

INCREDIBLY INAPPROPRIATE ENTERTAINMENT PRESENTS:

**AMELIA EARHART &
THE TREASURE OF THE PIRANHA MEN**



**AN ADVENTURE FOR:
EXILE GAME STUDIO'S**

HOLLOW EARTH EXPEDITION
THE ROLEPLAYING GAME OF PULP ADVENTURE

AMELIA EARHART DISAPPEARS:

July 2nd 1937 Amelia Earhart and her co-pilot Fred Noonan disappeared somewhere over or in the Pacific Ocean and reemerged as one of America's greatest mysteries. During this adventure your players will learn the fate of America's favorite female aviator, encounter beasts unlike anything that walks this Earth, foil a Nazi plot to take over the Pacific theater, and save the world from utter destruction brought upon by the return of a Great Lost God.

NAZI & THULE SCHEMES

A group of Thule psychics determined that an area in the Pacific Ocean is generating a strange psychic feedback. This area is giving off strange vibrations that have been affecting the psychic's dreams for months. Three months ago several psychics fell into a coma and have begun muttering a strange language that no one has been able to decipher. One of these psychics awoke from the dream state and began drawing an island over and over until his hospital room was covered in the same drawing from the floor to the ceiling. As he collapsed back into a coma all of the other patients screamed in unison and their teeth started gnashing together in a rhythmic cycle. Their teeth began to chip and bite through their tongues. One of the orderlies trying to subdue the dreaming psychics, a volunteer with ties to the Thule Society, realized that the patients were producing Morse code through their gnashing teeth. The message was a series of numbers: 004 41 41.650 S, 174 29 50.610 W; coordinates to Gardner Island in the Pacific Ocean.

On Gardner Island the Nazis discovered an amazing sight; a lagoon that acted as a rift between our world and the Hollow Earth. While exploring the area they discovered that piranha men from the Hollow Earth were responsible for creating the rift, what they did not discover is that the piranha men are the Hollow Earth's version of Nazis. They have created the rift to summon forth their Great Lost God who lives within the rift, and can never return until the stars are right. Once the rift is open the stars from upper Earth can now be seen in the Hollow Earth reflected in their ocean, and this begins the summoning of the Great Lost God. In time lost to antiquity the piranha men have sent emissaries to the outer Earth on several occasions to find a way to create the rift. These piranha men became known as deep ones and their Great Lost God became known as Dagon.

The Nazis have attempted to use the piranha men to learn their technology, their physiology, and their control over all things aquatic. They've secretly captured several piranha men and have begun experimenting on them and then dissecting them to learn all they can about

these creatures. The piranha men have received modern firearms in exchange for working with the Nazis. The piranha men are only biding their time until their Great Lost God returns, but all this changes when they realize that the Nazis have dared to defile their brethren with their foul experiments. The piranha men had planned to do the same to the Nazis, but in the piranha men's mind this is acceptable because they, the piranha people, are of a higher and more pure species than these unclean humans.

Amelia Earhart's plane crashed and slammed into Gardner Island just days ago. She has hidden her plane with the help of her co-pilot Fred Noonan, but was recently attacked by a colossal crab that had come through the rift from the Hollow Earth into the outer Earth. Her gunfire attracted the Nazis to her position where they found her and Noonan on the beach. Earhart had the sense of mind to get away from her plane and her radio and claimed that Noonan and she had crashed in the Pacific and swam to the island. She was hoping to escape and return to her radio and call for help. The Nazi leader of this expedition, Col. Kuchler, decided that the easiest way to deal with the two possible spies was to send them to the base camp, Camp H1, in the Hollow Earth. This would ensure the spies were incapable of relaying any information regarding the Nazi operation on Gardner Island.

The PCs will become embroiled in the scenario shortly after the piranha men have attacked and secured the lagoon/rift between the two worlds. Most of the Nazi camp is in flames, the majority of Nazis are dead or fleeing, and Gardner Island is teeming with creatures from the Hollow Earth that had been captured by the Nazis and brought to the outer Earth for study and now freed by the piranha men.

ENTER THE PCs

The PCs can become embroiled in this adventure in numerous ways:

They are Navy personnel taking part in the rescue.

They are part of a film crew in the area that picks up one of Earhart's radio signals.

They are a scientific expedition sent to study Gardner Island and are nearing it when they see the downed plane or hear one of Earhart's radio messages.

They are brought in secretly by a mysterious organization to locate Earhart and keep their findings discreet. Perhaps the Terra Arcanum has an idea of what the Nazis are doing on the island and wants more information.

The Terra Arcanum might have sent Earhart as a spy, and her attempt to fly around the world was merely a cover. They now want her and her information, and they are using the PCs to get both.

The PCs have been hired by a moving pictures company that wants the entire rescue on film as part of a documentary and a possible feature.

They are islanders from a nearby inhabited island that have made a pilgrimage to Gardner Island to offer prayers to the Great Lost God. Their people remember a time when the rift between our Earth and Hollow Earth still existed. This is recommended as a one shot for experienced groups.

REEL ONE: THE MYSTERIOUS SIGNAL

PCs that are Navy personnel or natives will proceed straight to investigating the actual island. All other PCs have traveled by hydroplane to the Julia Eleanor, a small fishing vessel crawling across the Pacific Ocean. They've had enough time to unpack their luggage in the shared bunk room when they are summoned to the cramped wheel room. This time allows PCs who do not know each other to make introductions and get to know each other before the game gets going.

Captain Monterey introduces himself and his first mate Edward Meissnest. Monterey is hoping for a quick and uneventful rescue of Earhart and Noonan. He details the following:

- Earhart and Noonan have been missing for three days somewhere in the vicinity.
- They are believed to still be alive because shortwave radio is still picking up occasional broadcasts claiming to be Earhart.
- He unrolls maps of the area and shows all the known points of the flight, radio signals, and attempted triangulations from the radio signals.
- This information all points towards one spot; Gardner Island.
- Gardner Island is believed to be uninhabited, but other than that little is none of this island.

THE RADIO:

PCs attempting to use the radio to contact Earhart will discover there is interference disrupting the signal.

While the PCs work on the radio it comes alive with chirps, squawks, and unrecognizable feedback.

SCIENCE (engineering/electrical): DIFF (2+) untangles the message from the interference.

CRACKLE POP HISS "...is is Earhart, we are alive, but Noonan is wounded from the attack by the..." GARBLED

We have hidden the plane as best we can and are constantly on the move as the..." HISS SQUAWK.

