

The African Princess

A One-shot B.R.P Adventure

For 3 or 4 Players

(one of whom MUST be female!)



This scenario is heavy on adventure and light on horror: a mix of Relic Hunter and St Trinians. It's NON MYTHOS, and will work with or without the Sanity Rule. I've included 5 pre-gen PCs, which I strongly recommend you use.

Written By John Marc Hughes.

The African Princess' Characters

Muriel Rees (PC)

32 years old. Married. Separated. After the separation Muriel discovered within herself a need to go and do things. She rented her house to a friend, and went, and did things. For the past five years she's worked as a "games mistress" and stand-in teacher at St Jerome's Boarding School For Girls.

Fifi (PC)

Pupil. 17 years old. Feisty. Directly descended from one of Napoleon's cousins. Fifi's actual importance to the world is not so sizeable as she believes it to be.

Lavinia (PC)

Pupil. 17 years old. Beautiful, demur, and actually rather ambitious. Lavinia will no doubt grow up to be the sort of woman who can drink cocktails until 6 AM without once, even for a second, becoming indecorous.

Ingrid (PC)

Pupil. 17 years old. Adorable, vivacious, and destined for greatness. Ingrid is the least academically successful student St Jerome's Boarding School For Girls has ever seen.

William (PC)

38 years old. An officer in the British Army. William saw action in the Middle East. He pretends to speak three languages far better than he really can. At the war's close he took an extended leave of absence, which continues to extend. A keen hunter and fisherman, he's unintentionally spent the last twelve years travelling, shooting, and drinking. Only good luck has, thus far, stood between William and alcoholism.

Elhanan (NPC)

Pupil. 16 years old. Spunky, intelligent, generally likeable, occasionally insufferable. Elhanan is one of a small number of African girls at St Jerome's. She has mastered the English language, and mannerisms, without losing more than a shred of her African sensibilities.

Emmanuelle Smythe (NPC)

70 years old. The spinster sister of the school's vicar. Until ten years ago Emmanuelle and her brother spent their lives travelling to the most remote parts of Asia trying ineffectually to spread God's Word. Although she is now well past her prime, in her youth she once fended off an attacking panther armed only with a broomstick and a ferocious recitation of the 23rd psalm.

Two Other Pupils (NPCs)

16 years old. English. Confident. Capable. Will do what they're told.

MURIEL	WILL	FIFI	INGRID	LAVIN	ELHAN	EMMA	OTHER PUPILS	WARR- IORS	VILLA- GERS
AGE 32	AGE 28	AGE 17	AGE 17	AGE 17	AGE 16	AGE 70	AGE 16		
CON 8	CON 10	CON 6	CON 9	CON 10	CON 13	CON 11	CON 10	CON 10	CON 10
DB +D4	DB +D4	DB +0	DB +D4	DB +0	DB +0	DB +0	DB +0	DB +D4	DB +0
DEX 15	DEX 9	DEX 12	DEX 11	DEX 9	DEX 14	DEX 7	DEX 14	ROLL	DEX 9
EDU 17	EDU 16	EDU 12	EDU 12	EDU 12	EDU 12	EDU 17	EDU 11	EDU 15	EDU 14
HP 13	HP 14	HP 11	HP 13	HP 13	HP 14	HP 12	HP 12	HP 13	HP 12
INT 14	INT 15	INT 15	INT 11	INT 13	INT 13	INT 11	INT 12	INT 12	INT 13
POW13	POW10	POW12	POW10	POW 9	POW 9	POW 6	POW 13	POW 12	POW 11
SAN 65	SAN 50	SAN 60	SAN 50	SAN 45	SAN 45	SAN 30	SAN 65	SAN 60	SAN 55
SIZ 15	SIZ 15	SIZ 14	SIZ 15	SIZ 14	SIZ 13	SIZ 12	SIZ 12	SIZ 16	SIZ 14
STR 12	STR 14	STR 8	STR 11	STR 10	STR 10	STR 6	STR 8	STR 14	STR 10

