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Lost Temple of the INCAN BLOOD GOD



A
**THRILLING
TALES**
ADVENTURE

LOST TEMPLE OF THE INCAN BLOOD GOD

A Thrilling Tales Pulp Adventure for 3-5 players of 8th level.

OVERVIEW

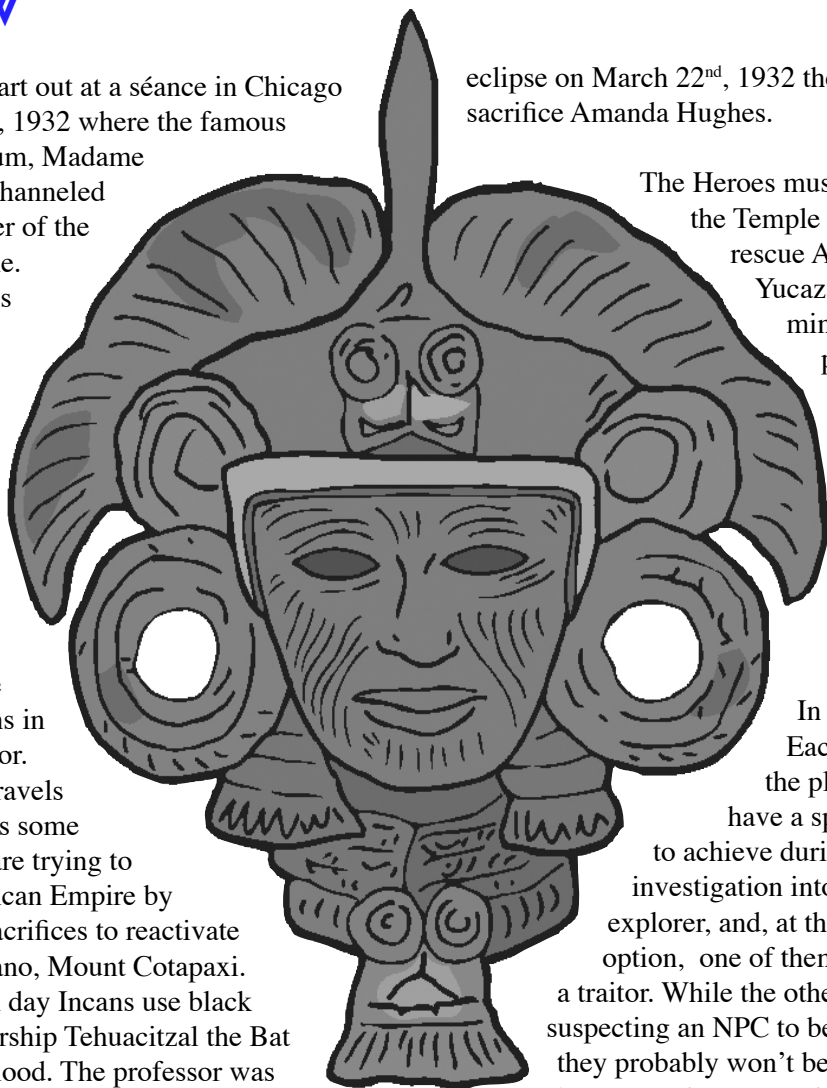
The Heroes start out at a séance in Chicago on March 15th, 1932 where the famous psychic medium, Madame Zoriana, has channeled a dead explorer of the Amazon jungle. The explorer is a relative of one of the adventurers.

Professor Jonathon Hughes and his daughter Amanda left over a year ago to explore lost Incan ruins in eastern Ecuador. During their travels they ran across some Cultists who are trying to recreate the Incan Empire by using blood sacrifices to reactivate the dead volcano, Mount Cotapaxi. These modern day Incans use black magic and worship Tehuacitzal the Bat Goddess of Blood. The professor was sacrificed on the altar of Tehuacitzal by the evil High Priest Yucatzatl. At the next Lunar

eclipse on March 22nd, 1932 they will sacrifice Amanda Hughes.

The Heroes must get to the Temple in time to rescue Amanda, kill Yucatzatl and his minions, and possibly find the lost treasure of Tehuacitzal. It is helpful if one of the Heroes is a Flying Ace.

In addition, Each one of the players will have a special goal to achieve during their investigation into the missing explorer, and, at the GM's option, one of them is actually a traitor. While the others might be suspecting an NPC to be a villain, they probably won't be expecting it to come from one of the other Heroes. The Hero that plays a cultist



will remain hidden until the last possible moment, killing other cultists if necessary. Assign these secret goals to appropriate characters.

SECRET GOALS

1. You must find out what happened to your missing cousin Professor Jonathon Hughes and his daughter Amanda. They left a year ago for an exploration of the Amazon basin, and haven't been heard from since. Maybe a Psychic can help you locate them.
2. You have discovered that the location of the lost idol of Tehuacitzal is somewhere in eastern Ecuador, but can't pinpoint exactly where. Madame Zoriana has a reputation of being able to locate that which cannot be found. Normally a psychic would be out of the question, but Tehuacitzal is supposed to be made of solid gold.
3. Traitor! Yucatzl, evil high priest of the Incan Blood Gods has had a vision that a group of meddling Heroes in Chicago will meet on March 15th, 1932 at the home of a beautiful Spiritualist during the night of a great storm in Chicago. Your goal is to discover the intentions of any Heroes seeking the trail of Professor Hughes that could lead them to Yucatzl. You will encounter other agents of Yucatzl, but they do not know that you are a traitor, do not let them find out, and kill the other agents if necessary. Slow the Heroes and turn them around when possible, do not betray them unless they actually make it to the Temple, then use surprise as your ally and kill them all.

SECRET SQUADRON MEMBERS:

Set your Decoder to Code Z-1:

22-4 7-4 4-14-10 25-21-5

9-3-7-21 17-19-8 25-3-19-8

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4. You are a down on your luck aviator with repair and fuel bills mounting for your plane. Find some fares and book a flight for a nice long trip. Maybe a Psychic can lead you to some rich folks needing a good pilot.
5. You are investigating a suspected fraudulent Psychic Spiritualist named Madame Zoriana. Go to one of her séances and debunk her. If she is indeed a phony, bring her to justice.

Keeping Track of Time

Time lost will be an important factor at the end of the adventure. So keep track of the number of hours lost. There is a time tracking sheet to help you with this at the end of the adventure.

INTRODUCTION

The date: March 15th, 1932.

The place: Chicago, Illinois.

