, but have come to see the helicopter as some kind of divine messenger (bringing tasty food, it seems). They are afraid of the Apex Spider, and so any PC that can prove to have killed one will get a little respect. They have no concept of medicine beyond trepanation and blood sacrifices. They are not afraid of guns, as they lost a lot of warriors to them when they attacked the Italians, so capping off with a firearm is not going to get the response the PCs want.

Combat: War Party (X3)

This is not a good situation to be in. There are about 30 warriors capable of fighting in the village; even with guns, the PCs may be quickly overwhelmed. The warriors, however, will defer to the Chief in all things.

Combat: Chief

If the PCs kill the Chief, they'll be in real trouble: whoever can kill the killer of a king becomes a king, and all of the warriors will be after the head of the PC responsible. The Chief is not a fantastic fighter, as he has the Enforcer to do that for him. If the Chief is challenged, he will send in the Enforcer first.

Combat: Tribal Enforcer

If the PCs try shooting him, they'll be disappointed. The only way to hurt the Enforcer is hand-to-hand, or maybe a quick jab with a poisoned dart. In combat, the Enforcer will unleash his fear-wave at his opponent, then attack when they are afraid. He shows no mercy, and is a total psychopath.

CHARACTERS

Seer

The Seer is the shaman of the tribe, and generally his word is law. If he indicates that the PCs are food, then they are going to get eaten. However, if he can be convinced that the PCs are not a threat, or may actually be beneficial to the tribe, he may step in to protect them.

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This...is my Boom-Stick!

GM's Synopsis:

Oh dear. One or more of the players has seen Army of Darkness too many times, and will be more than willing to try and show the "primitive screw-heads" that they are technologically superior by firing off a gun and expecting them to run away. The women and children probably will, but the warriors will see it as a way to gain respect in the tribe to take down a guy with a gun: some will even throw their weapons away and try to charge the gun-wielder unarmed. At some point, the tribal enforcer is going to turn up: he has some hefty paranormal powers (Bullet Sponge; Fear-Monger; etc) and so guns won't get the job done. Any PC that tries this is probably going to get mobbed and hacked to pieces.

Combat: War Party (X3)

This is not a good situation to be in. There are about 30 warriors capable of fighting in the village; even with guns, the PCs may be quickly overwhelmed. The warriors, however, will defer to the Chief in all things.

Combat Chief

If the PCs kill the Chief, they'll be in real trouble: whoever can kill the killer of a king becomes a king, and all of the warriors will be after the head of the PC responsible. The Chief is not a fantastic fighter, as he has the Enforcer to do that for him. If the Chief is challenged, he will send in the Enforcer first.

Combat: Tribal Enforcer

If the PCs try shooting him, they'll be disappointed. The only way to hurt the Enforcer is hand-to-hand, or maybe a quick jab with a poisoned dart. In combat, the Enforcer will unleash his fear-wave at his opponent, then attack when they are afraid. He shows no mercy, and is a total psychopath.

Tribal Combat

GM's Synopsis:

This is a good, but dangerous, way to try and get the tribe to see the PCs as more than food. At some point, the PCs may get close to the Tribal Enforcer: if they can spit on him, or somehow humiliate him, then the tribe will demand to have a single combat between the Enforcer and the PC. The Enforcer is very tough and skilled, and has a few powerful Paranormal abilities (Bullet-Sponge; Fear-Monger; etc) so he won't be easy to beat. The Cannibals respect only strength and savagery in combat, so if the PC wins and spares the Enforcer's life, they will be seen as weak, and will be speared to death by the tribe. However, if the PC thinks to cut the Enforcer open and pull out the beating heart (take a bite, why not), then they will be respected, and will be expected to take over as tribal enforcer. If the PC just kills the Enforcer, then the tribe may or may not still see them as food. They obviously have great power, and would be a delicious meal...

Combat: Tribal Enforcer

If the PCs try shooting him, they'll be disappointed. The only way to hurt the Enforcer is hand-to-hand, or maybe a quick jab with a poisoned dart. In combat, the Enforcer will unleash his fear-wave at his opponent, then attack when they are afraid. He shows no mercy, and is a total psychopath.

Escape & Epilogue

GM's Synopsis:

Either the PCs make a run for it, or have befriended the tribe. Either way, they are not getting out via the chopper, or the sink-hole valley.

