



A PEACEFUL CRUISE

CREDITS

Created & Written by: Leith "NoodleLeith" Brownlee

Call of Cthulhu is a Trademark of Chaosium Inc. and is used with their permission via the OBS Community Content program.

For more information please visit Chaosium's website: www.chaosium.com

The *Miskatonic Repository Logo* is used under license.

A Wealth of Knowledge ©23/05/2019 Leith Brownlee

TABLE OF CONTENTS

Introduction	3	Chester Riley	18
Background	3	Cindy Grier	19
Investigator Motivations	4		
The Game	5		
Session 1			
Calm before the Storm	5		
Just an Ordinary Cruise	6		
Solving the Mystery	8		
Ending on a Cliffhanger	9		
Session 2			
There be Pirates	9		
Floating at Sea	10		
Making Landfall	11		
A Strange Visitation	11		
Session 3			
Into the Jungle	12		
The Hidden Village	13		
City of Gold	14		
Escape Plan	14		
Handouts	15		
Diary of Pedro Simón	15		
NPCs and Characters	16		
Bachué	16		
Marvin Foster	17		
Rupert Bentz	17		

INTRODUCTION

With mass-immigration being halted in the early 1920s, ocean vessels needed to be repurposed to continue making enough money to keep them afloat, and so they moved to the luxury market. *A Peaceful Cruise* takes place on one of the many ocean liners popular amongst the rich and famous; a cruise vessel departing from New York and touring the great Caribbean Sea to show all it has to offer.

One of the things that this picturesque holiday location boasts is its slew of pirates with, not just a man on the inside, but a man with an artifact that can stop time. The investigators will have their attention drawn just a few days off the coast of Columbia as the ship mysteriously comes to a halt without the use of an anchor.

The pirates, however, are the least of their problems. Sleeping beneath the Caribbean Sea is the great Muisca Goddess, Bachué, tainted by Eldritch forces and craving gold and flesh, which this liner happens to be full of. If she is able to return to El Dorado, she will become an unstoppable force.

The investigators in question should be the ones provided with this scenario as they have cause for interest in this mystery, however anyone with the money can go on a cruise, especially existing investigators with a reputation. The pre-generated investigators each have their own specialities to aid in the success of this scenario, and any Keeper wishing to have their players create their own should take these

specialities into account. The important skills are: Charm/Fast Talk/Persuade, Spot Hidden, Archaeology, History, Language (Spanish), Pilot (Boat).

This scenario is intended to be played over the course of three sessions, the first being mostly on the ship and playing out like an ordinary investigation, the second escaping from the ship and struggling to survive in the Columbian wilderness, and the third being more action-filled as the investigators attempt to stop Bachué in absorbing the full power of El Dorado. This scenario is very open and will only provide the setting, lore, and required plot points to keep the story in motion.

BACKGROUND

After spending centuries trapped underneath the Caribbean Sea in her snake form and defending the Muisca against Spanish conquistadors, Bachué was met by Dagon who sought her out for her power. He told her of the Deep Ones and of Great Cthulhu and she became infatuated with their promises of power and a possible return to glory. This new driving force gave Bachué the motivation that she needed to attempt to regain the strength to make it back to land, and to return to El Dorado where she can be restored to her full godly strength. All that she needs is some gold and sacrifices to offer themselves up to her, such as a first class cruise liner touring the Caribbean.

With regards to the humans; con artist and thief Eddie Parsons has recently come into the possession of a Stasis Cube from one of his larger hauls. After careful experimentation and testing, he decided to use it in his largest

heist yet - stealing from the richest and most famous in all of Northern America, all in one place. Parsons has hired a pirate crew to steal and kidnap from the cruise several weeks in, whilst he uses the Stasis Cube to keep the liner completely stationary, making it easier for the pirates to find. With access to all rooms and safes, Parsons can see no way that this could go wrong.

INVESTIGATOR MOTIVATIONS

Chester Riley - World Famous Archeologist: Although you could never in your wildest dreams afford to be on this cruise, your connections amongst the celebrity world secured you a private room, the best place for you to read over and investigate the diary of Pedro Simón that you have hidden from those interested. If you can find out any information on El Dorado during this cruise, it was a worthwhile holiday.

Rupert Bentz - Private Investigator: Jeanie got you one of your best gigs yet - an all expense paid trip aboard this luxury cruise. All you have to do is find out what Chester Riley is hiding from your boss on this case, Jack Crossler. Two months at sea just to find one piece of evidence, how hard could it be? Your cover on this case is Gordon Jefferson, a man of luxury with a strong interest in antiques and relics for his personal collection.

(Show once the liner comes to a halt) - This trip cannot be delayed. Your cover could be blown at any minute and everything has gone so smoothly up until now. The longer this cruise goes on for, the more likely Chester will find out your true intentions.

Cindy Grier - Conwoman & Smuggler: Your contacts have told you that there's a valuable artifact on board this ship, and it's being delivered right to their doorstep. You just need to locate it and make sure that you are the one who hands it to your buyer. To get on board you seduced famous actor Marvin Foster, a man with more money than brains.