"...eading inland towards the lagoon. Perhaps we can find parts there or disable the interference device. Regardless anyone coming ashore should be cautious. The..." POP HISS CRACKLE

"...ings are not as they should be and I'm sure they have something to do with it. We have to move again. Earhart out." The transmission ends.

-Diff (3+) the PCs lock onto the radio transmission and locate its position.

If the PCs lock onto the transmission a:

SURVIVAL (navigation): DIFF (3+) pinpoints the radios location on a map.

If they fail to locate the radio they will have to go ashore and begin searching. This is a perfect opportunity for survival and search rolls. Successes will allow the PCs to discover the plane quickly as opposed to searching around for hours.

REEL 2: GOING ASHORE THE ISLAND THAT SHOULD NOT BE

Navigating around the island is difficult due to a reef that nearly encircles it. As the PCs near the island the radio vomits forth a loud squawking feedback forcing the radioman to throw his earphones off. Radios no longer work within ten miles of Gardner Island due to this interference. The sound is from the colossal bat hanging under the Nazi antenna array as its sonar disrupts radio signals. An E.G. may allow a zoological roll to recognize some of the chirping as bat calls. As the PCs begin to row ashore the PC with the highest Ref. Perception roll will notice a large amount of black smoke rising up from near the center of the island.

GARDNER ISLAND

Gardner Island can be accessed on the Western side by row boat. The Island is 4 miles long by 1 mile wide and its interior is marked by a large lagoon. The island is covered in rocks, sand, scrub forest (with some trees reaching nearly 90 ft), and is inhabited by sea birds, rats, and crabs.

As soon as the PCs make the shore and begin looking around the Julia Eleanor is hit by a Nazi torpedo that

makes short work of the little fishing boat sending it down into the depths with a fiery explosion. The explosion drives home the fact that no one could have possibly survived.

REF. PERCEPTION: Diff (3+) notices the periscope of a U-Boat heading out into the Pacific.

RANDOM ENCOUNTERS ON GARDNER ISLAND

Expedition Guides may want to stage an action scene in which the PCs encounter one of the islands current inhabitants while others may prefer a random encounter table, either is acceptable. More action oriented groups should have an encounter or two while groups more focused on role play may skip the encounters.

GARDNER ISLAND ENCOUNTER CHART:

Roll a D6

- 1-1d4 Thulists
- 2-1d4 Nazi Scientists
- 3-1d4 Nazi soldiers + or - (1) depending on parties strength. For particularly strong parties arm the Nazis with machine guns.
- 4-1d8 Natives that have come to the island
- 5-1d3 Piranha Men
- 6-1 Colossal Crab

THE CRASH SITE

Earhart crashed the plane on the westerly side of Gardner Island. She and Noonan have rubbed out the signs of the crash and attempted to camouflage the plane with palm fronds, branches, and rocks.

SURVIVAL or INVESTIGATION(search): DIFF (3+) notices the hidden aircraft. A generous E.G. may allow a PERCEPTION ROLL to notice the plane.

THE PLANE

Earhart's plane took a lot of damage when it bounced off the reef, hit the beach hard, and flipped head over heels. The plane lies upside down with its nose pointing towards the ocean, the bottom has been nearly ripped out, the left prop appears mangled, and the glass of the cockpit is smashed. The right prop and motor look operational. Everything inside is either hanging down or fallen onto the ceiling. There are several puncture marks in the hull of the plane that look like a very sharp stick the size of a small tree trunk was smashed through the steel hull of the plane. The punctures were made by a Colossal King Crab when it attacked the plane.

INSIDE THE PLANE

The PCs will discover the radio is still in working condition, but is experiencing interference.

The first aid kit and tool box are missing.

The plane has been stripped of anything that might be useful for survival.

INVESTIGATION(search): Diff (2+) will find the log book hidden under the pilot's chair. If a PC states they're looking under the seat they will automatically find the book (PLAYERS HANDOUT #1).

Around the plane the PCs may find the tracks of Earhart and Noonan:

SURVIVAL(tracking): DIFF (1+) notice recent foot prints here.

-Diff (2+) will recognize two distinct sets of foot prints. One set is considerably smaller than the second set. **-Diff (3+)** notices a small amount of blood intermingled with the prints.

-Diff (4+) the creator of the larger prints was bleeding and was helped by the person making the smaller prints. **-Diff (5+)** notices strange indentions in the sand around the plane. These are identical to the puncture marks on the plane.

THE LAGOON ENTRANCE

The lagoon that makes up the majority of the island can be reached by the ocean from a small opening in the western side of the island. This area has been secured by the Nazis and the Thulists and has a camouflaged guard tower erected where the ocean meets the lagoon. The Guard tower usually has two guards armed with machine guns and a searchlight. These two guards are dead, riddled with piranha men darts. The searchlight is operational, and the PCs may use it to look around the Nazi base if they wish. The Nazis have also inserted a mammoth steel and duraluminum gate that blocks the ocean opening into the lagoon to ensure that nothing escapes from the island. This is where the Nazi U-Boat that brings in the technicians, scientists, and soldiers enters the lagoon, and recently where the Nazi leaders escaped in their U-Boat when the piranha men launched their assault.

R **EEL 3: THE FLOATING NAZI CITY**

At the western end of the lagoon, near the gate, there are several buildings floating on the water forming a small compound. Fires blaze away in several of the buildings as noted below. A light rain begins to fall and stalls the progress of the flames. The majority of the buildings are made of rough wood planks and thatched roofs with eight foot ceilings unless otherwise noted. Most appear to be made from improvised materials from the island mixed with some items (steel,

latches, and door knobs) brought to the island. There are floating walkways between the buildings, a docking platform with three berths, and a large tower covered in camouflage netting standing forty feet high in the center of the buildings. E.G.'s who want more action can continue to use the encounter chart to populate the area. Otherwise, unless noted, the Nazi city is deserted and littered with the dead that have been left behind. All of the rooms described appear to be in a state of recent use.

PIRANHA MEN ATTACK

The entire Nazi city was besieged by the piranha men just a few hours ago. The piranha men made short work of the Nazis using their amazing stealth in the water and their powerful venom coated darts to kill everyone they found. They then freed their captured brethren and escaped back through the rift to the Hollow Earth. During the attack the Nazi leaders made their escape via U-Boat, and several specimens brought back from the Hollow Earth have not escaped and are roaming Gardner Island.

COLOSSAL BAT

During the piranha men's attack the colossal bat was freed from its enclosure. Its sonar ability has been amplified by the antenna array and has shattered most of the thin glass in the Nazi city as well as having killed those who were monitoring the radios on ear phones. Its constant radar and chattering is disrupting all the radio signals within ten miles of Gardner Island. The bat has taken up a perch under the camouflaged tower in the center of the floating compound.