- If they are fleeing the tribe, then the gate is closed, and there are dozens of warriors guarding it;
- If they try to escape down the tubes, then the first one to emerge from the tunnel will get speared by waiting cannibals.
- If they do manage to get out into the valley, they still have traps and cannibal hunters to deal with, and will most likely get slaughtered.
- If they head towards the light wells and the deeper caverns, they will emerge in to open air, and the vista of a new world. They may still have cannibals on their heels, but at least they are out of the caves now. If they have befriended the tribe, then they will be lead out of the cave this way, to be shown the tribe's other hunting ground. They do not have a stockade on this side, because this is their world...no metal things fall from the sky bringing death and disease on this side of the cave (the stockade gate was only built after the Italians crashed). The world beyond is earth, but it is very different to the one they left behind: they are not in Indonesia any more. Here and there are the remains of tower-blocks, half toppled and submerged. Great concrete blocks litter the swamp. Nearby is the rusted tail of a large passenger plane. It is a whole new, yet horrifically familiar world. If they look back, they see the cave is set into a crumbling mountainside, not the side of basin-valley. To the east is the sea, and the rusting graveyard of beached oil-tankers. They are alone, in the new world, and the cannibals may be right behind them...

Description:

The Other Cave Tunnel: This tunnel is much like the first, only it is pierced with light-wells that burn with a bright yellow glow. There is the scent of fresh, salty air in your nostrils as you move. There doesn't appear to be any kind of stockade or fortifications on this side of the camp. The cave floor seems well worn, and here and there is smeared with bright colours, as are the walls. As you turn a corner, the cave slopes sharply upwards, and you have to scramble to get over it. It seems to be a lip of rock, for the cave then gently sweeps away to the right. There is bright daylight around the corner.

Description:

Outside: You step into bright daylight, and your pupils dilate in the harsh sun. As your eyes become accustomed to the light, you gaze over a strange landscape. This is not Indonesia. Beyond is a swampy scrubland, a mixture of the fens and the steppes of Mongolia. Here and there are the remains of tower-blocks, half toppled and submerged. Great concrete blocks litter the swamp. Nearby is the rusted tail of a large passenger plane.

(GM: If they look back, they see the cave is set into a crumbling mountainside, not the side of basin-valley. To the east is the sea, and the rusting graveyard of beached oil-tankers. They are alone, in the new world, and the cannibals may be right behind them...)

The world ahead is strange, but somehow horrifically familiar. Where are you? Where do you go now? Can you survive in this new world?

THE END



Appendix I

Appendix 1

Characters

Professor Jarvis (NPC or PC Ringer)

Age: 53
 Occupation: Professor of Palaeobotany, Ravenwood University.
 Connections: Has taught both Croft & Tilder in the last few years.
 Special Abilities: (25pts total): Speed Reading x1 (5pts); Double-Think x1 (5pts); Multidisciplinary: Academic x3 (15pts).
 Expertise
 Mandatory 1: Life Science: Palaeobotany [AC&T]
 Mandatory 2: Life Science: Mycoceuticals [AC&T]
 Electives:
 Teaching [AniP]
 Business Practice: Administration [OCCP]
 Computers: Application Use [OCCP]
 Cultural Science: Ethnobotany [AC&T]
 Writing Skills: Academic [AniP]

All pcs are to be built on 10 character points

Michael/Maggie Croft

Age: 24
 Vocation Class: Scholarly, Clerical & Medical
 Occupation: PhD Student: Botany / Biotechnology / Pharmacology
 Hobbies: BASE Jumping. Rock Climbing. Rally-Car Driving.
 Connections: Taught by Jarvis. Knows Tilder. Has been Rock-Climbing with Donaldsen in the past.
 Special Abilities: (25pts Total) Stunt-Driving x1 (5pts); Appearance: Attractive (10pts); Mechanical Aptitude x2 (10pts).
 Expertise
 Mandatory 1: Life Science: Botany [AC&T]
 Mandatory 2: Biotechnology (R) [AC&T]
 Electives: (Pick 5 from the following)
 Climb: Rock-climbing [PhyM]
 Computers: Application Use [OCCP]
 Cultural Science: Ethnobotany [AC&T]
 Driving Manoeuvres: Speedway & Rally Driving [PhyF]
 Freefall, Parachuting & Air-sports: BASE jumping [PhyS]
 Pharmacology (R) [AC&T]
 Pharmacology: Agriceuticals [AC&T]
 Pharmacology: Antibiotics [AC&T]
 Pharmacology: Antivirals [AC&T]
 Vehicle Engineering (R) [AC&T]

Saul/Sarah Schenkmyer

Age: 27
 Vocation Class: Scholarly, Clerical & Medical
 Occupation: Associate Professor Zoology Dept. Ravenwood University
 Hobbies: Parachuting. Surfing. Skateboarding.
 Connections: Knows Donaldsen (same department). Has met Ross once before on a parachute jump for Leukaemia Charity.
 Special Abilities: (25pts Total) Animal Empathy x2 (10pts); Eye For Detail x2 (10pts); Master Tracker x1 (5pts).
 Expertise
 Mandatory 1: Life Science: Zoology [AC&T]
 Mandatory 2: Animal Behaviour (R) [AC&T]
 Electives: (Pick 5 from the following)
 Animal Behaviour (R) [AniP]
 Booby-Traps & Snares: Animal Traps [STEL]
 Computers: Application Use [OCCP]
 Ethics: Animal Ethics [AC&T]
 Freefall, Parachuting & Air-sports: Parachuting [PhyM]
 Personal Transport: Skateboard [PhyM]