	MURIEL	WILLIAM	FIFI	INGRID	LAVINIA	ELHANA	EMMANU	OTHER PUPILS	WARRIOR	VILLAGE
ANTH	16	16	1	1	1	1	61	1		
CLIMB	45	45	40	50	50	40	40	40	80	40
CRAF	25	25	30	20	15	20	85	20	20	80
ENG/ DRIVE	35	55	60	25	20	25	25	30	20	20
FAST TALK	45	38	35	25	55	35	10	30	40	35
FIRST AID	60	50	30	45	30	60	60	30	50	50
HIDE	30	20	35	45	60	50	35	25	25	25
JUMP	40	25	25	45	25	25	25	25	40	35
LIST.	55	35	30	45	35	25	50	40	40	35
NAV.	40	55	10	20	20	25	40	10	40	40
SNEAK	45	50	55	40	50	40	30	50	40	40
SPOT	50	35	25	50	25	35	30	40	40	40
TRACK	10	40	10	20	10	40	30	20	20	20

	MURIEL	WILLIAM	FIFI	INGRID	LAVINIA	ELHANA	EMMANU	OTHER PUPILS	WARRIOR	VILLAGE
ARCH	46	6	81	31	40	46	6	46	61	41
CLUB	60	35	65	55	40	55	45	60	45	35
DODG	60	45	58	48	62	60	19	48	42	28
GRAP.	50	45	25	45	25	45	25	45	75	45
HAND GUN	20	50	35	20	20	20	20	20	20	20
KICK	55	25	45	45	70	45	30	35	30	30
KNIFE	25	50	25	25	25	25	35	25	40	35
PUNCH	50	60	60	50	55	70	55	60	50	50
RIFLE	35	50	25	25	40	25	45	25	50	30
THROW	35	25	25	35	25	25	25	30	40	35

IMPORTANT

Muriel and William MUST both be PCs. Your remaining one or two players can choose from between Fifi, Ingrid, and Lavinia (whichever of the three girls isn't chosen will, of course, be brought to life by you, the Keeper).

POSSESSIONS

All the **pupils**, and **Muriel** and **Emmanuelle**, possess:-

Summer clothing and footwear;

Their school blazer and cap;

Pocket money;

Hockey stick;

Other holiday items, within reason.

Fifi is the hockey team's goalie, and so possesses a set of thick, protective, goalie's pads and helmet.

William possesses:

A dinner jacket, light hot-weather clothing, and a set of thicker thorn-proof clothes for jungle travel;

A hunting rifle, with 24 rounds;

Pith helmet;

Hip flask of rum;

Anything else that a 1920s upper-middle-class hunter should possess.

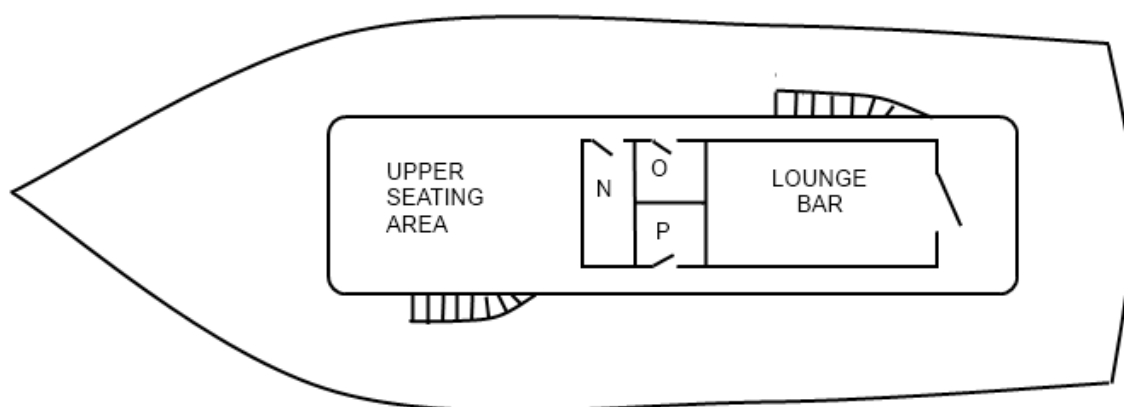
The **warriors** possess:

A light, one-handed, club - which hangs from a chord around the wrist when not being held;

Some, but not all, warriors also carry a light bow, with a quiver of 6 arrows.