You have all decided, for your own personal reasons, to attend a séance this evening at the home of the famous Ukrainian medium, Madame Zoriana. It's a dark and stormy night, and the windows of the house on Armitage Street are glowing softly from the light of a great many candles. As you open the door, the smell of lavender hits your nose and an unexpectedly gorgeous body stands before you. She wears a clingy red dress, which shows every dangerous curve to perfection. The rest of her is bejeweled with a great many shiny bracelets, costume jewelry rings, and huge hoop earrings. She is the picture of a perfect gypsy if ever you saw one. She pushes one of the raven locks of her curly hair out of her eyes, raises a brow and says in hypnotic

voice, “ *Welcome to the séance, I am Madame Zoriana, please be seated. The others will arrive shortly.*” She points to a dark wood table that has claw on ball feet for legs, is covered by a black satin tablecloth, and adorned by a crystal ball that rests in the exact center. Surrounding the table are seven matching chairs, one of which is occupied by an older, chubby Hispanic woman in a black dress and veil.

Soon all of you have arrived and are seated at the table. Madame Zoriana closes the curtain, pulls out a chair, and sits with the rest of you. She looks each of you in the eyes with a knowing gaze and says, “*Please introduce yourselves and tell us why you are here this evening.*”

[Let characters introduce themselves.]

Finally, the old woman who was seated prior to your arrival looks up with a sad face and says, “*Buenos nochas, I am Mrs. Gladys Gonzales. I am here to speak to my beloved husband Juan who is with Jesus in heaven. I hope to have a final word with my sainted husband who died in the Great War.*” She then sobs, turns her head away from you and seems lost in memories past.

Madame Zoriana narrows her eyes, focuses her gaze and says, “*First a financial tribute for my services please. While I would like to be able to supply my gifts for free, I cannot put food on the table without recompense. But do give what you can afford and no more, the size of the gift is up to your conscious. Good. Now we begin. Put your right palm up and left palm down, then grasp the hands of the people next to you. Now we have formed the circle of power, let us all close our eyes and begin. Breathe in through the nose and out through*

the mouth, breathing in good clean silver air, out with old bad black air. Begin to relax by imagining an electric current that touches your body, and as it does so it totally, completely relaxes the part of the body that is touched. First the current tingles your feet, then your calves and up the legs to the pelvis making your lower body free of stress, tension, and feeling very relaxed. Next your abdomen, chest, and arms relax, they are free of tension and stress. Finally your neck, jaw and head are completely and totally relaxed. Now we are ready. We seek to contact those who have passed to the other side who wish to contact the living they might have a message for. Who among the spirits wishes to communicate with the sitters at this table?"

As she finishes her invitation to the spirits, the flame of the candles start flickering as though they were in a gusty breeze. Madame Zoriana's eyes roll back in her head, the table starts to shake and a low moaning can be heard in the room. The smell of ozone, along with the candles and lavender is thick in the room. A voice that is not her own utters low raspy male tones from her mouth,

"One year ago I left for the jungles and mountains of Ecuador to study the Incan ruins with my daughter Amanda. We found some strange artifacts that some local Quechuan Indians were trading on the streets in Quito. They were small statues and tablets depicting a Bat Goddess and what appeared to be scenes of human sacrifice. The Indians who were hawking these relics on the streets claimed they had gotten them from another tribe deep in the rainforest near the

dead volcano Mount Cotapaxi. We purchased all of them. Our guide was named Tortuga, a short humpback with no chin. Tortuga was an able man who could track and he spoke Spanish, Quechuan and several local Indian languages but very little English. As we made our way into the bush towards Mount Cotapaxi, thirty or so Indians appeared out of nowhere. The surprising thing was they were all dressed in the colorful garb of Incans

that should have been here 1000 years ago, not in 1932. A lost tribe I thought. Before we could ask them a single question, a man with a cloak made of colorful feathers stepped forward and stabbed Tortuga in the left eye with an obsidian tipped spear. They then grabbed Amanda roughly by the arms and knocked me unconscious. I awoke in an altar room that smelled like a charnel house, but almost glowed with the amount of gold in the room. The same man that murdered Tortuga, said something in a foreign tongue as he fondled a jade statue of a bat in his left hand and an obsidian knife in his right. As the words of power were completed I felt my very soul start to flee my body as the knife came down with a meaty thud and stopped the beating of my frightened heart. The last thing I heard in this world was just one word, "Tehuacitzal".



As Madame Zoriana finishes the last word, Mrs. Gonzales screams with fury and stands up. She pushes her chair back and screams, "Fools you will never set foot outside of this room! You have learned too much and now you must die!" As she moves with surprising speed towards the door she says some words in a strange tongue, pulls out and then throws a small pinch of sulfur towards the table, which

fills the room with fiery death. As you all try and dodge the flames, you notice Madame Zoriana has slumped over and the once beautiful face is now charred like overcooked steak.

SURPRISE!

Everyone make a reflex save DC 18 or take 5d6 fire damage from the fireball.

Gladys is an agent of Yucatzatl who has been warned about the heroes. She knows nothing about the traitor. Once the spirit is finished talking she tries to kill the Heroes.

Gladys Gonzales, Incan Death Hag

(Smart Hero 3/ Mage 5): CR 8; Medium-size human; HD 8d6; hp 34; Mas 13; Init +4; Spd 30 ft; Defense 18, touch 14, flat-footed 18; BAB +3, Grap +2, Atk +2 (1d3-1 nonlethal, unarmed strike), +2 Melee (1d4-1/19-20, knife); Full Atk +2 (1d3-1 nonlethal, unarmed strike), +2 Melee (1d4-1/19-20, knife) or +3 ranged (1d4-1/19-20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +2, Ref +2, Will +6; AP 0; Rep +0; Str 8, Dex 10, Con 10, Int 20, Wis 10, Cha 11.

Occupation: Creative (Actress) Bluff, Disguise, Spot

Skills: Bluff +17, Disguise +14, Spot +12, Knowledge Arcane Lore +16, Craft Chemicals +16, Decipher Script +16, Research +16, Concentration +11, Spellcraft +16, Investigate +16, Knowledge Art +16, Knowledge Theology and Philosophy +16, Speak/Read English, Speak/Read Spanish, Speak Quechuan, Speak/Read Latin, Speak/Read Greek, Speak/Read Hebrew

Feats: Low Profile, Combat Expertise, Deceptive, Improved Initiative, Improved Damage Threshold, Archaic Weapons Proficiency.