Personal Transport: Surfboard [PhyM]
 Swimming, Diving & Water-Sports (R) [PhyS]
 Teach [AniP]
 Tracking & Hunting (R) [PCP]

David/Danielle O'Brian

Age: 25
 Vocation Class: Scholarly, Clerical & Medical
 Occupation: PhD Student: Geology / Archaeology / History
 Hobbies: BASE jumping. Snowboarding. Spelunking.
 Connections: Knows Tilder and Donaldsen.
 Special Abilities: (25 pts Total) Sixth Sense x1 (5pt); Breath Control x1 (10pts); Contortionist x2 (10pts).
 Expertise
 Mandatory 1: Earth Science: Geology [AC&T]
 Mandatory 2: Archaeology (R) [AC&T]
 Electives: (Pick 5 from the following)
 Archaeology: Amerindian Ethnoarchaeology [AC&T]
 Archaeology: Palaeontology [AC&T]
 Caving, Pot-Holing & Spelunking (R) [PhyS]
 Caving, Pot-Holing & Spelunking: Spelunking [PhyS]
 Climb (R) [PhyS]
 Computers: Application Use [OCCP]
 Earth Science: Minerology [AC&T]
 Freefall, Parachuting & Air-sports: BASE jumping [PsyM]
 History (R)[AC&T]
 Personal Transport: Snowboard [PhyM]

Cooper/Tamisi Brown

Age: 21
 Vocation Class: Scholarly, Clerical & Medical
 Occupation: MA Student: Biology / Medicine / Pharmacology
 Hobbies: Chess. Scuba Diving. Skiing.
 Connections: Doesn't know anyone, except Jarvis.
 Special Abilities: Like A Fish x1 (10pts); Instinctive Understanding x1 (5pts); Eye For Detail x1 (5pts); Teamwork x1 (5pts)
 Expertise
 Mandatory 1: Life Science: Biology [AC&T]
 Mandatory 2: Medical Science (R) [AC&T]
 Electives: (Pick 5 from the following)
 Computers: Application Use [OCCP]
 Ethics: Animal Ethics [AC&T]
 First Aid (R) [OCCP]
 Gaming: Chess [AC&T]
 Life Science: Life Science Equipment Use [AC&T]
 Life Sciences: Entomology [AC&T]
 Life Sciences: Marine Biology [AC&T]
 Medical Engineering (R) [AC&T]
 Personal Transport: Skiing [PhyM]
 Pharmacology (R) [AC&T]
 Swimming, Diving & Water-Sports: SCUBA & Diving Suit Use [AC&T]

Abbas/Aida Moamari

Age: 25
 Vocation Class: Scholarly, Clerical & Medical
 Occupation: PhD Student: Linguistics / Cultural Anthropology / Ethnology
 Hobbies: Snowboarding. Parachuting. Skidoo Racing.
 Connections: Doesn't know anyone except Jarvis.
 Special Abilities: (25 pts Total) Linguistic Savant (15pts); Social Chameleon x1 (5pts); Lip Reading x1 (5pts)
 Expertise
 Mandatory 1: Language & Linguistics (R) [AC&T]
 Mandatory 2: Cultural Science: Anthropology [AC&T]
 Electives: (Pick 5 from the following)
 Computers: Application Use [OCCP]
 Cultural Science: Ethnoarchaeology [AC&T]
 Cultural Science: Ethnology [AC&T]
 Cultural Science: Palaeoanthropology [AC&T]

Appendix 2

Drive: Snowmobiles [PhyS]
Environmental Science (R) [AC&T]
Ethics: Social Ethics [AC&T]
Freefall, Parachuting & Air-sports: Parachuting [PhyS]
Language & Linguistics: Indonesian & Regional Languages and written forms [AC&T]
Personal Transport: Snowboard [PhyM]