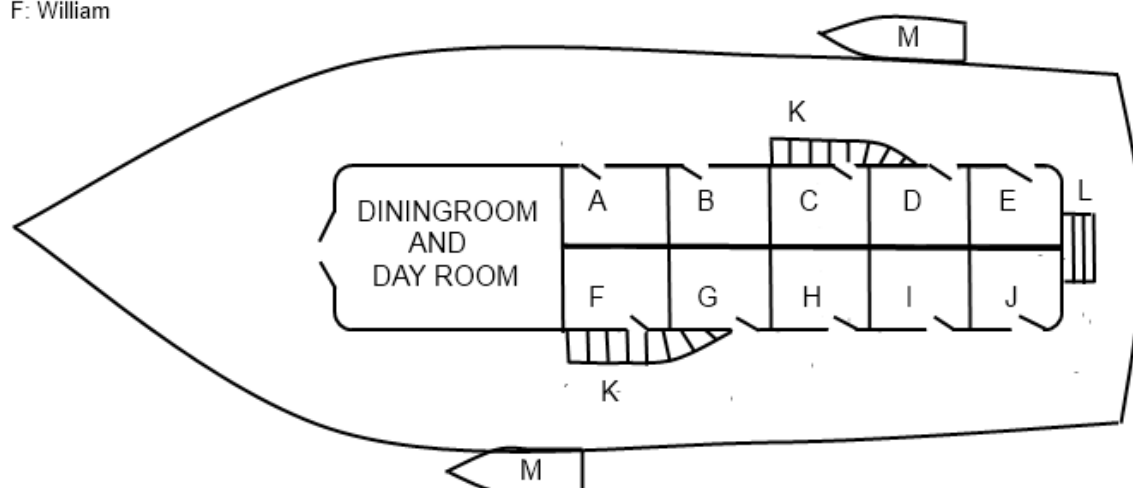
UPPER DECK PLAN

N: Wheel house
O: Captain's cabin
P: First Mate's cabin (empty)

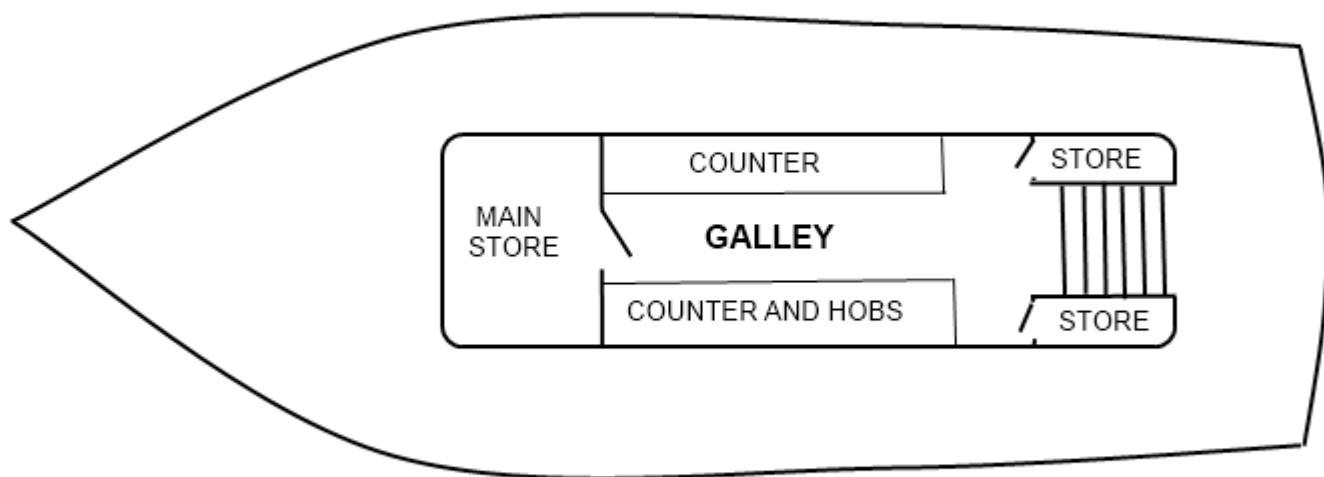


LOWER DECK PLAN

A: PC Pupils
B: Emmanuelle
C: NPC Pupils
D: Muriel
F: William
K: Stairs to upper deck
L: Stairs to below decks
M: Lifeboats



BELOW DECKS PLAN



WEAPONS STATS

	BASE	DAMAGE	PER ROUND	HP
AFRICAN CLUB	25%	1D6 + DB	1	15
LARGE CLUB	25%	1D8 + DB	1	22
FIST	25%	1D3 + DB	1	
KICK	25%	1D3 + DB	1	
KNIFE	25%	1D3 + 1 + DB	1	15
RIFLE	25%	1D6 +2	1	6
HANDGUN	20%	1D6	3	6