Talents (Smart Hero): Savant, Linguist.

Special: Arcane skills, Arcane Spells, Summon Familiar, Scribe Scroll, Brew Potion, Scribe Tattoo, Spell Mastery (Mage Armor, Shield, Protection from Arrows/Bullets, Invisibility, Fireball).

Possessions: 1 Potion of Invisibility, 1 Tattoo of Levitate, Spell components, Snake Familiar, Obsidian Dagger, Map of Chicago with Madame Zoriana's house circled, Airline Ticket from Itlan Airways from Quito to Chicago with layover in Miami.

Spells Memorized: 0 lvl (DC 15) Mage Hand, Daze, Prestidigitation, Message; 1st lvl (DC 16) Change Self*, Mage Armor*, Shield, Burning Hands, Magic Missile; 2nd lvl (DC 17) Protection from Arrows/Bullets*, Resist Energy Fire*, Web, Glitterdust; 3rd lvl (DC 18) Fireball*, Slow, Lightning Bolt

*= Spell has been cast before combat begins

(CR 8 Encounter; XP 2400)

AFTERMATH

Madame Zoriana is dead, her house is burned to the ground and you are the only ones left to tell the tale. One minute after the combat ends the sound of sirens can be heard in the distance. Both fire trucks and police cars are on the way. Do you wait for the officials, or do you head off in another direction?

Keeping Track of Time

If they head off in another direction they lose no time. If they choose to wait then they have a lot of explaining to do down at the local police station. Diplomacy [DC 25] will get them released immediately or lose 6 hours being interrogated by police.

WHAT NEXT?

Keep players on track with these questions in mind, but be subtle about it;
Who is Professor Hughes?
Where is Mount Cotapaxi?
What is Tehuacitzal?
When is the next Lunar Eclipse?
Why are people willing to kill to keep this a secret?
How are you going to find Amanda Hughes?

Examine body of Gladys Gonzales.

Spot [DC 15] When examining the body of Gladys Gonzales a closer look reveals that the face is something very different from what you saw moments ago. A much younger woman, around 30 to 35 years old is what lies before you. The face looks much more angular, with a darker complexion than what was seen when you first arrived. She must have been disguised somehow. Perhaps magic?

Search [DC 15] Reveals a hidden pocket in her dress. In the pocket is a map of Chicago with this residence circled on it and an airline ticket. The airline ticket is a round trip 1st class seat on Itlan Airways originating in Quito, Ecuador and going to Chicago with a layover in Miami.

Research in Chicago

Research in Chicago can be done by Heroes with appropriate skills, talking to locals for gather information or checking the libraries and the universities.

Research Tehuacitzal

Research [DC 15] Tehuacitzal is the name of an Incan solid gold statue of a bat.

Knowledge Theology/Philosophy [DC 15] This is one of several known statues named after the Goddess of Bats in Incan Mythology.

Knowledge Theology/Philosophy [DC 20] All the known examples of both gold and jade statues of Tehuacitzal are from the region of Eastern Ecuador around Mount Cotapaxi.

Knowledge Arcane Lore [DC 15] Tehuacitzal is an Incan Bat Goddess whose servants worshipped bats and performed blood sacrifices on Lunar Eclipses.

Research Professor Jonathon Hughes

Gather Information [DC 10] Professor Hughes is a former staff member at the University of Chicago's Archaeology department. His specialty was Pre-Columbian Incan artifacts. He left for Ecuador last year on February 1st, 1931 and hasn't been heard from since. Dr. Hughes was a widower with one daughter, Amanda.

Gather Information [DC 15] His wife Sharon killed herself 3 years ago. She hung herself from the rafters of the living room in their home on Christmas day in 1929.

Research Mount Cotapaxi

Research [DC 15] Mount Cotapaxi is an inactive volcano in eastern Ecuador. It is surrounded by rainforest and few people live nearby.

Knowledge Arcane Lore [DC 25] Mount Cotapaxi was the center of Tehuacitzal worship 1000 years ago. Many blood sacrifices were performed there.

Research Itlan Airways

Knowledge Business [DC 15] Itlan Airways is a commercial air carrier based out of Quito, Ecuador.

Research Amanda Hughes

Gather Information [DC 15] Amanda Hughes is a student at the University of Chicago. She is currently majoring in Archaeology. No other media sources can be found with information about her. She was well liked by her friends and frequently went with her father, Professor Jonathon Hughes, on research trips and excavations as his assistant.

ACT ONE:

March 17th, 1932 Chicago, Illinois

The PCs will need to fly down to Ecuador. This can be done via the aircraft of the Air Ace hero, or, if none of the PCs are Air Aces, an NPC pilot can be provided.

Read the following to the players:

You are now finished up with the repairs on your twin prop cargo plane, Thunderbudgie. Once you have fueled up and all the gear is stowed away, you can take off. The storm from yesterday has subsided and it looks like clear skies for the next 24 hours. After checking and double-checking all the equipment and instruments, you prepare everyone for takeoff.

The plane taxis up the flight line to the runway and you're airborne moments later. From Chicago's O'Hare field you fly to Memphis for refuel, and then from Memphis to Miami.

Flying by the seat of your pants

It's an easy and pleasant flight all the way to Florida. After you land the ache in your legs and back causes you to stretch you legs for a bit. You all get out of the plane for about an hour or so while you refuel and pick up any last minute gear you might need before you leave the USA. The ground crew checks the vehicle and customs inspectors speak to the pilot about the cargo manifest. After all the red tape is taken care of you get in the Thunderbudgie and take off for Quito. The wind is picking up a bit causing some slight difficulty in piloting the plane.

About 30 minutes after passing the island of Jamaica somewhere over the Caribbean Sea you all hear a noise from outside of the plane. It sounds like a quick tink, tink, tink at the rear of the plane.

The pilot (whether PC or NPC) recognizes the



sound immediately: *“Three bogeys at 5,7 and 9 o’clock, and they’re shooting at us, we’ve just been strafed by bullets. I need a co-pilot and a gunner now! Gunner get the box of ammo under the seat behind me and load the B.A.R. Co-pilot strap into the seat to my right and assist me. Hang on to your bonnets folks, this could be a bumpy ride.”* You all look out the windows of the Thunderbudgie and see three Biplanes used in the Great War. They look like Sopwith Camels, but on their tail is a symbol of a stylized Incan hieroglyph.