Ben/Beth Tilder

Age: 24
Vocation Class: Scholarly, Clerical & Medical
Occupation: PhD Student: Botany / Anthropology / Astronomy
Hobbies: BASE jumping. Waterskiing. Swimming.
Connections: knows O'Brian, Donaldsen, Croft and Jarvis
Special Abilities: (25pts Total) Green Fingers x1 (5pts); Like A Fish x1 (10pts); Adrenaline Control x2 (10pts)
Expertise
Mandatory 1: Life Science: Botany [AC&T]
Mandatory 2: Cultural Science: Anthropology [AC&T]
Electives: (Pick 5 from the following)
Animal Behaviour: Chimpanzee [AniP]
Astronomy (R) [AC&T]
Climb (R) [PhyS]
Computers: Application Use [OCCP]
Cultural Science: Ethnobotany [AC&T]
Cultural Science: Ethnomusicology [AC&T]
Freefall, Parachuting & Air-sports: BASE jumping [PhyS]
Life Science: Primatology [AC&T]
Swimming, Diving & Water-Sports: Underwater swimming [PhyS]
Swimming, Diving & Water-Sports: Waterskiing [PhyM]

Evan/Eva Ross

Age: 26
Vocation Class: Military & Paramilitary
Occupation: Security Specialist: Jungle Warfare.
Hobbies: Parachuting. Rock Climbing. Caving.
Connections: Has met Schenkmyer on a charity parachute jump. Knows Jarvis through advertisement in Soldier Of Fortune magazine.
Special Abilities: (25 pts Total) Hard To Kill x1 (5pts); Gallows Humour (10pts); Battle Hardened (10pts)
Expertise
Mandatory 1: Survival: Jungle [PhyS]
Mandatory 2: Strategy & Tactics: Jungle Warfare [PCP]
Electives: (Pick 5 from the following)
Caving, Pot-Holing & Spelunking (R) [PhyS]
Climb: Rock-climbing [PhyS]
Freefall, Parachuting & Air-sports: Parachuting [PhyM]
Search (R) [PCP]
Swimming, Diving & Water-Sports (R) [PhyS]
Torture Techniques & Equipment (R) [AC&T]
Weapon Care (R) [AC&T]
Weapon Skill: Firearms: Shotgun & Scattershot Weapons [CA:R]
Weapon Skill: Firearms: Side Arms [CA:R]
Weapon Skill: Unarmed Combat (R) [CA:M]

Jim/Jane Donaldsen

Age:26
Vocation Class: Scholarly, Clerical & Medical
Occupation: Laboratory Manager Zoology Dept, Ravenwood University.
Zoology / Botany / Biology.
Hobbies: Rock-climbing. BASE Jumping. Mountain Biking.
Connections: Knows Tilder, Croft, Jarvis, O'Brian and Schenkmyer.
Special Abilities: (25pts Total) Scramble x1 (10pts); Inner Calm x1 (5pts); Pragmatism (10pts)
Expertise
Mandatory 1: Life Science: Zoology [AC&T]
Mandatory 2: Life Science: Botany [AC&T]
Electives: (Pick 5 from the following)

Animal Behaviour (R) [AniP]
Animal Care & Handling (R) [AniP]
Animal Husbandry (R) [AniP]
Climb: Rock-climbing [PhyS]
Computers: Application Use [OCCP]
Drive (R) [PhyS]
Freefall, Parachuting & Air-sports: Parachuting [PhyM]
Life Science: Biology [AC&T]
Personal Transport: Bicycle [PhyM]
Theology: Specific Religion: Buddhism [AC&T]

Appendix 2

Paranormal Abilities for the PCs.

Michael/Maggie Croft

DENDROMERGE x2 Triggered by Failed Stress Test when near a tree.

Saul/Sarah Schenkmyer

THERIOMORPH (5points) Tiny, fixed non-combat animal. (will probably be a monkey, after meeting the Cheeky Monkys)
CONTROLLED FALL (x2) Triggered by falling.
THERIOLOGUE x1 Triggered by proximity to animals.

David/Danielle O'Brian

LITHOMERGE x1
HYPER-CONTORTION x1 + ENHANCED DURATION x1.

Cooper/Tamisi Brown

AQUAFORM triggered by immersion in water.
BREATHLESS first becomes aware of it when deprived of air.

Abbas/Aida Moamari

RADIOCEPTIONx1 triggered by attempt to use a radio.
CHAMELEON x1 triggered by a failed attempt to hide.

Ben/Beth Tilder

HYPER-SWIMx1 triggered when needs to swim fast. + ENHANCED DURATIONx1

Evan/Eva Ross

PSYCHIC TRANQUILITYx1 triggered when suffers first stress gain.
TRACKLESSx1 triggered when trying to evade pursuit.
INCORPORATIONx1 triggered when first forced to eat human flesh.

Jim/Jane Donaldsen

HYPER-CLIMBx1
PSYCHIC STRESS RELIEF x1
HYPER-MOTIONx1

Appendix 2

NPCs

Pilot Navinder Singh

Age: 43

Occupation: Helicopter Pilot. Formerly Indian Airforce.

Jovial, until the crash, then fatalistic. He needs no Profile, as he will have to be carried everywhere due to his injuries. As GM, you decide if he lives or dies.