(Show once the liner comes to a halt) - You have a man in Columbia waiting to buy some goods from you. In this business, clients don't stick around for too long before getting cold feet and running. The sooner the ship begins to move again, the better.

Marvin Foster - Heartthrob Actor: After finishing the filming for your latest 'talkie', you've decided to take a well deserved vacation on a luxury cruise, whilst also doing some research for your upcoming role as Robinson Crusoe. Along with you for the journey is fellow actress Cindy Grier who you met just recently but you feel as though things are really kicking off.

(Show once the liner comes to a halt) - This cruise can't be delayed, you have a film shoot for Robinson Crusoe scheduled for a few days after you're due back home. You're already on thin ice for your behavior at your last set, you can't mess up again.

THE GAME

SESSION ONE: CALM BEFORE THE STORM

The session should begin with the investigators sat down in the Dining Saloon, listening to the evening music. Allow the players to introduce their investigators, asking them questions such as; ‘why have you chosen to spend your cruise with this group of people’, ‘what is your drink of choice tonight’, and ‘are you sat down or dancing?’. It is important that you make your investigators feel relaxed and safe, and you should attempt to lead them into some in-character conversations or small talk.

Once the group are feeling comfortable and the roleplay is going well, interrupt the conversation midway and ask for DEX rolls. On a fail, they fall onto the floor and drop their drinks, on a success they keep their footing and watch as everyone else in the room falls to the ground. There are loud crashing sounds all around the ship, and the waiters immediately rush to clean up all of the glass and make sure that all of the guests are ok. If any of the investigators ask whether or not the boat feels rockier, let them know that it is the exact opposite feeling, and that they can’t actually feel any movement at all.

Allow roleplay to continue for a moment before introducing Eddie Parsons. When Parsons enters it should be noted that although he is wearing a crew uniform he has a very

important air about him. He will attempt to calm the guests down by letting them know that the ship has stopped due to ‘unforeseen circumstances’, and that they have no need to worry as they are working on getting to the bottom of it already. Parsons will then pour himself a drink from the bar and sit down at the closest table, making a point to remove his hat and place it on the table. If questioned further, he will explain that the ship is in what they call a ‘dead spot’, where there are no currents or wind to move the liner along. If an investigator asks about the engines or other mechanical functions of the ship, he will lie and tell them that they have been sailing without engines for the past few days to save fuel, and that the engineers are currently checking to get them running again. The engineers are attempting to get the ship running again, however the engines were never turned off before, they simply stopped a few moments ago. At this point give all of the investigators (other than Chester) their secondary motivations.

As it is late, most of the guests and crew will be heading to bed. If the investigators wish to get more information before sleeping it will be quite difficult, but they can attempt to find people to ask with LUCK rolls, or they can attempt to talk to the captain who is in his quarters. The captain and crew will know even less than Parsons, but they will be more willing to help and put them at ease. If staying up past midnight, ask everyone to roll a Listen roll, or if they are asleep then an Extreme Listen roll. On a success they hear the sounds of what seems to be a firework, but upon looking out of the window they will notice that it is a flare. This will happen every night from now on.

SESSION ONE: JUST AN ORDINARY CRUISE

Once the investigators wake up, allow them to do with their day whatever they wish. Supply them with the ship itinerary below (removing all details) and make it clear that although the ship is not moving, all of the activities and venues are still open.

Below is a list of the possible locations and the information that can be gathered in each.

Veranda Café:

Waiter (Tom Shaw) - Dislikes all of the first class customers as they treat him poorly. He puts on a fake smile for larger tips. With a big enough tip he will give away information about his boss, Eddie Parsons. The information is quite basic and misinformed, but he will tell the group that he overhears him sometimes whispering to himself about the captain in a very aggressive voice.

Eccentric old woman (Nellie Blair) - Seemingly worthless, have her talk about things that she wasn't asked about as if it is important information. She will, however, talk about fireworks going off at night unprompted in an unreliable and slightly insane manner. 'What's your favourite part of the cruise? Mine is the wonderful fireworks at night. They're just so pretty!' etc. She is of course talking about the flares but she fully believes it to be fireworks.

Smoking Room:

Two bankers (Vincent Casey, Wesley Erickson) - Very snobby, will most likely refuse to talk unless all of the women leave the room so that they can smoke and banter in peace. They will joke about the old woman when prompted, they have heard her talking about the fireworks before. They will shift the blame for the ship stopping to the waiter of the café as he always complains about the tips and they dislike him for it. If Cindy (or any other woman in the room) refuses to leave, then they will leave instead, explaining that 'men cannot be men with women around' and other similar sentiments.

Waiter (Homer Flowers) - Elderly and sat in a chair in the corner with his legs crossed. He will offer a cigarette or cigar to any who come up and speak to him. 50c per cigarette, \$2 per cigar. He will barely even have noticed that the ship has come to a stop.

Restaurant:

Waiter (Chase Brock) - This man loves his job because it allows him to see the world. The restaurant is rarely busy because there are so few people in first class, so he has a lot of time to look out of the windows. Last night he saw what he thinks was a whale (It was Bachué). Sometimes he sees Eddie Parsons also looking out into the sea from the viewing deck.