Determine which of the PCs will fill the roles of Gunner and co-pilot. Exotic Firearms Proficiency Heavy Machine Guns feat will let the Hero operate the Gunner position (without skill –4 to Attack). 4 ranks in Pilot Aircraft and the Aircraft Operation Feat for this aircraft will let the pilot operate normally, without it he takes a –4 to Pilot checks. A co-pilot without any of those skills gives the Pilot a +2 assist, with the skill and feat he gives a +6 assist.

Bomb!

When the person acting as Gunner checks for the ammo, give all Heroes a Spot DC 10 skill check to find a bomb. If they make it, they notice a time bomb next to the ammo case. The Timer shows 2 minutes left on the bomb. The Heroes can use a Demolitions DC 10 to disarm, which takes 1 minute per try but due to the circumstances taking 10 is not an option. If they fail the Demolitions check by more than 5, the bomb goes off doing 10d6 damage to all in

the plane.

3 Itlan Airways Pilots

(Fast Hero 3): CR 3;Medium-size human; HD 3d8; hp 24; Mas 14; Init +8; Spd 30 ft; Defense 20, touch 14, flat-footed 16; BAB +2, Grap +2, Atk +2 (1d3-1 nonlethal, unarmed strike); Full Atk+2 (1d3-1 nonlethal, unarmed strike); or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +3, Ref +6, Will +0; AP 8; Rep +1; Str 8, Dex 19, Con 14, Int 11, Wis 8, Cha 8.

Occupation: Military; Pilot and Navigate +1, Personal Firearms Proficiency

Skills: Pilot +11, Navigate +7, Craft Mechanical +6, Drive +10, Spot +2, Speak/Read English, Speak Quechuan, Speak/Read Portuguese, Repair +4, Knowledge Tactics +7, Demolitions +6, Disable Device +4

Feats: Aircraft Operation, Personal Firearms Prof, Advanced Firearm Prof, Exotic Firearm Prof Heavy Machine Gun, Far Shot

Talents (Fast Hero): Evasion, Uncanny Dodge.

Possessions: Flight suit, Leather flight jacket, goggles, leather helmet, navigational maps, survival kit, 1 week rations, parachute, life preserver vest.

Sopwith Camel with 100 rds ammo.

Play out the aerial combat, via whatever rules your campaign is currently using. The basic modern d20 stats for a Sopwith Camel are found below.

(CR 9 Encounter, 3 CR 3 Pilots, 1 CR 10 Bomb; XP 3400)

Name	Crew	Pass	Cargo	Init	Maneuver	Speed	Def	Hard.	HP	Size	Purch.	Res.
Sopwith Camel	1	1	120	-4	-4	210 (21)	6	5	28	G	36	Lic (+1)

Armed with 2 machineguns:

Damage: 2d8 Critical: 20 Range Increment: 100 ft. Rate: Automatic, Magazine: 100

ACT TWO: QUITO

March 18th, 1932 Quito, Ecuador

After narrowly escaping the attack of the Biplanes you make your final approach over the last mountain peak. Quito is the capital city of Ecuador. As you land in the beautiful mountain city you see a mixture of both modern and ancient. There are blonde European types in business suits as well as Indians on the roadsides hawking wares of Incan statues, fruits and llama wool ponchos.

The majority of residents are a mixture of European and Indian descent, mestizos, and you see them in all walks of life. You notice pieces of broken colored glass mortared to the top of the high walls that surround a great many of the buildings in Quito. The beautiful Catholic churches here are all literally gilded with golden fixtures and are a stark contrast to the surrounding slums.

From time to time you catch the pleasant scent of burning Palo Santos wood, frequently used as an incense of blessing outside the churches. There are several libraries and even one American bookstore. After you do some research on the mystery the next thing you need to do is find a guide who can bring you into the interior of Eastern Ecuador.

What Next?

Keep players on track with these questions in mind, but be subtle about it:

Who is Yucazatl?

What is that weird symbol on the side of the planes?

Where can you find a guide in Quito?

When is the next Lunar Eclipse?

Why are people from Itlan Airways trying to kill you?

How will you find the Temple?

Red Herrings

At any time the Heroes are doing research or gathering information in Quito, feel free to feed them one of these delicious red herrings.

1. ***El Dorado:*** The Heroes come across tales of a man who came back from the rainforest with stories of a city made of gold located high up in the mountains on the border of Peru and Ecuador. They find him in the hospital. He claims he found a small statue of a jaguar made of solid gold that he brought back with him, but he sold it to a wealthy collector. The whole city was made of solid gold and if the Heroes give him just a little money he will lead them there. The man is mad from malaria and a Heal [DC 20] can tell them he is indeed mad.
2. ***Anaconda:*** A man who is selling wares on the street tells the Heroes that his cousin's friend just got back from the area that they are asking about. The man found the world's largest snake, a giant Anaconda nearly 80 feet long with a head the size of a donkey. If they should find it, he knows a man, who knows a man who will pay them 100 thousand dollars for it dead or alive.
3. ***Rebels:*** A small band of rebels will try to rob you if you go into the Eastern part of Ecuador. Just stand and do

nothing if they attack, they will only harm you if you strike back. Give them ammunition and money and they will be quite helpful.

Research in Quito

Research in Quito can be done by talking to locals for Gather Information skill checks or by going to the American bookstore. If the Heroes read Spanish they can also check the libraries and the university.

Research Itlan Airways or Juan Valdez

Gather Information [DC 15] Juan Valdez is the owner of Itlan Airways and General Dynamic Explosives. He is originally from Spain and is a wealthy collector of Pre-Columbian artifacts with a PhD in Art History from the University of Barcelona. Although he lives somewhere in Ecuador, no known address can be found.

Research Yucazatl

Gather Information [DC 25] Juan Valdez is not a good Christian man. Some say he worships Devils. His nickname among the Devil worshippers is Yucazatl.

Research Symbol on Sopwith Camels

Knowledge Arcane Lore [DC 20] This ancient stylized Incan Bat symbol is the representation of the Goddess Tehuacitzal, Goddess of bats and blood. Lunar eclipses are holy to her and blood sacrifices bring powerful results on those days.

Examine the Bomb

Demolitions [DC 15]. If the bomb doesn't detonate, you can examine it. There are components of the bomb which you can tell could have only come from General Dynamic Explosives in Quito.

Research Lunar Eclipse

Knowledge Physical Sciences [DC 15] The next lunar eclipse as viewed from Quito, Ecuador takes place on March 22, 1932.