Radio Operator/Navigator John "Long John" Silver

Age: 30

Occupation: Radio Operator. Formerly USAF.

A nice guy, if a bit too flippant. That's beaten out of him by the time he's strapped to the sacrificial table. He needs no profile, as he's in a bad way, and is likely to get killed before the PCs get anywhere near him.

Seer

Age: 65

Occupation: Keeper of the mysteries.

NPC

Name	Seer	Level	Medium	QPD	15	ITO	45	Morale	24
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Life Point Track

# <input type="checkbox"/>	<input type="checkbox"/>						
# <input type="checkbox"/>	<input type="checkbox"/>						

The seer is total devoted to his gods and their Veneration. His main god is the scorpion, followed by the Bird, and the strange messenger with the iron wings (the helicopter) which he believes is some kind of mating between the scorpion and the bird. He is a true shaman, who uses narcotics to see the future and commune with animals. He is intelligent and although he sees the PCs as "food", he is not focused upon that, and can be persuaded of their "divine" nature if the players are clever.

STATS

Sinc	10	LP's	20							
Body	0	Mind	4	Speed	0	Special	5	Notes		
DmB	0	Psy-Res	0	Evasion	0	Social	0			

WEAPONS & COMBAT

Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC
Unarmed	BFT / STUN	2d6	2						
Knife	STAB / KILL / Light	1d10 Impale	1						

Armour

Roll	18	17	16	15	14	13	11-12	9-10	8	6-7	5	4
Loc	Head	Face	Neck	Chest	Belly	Hip	Shoulder	Arm	Hand	Thigh	Shin	Foot
AS	3	3	3	[0/0]	[0/0]	[2/2]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]

Other Body Parts

Loc											
AS											

Skills

Combat Skill #1	Unarmed +3	Skill	Ceremonial Rituals +10
Combat Skill #2	Knives +7	Skill	Tribal Customs +10
Combat Skill #3		Skill	Tribal Law +10
Combat Skill #4		Skill	Theology (Dieties) +6

Sick Child

Age: 8

Occupation: Being a kid; skinning and preparing food.

Stats Unimportant: LPs 5, SINC 10. Suffers from type of Bronchitis that can be cleared up within days by a dose of anti-virals.

NPCs: Singh; Silver; Seer Profile - Sick Child

Appendix 2

Chief

Age: 30 Occupation: Warlord
He loves his son, and will not see the poor boy harmed.

NPC

Name	Chief	Level	Low	QPD	15	ITO	45	Morale	24
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Life Point Track

#	○○○○○○○○	The Chief is loyal to his villagers, and seeks only to see them safe, prosperous, and in good standing with their gods. His child is sick (with a type of bronchitis) and he sees this as a punishment from one of the gods; so he sees the arrival of so many victims to be eaten as a sign that the gods want festivals to make them happy. After such a bountiful festival, surely his child will be well again...
#	○○○○○○○○	
#	○○○○	

STATS

Sinc	13	LP's	26			Notes
Body	2	Mind	0	Speed	2	
DmB	+1	Psy-Res	+1	Special	2	
		Evasion	+3	Social	+4	

WEAPONS & COMBAT

Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC
Unarmed	BFT / STUN	1d6+1	1						
Obsidian Axe	Hack / KILL / Heavy	2d10 +1 Impale	2						
Blow-Pipe (POT 30 = KO in 3 rounds)	Dart / Stab / Stub Light	1d8	1						

Armour

Roll	18	17	16	15	14	13	11-12	9-10	8	6-7	5	4
Loc	Head	Face	Neck	Chest	Belly	Hip	Shoulder	Arm	Hand	Thigh	Shin	Foot
AS	4	4	3	[0/0]	[0/0]	[2/2]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]

Other Body Parts

Loc												
AS												

Skills

Combat Skill #1	Axes & Maces +5	Skill	Leadership +6	Skill	Oratory +6
Combat Skill #2	Blow-Pipes +5	Skill	Tribal Customs +6	Skill	
Combat Skill #3	Spear +4	Skill	Hunting & Tracking +5	Skill	
Combat Skill #4	Knives +3	Skill	Jungle Warfare +6	Skill	
Combat Skill #5	Shield +2				

Tribal Enforcer

Age: 25 Occupation: Judicial Executioner
Absolute psychotic maniac. It is probably best if you don't use the QPD when he is fighting: make it ore of a duel.