MESS HALL

This building has been burnt to the ground. Smoking bodies of the dead can be seen from outside. The flames have melted the dead into unrecognizable piles of goo.

SUPPLY/AMMO DUMP

A burnt out husk of steel remains of what once was the ammo and supply hut.

RADIO ROOM

This building was spared the brunt of the fire, but still has scorch marks. The radio room is roughly 12' by 12'. The light bulbs in the ceiling have shattered. Five radios blare the same squawking bat sounds the PCs heard when they left the Eleanor, and next to them are five dead radiomen that have liquid goo dripping from their ears, their eyes open wide with small rivulets of dried blood making their way from their tear ducts down their faces.

Underneath one of the radiomen's head is a notepad that's covered in handwriting. The writing is in German and appears to be coded. Some of the goo escaping from

the man's ears has covered the top page of the notebook (PLAYERS HANDOUT #2). Each man's sidearm (Luger) is holstered.

MEDICINE(DIAGNOSIS): DIFF (2+) these men died instantly from a massive seizure. The liquefied goo appears to be brain matter mixed with blood. Their deaths were painful but quick.

TOWER

The forty foot tower is located at the heart of the compound and is untouched by the flames. It's covered in camouflage netting that creates pools of shadow on the ground surrounding it. A small building lies at the foot of the tower that houses the compound's generators. The generator room is made of corrugated tin, and is filled with electrical wires and cables snaking in all directions. The generator is running smoothly and has been recently filled with gasoline. Along the northern wall is a metal ladder that allows access to a hatch in the roof.

The top of the roof is covered in palm fronds, cables and wires rise in and around the steel beams of the tower, and from the roof the PCs can look up the scaffolding at the massive amount of antenna arrays. As they are looking up into the guts of the tower they will notice a large inky black shadow shift directly under the towers upper most scaffolding.

PERCEPTION: Diff (3+) the shadow is a fifteen foot long bat hanging upside down from the top of the scaffolding that's flexing its wings.

REFLEXIVE WILL: Diff (3+) failure indicates the PC has frozen and is staring up at the bat for a number of rounds equal to how much the PC failed the roll by (0 successes will keep the PC frozen for three rounds).

If the PCs do not use STEALTH (sneak) they will arouse the bat and cause it to attack. If PCs continue exploring the tower or being noisy in the camp they will have to make Stealth rolls VS the Bat's Reflexive Perception or be attacked.

ATOP THE TOWER

The top of the tower is covered in antennas and anyone with a single point in any science will notice one of the antennas is not like the others.

SCIENCE(Engineering/Electrical): Diff (2+) the antenna in question is a jamming device that is active. Deactivating the jamming device can be achieved by destroying the device or a **SCIENCE(Engineering/Electrical):Diff (1+)** to turn it off.

REFLEXIVE INT/SCIENCE (Zoology): Diff (3+) the bats sonar is being amplified by all the antennas and the jamming device causing the horrible squawking sound on the radios.

LABS

The labs are all 15' by 15' rooms made of rough hewn planks and thatched roofs and have been heavily scorched but not burned by the fire. Several dead scientists lay crumpled on floors, over tables, or sitting at desks with blow darts protruding from their bodies. Each room is a Frankenstein laboratory containing microscopes, test tubes, chemical apparatus, burners, and specimens. Each lab has ten to fifteen tables holding specimens in the middle of dissection. The untrained eye sees different specimens on each table but those trained in the sciences or medical arts notice something else, something particularly disturbing. Most thin glass in these rooms has exploded (test tubes, glasses, pipettes, etc).

SCIENCE(Zoology)/MEDICINE: DIFF (3+) each lab is home to a single specimen (unless noted otherwise). It has taken each of these tables to properly hold up the entire specimen. If the tables were placed properly a jigsaw puzzle of gore would develop.

LAB 1:

Three dead scientists. Several tables filled with specimens.

SCIENCE(Zoology)/MEDICINE: DIFF (2+) dissection subject appears to be one giant crab. Notes regarding the strength of the creature's claws, legs, and durability of its shell lie near one of the scientist's hands.

LAB 2:

One dead scientist and several tables filled with specimens.

SCIENCE(Zoology)/MEDICINE: DIFF (2+) dissection subject appears to be one giant squid(Architeuthis)

LAB 3:

Contains large aquariums (8 feet tall by 4 foot wide on all sides) with aerators snaking in and out of them. These recently held piranha men. All are empty.

Several of the aquariums have been shattered and the glass and water has covered the floor of this lab.

The four dead scientists in this building are horribly mutilated with broken necks and large claw marks ripping through their clothes and ripping their flesh to the bone as well as having been peppered by darts. These bodies are by far the worst mutilated bodies in the camp.

In this room there are three tables set up with human dissection tools nearby. The tables are covered in a gray fluid. **MEDICINE: DIFF (2+)** the substance has the same consistency as human blood. The only difference appears to be the gray coloring.

LIVING QUARTERS

This structure is burnt to ash.

COMMAND CENTER

The command center was 20' by 20', but is now a smoldering remnant of its former self. Inside they may uncover the safe which has survived the fire.

THE SAFE

The safe is closed. Players can attempt to open it using several methods.

LARCENY(safe cracking): Diff (3+)

DEMOLITIONS: Diff (4+) to open the safe without harming the contents.

Welding torch

If the PCs come up with a different approach to open the safe it should be allowed, but keep in mind that the means of opening the safe may harm the contents.

In the safe the PCs find:

A decoding machine
(Enigma machine).

Linguistics(deciphering): Diff (2+) will allow the player to know how to operate the decoder. Once they make the roll they never have to make it again.

Any documents that are in code can be broken by using this machine.

The PCs have heard of the Enigma machine. It's the German uber code machine. It would bring a large amount of prestige to get this thing back to any government fighting the Germans.

A log/diary of Kuchler (PLAYER HANDOUT #3).

A melted box of chocolates

A sealed envelope with the words TOP SECRET in German on it. These are the code words used to contact German superiors.