Looking for Bat Statues in Quito

Research [DC15] No statues of the Bat Goddess can be found on the streets of Quito. Also the Quechuan Indians described to you don't seem to be around either. Research [DC 20] The local name for these kinds of statues is Tehuacitzal.

Finding a Guide

Gather Information [DC 15] Or take one hour of time. All the best guides in Quito can be found in a bar called El Gato Negro.

Keeping track of Time

Taking one hour of time is time lost, but may be necessary. The Heroes need a guide to get to the next part of the adventure.

El Gato Negro

By the time the bar opens it is quite late in the evening. El Gato Negro can be found in a bad part of town, which reeks of garbage and urine. You approach the corner where you have been told the bar is, and a man comes up to you begging for some change. You notice his eyes keep veering to the left at the alley and he appears nervous.

The man has been paid to be a simple distraction. He knows nothing, but if intimidated he will admit that a man, an Indian, paid him to follow them and beg for change. The man went into the alley behind the bar, but is not there now.

As you open the dark wood door to El Gatos Negro you see a hulking man standing just

inside the door. He speaks in a voice thick with Spanish "*Buenos noches gringos, welcome to El Gato Negro. No trouble from you or you get trouble from me.*" He holds the inner door open for you and you enter. The bar wreaks of old beer, smoke and despair. Inside are about a dozen tables. Each table has a red glass jar containing a lit candle in the center. A bartender and about ten patrons are seated at the bar sipping cerveza. No women are seen anywhere as only men are seen in such places. Three tables are occupied by small groups of men talking quietly.

Two of the men in here say they are guides if asked. Pedro is seated at a table talking with friends (thugs), Juan is alone at the bar. Pedro offers to do it for \$50 American dollars; Juan will do it for no less than \$100. Pedro is a common thug who will get his friends to try and rob the Heroes as soon as they leave. He will make a Bluff check to convince them to take him instead of Juan. Pedro will do whatever it takes to get hired as he is a thug sent by Yucatzatl. If the Heroes don't hire Pedro, the thugs will try and ambush the Heroes anyway.

Pedro Rojo Pescado, Mid Level Thug

(Strong Ordinary 3/Tough Ordinary 3): CR 5; Medium-size human; HD 3d8+6 plus 3d10+6; hp 45; Mas 15; Init +1; Spd 30 ft; Defense 16, touch 15, flat-footed 15; BAB +5, Grap +7, Atk +9 melee (1d8+2 nonlethal, improved unarmed strike) or +9 melee (1d4+2/19-20, knife); Full Atk+9 (1d8+2 nonlethal, unarmed strike) or +9 melee (1d4+2/19-20, knife), or +6 ranged (2d6 x3, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +6, Ref +3, Will +2; AP 0; Rep +1; Str 15, Dex 12, Con 15, Int 13, Wis 10, Cha 8. Occupation: Blue-collar (class skills: Drive, Bluff)

Skills: Bluff +5, Climb +5, Craft (Mechanical) +6, Drive +7, Jump +4, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +3, Profession +5, Read/Write English, Read/Write Spanish, Repair +4, Speak English, Speak Spanish, Spot +3, Swim +5

Feats: Brawl, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Possessions: Leather jacket, Colt .45, 50 rds of .45 ammo, knife, lighter, cigarettes, flask of whiskey, pen, note from Yucatzatl (Player handout #1)

2 Mid Level Thugs

(Strong Ordinary 3/Tough Ordinary 3): CR 5; Medium-size human; HD 3d8+6 plus 3d10+6; hp 45; Mas 15; Init +1; Spd 30 ft; Defense 16, touch 15, flat-footed 15; BAB +5, Grap +7, Atk +9 melee (1d8+2 nonlethal, improved unarmed strike) or +9 melee (1d4+2/19-20, knife); Full Atk+9 (1d8+2 nonlethal, unarmed strike) or +9 melee (1d4+2/19-20, knife), or +6 ranged (2d6 x3, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +6, Ref +3, Will +2; AP 0; Rep +1; Str 15, Dex 12, Con 15, Int 13, Wis 10, Cha 8. Occupation: Blue-collar (class skills: Drive, Intimidate)

Skills: Climb +5, Craft (Mechanical) +6, Drive +7, Intimidate +5, Jump +4, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +3, Profession +5, Read/Write English, Read/Write Spanish, Repair +4, Speak English, Speak Spanish, Spot +3, Swim +5

Feats: Brawl, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Possessions: Leather jacket, Colt .45, 50 rds of .45 ammo, knife

(CR 8 Encounter, 3 CR 5 Thugs; XP 2400)

Juan Pena, Guide

(Smart Ordinary 3/Tough Ordinary 3): CR 5; Medium-size human; HD 3d6+6 plus 3d10+6; hp 39; Mas 15; Init +1; Spd 30 ft; Defense 16, touch 14, flat-footed 15; BAB +3, Grap +4, Atk +4 melee (1d3+1 nonlethal, unarmed strike) or +4 melee (1d6+1/19-20 machete); Full Atk +4 melee (1d3+1 nonlethal, unarmed strike) or +4 melee (1d6+1/19-20, machete), or +4 ranged (2d6 x3, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL neutral; SV Fort +5, Ref +3, Will +3; AP 0; Rep +1; Str 12, Dex 13, Con 15, Int 15, Wis 10, Cha 8.

Occupation: Military (bonus skills; Navigate, Pilot)

Skills: Bluff +3, Craft (Chemical) +7, Craft (Electronic) +7, Craft (Mechanical) +7, Craft (Structural) +7, Demolitions +6, Disguise +3, Drive +4, Forgery +6, Gather Information +1, Intimidate +3, Knowledge (Current Events) +6, Knowledge (Tactics) +6, Knowledge (Theology and Philosophy) +4, Navigate +8, Pilot +4, Profession +4, Read/Write English, Read/Write Spanish, Read/Write Quechuan, Read/Write Mayan, Read/Write Portuguese, Repair +4, Research +5, Search +8, Spot +5, Survival +8, Speak English, Speak Spanish, Speak Quechuan, Speak Dantolo, Speak Portuguese

Feats: Archaic Weapons Proficiency, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Light Armor Proficiency, Track

Possessions: Leather jacket, Colt .45, 50 rds of .45 ammo, pocket knife, lighter, cigarettes, flask of whiskey, pen, backpack, tent, survival gear, 50 ft rope, machete



Juan will act as the PC's guide, and, if they have contacted him before being attacked by the Thugs, he will assist them during the combat.

General Dynamic Explosives

They players may, depending upon what they discover, decide to investigate General Dynamic Explosives.