NPC

Name	Tribal Enforcer	Level	Medium	QPD	20	ITO	60	Morale	24
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Life Point Track

#	○○○○○○○○	The Enforcer is the best warrior in the village. He is unwaveringly loyal to the chief. He is arrogant, confident and happy to engage in single combat with anyone who challenges him. He keeps a necklace of teeth (more than 30), one tooth from each of his challengers. When he kills his enemy, he cuts open their chest, rips out their heart and takes a bite with his teeth. He is a product of mutations and inbreeding. Larger than other villagers by more than a head, he possesses several special abilities.
#	○○○○○○○○	
#	○○○○○○○○	

STATS

Sinc	20	LP's	40			Notes
Body	5	Mind	0	Speed	4	Spec Ab. Two Weapons (melee)+2 Attack +4 Defence +1 Dice Damage. Bullet Sponge x 3. Fear Monger x 3 POT 16 for 3 rounds. Incorporation x 1 (d6 LPs healed)
DmB	+3	Psy-Res	+1	Special	2	
		Evasion	+4	Social	0	

WEAPONS & COMBAT

Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC
Unarmed	BFT / STUN	1d6+1	1						
Obsidian Axe	Hack / KILL / Heavy	2d10 +3 Impale	2						
Spear	Stab / Kill Medium	1d10 +3 Impale	1						

Armour

Roll	18	17	16	15	14	13	11-12	9-10	8	6-7	5	4
Loc	Head	Face	Neck	Chest	Belly	Hip	Shoulder	Arm	Hand	Thigh	Shin	Foot
AS	4	4	3	[0/0]	[0/0]	[2/2]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]

Other Body Parts

Loc												
AS												

Skills

Combat Skill #1	Axes & Maces +7	Skill	Tribal Law +6	Skill	Leadership +3
Combat Skill #2	Blow-Pipes +4	Skill	Intimidation +6	Skill	
Combat Skill #3	Spear +7	Skill	Hunting & Tracking +5	Skill	
Combat Skill #4	Knives +3	Skill	Jungle Warfare +6	Skill	
Combat Skill #5	Shield +2				

Appendix 2

Hunting Party

Lightly armed villagers, on a hunting patrol.

NPC									
Name	Hunting Party	Level	Medium	QPD	15	ITO	45	Morale	18
Life Point Track									
#1	○○○○○○○○○○○○○○○○○○○○	#5	○○○○○○○○○○○○○○○○○○○○	#9	○○○○○○○○○○○○○○○○○○○○				
#2	○○○○○○○○○○○○○○○○○○○○	#6	○○○○○○○○○○○○○○○○○○○○	#10	○○○○○○○○○○○○○○○○○○○○				
#3	○○○○○○○○○○○○○○○○○○○○	#7	○○○○○○○○○○○○○○○○○○○○						
#4	○○○○○○○○○○○○○○○○○○○○	#8	○○○○○○○○○○○○○○○○○○○○						

STATS						Notes
Sinc	10	LP's	20	Speed	3	The hunting party is lightly armed, highly mobile and stealthy unit of 10. They use flanking and surrounding tactics, then one or two will thrash the jungle to drive out prey. Will retreat if confronted.
Body	3	Mind	0	Special	0	
DmB	+1	Psy-Res	+1	Evasion	+4	
				Social	0	

WEAPONS & COMBAT										
Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC	
Unarmed	BFT / STUN	1d6+1	2							
Blow-Pipe (POT 30 = KO in 3 rounds)	Dart / Stab / Stub Light	1d6	1							
Spear	Stab / Kill Medium	1d10 +3 Impale	1							

Armour												
Roll	18	17	16	15	14	13	11-12	9-10	8	6-7	5	4
Loc	Head	Face	Neck	Chest	Belly	Hip	Shoulder	Arm	Hand	Thigh	Shin	Foot
AS	3	3	3	[0/0]	[0/0]	[2/2]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]
Other Body Parts												
Loc												
AS												

Skills					
Combat Skill #1		Skill	Stealth +7	Skill	
Combat Skill #2	Blow-Pipes +5	Skill	Booby Traps +6	Skill	
Combat Skill #3	Spear +5	Skill	Hunting & Tracking +7	Skill	
Combat Skill #4	Knives +4	Skill	Jungle Warfare +3	Skill	
Combat Skill #5		Skill		Skill	

War Party

The tough warriors of the village.