Chef (Morris Raymond) - A very respectful man hired not only for his talent in the kitchen but for his ability to treat high paying guests very well. He will only have good things to

say about the crew, perhaps even giving alibis to everyone with his lies about how often they spend time together after hours to make crew relations seem better.

Dining Saloon:

Singer (When Not Performing - Maurice Lindsey) - Will do anything for a drink or an opportunity to complain about the people on the ship. He hates it there but the pay is great, although the sea sickness makes him feel like it isn't worth it. He will tell the investigators when prompted about Eddie Parsons that for the past few nights he has always come in and left at the exact same part of the set. He enters at 22:00 and leaves at 23:45. He finds the exactness quite odd, but he's used to looking for patterns since he doesn't have much else to do.

Waiter (Melvin McClain) - Dislikes all of the first class customers as they treat him poorly. He puts on a fake smile for larger tips. With a big enough tip he will give away information about his boss, Eddie Parsons. The information is quite basic and misinformed, but he will tell the group that he overhears him sometimes whispering to himself about the captain in a very aggressive voice.

Shuffleboard:

Supervisor (Maude Wade) - Enthusiastic enough about her job to keep herself from being fired, otherwise not particularly noteworthy. She may share her warm-hearted opinions on Morris Raymond if asked about any of the crew.

Shuffleboard rules are as follows - Roll a 1d100 to determine where on the board your puck has landed. 0-19% = 30 points. 20-29% = 25. 30-39% = 20. 40-49% = 15. 50-59% = 10. 60-69% = 5. 70-79% = 0. 80-89% = -5. 90-100% = -10. The winner is the player who reaches 100 points first.

Gym:

The gym is empty, however it provides a relaxing environment in which the investigators can restore any lost sanity (although at this point it will be uncommon).

Squash Courts:

Two Bankers (Vincent Casey, Wesley Erickson) - Being the same bankers as those in the Smoking Room, they will have the same views on women. That said, they will be willing to play against her in a game of squash in an attempt to prove their superiority.

Squash rules are as follows - Roll a 1d100 to determine whether or not you hit the ball against the wall before the 2nd bounce. The skill roll is DEX, and the first to fail loses. The DEX score of the bankers is 60% for one and 55% for the other.

Swimming Pool:

Lifeguard (Ora Newman) - Ora loves children and always enjoys watching them swim. She will often find herself distracted from conversation because she is infatuated by the childlike joy from elsewhere in the pool. Her knowledge of water may prove useful in the investigation, as she knows that it isn't normal for a ship of this, or any size, to simply stop dead

in the middle of an ocean. Ora also has a hobbyist interest in the occult, and has a few theories on witchcraft aimed towards Nellie Blair and the fireworks that she keeps talking about.

Mother & Child (Carol & Ellis Brady) - Carol is a beautiful housewife who doesn't get much time to herself, and when she does she refuses to let anyone else get in her way. She will outright refuse to talk to the investigators whilst she lays on a sunbed with a book. Brady, however, will tell the investigators everything that he loves about the ship, stopping to mention Eddie Parsons (who he knows by the important looking hat and not by name) because he won't let him play with his weird toy (the Stasis Cube that Ellis saw him fiddling with one night).

Chess & Backgammon:

There is no one playing chess or backgammon on the upper deck. The rules for play are simply contested INT rolls.

(Not on the itinerary):

First Mate's Cabin (locked):

First Mate (Eddie Parsons): Parsons being in his room when the investigators enter is entirely optional, and you may wish to have them roll LUCK to determine the outcome. If found in his room, he will be looking over a small, odd, box (a Stasis Cube) that he will attempt to hide from the investigators. He will become very aggressive if they enter unannounced and will attempt to fight and restrain them if there are only one or two, or if they attempt to take the Stasis Cube. If Parsons is not

in his room then the Cube is simply in his desk drawer, unlocked. Without any knowledge of the Mythos or Yithians in particular, the investigators will have an incredibly hard time deciphering what the cube is or does. As a note to the Keeper, this Cube and its possession by Parsons is not pertinent to the campaign, it is simply an artifact that he discovered a long time ago and has been using to set up pirate attacks such as this for his own monetary gain. The focus should remain on Bachué once she is revealed.

Engine Room (locked):

Engineers (Archie Shelton, Alvin Grimes) - two men who love their line of work, but hate their job. Working for Parsons is terrible and they are very much over it. They will give out any information about the engines that they know, including the fact that they are working perfectly fine, and will even let the investigators check on them if needed. The fact that the ship isn't moving makes no sense to them.

SESSION ONE: SOLVING THE MYSTERY

If the investigators figure out Parson's plan and halt it by fiddling with the Stasis Cube (requires a 0/1d4 SAN roll), then the ship will slowly begin to move once again. This may seem like a victory in the moment, however the sudden movement stirs Bachué from her slumber. Allow play to continue as normal, giving the investigators free roam of the liner as they would before. However, instead of going to Ending on a Cliffhanger (page 09) as you are going to end the session, you should instead have the ship stop to rescue a group of

‘shipwrecked sailors’ whose boat was destroyed in a ‘storm’. The remnants of the ship can be seen in the water and a number of corpses are easily spotted floating around. These sailors are the pirates shown in Session 2, and will continue their plan with some slight differences.