Codes to reset the Enigma machine

DIVING BELL/SUB PLATFORM

This entire area is free from the effects of the fire. This area opens onto the lagoon and contains a massive metal diving bell attached to a large crane. Wires and cables bubble over the top of the bell and snake all around the platform. The diving bell has seats for 10 and a large area in the middle that is intended for supplies. The clamps and tie downs in the supply area are currently unused and empty. There is a small control area in the diving bell that operates the entire thing from within. There are several diving suits hanging in open faced lockers nearby. The dock also allows access to ships or boats and has two empty berths while the third berth has the diving bell suspended a few inches above the water. There is plenty of neatly coiled rope in this area as well as metal cleats. In a small building the size of closet next to the lockers are tools, tins of oil, and other supplies to maintain and repair a small ship and a submarine. There is a second crane, a bull dozer, and a forklift nearby and all appear to be in working condition. There is a dead Nazi behind the controls of the crane.

REEL 4: DESCENT INTO OBLIVION

Piloting the diving bell is very similar to piloting a submarine. There is a joystick to make maneuvering exceptionally simple.

PILOT: DIFF (2+) allows the PC to unlatch the bell from the crane, start the diving bell up, and begin the descent. Normally a pilot roll is a specialized skill, however, the diving bells controls are so simple that the skill can be used as a general skill for this roll.

Through the four port holes on each side of the diving bell the PCs can see the eerily clear blue water and watch as aquatic prehistoric creatures begin swimming around the bell. At one point a colossal squid will attack the bell and will engulf the bell in a large cloud of black ink. The bell is being shaken like rag doll, the glass in the port holes is beginning to spider web, pipes are beginning to pop, hiss, and squirt out high pressure water. The pressure gauge starts spinning wildly.

The PCs may try piloting the bell and shake the beast, scientific characters could make a **"EUREKA ROLL"** (a reflexive INT score of 3+) to come up with a crazy science idea to help shake the colossal squid (electrifying the hull, mimicking the sounds of the creatures most deadly enemy (sperm whale), ascending or descending very quickly).

After mere minutes of drifting down into the rift the atmosphere the pressure gauge shows the bell is about to breach the surface. If the PCs haven't rid the bell of the squid it will now be crushing it to the point where water

is coming in from everywhere. The PCs will have to get out of the top hatch and make for land or die a horrible death inside the steel tomb of the diving bell. If the PCs did shake the squid they arrive at the surface in a now non operational diving bell. The squid damaged the bell so badly that as soon as it gets to the surface of the Hollow Earth lagoon it begins to sink again. The PCs will have to act quickly to get themselves and any equipment out of the craft and safely to shore.

A particularly cruel E.G. will have the giant squid return to fight the PCs while they make for shore.

REEL 5: IN THE CLAWS OF THE ENEMY

As the PCs make the beach they see before them a majestic city of choral, sand, rock, and architecture unlike that they have ever seen before. The entire city looks as if it was built under the waves and has either been brought to the surface or the water has receded leaving the city high and dry. The PCs will only have moments to look upon the spectacular beauty of the towering heights of the piranha men city before their attention is drawn to the sound of gunfire coming from up the beach where they see a small fortified compound with Nazi flags flying above it. Nazi soldiers are fighting off the Piranha men in a bloody and brutal battle that should allow the PCs to realize they have found H1, the Nazi base camp in Hollow Earth. The PCs will notice that a human is leading the piranha men against the Nazis.

REF PERCEPTION ROLL: Diff (3+) recognizes Earhart, from a news paper article they had recently read. She is sporting a Luger P08.

The compounds gates fall before the PCs eyes as the piranha men break it down with a choral encrusted battering ram. No sooner is the gate down than the piranha men are driven back as Nazi gatling gun roars to life and ends that of a half dozen piranha men. As the piranha men are racing for the water and a few run down the beach Earhart will spot the PCs and head for them. If the PCs have already joined the fray, on her side, she will call for them to retreat towards the city. If the PCs are taking the Nazis side she will fire upon them as she retreats to the city.

As she approaches the PCs five Nazis will emerge from the fort firing. They will hit Earhart in the shoulder for 3L and then begin firing at the PCs. She will continue heading for the city ducking and weaving while avoiding fire. If the PCs stand and fight Earhart will turn and fight with them.

If there are any PCs alive after the beach battle Earhart

will take them into the Piranha men city where they will find several piranha men waiting to repel any Nazis that may have followed the group.

Earhart and the PCs will be taken to the throne area of the King of the piranha men. As the PCs travel through the city they see high towering buildings that look to be made from choral and all have the look of polished under water rock. The cities heights and irregular shapes create dark shadows over the walkways of the city. The streets are made of fine sand and are empty, but the PCs can see piranha people through windows that are quickly closed as they walk by. At one point a young piranha person sneaks a glance from an open door, only to be dragged back inside by a larger piranha person. It doesn't take a linguistics roll to understand that the kid is being scolded by his mother. The PCs receive sneers and a jeer or two from the piranha people as the walk through the city seeing strange sights and hearing odd sounds.

Amelia explains that she and Noonan crashed landed on the island after their instruments had gone haywire. They were captured by the Nazi and then brought here by the Nazis to become slaves of the piranha people. Slavery is a socially acceptable style of life for the piranha people, and having a large number of slaves, or in this case odd slaves, is a sign of your status in the piranha person community. Noonan and she were gifted to the King of the Piranha people by the Nazis in an attempt to please the sovereign. As they were presented to the giant bulbous shaped king he turned on the Nazis demanding to know where a sacred artifact of the piranha people had been taken. While the Nazi struggled to answer the question Amelia claimed she knew the Nazis had stolen the artifact, and has taken it for their own leader in the outer world. The Nazi in charge denied this accusation, but the piranha king made his way to the outer world to confront Col. Kuchler. On his return he was furious, and brought Earhart and the wounded Noonan before him. He could feel the presence of the holy artifact, but could not convince Col. Kuchler to return it. The piranha men were going to attack the outer Earth compound in hopes of retrieving the artifact, and the king offered Amelia and Noonan their freedom if they would help in this endeavor. Noonan accompanied the piranha people going to the outer Earth, and Amelia would help with the assault on H1, the Nazi compound in the Hollow Earth.

The piranha force topside has yet to return, and the Hollow Earth force here has not taken the fort, but Amelia feels its only a matter of time before the force here, cut off from their supplies and support, falls to the piranha people. The king of the piranha people has promised to

free both Noonan and Earhart once they have the artifact back in hand. According to Earhart all of this has happened in under a day, but keep in mind time passes differently in the Hollow Earth. As Earhart finishes her story she and the PCs are brought before the king.