FOR THE KEEPER'S EYES ONLY

	STR	CON	SIZ	POW	DEX	HP	ARMOR	BITE	DAMAG
BABY CROCS	12	12	10	8	ROLL 2D6	16	3	40%	1D6
HYEN.	10	11	8	10	ROLL 3D6	9	2	30%	1D8
GIANT CROC	36	20	36	14	ROLL 2D6	30	5	50%	1D10 +2D6

I strongly suggest that your group be given one free "re-roll", to spend when they think best. You can decide whether the decision to spend it should be unanimous or a majority.

SECRET STORY BACKGROUND

Elhanan's parents have arranged a marriage between her and the King of the "Crocodile Tribe", and had ordered their daughter to leave her school-mates at Alexandria, where a group of Crocodile tribesmen were waiting for her. However, Elhanan has chosen to ignore this order. She's decided that being merely the Queen of a small African tribe is not a grand enough destiny for her.

MISCELLANEOUS NOTES

Before Muriel and the other PCs leave their cabins, establish what they're wearing.

Throughout the adventure, remember: the moon and star light is bright enough for characters to see reasonably well when outside; inside the cabins, though, it will be dark. I suggest making SPOT rolls NORMAL by candle light, and EASY by lamp light. Every cabin contains a candle and a box of matches.

"Large Club" refers to the hockey sticks.

THE GRAPPLE RULE

To grab hold of an opponent, a warrior must make a successful GRAPPLE roll. Then, in the NEXT round, he must make a GRAPPLE roll again; if successful, he can then attempt a STR VS STR resistance roll - if he succeeds in this, he'll be able drag his opponent helplessly away. I suggest that all skill checks made by PCs who are caught in a GRAPPLE should be DIFFICULT.

The NILE at this point is roughly 120 metres wide. The boat is halfway between the two banks.

THE ADVENTURE BEGINS...

(Introduction - to be read to group)

When the Headmaster of St. Jerome's Boarding School For Girls, in Naples (Italy), learnt that half a dozen of his pupils would be unable to rejoin their parents during the August holiday this year, he chose to send them all off on an educational trip across the Med to Alexandria, and thence by cruise-boat up the Nile as far as the ruins at Aswan.

The chaperones on this voyage are Mrs Muriel Rees and Miss Emmanuelle Smythe.

The voyage up the Nile has been pleasant. The boat is "*The African Princess*", and is perfectly comfortable, but not luxurious, large enough to accommodate 20 passengers. The pupils have permitted a small amount of education to occur; they've sunbathed, visited interesting sites, and rowed ashore to play games of field-hockey whenever the boat paused for long enough.

When the boat reached Aswan the other groups of tourists departed - to travel for a few days alongside the famous rapids. Our party spent a long day exploring the nearby ruins, and then returned to the boat - where they learnt that a new passenger had come aboard. The stranger had already made himself quite at home in the boat's small bar by the time our party returned - consequently the pupils and their chaperones don't meet him that evening.

The school party and this new solitary traveller are now the only passengers aboard. The three-man native crew weighs anchor, just as the school party has taken to their beds, and the boat begins its unhurried journey back downstream.

It's the middle of the night. Muriel, you find yourself suddenly and completely awake. The only light is that of the near-full moon which is shining in through the cabin's small port hole. For a moment you wonder what it was that woke you, but then you realise: the gentle chugging of the boat's petrol engine, which has been a constant presence throughout your trip, has stopped. The boat is silent...

(END OF INTRODUCTION)

THREE FEARSOME TRIBAL WARRIORS have sneaked aboard, leaving their canoes tied-up alongside the port side. Characters will encounter a warrior in the **wheelhouse**, **dining-room**, and **Emmanuelle's cabin**. Warriors will attempt to capture characters, using GRAPPLE and CLUB. If they succeed, their captives will be bound and gagged and dragged to the dining-room. If any warrior suffers more than 6 points of damage, they'll run away, and flee back to the shore in their canoe - one warrior will drop his bow and quiver containing 6 arrows as he runs.

If a warrior is captured he'll be unable to communicate, even with Elhanan.