SESSION ONE: ENDING ON A CLIFFHANGER

As the first session comes to an end, whether the investigators have spent several days doing activities or just made the most out of a single day, it is time to move onto the next step in Parson’s plan.

When the investigators go to their rooms for the night ask them all for Listen rolls. On a success, they hear the sound of what appears to be fireworks, on an Extreme success they will know that it is a flare. If they are looking out of a window then they will see the red glow of the flare, and in the distance being illuminated by it is what looks like a salvage ship. If the investigators decide to go to the top deck at any point around this time then they will see Parsons tying ropes to the railings and throwing them down into the water. Session one should end here.

SESSION TWO: THERE BE PIRATES

No matter which ending your investigators took in Session 1, there will always be pirates. However, before you assault them with tension and possible combat, allow them to complete an Investigator Development Phase. If attempting to regain any lost sanity (although options for sanity loss up until this point

have been very slim), ask the investigator in question specifically how they are interacting with their background in this moment to allow them to recuperate.

Once play begins, continue from where you left off, allowing the waking investigators to look around the ship, Parsons, and the pirates as much as they wish. Any investigators who are asleep should stay asleep unless specifically woken up or disturbed. Parsons will not specifically be looking around to see if anyone else is watching him, instead he will be too busy passing out keys and orders to each pirate as they come to him, directing them to specific rooms and telling them how to get to them. The pirates themselves will however be on the lookout as they sneak around the ship in complete silence. Without giving them Stealth rolls, act as though they rolled an Extreme success. If they spot an investigator, or if an investigator attempts to stop them, the pirate in question will try to grapple and chloroform the investigator, requiring CON rolls with progressive difficulty with each combat round that they remain grappled. Failing the CON roll will cause them to fall unconscious, and they will be brought to Parsons.

At this point, Parsons will put the unconscious investigator on a lifeboat and tie their hands together. Here they will stay until the pirates leave back to their own ship, taking the investigator(s) with them. The pirates act very quickly, so it is more than likely that they will have left again before the chloroform wears off after around 20-30 minutes.

Any sleeping investigators will need to roll LUCK once the pirates go down to their deck level, the investigator with the lowest LUCK roll will be the one whose room gets raided first.

Ask for a Listen roll to see if they get woken up by the movement. If this roll fails then they are eventually woken up anyway as the pirate attempts to chloroform them in their sleep to kidnap them, allowing the investigator to fight back. In the event of gunfire, or any other loud noises, the pirates will immediately gather their things and return to the top deck to leave, bringing with them any first class passengers that they have retrieved, along with their riches. If any gold or other valuable material falls into the ocean, or if anyone dies on the ship, Bachué will awaken and begin to rock the ship.

The rocking will not be particularly aggressive at first, but once she gets a scent of the riches and power, she will start to attack the boat wildly, causing lower decks to flood with water and adding a time limit of around 5-10 minutes before the boat fully sinks. The main escape will be the lifeboats, however almost all of them are already gone, and they may have to fight some pirates to get to one.

If your investigators went down the Solving the Mystery (page 08) route, then the pirates will not attempt to kidnap anyone, and will instead just sneak into their rooms at night and steal their belongings, hiding them in the hull of the ship. Bachué will still rise as she can smell the riches under the water.

SESSION TWO: FLOATING AT SEA

At this point, all investigators should either be on a lifeboat or overboard in the Caribbean Sea - it is advised to slow down here and allow the full weight of the situation to kick in. All of the pirates will attempt to row to shore, however none of them

share a particular destination and instead they all go in various directions. If the investigators wish to follow them then they will have a hard time figuring out which ones really know the way.

For any investigators that have not yet seen Bachué in her serpent form, perhaps give them an opportunity to see her form beneath the water in the direction of the liner. Her presence alone is enough to warrant SAN rolls (see page 17).

To add tension, you may wish to ask whomever is rowing the boat to perform Pilot (Boat) rolls every so often as the sea is still very choppy after Bachué's rise. On a fail perhaps have some belongings or a person fall overboard, or lose track of a boat that they were following. Alternatively, have the investigators roll Navigate to see if they can tell where the closest land mass is based on the roughness of the sea and the stars (Chester Riley should get one Bonus Die as he knows the areas surrounding the Caribbean Sea very well).

Although this portion of the scenario can be lengthened or shortened depending on the roleplay present, there is not much that happens, and acts more as a way for any discussions to be had between investigators, or any hidden motivations to be revealed. Once you feel that all of the roleplay to be had is over, allow them to find land, either waking up there after passing out from exhaustion, or finding it naturally. In both cases, they should arrive during the daytime as the sun is at its hottest.

If the investigators inquire about any supplies on board the lifeboat they will find nothing, as the lifeboats on board were not intended to be used for long periods of time, and were only meant to transport passengers to a rescue vessel.

The liner was meant to float for much longer than it did, but Bachué's intervention changed that.

SESSION TWO: MAKING LANDFALL

Once the investigators make it to land, they will find themselves on a Colombian beach surrounded by a jungle treeline. The beach itself will be relatively empty, there are no other boats or signs of life at all other than a naked woman lying face down in the sand relatively close to them. This woman is Bachué.