You arrive at the street outside of General Dynamic Explosives and see an apparently empty warehouse space. There are no windows to the building and a large delivery door in the front for trucks. Next to this is a regular office door with a sign that says, "Prohibido no fumar".

Nobody is in this building except for one security guard who is stationed behind the office door in a 10 foot by 10 foot room with one door leading out and another door that leads into an empty warehouse. The guard knows nothing other than the name of the man that hired him was Yucatzatl. Inside you find one stick of dynamite in an old crate and some useless paperwork, which indicates that the owners of the company is a man named Juan Valdez.

ACT THREE: THE MOUNTAINS

March 19th, 1932 Quito, Ecuador

You have arranged to meet your guide, Juan Pena the next day. It will take three days to reach Mt. Cotapaxi, one day by auto and two days by foot. Juan tells you to be prepared for both hot and cold weather as you will be marching through the rainforest and climbing up the mountain. Depending on your luck it could take as long as another two days to climb the mountain and find the temple. The weather is a bit overcast and around 78 degrees. The only vehicle available is an old jalopy of a truck.

Car Trouble

The first day you head down the mountains of Ecuador from Quito. Approximately three hours into the trip smoke starts pouring from the engine. You are traveling at about 55 mph. Your need to pull over could not be more dire, but there is no place to do so.

It will take a DC 15 Drive test to stop the car, without losing control. See losing control p.160 in the main Modern d20 rules.

The head gasket seal is broken. It can be repaired in one hour with the right tools, and a DC 20 Repair test.

Keeping Track of Time

If the Heroes fail to repair the engine they will be one day behind schedule. The delay due to auto trouble causes you to be slightly behind schedule and you will arrive at the trailhead six hours late.

When Incans Attack!

After the trouble with the truck, the jungle ought to be easy! You have now arrived at the head of the trail in the rainforest. Strange plants and animals abound in this part of the world. You see small deer the size of a dog bounding off to your left, giant rats, small monkeys, colorful birds and moss covered trees are a few examples of the Fauna and Flora you encounter.

A small trail can barely be seen heading off into the lush tropical woods. Juan seems to have a keen eye for tracks and keeps his machete in hand to keep the trail clear of debris. The day is going by and you are making good headway, when suddenly a Juan stops. The seasoned guide leans close to the earth and

whispers, “*See here senior, tracks of many men with no shoes. Fresh tracks no more than a few hours old. Whoever made these is close...*”

Listen [DC 25]: You hear a twig breaking softly 30 feet to your left.

Spot [DC 25]: Many people are hidden about 30 feet off to the left of the trail.

If a Hero makes his Spot or Listen check they can take a partial action in the surprise round, otherwise Incan Mooks get 1 surprise round on the Heroes.



The brush off to your left shakes with movement when 30 warriors dressed in nothing but loin cloths and the colorful feathered headdress of an ancient Incan jumps up and attacks you with a volley of javelins.

Archaic Weapon (requires Archaic Weapon Proficiency) Obsidian Javelin:
1d6 damage/19-20 critical, 30 foot range, size medium, weight 3lbs

Attack order

1. Surprise round; 30 Mooks throw 1 javelin each at a Hero or Juan
2. Round 1; Mooks charge with javelins
3. Round 2; Mooks melee attack with javelins
4. Round 3 and after; Continue with melee attacks

30 Incan Warriors

(Strong Mook 1): CR 0; Medium-size human; HD/HP 1/If Mook is hit he dies, no hit points, Init +0; Spd 30 ft; Defense 11, touch 11, flat-footed 11; BAB +1, Grap +1, Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d6/19-20 obsidian javelin); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d6/19-20, obsidian javelin), or +2 ranged (1d6+1/19-20, obsidian javelin); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +1, Ref +0, Will +0; AP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Hide +2, Move Silent +2, Jump +2, Speak Spanish, Speak Quechuan, Speak Dantolo

Feats: Archaic Weapons Proficiency, Point Blank Shot

Possessions: Loincloth, colorful feather headdress, 2 obsidian javelins

(CR 6 Encounter, 5 groups of CR 1 Mooks; XP 1200)

Following the Trail

Those of you that have survived the attacks of the Incan Warriors can follow the trail of the large group quite easily. You pick up their footprints on the path you are on, but you can see that they jumped off to the side to set up the ambush. As you move forward the tracks although numerous, pass over hard stony ground obscuring the trail. If you can pick it up you can probably find your way to the temple.

Tracking the Incans

The Track Feat is not necessary to make this skill check. If you have the Track feat all DCs for this are at -10. 3 Survival checks DC 15, DC 20, DC 25 will get the Heroes to the Temple.

Keeping Track of Time

Every tracking survival check failure costs them one hour of time and then they may retry.

What Next?

Keep players on track with these questions in mind, but be subtle about it;

Who will be waiting for you at the Temple?

What do the Incans hope to do with a blood sacrifice?

Where is Amanda Hughes?

When is the hour of the Lunar Eclipse?

Why are Ancient Incans even here?

How will you approach the Temple?

ACT FOUR: THE TEMPLE OF THE INCAN BLOOD GOD

Shake Up

The trail continues on through the rainforest and eventually into low tropical scrub. You've marched on for another day and can now see Mount Cotapaxi looming over you. There is a small narrow and dangerous looking path winding up the side of the mountain. The tracks of the Incans continue leading this way.

As you continue on the twisting path you come to a point where the path leads up the side of a steep cliff. Without warning the bones of the Earth herself start to groan and the once inactive volcano shakes the ground and you look skyward and see a the tiniest wisp of smoke rising from the top of Mount Cotapaxi.

Balance [DC 10]: if you fail, make a Reflex save [DC 15] or fall off the cliff taking 6d6 damage from the 30foot fall.

After the brief shake up you continue on climbing up the steep path on the side of the volcano. The trail snakes through the dense foliage to a point where it opens up to reveal a curious sight.

You spy a small stone idol hidden partially by the brush on the side of the trail. As you get closer and clear away the debris you see an ancient carved figure of a bat made of stone. A little beyond the statue is an area of sandy ground leading down into a large cave opening covered by numerous hanging vines.



1. Cave Entrance

The wide mouth of the cave narrows down toward an area with a great many human footprints in the sandy floor. A sour smell hits your nostrils as a gust from deep within the stygian depths gently caresses your face. A narrow crack in the backmost wall appears to be the entrance. Small carvings and petroglyphs of bats and human sacrifice are carved in the stone archway that leads into what has to be the Lost Temple of Tehuacitzal.