PORT-SIDE RIVER BANK

Characters can see the port-side bank from that side of the ship, and from the upper deck. A row of six campfires is burning, along the bank. A row of a two dozen canoes sits at the water's edge. A SPOT roll allows characters to see 25 to 30 figures moving between the fires.

STARBOARD-SIDE RIVER BANK

Nothing interesting here.

WILLIAM

Ask William to make a LISTEN roll whenever something noisy happens. If he makes it, William awakens somewhat fuzzy headed, (thanks to the previously evening's inexpertly-made martinis).

WILLIAM AND MURIEL

William and Muriel will immediately recognise each other the first time they meet; because, as you may have deduced, William is in fact William REES, Muriel's estranged husband. We can be confident that your group will be able to invent an entertaining backstory for the couple.

CABIN 1 - THE PC PUPILS

If Muriel doesn't disturb the girls, then have them make LISTEN rolls whenever anything noisy happens. The first PC to be woken will wake her companions. The girls are, of course, allowed - and encouraged - to break any promises they might make to Muriel about staying in their cabin.

CABIN 3 - THE NPC PUPILS

The NPCs in CABIN 3 will remain conveniently asleep, unless it starts to look as though all the PCs are about to get themselves captured, stupidly - at which point they can come running to the rescue with their hockey sticks whirling.

CABIN 6 - WILLIAM'S

The cabin contains William's unopened luggage, and his RIFLE and 24 bullets. If Muriel makes a SPOT, she'll recognise his old travelling chest and discover who this mysterious passenger actually is.

ALL OTHER CABINS

Empty and unlocked.

UPPERDECK

If characters loiter on the upper-deck for too long, the warrior hiding in the wheelhouse will attack.

BAR

Characters entering the bar will discover WILLIAM, who is a bit groggy upon waking. The bar contains small knives, an ice pick, a stuffed crocodile, everything you'd expect.

THE STUFFED CROCODILE

If a character decides to try using the stuffed crocodile as a weapon, somehow, it will briefly inspire overwhelming dread in the warrior being attacked.

EMMANUELLE'S CABIN

Emmanuelle has been captured by a warrior! He's almost finished tying her up! Gulp. Characters who knock on the door will hear only silence from within. A chair has been wedged against the door: a STRENGTH X 5 will shove the door open.

WHEELHOUSE

The strong smell of blood fills the character's nose and mouth. All they can see in the dark interior are a man's eyes, and a confusing pattern of zig zag white lines on his chest and face. The warrior springs upwards out of the dark and attacks. A SPOT in the wheelhouse will discover a bottle of vodka and a sunbathing magazine.

DINING-ROOM

A warrior lurks within. He's knocked-out and tied up the Captain and the Cook (both crewmen will remain unconscious for a while, and thereafter will refuse to leave their ship). Characters entering the room will hear muffled breathing, before the warrior attacks. The dining-room contains two lanterns and the expected cutlery, etc.

GALLEY

Contains only cooking equipment and food. A SPOT will reveal a large chopping knife.

CAPTAIN'S CABIN

SPOT will reveal a first aid kit, a loaded flaregun, and a revolver loaded with 6 bullets, with 6 more bullets in a box.

STORE 1 AND 2

Tarps, ropes, oil, tool kit, drinking water, bed linen.

ENGINE ROOM

A fuel pipe has been cut. Repairing it will take half an hour.

THE ANCHOR

The anchor has been lowered, and is holding the boat in place. The handle for the winch is missing - there's a replacement in STORE 2. Lifting the anchor without using the winch is impossible. The anchor chain is unbreakable.

AFTER ALL THE WARRIORS HAVE BEEN BEATEN...

The characters can have a moment's respite. Only Elhanan knows why the boat was attacked, and she's saying nothing.

A SHORT WHILE LATER...

(Read this aloud)

A loud ululating cry breaks the silence. On the river bank a man is standing, facing you, in front of a large group of warriors. The campfires throw a flickering light across the scene. He calls out:

"Englishers! The Children of the Crocodile God command you! Give us the daughter of the Gazelles! We will have her! We will take her!"

(After a pause, he resumes) *"The Princess of the Gazelle Tribe has been chosen as the wife of the King of the Crocodile Tribe! It has been decided! Put the girl in a boat and send her to us! Do not fight against us, Englishers! We have bad magic! Bad magic!"*

(Stop reading aloud now)

Elhanan will lie badly if questioned. If her identity is revealed she'll yell to the attackers: "Crocodile idiots! The whiteskinned warriors would happily die to protect the Gazelle Princess! You will never take her!"