THE KINGS THRONE ROOM

There are several piranha people in the hallway leading into this room, and they all sneer as the PCs walk into the throne room. The throne room is awash in bright colors, soft pillows, lush rugs, plates of fruits and meats impaled on sharp bones, all lit by soft light from candles placed in cracks and crevices which appear to be formed naturally in the walls. The throne room is domed, but the very top of the dome is non existent. It appears to be built this way to allow the Sun to shine in and light the center of the room at all times. A linguistics roll may allow a PC to understand that this area is a holy site. The lit center is covered in glyphs and runes, and no one steps into this circle of light. Any PC that gets to close will be shoved out of the way by a piranha man. Six piranha people in virtually no clothing are serving the ten foot tall eight foot wide king whose massive girth spills out over his body onto the pillows he's perched on. He looks like a massive bull frog with hundreds of jagged shark teeth. Each of his two eyes peers on a separate PC at the same time. Watching as his eyes work independently from one another is quite unnerving to watch. The PCs notice that another human, Fred Noonan is also in the room with a bandage over his head. Noonan doesn't look well either physically or mentally. He perks up when he sees Amelia. He explains that the attack above went well, but fires broke out and the piranha people seemed deathly afraid of the uncontrolled flames, and they were forced to depart back to the Hollow Earth before they could locate the Shining Trapezohedron. When he uses the items name there is a hush in the room and the king says that he is not to use the artifacts name.

The King interrupts Noonan and Earhart before she can explain what happened on her mission and demands to know if the PCs are prisoners from the base and if she has the artifact. When she explains the situation he will become furious standing up and waddling over to her and screaming in her face. He will cover her face in thick viscous bile that flies out of his mouth while he screams. Bits and pieces of what he ate flying out of his mouth at all those in the area as he rants.

This is the last evening of the cycle of the prayers to the Great Lost God, and if the artifact is not returned by the time of tonight's last ceremony then the Great Lost God will be lost to his people, and they will wither and die. If that is to happen then Noonan and she will never have

their freedom. She and Noonan have one last chance to retrieve the item or be forever held as slaves to the piranha people. The PCs will find and return the Shining Trapezohedron while she and Noonan will stay behind to ensure the PCs return with the item in time for the ceremony. They both had their chance to retrieve the holy artifact and failed him.

Before the PCs leave they will be searched to see if they have stolen anything from the chamber. If they have stolen anything they will be informed that Earhart will pay for the PCs crime for bringing such an unworthy individual into the presence of the king. If the PCs have the artifact then it will be taken from them and you can proceed straight to REEL 7.

DIPLOMACY: DIFF(?) the PC may try to use diplomacy on the king. He's willing to forgive the PCs for stealing, aid the PCs in many ways to get the Shining Trapezohedron back, but he won't, under any circumstances, allow Earhart or Noonan to leave. He will offer healing salves (+1d4 wounds just as a first aid roll, however, the salve can heal wounds already treated by first aid. One vial of salve per PC), food, clothes, crude weapons, transportation to the "top world", and guides. How much he offers depends on how well the PCs roll on the diplomacy roll or on how well the role play the situation. The E.G. should take into account the behavior of the PCs and how well the king will help them. Keep in mind that the king is desperate to get the artifact back, but he won't be pushed around or bullied.

REEL 6: DAMNED IF THEY DO, AND DAMNED IF THEY DON'T.

If the PCs already have the artifact and turn it over then all goes well and there is great celebration. The king wishes for them to stay for the evening and watch the ceremony as their reward, he also plies them with jewels and precious metals, and sets a feast before them. If the PCs demand to leave he'll politely explain that no piranha person will leave the city until after the ceremony. This is a once in a life time affair, and to miss it would bring disastrous consequences to that piranha persons entire school (family).

ATTACKING HI

If they don't have it and wish to attack the Nazi's Hollow Earth base (HI) they will find a handful of Nazis left alive to protect it. Ten Nazis low on ammunition, food, and medical supplies will put up a half hearted fight based more on pride than ability at this point, but will fall to the PCs within less than an hour. Inside the base will find that the Nazi leaders have all perished or taken their own lives, and only grunts are left at this point. They have means of reaching the outer Earth and

have been abandoned. They will agree to help the PCs if they will have them, and then they will turn on the PCs at their earliest convenience. The base holds no information that can help the PCs as the leaders burnt all the papers and documents before the base fell.

RETURNING TO OUTER EARTH

If the PCs decide to go back to the outer Earth to retrieve the artifact the piranha people will show them to an area of the beach where colossal jelly fish are basking in the sun. These creatures appear to be around sixty feet long from tip to tentacle. The PCs have to be absorbed into the jelly fish and find they are floating in a breathable liquid inside the creature. The entire experience is a surrealistic trip of wild flashing colors, tingling sensations, and a mild euphoria feeling that disorientates the PC until they get out of the creature.

Upon exiting the jelly fish the PCs will find the fires have been put out by a tropical storm that is now battering the island.

REF INT ROLL: DIFF (3+) there were no large storms reported over any of the weather broad casts that you heard on the trip to the island.

Depending on your desired action level the Nazi city could be teeming with colossal crabs, stranded Nazis, a dinosaur, giant spiders, or any other creature either from the Hollow Earth Bestiary or of your own creation. The Nazis have had weeks to gather up specimens from the Hollow Earth, and now those specimens are loose and wreaking havoc. If there has already been a lot of action then you could simply allow the PCs to begin locating the artifact.

THE SHAMAN

As the PCs search for the artifact they may make:

REF. PERCEPTION: DIFF (2+) to hear sounds coming from what's left of the command center area.

There is a frail elderly looking island native dressed in traditional islander clothes (read that as stereotypical from a 30-50's B movie). He's holding up a necklace made of shark teeth and small glowing black beads or rocks in one hand as he pokes through the rubble with his spear/crutch. If the PCs approach he will look at them nervously and back away from them. He speaks bad English and begs for the PCs not to harm him. He's scared of the PCs, but he's more scared of what will happen if he does not locate the Shining Trapezohedron. If asked he'll explain that he is trying to locate a mystical artifact that he "felt" was here. He will explain he sensed it was here and can feel it calling him out to him. If the PCs already have the artifact he will beg them for

it. He's frantic, agitated, scared, and his words are becoming harder and harder to understand as he begins talking faster.

DIPLOMACY: DIFF (2+) will help calm him down to the point the PCs can understand him again.

He'll explain that the Shining Trapezohedron could be used to bring an end to this world. The old stories say that there was once a race of fish people who worshipped a horrible god that ruled the entire world from under the water. This god was banished before the time of writing, and with him his people were also banished from our world to a hollow existence elsewhere far from the rays of the sun. It is believed that an artifact exists called the Shining Trapezohedron that sings to the god and calls him forth, but the god was banished to a realm without the artifact. He now lives between the world that he once ruled, and that where his followers now dwell, never to be wholly part of either. It is foretold that when the stars are right, and the rift is once again opened wide that he shall return from his realm in-between and blot out the world he was banished from and reside over the world of his followers.