Keeper information: In an attempt to return to El Dorado and restore her godly strength, Bachué used up all of the power that she gained from the sacrifices and offerings on the liner to transform back into her human form. This has left her incredibly weakened and vulnerable, but she still retains her intelligence and beauty. Her own personal motivations involve two things; getting to El Dorado, and becoming pregnant. She wishes to create a new race of people after the Muisca disappointed her - an eldritch race. Being the most handsome investigator in the group, Bachué will attempt to manipulate and lure Marvin into sleeping with her. If this fails, she will settle for any other man. It is important, however, that Bachué does not speak, for she does not speak any languages other than Chibchan and Spanish. She can understand all languages, but has not attempted to speak them, and this inexperience could reveal her true identity.

The investigators should soon be reminded that they have no food or water. This segment of the campaign is all about survival, with the main goal being to set up camp for the

night. You should utilize Survival, Navigation, and Natural World rolls here, with the possibility for 0/1d4 SAN rolls when entering the jungle as there will be odd, unrecognisable noises. This is mostly the native wildlife (which will not affect Chester), but also magical noises created by the Muisca to ward off any who seek El Dorado.

Any supplies that the investigators don't get, be it food, water, or fire, will add an additional penalty die to all rolls until they eat, drink, or get dry. Food could include but is not limited to: coconuts, rabbits, monkeys, fish, bear, snake. It will be very difficult to kill some of these if found, and corpses would be rare, but the fauna exist in the wildlife so it should be possible. Sources of water should be relatively difficult to find, although coconuts should suffice to hydrate them. Fire will be the easiest of the three, as smoking is very common and the men would most likely carry lighters or matches.

Once they make it to the first night, or simply the final night before ending depending on the length of the session, go to A Strange Visitation (page 11).

SESSION TWO: A STRANGE VISITATION

Once the investigators are ready to go to sleep, they may wish to set up night watches. In this case, during Marvin's watch (if he chooses to have one), or whomever Bachué has chosen to seduce, have her attempt to lead him into the forest for sex. As long as someone sleeps with her, she will become pregnant, there is no chance involved. At this point, it is time to introduce the Muisca Priest. If the investigators chose not to have

watches, have Bachué simply wake up Marvin and attempt to lure him away from the group.

The Muisca Priest is an extremely old and large looking man, seeming almost inhuman as he stands at around 7'5 with a slightly malnourished looking body. You may wish to have him walk up to the investigator in the forest with Bachué after they are finished, or show up at the camp location and attempt to wake the others up. In either case, he will only speak Chibchan and some basic Spanish. As he talks he will continuously refer to Bachué, El Dorado, and *Mnya* (gold), while pointing towards the ocean and beckoning them towards it. He will also attempt to draw in the sand with a stick, drawing things such as large bull headed fish followed by an angry face that's crossed out and replaced with a happier one. His aim is to explain that Bachué is not evil or angry, she is considerate and kind, just misled and trying to protect her people from the Spanish. He will also try to explain that they need to appease her by opening up the portal to El Dorado and allow her to return there, as she is no longer needed in this world. This will be very complicated to convey through basic sand sketches and you may wish to involve some skill rolls.

The priest himself will almost always have a smile on his face, especially when looking at Bachué (who he has his suspicions of but will never speak directly to). He should look threatening in stature only in an attempt to add tension upon his arrival, but the end goal of this interaction is for the investigators to follow him back to the Muisca village where they will then attempt to open the portal to El Dorado, whether by choice or by force. Any who do not follow him at the end of the night will have their own island horrors to deal with, and

perhaps a few more Muisca with less polite ways of luring them back to be sacrificed.

Once the investigators decide to either follow the priest or stay behind, it is a good time to end the session.

SESSION THREE: INTO THE JUNGLE

The jungle is not a safe place for those who don't know their way. For the Muisca who have lived their whole life here, finding routes free of dangerous fauna is simple, and so any investigators being escorted will find that their journey is relatively danger free. That said, Columbia has many dangerous creatures such as venomous and poisonous frogs, anacondas, constrictors, crocodiles and caiman, wild cats, monkeys, and bears. The most likely cause of attack will be from the various snakes and frogs as opposed to the larger creatures as these will know to be wary of the tribesmen. If the investigators choose to walk through the jungle alone, then attacks will be much more common, and stats for most creatures can be found in the Call of Cthulhu Keeper Rulebook. If an investigator wishes to Spot Hidden roll for danger, on a Hard success they will spot a parrot with bright red and gold feathers that seems to stand out from the rest of the jungle. This is Bachué's past lover, the Parrot God, as he is watching over her to keep her safe. After several hours of deep jungle travel, the investigators will arrive at a small village. Go to The Hidden Village (page 13).

SESSION THREE: THE HIDDEN VILLAGE

Muisca villages are not as regal and wondrous as other Central American civilizations tended to be, boasting huge temples and structures. Instead, the village that the investigators arrive at is mostly made of wood and dirt. The houses are well decorated but the materials are basic, and all gold is kept separate in piles inside of houses. In the centre of the village is a large bonfire used for great feasts and other festivities.