NEXT...

... the drumming begins. This is magical, hypnotic drumming. It effects Ingrid, Fifi, Lavinia and all the adults - but not Elhanan. Allow the drums to play for a while, then ask all effected players for a POW X 5 roll. Any characters that fail feel an irresistible compulsion to walk towards the port-side rail. At the rail, ask for a POW X 3 from the "hypnotised" characters; if they succeed they manage to break out of the hypnotic control; if they fail, they climb over the rail and throw themselves into the river. They'll fight anyone who tries to stop them. Once this is resolved, stop the drums.

HUMAN VS CROC

The "swimmers" hit the water a few meters away from the boat. The current is not strong enough to pull them downstream. Ask PCs still onboard for a SPOT: they'll see a half dozen objects that look like floating logs in the river... These are in fact some playful, 4 ft long, "baby" crocodiles, who are out by themselves, having some fun in the river. ONE baby croc will swim towards each "swimmer".

COMBAT begins immediately. It takes the crocs 2 rounds to reach their victims. The top of the railing is 7 ft above the water, the only ladder down to the water is midway along the starboard side. Hauling a

"swimmer" up onto the boat requires a STR VS SIZ roll - if 2 people haul together, I suggest using the stronger character's STR + 10%. If a "swimmer" loiters in the water for too long, you might want to dispatch a second croc.

AND THEN...

Once everyone's back on deck, give them a few moments to role play - and then start the drums again. Everything happens as before.

AFTER THE SECOND DRUMMING

When appropriate, the warrior leader proclaims:

"Englishers! We have no reason to fight with you! The Gazelle Princess belongs now to the King of the Crocodile Tribe! At Alexandria we waited for her to come to us but she did not come. The Blood Promise that our tribes have sworn was broken by her! Instead of coming to us, she tried to hide amongst you like a rat hides itself in the thorn bushes!"

As he is speaking the entire band of warriors arm themselves and launch their canoes.

THE BIG FIGHT

Our heroes are going to lose this fight. NO matter how many warriors are defeated, more will always come. The aim is for our heroes to be overwhelmed and captured, but not badly hurt.

Each canoe holds two warriors. Warriors use one round to climb up onto deck - during which all their defensive rolls should be DIFFICULT. If they suffer a successful attack while climbing, they'll probably fall off into the river. (The crocs don't attack the warriors.)

After a few rounds, once the fun has started to wear thin, a crowd of warriors, who've boarded the boat elsewhere, can overwhelm the party and take them captive.

AFTER THE BATTLE

The chief and two warriors snatch Elhanan and drag her away. He says *"Why do you fight? The Crocodile Tribe is friendly with all Englishers. This girl belongs to us now. We have given a lot of money to her father for her. She is to be made the wife of the King of the Crocodile Tribe now."*

Our heroes are dragged into the dining-room and bound at hand and foot. If your players insist on being suicidally scrappy, the chief can throw a handful of mysterious powder into their faces, which will paralyse them for just long enough to get them tied up.

Either Fifi, Lavinia or Ingrid (whichever is an NPC) is pulled out of the crowd by the chief. *"You Englishers have foolishly attacked the Crocodile People. The law says you must pay to us a price for your crime. I will take this one of yours. She will be the handmaiden to the Princess. That is fair."*

The two captives are dragged away. The chief proclaims as he leaves: *"Do not fight us again! Mend your boat and go now!"*

All the warriors leave, heading back to shore in their canoes. They take William's rifle (even if it was never taken out of his cabin).

AFTER THE WARRIORS LEAVE... It shouldn't be at all challenging for the party to free themselves.

BOWS AND ARROWS

There are a total of three bows and 3 quivers of 6 arrows scattered about the deck (including the one from earlier). All shots from the boat to the bank are DIFFICULT.

THE PORT-SIDE BANK

A lone warrior sits on the bank, beside one of the campfires, near the row of beached canoes. He has William's rifle, and however many bullets remain. The guard has a jolly good time, hooting mockingly and laughing uproariously, taking potshots at our heroes whenever they show themselves. If he runs out

of ammo, he also has a bow and arrows. If the guard is forced to flee, he will run inland along the TRACKWAY. The guard will leave the rifle and ammo behind, if he flees, or is killed or injured.