The path before you is unlit other than the sunshine from the cave entrance. You can see the path goes forward about 100 feet and inclines down slightly until you reach a fork in the tunnel. From the left path are sounds of dripping water, from the right path you hear nothing but silence.

2. Subterranean Pool

Upon entering the tunnel to the left you feel the dampness before you see it. The tunnel leads south for about 80 feet snakes around to the northeast and opens up into a large cavern with a dark pool that covers the entire northern end of the cavern. There is movement in the pool among several large grayish white man shaped lumps

There is an albino crocodile hidden (Hide DC 15) among the human skeletons and half-eaten corpses in the pool. Among the deceased is the body of Professor Jonathon Hughes. A Search check DC 20 will discover a Six-Demon bag, which is something that Professor Hughes found

near the Temple (p. 379 in the Modern D20 rulebook)

Huge Albino Crocodile:

CR 4; Huge Animal; HD 7d8+28; HP 59; MAS 19; Init +1; Spd 20 ft., swim 30 ft.; Defense 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +7 natural); BAB +5; Grap +21; Atk +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); Full +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); FS 15 ft. by 15ft.; Reach 10 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +9, Ref+6, Will+3; AP 0; Rep +0; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0 (+4 while submerged), Listen +5, Spot +5.

Feats: None



3. Cavern of Giant Bats

The sour smell of the cavern complex comes from this room. Bat guano is piled 3 feet deep and causes you to move half as fast as you normally would just to wade through it. You hear a chittering sound from within the cave near the ceiling. The ceiling is over 150 ft high in this cave and can't be seen with normal light sources.

All ground movement in this room is halved due to massive amounts of bat guano. In addition all Heroes wading in this room that has any wounds, must make a Fort save Injury DC 14 or get Hantavirus disease. See diseases on page 215 in the main rulebook.

In addition, there are three Dire Bats that make their home here, among their smaller cousins. They will attack any source of disturbance in the room.

3 Dire Bats:

CR 5; Large Animal; HD 4d8+12; HP 30; MAS 17; Init +6; Spd 20 ft., fly (good) 40 ft.; Defense 20, touch 15, flat-footed 14 (-1 size, +6 Dex, +5 natural); BAB +3; Grap +10; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); FS 10 ft. by 10ft.; Reach 5 ft.; SQ blind-sense 40 ft.; AL none; SV Fort +7, Ref+10, Will+6; AP 0; Rep +0; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills: Hide +4, Listen +12, Move Silently +11, Spot +8.

Feats: Alertness, Stealthy

4. Unstable Cavern

In the center of this large crystal cavern is a chest or sarcophagus carved out of the stone floor. There are numerous beautiful crystals hanging loosely from the ceiling and some that have fallen on the floor. There are 4 tunnels that connect to this room: one to the north, one to the east and two that split off from the west.

If the Heroes set off the noise trap or make a lot of noise in this room, such as smashing open the chest, hundreds of small crystals fall from the ceiling doing 5d6 damage to everyone who fails a Reflex save at DC 15. In addition, all of the Incans in the area will be warned of the Heroes presence, and the Dire Bats in cavern 3 will come to investigate the sound.

The stone chest is trapped with 2 mechanical traps and has a complex lock. The first trap is a poison dart trap, the second creates a high-pitched noise that collapses the ceiling. In the chest is a golden statue of Tehuaciztal

Poison Dart Trap: CR 4; Mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (2 darts per target in a 10 ft. by 10ft. area); blue-ringed octopus poison (DC Fort 15 save resists, 1d4 Con/1d4 Con); Search DC 21; Disable Device DC 22

Noise Trap: CR 1; Mechanical; location trigger; manual reset; loud whistling noise that activates ceiling and warns all in cavern; Search DC 29; Disable Device DC 25



5. Temple of The Incan Blood God

The final cavern in the cave complex is the Lost Temple. At this point, timing is very important to the outcome of the adventure:

If the Heroes have lost 13 hours or more of time then read “Amanda is dead” otherwise read “Amanda is alive”.

Keeping Track of Time

Calculate time now. If Heroes lose 13 hours or more Amanda dies, but they can still stop ritual.

Act	Action	Cause of time loss	Total Delay
Introduction	Wait for police	Failure to use Diplomacy DC 25 to get out of police interrogation	6 hours total
Act 2	Finding a guide	Failure to Gather Information DC 15 to find guide	1 Hour total
Act 3	Car Trouble	Failure to repair car.	6 hours total
Act 3	Tracking Incans	Failure to track lets you do 1 retry.	1 Hour each retry



Amanda is Dead

As you approach the room you hear some chanting in Quechuan by a single male voice. The sweet smell of burning Palos Santos wood is pervasive, as is another smell that is now quite familiar, blood. A small altar made of solid gold with the naked body of Amanda Hughes tied across the top is prepared for sacrifice. You enter the room at the far end of the glittering cavern and you see a figure draped in a cloak of colorful feathers with an obsidian knife in his hands. As he finishes the chant he sinks deep in the chest plate of the young blonde girl on the altar. Amanda Hughes is now dead, you are all a bit too late. However the mysterious figure that brutally murdered her is still alive. Yucazatl gathers the bowl with Amanda's blood in it and says

quite calmly, "You are all a bit too late to save the young Miss Hughes and now I must bid you all adieu as it is time to wake a living God with her blood. I don't know how you made it this far but it is quite commendable that you did. She is a very important part of waking a living God. You must see this as a fact. I will offer you all a choice. Join me and help wake Tehuacitzal and each of you will gain power and money beyond your wildest dreams. Join me or die. What do you say?"



Amanda is Alive

As you approach the room you hear some chanting in Quechuan by a single male voice. The sweet smell of burning Palos Santos wood is pervasive, as is another smell that is now quite familiar, blood. A small altar made of solid gold with the naked body of Amanda Hughes tied across the top is prepared for sacrifice. You enter the room at the far end of the glittering cavern and you see a figure draped in a cloak of colorful feathers with an obsidian knife in his hands. He continues the chant as you enter the room, grabs Amanda Hughes by her golden hair and holds his knife to her throat and says, "Take one more step and the young Miss Hughes will become acquainted with my knife. I don't know how you made it this far but it is quite commendable that you did. She is a very important part of waking a living God. You must see this as a fact. I will

offer you all a choice. Join me and help wake Tehuacitzal and each of you will gain power and money beyond your wildest dreams. Join me or die. What do you say?"