Upon the investigators' arrival, most villagers will be hiding in their homes, making it seem rather eerie and quiet instead of bustling with the usual trading and socializing. There are several dozen people living there, but only a handful will show themselves at first. The priest will invite the investigators into his home, the largest building there, where he will offer them food and gold. His wife and children will also be there and will assist the investigators, but they will be scared whilst doing so. The Muisca are not used to seeing outsiders, and the only white skinned people that most will have heard of are the Spanish conquistadors who forced them into hiding. As the day goes on, villagers will keep attempting to give their gold or food to the investigators seemingly out of respect, but their motives are to sacrifice them, and to sacrifice, gold is required.

If the investigators attempt to leave, they will be allowed to, however there will be no one to guide them through the jungle back to their ship. Eventually, there will be three large Muisca hunters wielding spears who have tracked down the investigators and will forcefully bring them back. The Muisca are not an evil people, they just believe that Bachué is angry and they will do anything that they can to calm her.

Eventually, willing or not, the Muisca will attempt to sacrifice one of the investigators. They will decide based on whoever is the easiest to restrain or is in the best physical condition as they will make for a better sacrifice. Death is not necessarily required, but is preferred, so it is possible for the investigator in question to convince the Muisca, without words, that they wish to go in instead of needing to be forced.

Leading up to the sacrifice, the villagers will carry all of their gold towards the lake to the north and place it on the lake bed. They will continue doing this for the better part of a day as it is not only heavy but plentiful. The investigator to be sacrificed will be stripped and covered in gold dust, before being walked into the water to wash it all off whilst the Muisca throw all of their gold in. If a true death sacrifice is being held, then instead of washing off the gold dust they will slit the investigator's throat and allow them to sink into the lake as the gold weighs them down. As the investigator enters the lake, go to City of Gold (page 14).

If the investigators manage to escape before being sacrificed, and they also fight off the hunters, then Bachué will perform her own sacrifice, offering up the priest to the lake instead. This will restore her to her former glory and she will become a powerful Goddess once more. Within several days she will have given birth to a new army who will hunt down the investigators and attempt to kill them before they can tell anyone about the Muisca. The Parrot God will be the eyes of Bachué and will tell her all of the goings on on the island.

SESSION THREE: CITY OF GOLD

The moment that gold and flesh enter the water, dead or alive, the portal to El Dorado will be opened, transporting anything in the lake into the alternate plane of the City of Gold. The water itself will slowly morph into what seems like liquid gold, but with much less opacity and weight to it, almost like a watered down honey. Anyone who is transported does not immediately disappear, instead their bodies turn into gold and slowly melt down into the rest of the lake.

El Dorado itself is not simply a city, or even anything that the human brain can properly comprehend. The distinction between physical objects and the air is almost non-existent, with the density of the air being the same kind of substance as what replaced the water in the lake. It is possible to swim through this air, although walking and running are also perfectly doable. An important thing to note is the gold dust flowing through the air at all times, as if it is being carried in the wind. When someone enters El Dorado, their bodies are slowly built up by this gold dust until a full person is visible, at which point they become flesh coloured once again. A similar thing happens with Bachué, however she continues to grow, the dust almost being magnetized to her and clinging onto her skin, building up layers and layers of gold until she is gargantuan.

Instead of being an empty plane, there will be temples, shrines, and houses all around, similar to an Aztec or Mayan city instead of the Muisca village. This plane is where the Muisca built their civilizations, hidden away from the Spanish. The Earth villages were simply to keep up

appearances and fool any explorers into thinking that they had nothing of worth. Bachué will attempt to climb to the top of the closest temple, getting larger and more powerful as she goes, preferably with her suitor in tow. Once she reaches the top, Bachué will sit on her throne and revel in her restored power.

There are opportunities for a lot of sanity loss at this point. Seeing people turning into gold, or rematerializing from gold will require a $0/1d6$ SAN roll. Simply seeing and being inside of El Dorado will be a $1/1d10$, and seeing Bachué in her Goddess state will be a $2/2d10+1$.

Some may not enjoy being in El Dorado with a corrupted Goddess and may look for a way to escape. There only way to return back to Earth is to run or swim upwards where the sky is visible. It will take three turns to escape, or one turn on a successful Track or Swim roll. However, Bachué will not allow anyone to leave on her watch, and as soon as someone attempts to leave, she will try to kill them. She has complete awareness of everything happening inside of El Dorado, this is her realm and she is one with the gold.

SESSION THREE: ESCAPE PLAN

If the investigators do manage to escape from El Dorado with their lives, they have the ability to close the portal and trap Bachué until the next sacrifice is made. She cannot leave if the portal is closed. To close the portal, the investigators only have to throw in something that is not flesh or gold, such as clothes or sticks. The Muisca will not appreciate this however, as it has been a very long time since Bachué showed herself to her people, and the investigators have closed off their only chance of her walking amongst them like she used to.

Showing any dominance, such as killing any Muisca, rendering someone unconscious, or even showing some kind of modern technology will cause them to believe that the investigators are also either Gods or descendents of them. This will cause them to put down their weapons in respect, and they will also throw more of the same object into the lake if it is accessible. Otherwise, they will attempt to kill them. The number of Muisca hunters depends on how possible you wish for victory to be, but there should be a minimum of three. This is a perfect opportunity for a chase through the jungle and back to the boat - if the portal is still open during this chase, you may wish for Bachué to leave and hunt them down in an attempt to stop anyone from spreading knowledge of El Dorado's existence.