He intends to locate the artifact and destroy it and will ask the PCs for their help if they seem friendly to his cause. If the artifact is destroyed than the Great Lost God may never rise and his followers will be scattered to the winds.

At this point the PCs may find the artifact and destroy it. This closes the rift, saves the world, and leaves Amelia and Noonan to perish in the hands of the piranha people. If they smash the artifact the storm reaches a pinnacle, thunder and lightning rains down on them, and they see a gigantic eye appear in the lagoon as massive tentacles writhe out of it.

REF WILLPOWER: DIFF (3+) in another game this might be called a San roll. If the PC's fail the roll they are frozen in place for a number of rounds equal to the number they missed the roll by (2 successes equal frozen for one round).

As the energy from the artifact dissipates the lagoon begins boiling and frothing. The tentacles that are out of the lagoon are cut off and land in the lagoon. The severed tentacles take on a life of their own and slide like snakes towards shore and begin fighting the PCs.

If the PCs survive they have saved the world but doomed Amelia and Noonan and find that the Shaman has died during the altercation. A medicine roll determines that he died of heart failure. The PCs find they are

now trapped on an island still teeming with Hollow Earth beasties, some Nazi soldiers, and no way out. Will they remember the radio on the beach and be saved or will they perish on this lonely stretch of rock and sand?

If the PCs locate the artifact and decide to take it back to the Hollow Earth and attempt to free Amelia & Noonan by bartering with the king, then give them all two style points a piece. The Shaman will fight them until he is dead or unconscious. A successful diplomacy roll and some excellent role playing may allow the PCs to convince the Shaman to let them have it, but this would be a very difficult proposition.

REEL 7: THE DEVIL COMES TO DINNER

If the PCs return from outer Earth with the artifact they may try and negotiate with the king to free Amelia and Noonan, and the king will happily agree to anything they want. He's also a liar. The PCs can demand anything they want and the king is going to cave to their demands, but if given the chance he'll stab them in the back as quickly as possible. If they want to go to outer Earth and say they'll give him the artifact once they are safely up top he'll provide the jelly fish then have the jelly fish take the PCs to the bottom of the ocean and excrete them. When they are dead he'll simply take the artifact. Regardless of the PCs plan the king will plot a devious retaliation to retrieve the artifact and destroy the PCs. If he is able to capture them then they can take part in the rest of the scene. There is a chance the PCs will devise a way to free Amelia and Noonan, destroy the artifact, and escape. Good for them. Give the PCs a style a point. There's also the possibility that the king outthinks the PCs and destroys them. The E.G. has to decide what's more appropriate for his or her session.

If the PCs have freely given the king the artifact without traveling up to the outer Earth they will be escorted by royal guards to a ceremonial chamber where they will stay with Earhart and Noonan. They will be treated like kings and queens. There are sacred texts in the chamber, chairs, tables, desks, rugs, book cases, miscellaneous items used in studying ancient texts, but no windows or fire places. Food, pillows, slaves, medical attention, pleasurable services, and much more will be allowed them. The ceremonial area is quite lavish with a high domed ceiling and glyphs and mosaics covering the walls. The glyphs seem to tell a story of some sort. The images are quite stylized but crude. The piranha people are depicted as worshipping a dark tentacle covered shadow.

LINGUISTICS: DIFF (4+) will decipher the script. The story tells of how the piranha people use to live in a world where the Sun glowed warm in the day and faded

at night, but how when the Great Lost God was banished they were banished as well. The piranha people were banished to a world similar to their old one, but where the sun never sets. The Great Lost God was cursed to live between the two worlds but never trod either. He is constantly torn between the two worlds, but is powerless in both. When the stars are right, and both worlds are reunited he may return to the siren call of the Shining Trapezohedron. When that time comes he will punish the old world and blot out its Sun forever, and then rule over his people once again in their new home bringing to them a new age of power. The last glyph is a dire warning that if anything should befall the artifact the Great Lost God will be lost forever, the piranha men will fall from glory, and all they have created will be destroyed.

Even if the PCs don't make the roll to decipher they get a "bad feeling about this" from the glyphs.

The PCs won't be allowed to leave the ceremonial area under any circumstances until they are summoned to the ceremony. The guards outside the doors to the ceremonial area are not prone to bribes or other diplomatic attempts to befriend them. The PCs are to be sacrificed to the Great Lost God. If any PC escapes one of the guards will take their place as a sacrifice. However, a diplomacy use might get the now overconfident guards to translate the glyphs for the PCs.

If the PCs escape from the ceremonial chamber it will be minutes before the summoning of the Great Lost God. There is a plethora of ways that a party may attempt to escape the chamber, and a particularly clever way should be awarded with a style point.

THE SUMMONING

The king and his entourage are located in his throne room and there is a highly ritualized ceremony taking place. The Sun shines down upon the center of the holy site, and the king is standing in the center as other piranha men chant "IA IA HARL GHAT F'TAGN IA IA" over and over. He holds the artifact up into the air and it slowly dissolves into his body. The candles begin to flare and then suddenly die as a strong wind blows down from the opening in the domed ceiling. After a few seconds of chanting one of the nearby slaves begins shuddering, falls to his knees shaking and suffering horrible seizures. Slowly he begins withering before everyone's eyes as all the moisture in him is sucked from his body and pulled forth into the opening of the dome. As the moisture is drawn up all the piranha people close their eyes and seem lost for a brief moment in a euphoric bliss. When they open their eyes the king slices himself with a ceremonial blade, and from that wound grows a

large tentacle. If the PCs don't mount an escape now they will see this happen again and again as the each slave dies and the water from their body is added to the pool in the center of the dome. As the pool becomes larger the PCs will start to see a dark shadowy mass covered in tentacles appear in the pool. At some point they will see one of the tentacles disappear from the creature in the dome and reappear on the king. After the six slaves the PCs will be targeted by the affect of the ceremony.

REF. WILL: DIFF (4+) a success means the PC has temporarily (one round) shrugged off the affects of the spell. If a PC fails the roll he will take as many lethal wounds as he failed the roll by. 0 successes equals 4 wounds, 1 success equals 3 wounds, and so on.