OUR HEROES VENTURE INLAND

We can only hope the group makes it across to the shore, and will then courageously rush to the rescue of the abducted girls. They'll find William's rifle, and remaining ammo, on the beach where it was dropped. Only a bunch of hopeless idiots would decide to take all the NPCs with them. If your players prove at this point that they are, in fact, a bunch of hopeless idiots, you might want to strongly suggest that SOMEBODY should stay on the boat, to fix the fuel hose and find the spare winch handle. The NPCs are perfectly capable of doing this. Ideally, Emmanuelle should stay behind on the boat: taking her on the adventure with the party will make everything somewhat easier.

THE TRACKWAY

There's a clear trail of foot prints leading along the beach to the trackway. The moon is still bright enough to allow everyone to see clearly up to 50 metres. The landscape is flat, sandy, and dotted with clumps of bushes.

A 6 ft wide trackway leads away from the river. Countless foot prints cover the track. The soft sandy soil to either side is unmarked. If the party opts not to follow the track, you'll probably have to move some, or all, of the following closer to wherever they unaccountably decide to go.

THE BUSHES

The track narrows a little as it passes between two big thickets of bushes. LISTEN. If no one makes it, skip straight to TYRE TACKS.

Successful LISTENERS will hear a quiet, wet, crunching noise. If a heroic PC makes an effort to find out what's making that noise, a big, bloody-mawed, hyena will leap from the bushes. It will try to bite our hero as it sprints past. It will NOT stay around to fight.

AFTER THE HYENA

Everyone makes a SPOT. A severed arm and hand is lying where the hyena dropped it. The arm is white skinned, and is wearing a smashed Timex. If no one decides to explore the bushes, skip to TYRE TRACKS.

IN THE BUSHES

3/4s covered in branches, leaves and sand, deep in the thicket, your party finds a 1920 Bentley Sports Tourer (an open-topped 3 seater, with wide running boards). Sprawled across the bench seat is what remains of the driver. His arm has been gnawed off, and most of the soft meat on his body has been eaten away. A group of arrows are embedded in his side. He's been dead for at least a week. Things are a bit stinky.

A REVOLVER is in the corpse's jacket pocket, loaded with 6 bullets.

THE CAR is in perfect working order. If the group decide to try and drive it (and, if they don't, well, frankly, everyone's going to die.) they'll need to crank it by hand.

THE BOOT/TRUNK. Don't ask for SPOTS. Give the group everything in here. Starting-handle, lantern, 2 full gallon petrol jerricans, 10m rope, tent etc.

GLOVE COMPARTMENT. A pair of gloves.

STARTING THE CAR

Requires an ENGINEERING/DRIVING roll. Everyone can try once. If the party manage to get to the engine running, it will thereafter ALWAYS RESTART on the first attempt. If everyone fails, one PC will

(probably) have to stay behind to tinker with the engine. Make sure your group understands the car **PROBABLY WILL** start - it just needs to be fiddled with. The other characters can continue on foot, while the volunteer attempts **DIFFICULT** eng/driv checks every few minutes. If the car starts he/she can come motoring to the rescue. Your group, of course, might dream-up a better plan of their own.

DRIVING THE CAR doesn't require any skill roll.

TYRE TRACKS

On the other side of the bushes, a **SPOT** will find fresh tyre tracks. A vehicle has driven along the trail towards the river, and has swerved, crashing into the thicket.

THE DITCH AND BRIDGE

The trackway leads our party towards a wooden bridge, which crosses a steep-sided 4ft deep ditch. The ditch curves, as if it encloses an area of land at least 1/4 mile across. There are no other bridges in sight. In fact this **IS** the **ONLY** way of getting the car across to the other side of the ditch.

A WARRIOR GUARDS THE BRIDGE.

When the car approaches he becomes increasingly horrified, until he falls to his knees with his hands in the air. Once the car has crossed the bridge, he'll run screaming towards the river. (He believes the car is carrying the vengeful ghost of the murdered man.)

If a PC tries to kill the guard, I suggest you should have something horrible happen to them. If he's cornered, the guard will only try to defend himself. He'll be unable to communicate anything.

If the party is **WALKING**, the guard will be conveniently asleep.