If the investigators leave without closing the portal, or ensuring that the portal stays closed, then Bachué will have succeeded. She will slowly raise her new army of Muisca, this time giving them much more of her Godly powers. If Marv chooses not to stay with her (or whomever she chose) then she will choose a Muisca man.

There is the possibility of a 'happy' ending where the investigators may find some of the other survivors on the beach, be it pirates or other cruise goers. However it is more likely that instead they are stranded forever on this Colombian island, preventing the escape of Bachué.

HANDOUTS

DIARY OF PEDRO SIMÓN

Spanish

Hoy los nativos me contaron que lo que vi ayer era nada más y nada menos que la Diosa.

Bachué es como ellos la llaman. Creo que si no lo hubiese visto con mis propios ojos... ese enorme pez buey... sería más escéptico. Pero esa cosa no era del hombre. Cuentan que ella fue quien dio a luz a la humanidad con su marido, el Dios Loro y, que una vez se aseguraron que su gente estaba sana y salva, ellos se tornaron en serpientes y volvieron al mar de donde vinieron.

Pero verla no era signo de buen presagio, dijeron. Si ella se muestra eso significaba que su gente no había sido suficientemente leal, que no habían sacrificado u ofrecido lo suficiente. Los nativos, se enfadaron consigo mismos por ser tan egoístas y desagradecidos con su Diosa Madre. Entonces esta misma noche vamos a sacrificar a uno de nuestros nativos, a su petición propia. Van a llenarle los bolsillos con el oro que les dimos por ayudarnos, y van a tirarle al océano donde se ahogará y será devorado por Bachué. Dicen que eso debería apaciguarla y calmarla, dándonos buenos augurios una vez más.

Ese oro, 'Mnya' lo llaman en su Chibcha lenguaje, no fue dado a la ligera. Estos días, estamos tan cerca de

encontrar El Dorado... Pero los nativos decían que si Bachué creía que su gente no era digna, ella volvería a El Dorado y lo cerraría para todos excepto los Dioses. No podemos perder ahora, ni siquiera si eso significaba perder algunas monedas por el camino. La ciudad del oro será nuestra.

Translated (English)

The natives today told me that what I saw yesterday was none other than a Goddess. Bachué is what they call her. I think that if I didn't see that thing with my own eyes... that huge oxen fish... I would be more sceptical. But that thing was not of man. They say that she is the one who birthed mankind with her husband, the Parrot God and, once they had made sure that their people were healthy and good, they turned into snakes and returned to the sea that they came from.

But seeing her is no good omen they said. If she shows herself then it means that her people are not loyal enough, they are not sacrificing and offering enough. The natives, they got angry at themselves for being so selfish and unkind to their Mother Goddess. So tonight we are going to sacrifice one of our natives, at his own request. They are going to fill his pockets with the gold that we gave them for aiding us, and throw him into the ocean where he will drown and be eaten by Bachué. They say that this should appease her and calm her, giving us good omens once again.

That gold, 'Mnya' they call it in their Chibcha language, was not given up lightly. We are so close to finding El Dorado these days, but the natives said that if Bachué believes her own people unworthy, she will return to El Dorado and close it off to all but the Gods. We cannot lose it now, even if it

means losing a few gold coins in the meantime. The city of gold will be ours.

NPCs & CHARACTERS

BACHUÉ (SNAKE/GODDESS FORMS)

Special Powers

Spells: Implant Fear, Mental Suggestion.

STR 260 CON 250 SIZ 300 INT 120 POW 120

DEX 60 HP 50

Damage Bonus: +6D6.

Build: +7.

Magic Points: 20.

Move: 6/15 Swimming.

Attacks

Attacks per round: 1

Fighting attacks: Although she can strike investigators in many different ways, she will prefer to eat them whole, or by biting off the head.

Fighting 80% (40/18), damage 1D6 + Damage Bonus.

Dodge 30% (15/6).

Armor: 6-point skin.

Sanity Loss: 2/2d10+1. Sanity points to see Bachué in Snake or Goddess form.

MARVIN FOSTER

Occupation: Actor.

Age: 23.

Sex: Male.

Residence: New York, New York.

STR 70 CON 60 SIZ 65 INT 55 POW 30
DEX 55 HP 12 APP 85 EDU 45 LCK 75
SAN 30

Damage Bonus: +1D4.

Build: +1.

Magic Points: 6.

Move: 8.

Skills

Art/Craft (Acting): 80 (40/16).

Charm: 60 (30/12).

Credit Rating: 90 (45/18).

Disguise: 60 (30/12).

Drive Auto: 50 (25/10).

Fast Talk: 40 (20/8).

Fighting (Brawl): 40 (20/8).

Backstory

Personal Description: You're tall, muscular, and have a face that people recognize in an instant.

Ideology/Beliefs: You take life as it comes and don't give much thought to higher powers or charitable causes. Life is what you make of it.

Significant People: Cindy Grier. You only met her a few weeks ago, but you just might be in love. You're a hopeless romantic when you're around her.