If the PCs resist and begin fighting the piranha people they will notice the king does not move from his circle and he continues the ceremony at all costs. If he completes the ceremony he'll become the vessel of a god, so he's pretty determined. If the PCs attack the king they will notice that the water dome above starts to rain down upon them, and the shadowy figure appears far off. If they kill the king they have destroyed the link between this world and ours as well as imprisoning the Great Lost God in oblivion, and bringing about the destruction of the piranha men city. As their king dies the city begins falling apart, huge chunks of stone falling, earthquakes ripping the entire place apart. The remaining piranha men will be to busy running for their lives to stop or continue combat with the PCs. In a matter of minutes the entire city will be rubble and anyone left behind will perish in the destruction.

The PCs find themselves with no way home and stuck in the Hollow Earth. If they manage to save Earhart and Noonan give them a style point. They did complete the mission after all.

July 3rd 1937

Fred and I were able to set down the Electra on the beach, and for that were thankful, but for the life of us we can't imagine what interfered with our equipment to the point that it got us here. Luckily we put her down and we were both able to walk away, any landing you can walk away from is a good one. We're going to strip the plane down as best we are able and prepare to settle in for a few days while awaiting rescue. The radio is working, but something is interfering with the signal. We're going to explore later on in the afternoon and see if we can find some food. Fresh water shouldn't be an issue. We saw a huge lagoon inland when we came down.

It's unbelievable. Fred and I were attacked when we returned to the plane by an enormous crab. This monster stood over ten feet tall, and its legs went through the hull like it was made of wet newspaper. The Colt barely even got its attention but at least it the noise drove it off, and poor Fred took a grazing shot to the head from one of the beasts massive legs as it tried to rip us out of the plane. Worse yet when we went to get water from the lagoon we realized we weren't alone on this island. There were soldiers, Nazis. The entire western end of the island looks to be a floating encampment, and it was crawling with krauts. They have a sub out there in the lagoon and a herd of divers working on something out there. Fred and I are going to try and avoid them if we can but I'm afraid the shots alerted them to our presence.

Player Handout #2
In German

Male and female spy captured on beach. Interrogators believe the pair are spies for the U.S.A., but have not confirmed. Immediate patrol of beach has been ordered to discover their transport.

Dr. Dresnor claims to have made breakthrough in behavior modification of indigenous allies. Testing to begin shortly.

Colonel Kuchler has ordered that the spies sent to base camp H1 to ensure their inability to make contact with other operatives.

Indigenous allies becoming unruly. Steps may be necessary to ensure Cooperation.

Player Handout #3
In German

The compound has been constructed and the communications array and disruptor are in place. The plans of the Fuehrer will remain his secret and that of my me and my men. We are now ready to prepare the diving bell for entry into this supposed rift. A group of volunteers has bravely accepted the mission to man the bell, and make contact if there is anyone to contact.

Success. The men of Aquatic Company 1 have met and succeeded in befriending an indigenous race from the other world. This creatures call themselves the Children of the Great Lost God, but we have taken to calling them piranha men. As they appear to be an offshoot of some sharply toothed fish evolved into the rough form of men. Their bulbous and rubbery heads are filled with rows upon rows of razor sharp teeth, and their enormous bulbous eyes appear to allow them to see with a sort of two part vision with each eye allowing vision independently of the first eye. They are equally at home above and below the water. They have agreed to act as our guides in their world as long as we are willing to exchange our "fire sticks"; their term for our firearms.

The operation proceeds beyond any of our expectations. We have begun exploring this new world, taking specimens of long extinct animals, and others that have no right to exist upon any civilized world, and the flora of this new world. Luckily the piranha men seem willing to share all their knowledge with our scientists. I wonder if they would be so willing to share their secrets if they knew those same scientists were

Player Handout #3
In German

engaged in studying several members of their own race under rather harsh conditions. The autopsies are providing a surprising amount of information, and the scientists believe that they should be able to create several new weapons based on this knowledge that will help us engage this Pacific theater without the aid of the Japanese.

We have encountered another indigenous life form in the New World. They are an ape like people who have turned violently on our men. They are also the enemy of the Piranha people, and we have aided our new allies in eliminating this thorn in our collective sides.

The piranha men have been acting in a more aggressive manner as of late, but the scientists believe that this may have to do with the cycle of our moon and their physiology. Much like it controls our tide the moon may make our new friends temper mental when it becomes fuller.

Base H1 in the new world has succeeded in securing several piranha men artifacts without their knowledge. Their most precious item, an object they refer to as the Shining Trapezohedron, is now in our possession, and evidence has been left behind to point the finger toward the ape like people.

Their legends say that this Artifact will aid in the return of their "GREAT LOST GOD" who dwells in the folds between. It is said, by the piranha people, to have amazing powers that grant the possessor eternal life. Once in the hands of the Fuehrer Germany shall be undefeatable.

Player Handout #3
In German

Two spies have been captured on the beach near the gate. One is the American aviator, Amelia Earhart, and it is my opinion that she is a spy for the Americans. I can take no chances as our presence here will undoubtedly call attention to our operation. This can not be allowed. To ensure our secrecy here I have had both Earhart and her compatriot sent to H1 to be given to the piranha men for their own needs. She shall never be heard from again.

Just an hour ago I sent the two American spies to the Piranha men, and now their leader has come here in a state of agitation like that which I have not encountered from him before. He claims that the two slaves we sent him report that we have stolen his precious object, the holy relic they refer to as the Shining Trapezohedron. Earhart had no knowledge of our duplicity in this matter. I have gravely underestimated this woman's cunning. I shall not make this mistake again. I am going Base H1 and I will see to her retrieval and execution myself.

Player Handout #4



Player Handout #4

Player Handout #4



The Shining Trapezohedron

Nazi Soldier				
Archetype: Soldier		Motivation: Duty		
Style: 0		Health: 4		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidate	2	2	4	(2)
Melee	2	2	4	(2)
Autofire 1 (+1 autofire bonus)				
None				
Intolerant				
Weapons	Rating	Size	Attack	(Average)
MP38	2L	0	6L	(3)L
Luger P08	2L	0	6L	(3)L
Dagger	1L	0	5L	(2+)L
Punch	0N	0	4N	(2)N

Nazi Scientist				
Archetype: Academic		Motivation: Knowledge		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 3		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 5		
Move: 4		Defense: 4		
Perception: 5		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Science	3	3	6	(3)
Brawl	2	0	2	(1)
Firearms	2	2	4	(2)
Medicine	3	3	6	(3)
Melee	2	0	2	(1)
SKILL MASTERY SCIENCE				
None				
Intolerant				
Weapons	Rating	Size	Attack	(Average)
Luger P08	2L	0	6L	(3)L
Dagger	1L	0	2L	(1+)L
Punch	0N	0	2N	(1)N