NPC									
Name	War Party	Level	Medium	QPD	15	ITO	45	Morale	18
Life Point Track									
#1	○○○○○○○○○○○○○○○○○○○○	#5	○○○○○○○○○○○○○○○○○○○○	#9	○○○○○○○○○○○○○○○○○○○○				
#2	○○○○○○○○○○○○○○○○○○○○	#6	○○○○○○○○○○○○○○○○○○○○	#10	○○○○○○○○○○○○○○○○○○○○				
#3	○○○○○○○○○○○○○○○○○○○○	#7	○○○○○○○○○○○○○○○○○○○○						
#4	○○○○○○○○○○○○○○○○○○○○	#8	○○○○○○○○○○○○○○○○○○○○						

STATS						Notes
Sinc	10	LP's	20	Speed	3	The war party is heavily armed unit, and wear helmets and human skin leather armour on their upper bodies. They carry axes, spears and woven reed shields. The war party is not interested in taking more than 2 prisoners, and will kill the remaining enemies.
Body	3	Mind	0	Special	0	
DmB	+1	Psy-Res	+1	Evasion	+4	
				Social	0	

WEAPONS & COMBAT										
Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC	
Unarmed	BFT / STUN	1d6+1	2							
Obsidian Axe	Hack / KILL / Heavy	2d10 +1 Impale	2							
Spear	Stab / Kill Medium	1d10 +3 Impale	1							

Armour												
Roll	18	17	16	15	14	13	11-12	9-10	8	6-7	5	4
Loc	Head	Face	Neck	Chest	Belly	Hip	Shoulder	Arm	Hand	Thigh	Shin	Foot
AS	3	3	3	[2/2]	[2/2]	[2/2]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]
Other Body Parts												
Loc												
AS												

Skills					
Combat Skill #1	Axe +5	Skill	Stealth +5	Skill	
Combat Skill #2	Blow-Pipes +5	Skill	Booby Traps +3	Skill	
Combat Skill #3	Spear +5	Skill	Throw Spear +3	Skill	
Combat Skill #4	Knives +4	Skill	Jungle Warfare +5	Skill	
Combat Skill #5	Shield +5	Skill		Skill	

NPCs: Hunting Party Profile - War Party Profile

Appendix 2

Villagers

The rank and file of the village; mostly women, children and old men.

NPC

Name Villagers	Level Zero	QPD 13	ITO 36	Morale 15
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Life Point Track		
#1 ○○○○○○○○○○○○○○○	#5 ○○○○○○○○○○○○○○	#9 ○○○○○○○○○○○○○○
#2 ○○○○○○○○○○○○○○○	#6 ○○○○○○○○○○○○○○○	#10 ○○○○○○○○○○○○○○
#3 ○○○○○○○○○○○○○○○	#7 ○○○○○○○○○○○○○○○	#11 ○○○○○○○○○○○○○○
#4 ○○○○○○○○○○○○○○○	#8 ○○○○○○○○○○○○○○○	#12 ○○○○○○○○○○○○○○

Sinc 7	LP's 15	STATS		Notes
Body 0	Mind 0	Speed 0	Special 0	Villagers are fairly cowardly and hysterical when confronted by force, but will pelt weak characters with stones and if they start looking weak, they will run in and pummel with fists and slash with knives.
DmB 0	Psy-Res 0	Evasion 0	Social 0	

WEAPONS & COMBAT										
Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC	
Unarmed	BFT / STUN	1d6+1	2							
Knives	Hack / KILL / Heavy	2d10 +1	2							
	Stab / Kill Medium	1d10 +3	1							

Armour												
Roll	18	17	16	15	14	13	11-12	9-10	8	6-7	5	4
Loc	Head	Face	Neck	Chest	Belly	Hip	Shoulder	Arm	Hand	Thigh	Shin	Foot
AS	0	0	0	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]

Other Body Parts												
Loc												
AS												

Skills					
Combat Skill #1	Unarmed +3	Skill	Village Life +3	Skill	Hut Building +3
Combat Skill #2	Knives +2	Skill	Skinning +3	Skill	
Combat Skill #3	Throw Rock +2	Skill	Butchery +3	Skill	
Combat Skill #4		Skill	Weaving +4	Skill	
Combat Skill #5		Skill		Skill	

Juvenile Apex Spider

Crikey, it's a killer spider.

NPC

Name Juvenile Apex Spider	Level Low	QPD 12	ITO 36	Morale 0
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Life Point Track	
#1 ○○○○○○○○○○	

Sinc 5	LP's 10	STATS		Notes
Body 0	Mind 0	Speed 6	Special 0	The Apex Spider in its adult form is the size of a dog and is far more dangerous than this juvenile version. The spider has no fear of humans, but knows that it cannot take them on yet.
DmB 0	Psy-Res 0	Evasion +6	Social 0	

WEAPONS & COMBAT										
Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC	
Bite Fangs (POT 15 2d6 Sinc for 3 rounds + LP/margin failure)	STAB / KILL	1d6 + Poison	2							

Armour												
Roll	18	17	16	15	14	13	11-12	9-10	8	6-7	5	4
Loc	Head	Fangs	Body	Body	Body	Body	Body	Body	Fore Legs	Fore Legs	Mid Legs	Rear Legs
AS	0	0	0	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]	[0/0]