The Traitor Strikes!

If you are using the option of a traitorous PC, Let the person playing the traitor act now. Let the players roll for initiative as normal and then the traitor betrays them on his/her turn.

Yucatzatl tries to defeat the Heroes and raise Tehuacitzal by sacrificing Amanda's blood at the volcano rim in a ritual.

He can get there by Dimension Door or by the secret passage behind the altar. Once he arrives at the rim he needs the blood of Amanda and the obsidian knife to cast the ritual, the time needed to cast the ritual and raise the God takes 1 full minute.

If he succeeds all the Heroes and Yucatzatl all die as the Mount Cotapaxi has a major volcanic eruption.

Suggested Tactics for

Yucatzatl:

Round 1:

Cast Slow on Heroes (Leave out Traitor).

Round 2 :

Cast Haste on himself and traitor

Round 3+:

Once spells are successful, leave via secret door. If Yucatzatl gets down to 10 or less hit points, Dimension Door to rim of volcano.

The rim of the volcano is located down a short passage, found via a secret door behind the altar. The Secret Door can be found on a DC 10 Spot roll.

In addition to Yucatzatl, the Heroes will have to contend with his followers. Initially, there

are 30 Incan Mooks, although that number can be adjusted upward or downward, as the GM wishes.

The inner rim of the volcano has a small ledge, which requires a DC 15 Reflex Save to stay on in any strenuous activity (combat or chase). Failure will result in falling into the volcano (and certain death, although GMs may allow a true-to-the-pulps unbelievable escape for anyone who falls).

30 Incan Warriors

(Strong Mook 1): CR 0; Medium-size human; HD/HP 1/If

Mook is hit he dies, no hit points, Init +0; Spd 30 ft; Defense 11, touch 11, flat-footed 11; BAB +1, Grap +1, Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d6/19-20 obsidian javelin); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d6/19-20, obsidian javelin), or +2 ranged (1d6+1/19-20, obsidian javelin); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +1,

Ref +0, Will +0; AP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Hide +2, Move Silent +2, Jump +2, Speak Spanish, Speak Quechuan, Speak Dantolo

Feats: Archaic Weapons Proficiency, Point Blank Shot



Possessions: Loincloth, colorful feather headdress, 2 obsidian javelins

Yucatzatl, Incan Cult Leader

(Smart Hero 3/ Mage 9): CR 12; Medium-size human; HD 12d6; hp 50; Mas 13; Init +5; Spd 30 ft; Defense 19, touch 15, flat-footed 18; BAB +4, Grap +6, Atk +6 (1d3+2 nonlethal, unarmed strike), +4 Ranged (1d4+2/19-20, knife), +6 Melee (1d4+2/19-20, knife); Full Atk +6 (1d3+2 nonlethal, unarmed strike), +6 Melee (1d4+2/19-20, knife), or +4 ranged (1d4+2/19-20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Mage armor, Protection from arrows/bullets, Resist energy fire/30, Stoneskin (DR 10-, 90 hp), AL evil; SV Fort +4, Ref +5, Will +8; AP 0; Rep +0; Str 14, Dex 13, Con 10, Int 18, Wis 10, Cha 15.

Occupation: Entrepreneur gets Bluff,

Diplomacy, Knowledge (Business) all at +1

Skills: Bluff +19, Diplomacy +19, Spot +12, Knowledge Arcane Lore +18, Craft Chemicals +18, Decipher Script +18, Research +18, Concentration +15, Spellcraft +18, Investigate +18, Knowledge Business +18, Knowledge Theology and Philosophy +18, Speak/Read English, Speak/Read Spanish, Speak Quechuan, Speak/Read Latin, Speak/Read Greek, Speak/Read Hebrew, Speak Dantolo

Feats: Combat Casting, Dodge, Combat Expertise, Mobility, Improved Initiative, Improved Damage Threshold, Spring Attack, Brawl, Streetfighting, Archaic Weapons Proficiency, Frightful Presence.

Talents (Smart Hero): Savant, Linguist.

Special: Arcane skills, Arcane Spells, Summon Familiar, Scribe Scroll, Brew Potion, Scribe Tattoo, Spell Mastery (Mage Armor, Shield, Protection from Arrows/Bullets, Invisibility, Fireball, Stoneskin).

Possessions: Invisibility tattoo, Spell

components, Bat Familiar, Obsidian Dagger, Colorful Feather Cloak

Spells Memorized: 0 lvl (DC 14) *Mage*

Hand, Daze, Prestidigitation, Message; 1st lvl

(DC 15) *Hold Portal, Mage Armor*, Shield,*

Burning Hands, Magic Missile; 2nd lvl (DC

16) *Protection from Arrows/Bullets*, Resist*

Energy Fire, Web, Glitterdust*; 3rd lvl (DC 17)

Fireball, Slow, Lightning Bolt, Haste; 4th lvl

(DC 18) *Stoneskin*, Dimension Door, Fear*; 5th

lvl (DC 19) *Wall of Stone*

*= Spell has been cast before combat begins

(Yucatzatl: CR 12 Encounter; XP 6800

Mooks: CR 6 Encounter, 5 groups of CR 1

Mooks: XP 1200)



CONCLUSION

Full Success

After you defeat the villainous Yucatzatl you look for any clues that might make sense of all this. The only thing you find is the strange golden statue of Tehuacitzal. Now you can reconcile all this back in the good old USA. Amanda Hughes is also safe and in your custody. You truly are Heroes. The world is safe again from the terror of Yucatzatl and the Temple of the Incan Blood God. Safe at least for now....

Partial Success (*Amanda is Dead*)

After you defeat the villainous Yucatzatl you look for any clues that might make sense of all this. The only thing you find is the strange golden statue of Tehuacitzal. Now you can reconcile all this back in the good old USA. You might have arrived too late to save Amanda Hughes, but the world is safe again

from the terror of Yucatzatl and the Temple of the Incan Blood God. Safe at least for now....

Failure

The villain Yucatzatl makes his way to the rim of the volcano and raises the bowl of Amanda Hughes blood while chanting and stirring the bowl with a sharp obsidian knife. He then stops chanting and you can feel the power in the air as the blood of an innocent is sacrificed to God Tehuacitzal. The volcano starts bubbling and a deep rumble can be heard from a thousand miles away. A giant bat made completely of lava bursts through the crust with a hissing screech and blasts an inferno of flame onto the Mountain. You all die a terrible crispy death and the world is doomed. Tehuacitzal lives!!!



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