Meaningful Locations: Behind the camera is where you belong. There's nowhere else in the world that you feel more comfortable.

***Treasured Possessions*:** Your face got you your job, your money, and everything that you care about in this world. If anything were to happen to it your life would be over.

Traits: You are in no way smart or educated, but you do have heart and you always do what you think is right.

RUPERT BENTZ

Occupation: Private Investigator.

Age: 56.

Sex: Male.

Residence: New York, New York.

STR 55 CON 40 SIZ 65 INT 60 POW 60
DEX 55 HP 10 APP 50 EDU 64 LCK 75
SAN 60

Damage Bonus: 0.

Build: 0.

Magic Points: 12.

Move: 5.

Skills

Charm: 60 (30/12).

Credit Rating: 30 (15/6).

Disguise: 80 (40/16).

Fighting (Brawl): 50 (25/10).

Law: 70 (35/14).

Locksmith: 49 (24/9).

Sleight of Hand: 30 (15/6).

Spot Hidden: 75 (37/15).

Stealth: 40 (20/8).

Backstory

Personal Description: You're perfectly average looking. Part of the reason why you blend in so well is your entirely unmemorable appearance.

Ideology/Beliefs: You believe in nothing but justice. Man was put on this Earth to govern nothing but itself.

Significant People: Your receptionist, Jeanie. If it wasn't for her you wouldn't get half of the cases you do. She's a miracle worker when it comes to persuasion.

Meaningful Locations: The sea. As a kid you would often go fishing with your father, and you always enjoyed the serene environment away from civilization.

***Treasured Possessions*:** Your collection of false IDs. You have one made up for all occasions, depending on who you need to disguise yourself from.

Traits: You aren't the most charming man out there, but your personas just might be. You are whoever you need to be.

CHESTER RILEY

Occupation: Archeologist.

Age: 44.

Sex: Male.

Residence: Cleveland, Ohio.

STR 45 CON 60 SIZ 35 INT 55 POW 55
DEX 45 HP 09 APP 55 EDU 95 LCK 80
SAN 55

Damage Bonus: -1D4.

Build: -1.

Magic Points: 11.

Move: 8.

Skills

Archeology: 90 (45/18).

Charm: 45 (22/9).

Credit Rating: 40 (20/8).

Fast Talk: 45 (22/9).

History: 60 (30/12).

Language (Spanish): 75 (37/15).

Library Use: 22 (11/4).

Mech. Repair: 55 (27/11).

Natural World: 50 (25/10).

Navigate: 70 (35/14).

Spot Hidden: 60 (30/12).

Possessions

Walking Cane.

Diary of Pedro Simón.

Backstory

Personal Description: Small and stout. At only 5'1, you look up to most, but your diminished size is one of your most recognizable features. You almost never remove your archaeological uniform.

Ideology/Beliefs: You have seen strange things around your dig-sites in the past. Although you aren't devoutly religious, you believe that there could be some occult powers out there.

Significant People: Museum Curator Jack Crossler. At one point you struggled to find work as your findings were not deemed important enough, but Crossler consistently took them off your hands when no one else would.

Meaningful Locations: El Dorado - The Golden One. Most of your work around Latin America involves Muisca artifacts and remnants in the hopes that something leads you to your big discovery.

***Treasured Possessions*:** The diary of Pedro Simón. The one artifact that you never revealed to Crossler. You initially came on this cruise to study it without prying eyes.

Traits: Although you aren't particularly well off, you are quite the celebrity. Almost everyone of worth knows of your name and your work towards finding El Dorado.

Injuries and Scars: You require a cane to walk after a bad fall during a dig broke your right leg.

CINDY GRIER

Occupation: Smuggler.

Age: 26.

Sex: Female.

Residence: New York, New York.

STR 35 CON 50 SIZ 65 INT 50 POW 50
DEX 55 HP 11 APP 75 EDU 70 LCK 70
SAN 55

Damage Bonus: 0.

Build: 0.

Magic Points: 10.

Move: 7.

Skills

Credit Rating: 60 (30/20).

Fast Talk: 45 (22/9).

Firearms (Handgun): 40 (20/8).

Listen: 50 (25/10).

Navigate: 40 (20/8).

Pilot (Boat): 60 (30/12).

Sleight of Hand: 60 (30/12).

Possessions

.22 Short Automatic: 1D6 / 10 yards / 1(3) attacks / 6 ammo / malf 100.

Backstory

Personal Description: You like to keep everyone's eyes on you to distract them from what your hands are doing. You have a great body and you make use of it.

***Ideology/Beliefs*:** The only powerful beings in this world are those with money. You aim to be the most powerful of them all.

Significant People: Although you mostly work alone, a good smuggler is not without their contacts. Paul Malone is your buyer, always has been, always will be.

Meaningful Locations: Your home. You spend most of your life sneaking across borders or pretending to be someone else to get your hands on some valuables. Nothing means more to you than those brief few moments you get to spend in your own New York apartment.

Treasured Possessions: Your map of the best smuggling routes to various parts of Central and South America.

Traits: You're a lone wolf. You don't need anyone else by your side unless you can exploit them in some way.