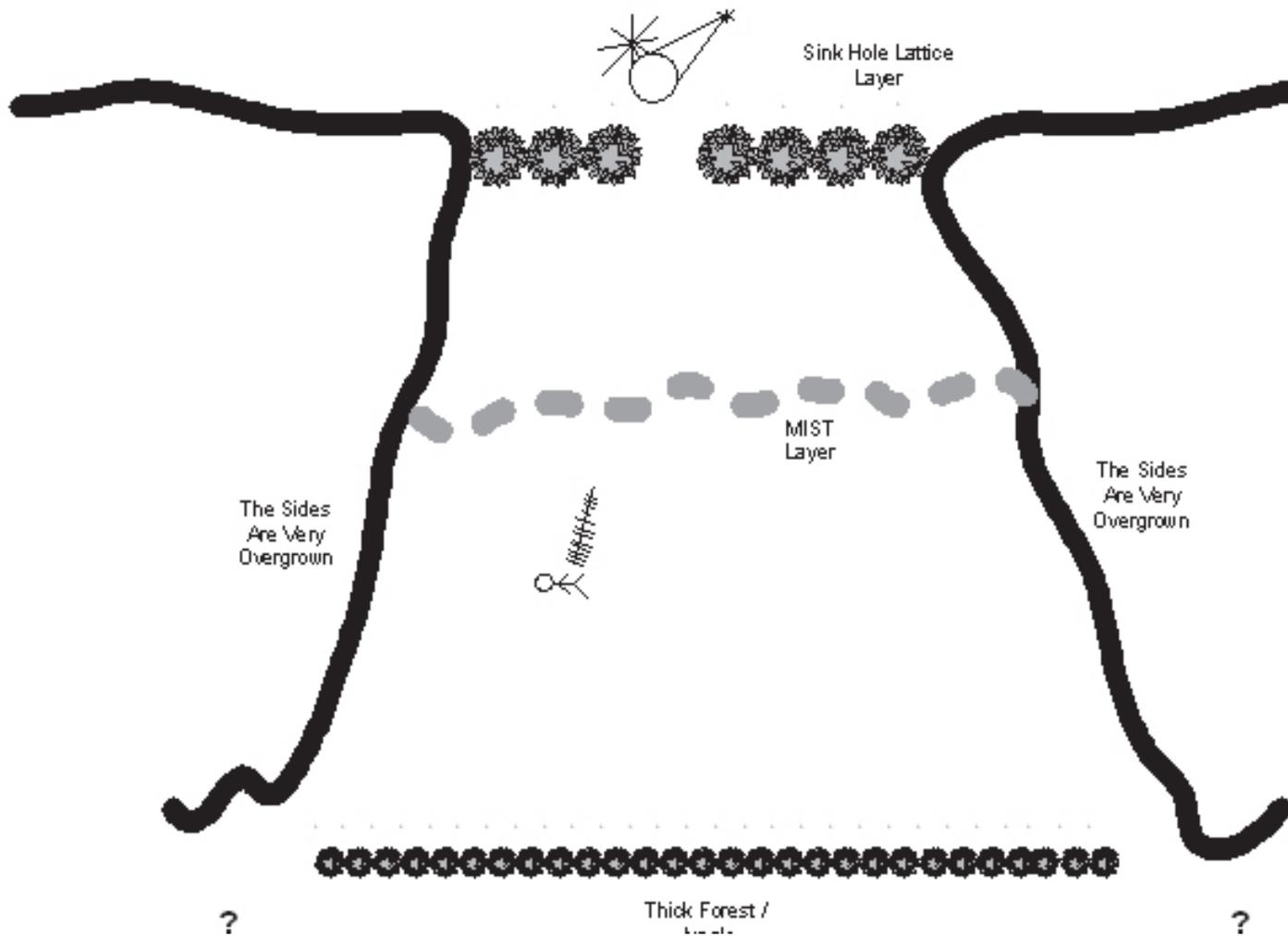
Other Body Parts												
Loc												
AS												

Skills					
Combat Skill #1	Bite +10	Skill	Stealth +10	Skill	
Combat Skill #2		Skill	Intimidation +5	Skill	
Combat Skill #3		Skill	Senses +10	Skill	
Combat Skill #4		Skill		Skill	
Combat Skill #5		Skill		Skill	

Appendix 3

Maps

Initial Drop



REFERENCES

Movies:

- Cannibal Holocaust - Directed By Ruggero Deodato - 1980
- Zombie Holocaust - Directed By Mario Girolami - 1980
- Arachnophobia - Directed By Frank Marshall - 1990
- The Man From Deep River - Directed By Umberto Lenzi - 1972

Books

- Meat Is Murder - Mikita Brottman - 1998
- Purity & Danger - Mary Douglas - 1966

Appendix 3

Cave
Maps — Cave