Thulist aka Thule Cultist				
Archetype: Occultist		Motivation: Power		
Primary Attributes				
Body: 2		Charisma: 3		
Dexterity: 2		Intelligence: 3		
Strength: 2		Willpower: 3		
Secondary Attributes				
Size: 0		Initiative: 5		
Move: 4		Defense: 4		
Perception: 6		Stun: 3		
Skills	Base	Levels	Rating	(Average)
Con	2	3	5	(2+)
Stealth	2	2	4	(2)
Firearms	2	2	4	(2)
Lingus-tics	3	3	6	(3)
Melee	2	0	2	(1)
Psychic Sensitivity				
None				
Obsession (Occult knowledge)				
Weapons	Rating	Size	Attack	(Average)
Luger P08	2L	0	6L	(3)L
Dagger	1L	0	2L	(1+)L
Punch	0N	0	2N	(1)N

Piranha Man				
Archetype: Beastman		Motivation: Survival		
Style: 0		Health: 6		
Primary Attributes				
Body: 4		Charisma: 0		
Dexterity: 2		Intelligence: 1		
Strength: 3		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 3		
Move: 5		Defense: 6		
Perception: 3		Stun: 4		
Skills	Base	Levels	Rating	(Average)
Athletics	3	3	6	(3)
Stealth	2	4	6	(3)
Blow Gun	2	4	6	(3)
Survival	1	3	4	(2)
Melee	3	3	6	(3)
Amphibious bi-pedal (can survive in aquatic or land environments)				
None				
Primitive (-2 penalty on technology related rolls)				
Weapons	Rating	Size	Attack	(Average)
Poison Dart	2L	0	8L	(4)L
Spear	1L	0	7L	(3+)L
Dagger	1L	0	7L	(3+)L
Bite	1L	0	7L	(3+)N

Natives				
Archetype: Native		Motivation: Survival		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Athletics	2	3	5	(2+)
Stealth	2	4	6	(3)
Melee	2	4	6	(3)
-Spears	3	4	7	(3+)
Survival	2	4	6	(3)
Brawl	2	2	4	(2)
Swim				
None				
Primitive (-2 penalty on technology related rolls)				
Weapons	Rating	Size	Attack	(Average)
Spear	1L	0	8L	(4+)L
Dagger	1L	0	5L	(2+)L
Punch	0N	0	4N	(2)N

Colossal Crab				
Archetype: Animal		Motivation: Survival		
Primary Attributes				
Body: 3		Charisma: 0		
Dexterity: 4		Intelligence: 0		
Strength: 4		Willpower: 4		
Secondary Attributes				
Size: 1		Initiative: 4		
Move: 8(16 for multiple legs)		Defense: 6		
Perception: 4		Stun: 3		
Skills	Base	Levels	Rating	(Average)
Brawl	4	4	8	(4)
Stealth	4	4	8	(4)
Survival	0	4	4	(2)
Amphibious Bi-Pedal				
None				
Bestial				
Weapons	Rating	Size	Attack	(Average)
Claw	1L	0	9L	(4+)L
Bite	1L	0	9L	(4+)L

Colossal Bat				
Archetype: Animal		Motivation: Survival		
Primary Attributes				
Body: 3		Charisma: 0		
Dexterity: 5		Intelligence: 0		
Strength: 3		Willpower: 4		
Secondary Attributes				
Size: 1		Initiative: 5		
Move: 8		Defense: 7		
Perception: 4		Stun: 3		
Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Stealth	5	5	10	(5)
Survival	0	4	4	(2)
Radar, Flight				
None				
Bestial				
Weapons	Rating	Size	Attack	(Average)
Claw	1L	0	7L	(3+)L
Bite	1L	0	7L	(3+)L

Colossal Bats tend to pick an enemy up by grappling them. Then carrying them high in the air and dropping them.

The Great Lost God Tentacles				
Archetype: Animated tentacle		Motivation: Kill		
Primary Attributes				
Body: 5		Charisma: 0		
Dexterity: 5		Intelligence: 0		
Strength: 5		Willpower: 1		
Secondary Attributes				
Size: 0		Initiative: 5		
Move: 10		Defense: 10		
Perception: 1		Stun: 5		
Skills	Base	Levels	Rating	(Average)
Brawl	5	5	10	(5)
Stealth	5	5	10	(5)
Radar, Flight				
None				
Bestial				
Weapons	Rating	Size	Attack	(Average)
Tentacle	1L	0	11L	(5+)L
Tentacle	1L	0	11L	(5+)L

The detached tentacles of Great Lost Gods love to strangle their victims. However, you sometimes have to pummel your victim into submission before this is effective.

R'leia The Piranha King				
Archetype: King		Motivation: Rule & Become a God		
Primary Attributes				
Body: 6		Charisma: 1		
Dexterity: 2		Intelligence: 3		
Strength: 4		Willpower: 5		
Secondary Attributes				
Size: 1		Initiative: 5(2)*		
Move: 8(5)*		Defense: 7		
Perception: 8		Stun: 6		
Skills	Base	Levels	Rating	(Average)
Brawl	4	4	8	(4)
Stealth	2	1	3	(1+)
Melee	4	4	8	(4)
Survival	3	3	6	(3)
Diplomacy	3	5	10	(5)
Skill Aptitude (+2) to diplomacy				
Kingdom				
Super Obese (affects move and init)				
Weapons	Rating	Size	Attack	(Average)
Bite	1L	0	9L	(4+)L
Punch	0N	0	8N	(4)N

He will not attack during the ceremony.

The piranha men are the evolution of humans and fish. They have very waxen or half formed features. Their faces are long and distended with rows of sharp shark style teeth jutting out of their mouths. They typically stand right at five feet tall, have no hair, two slits for a nose, and tiny mounds around their ears. Their eyes are huge and take up almost fifty percent of their heads. Each eye acts independently of the other eye, and they are able to process the information from each eye at the same time.

They all appear to have a slight curvature of the spine. Their speech is croaky and deep. Their skin is scaly and slightly rubbery. They tend to walk with a waddling hop. Their legs are stumpy and bulky looking compared to their longer and narrower torsos.

Thanks
Christina
Peter Jackson

Edgar R. Burroughs

And everyone else that was ripped off in the making of this scenario.

Inspired and Plundered from the Nightmares of
H.P. Lovecraft

It's 12:12 Eastern time and my cold meds have worn off, so there won't even be an attempt at editing this mess. Editing, pictures, and more PLAYER HAND OUTS in the future.