INSIDE THE DITCH

The area enclosed by the ditch is flat, and dotted with sparse trees and bushes. There's no one to be seen. Some of the land closest to the village is separated into fields, between these is open unfenced land. There's no trackway to follow - but the village is plain to see, straight ahead, lit by the moon and the flickering light of dozens of fires. The group hears the thunderous sound of pounding drums, intermixed with jubilant cries and singing. This noise will allow the party to drive right up to the outskirts of the village without being heard.

THE GIANT STATUE

A large outcropping of rock stands at the western edge of the circular village - 30ft by 30ft by 12 ft tall. It's unnaturally regular in shape. If anyone gets a look at it from the side or front they'll see it's been crudely carved into the shape of a monstrous head. **IDEA:** it's a crocodile.

The group can see that a rough passageway runs through the rock, 5ft up off the ground, access into which is provided by an earthen ramp. The passage is 10ft wide by 6ft tall.

The firelight shining through shows something in the middle of the passage. PCs who venture closer will see that it's some sort of table... venturing as close as the entrance reveals that a person, or something that looks like a person, is lying on the table. A row of sharp, big, teeth has been carved along the top edge of the far entrance of the passageway.

THE DEAD KING

In the chamber in the middle of the giant statue is a large table, on top of which has been laid a preserved corpse - dressed in an extravagant, gold and jewel decorated robe. There is a sickly scent of spices, and a hint of decay, in the air. A savage crocodile-head mask is covering his face. An array of precious objects have been placed around him.

This is the tribe's King. Players will hopefully deduce at this point the true nature of Elhanan's impending "marriage".

To approach the far "mouth" of the passage, and see the scene beyond, requires an SNEAK from all players attempting it. A failure will lead to the character being spotted by a villager, who will cry the alarm. Silence will spread though the revellers. The Chief will shout something in his native tongue, and the hypnotic drumming will begin. ALL characters in the statue will be hypnotically frozen, while the Chief says: *"You! You dare to put your disgusting dirty bodies in the tomb of the king! May you die in the teeth of 'He Who Judges Us'!"* All players in the head must now make a POW X 5 roll. Those who fail will run out onto the pier and throw themselves into the pool. (See "human vs giant croc".) Regardless of the outcome, the Chief will send a troop of 6 masked warriors to the statue to investigate; it'll take them a minute to run around to the back of the statue.

THE OUTSKIRTS OF THE VILLAGE

The perimeter of the village consists of a ring of evenly placed round-houses and gardens. These are all empty, apart from the possessions one would expect. The houses surround a central open space - 100 metres in diameter. Through the gaps between the houses characters can see the fire-lit open area, filled with celebrating, dancing, feasting villagers. There's a smell of roasting meat and strong alcohol. If the group travels further around the perimeter of the village, or if they sneak between the houses, more of the scene will be revealed, until they'll see it all: crocodile statue, pool, pier, captive girls. (Keep the monstrous inhabitant of the pool secret for now.) SNEAK rolls: a couple of PCs getting themselves seen and caught is perfectly ok, but not ALL of them.

SPOTTED AROUND THE VILLAGE!

If a character fails a SNEAK roll, they'll be spotted by a villager, and the alarm will be raised. It will take a few moments for the news to spread through the crowd. Eventually the village will fall silent, and then the Chief will shout:

"Who is there?! Do not hide! This night is a time to be happy! Our King will marry tonight! We do not want to fight now. Come to us and help us to dance and be happy!" He repeats this in his native tongue. If no one steps out into the light to join their celebration, the Chief will start a SEARCH. If only one character steps forwards, the Chief will be suspicious.

SEARCH

When a search is started, every person in the village (excepting the Chief and his six personal guards) will run outwards to the relevant portion of the village, to search through the houses, gardens and fields. The only place that will never be searched during a SEARCH is inside the statue.

If a character tries to hide, determine the outcome using their HIDE, opposed by a SPOT from one villager. Remember to modify the HIDE stat depending on the brilliance or dim-wittedness of the hiding place. Characters that simply try to run away will almost certainly be caught.

Characters who are found will be assembled in front of the Chief. One character can attempt FAST TALK on behalf of the group; if successful they'll probably be invited to join the celebration - this isn't an invitation which can be declined; if unsuccessful they'll be CAPTURED.

THE CAR IS FOUND

If the car is found during a SEARCH the villagers won't dare to touch it. It will be left where it is, and guarded by 2 warriors.

THE CELEBRATION

Any characters who join the villagers will be given food and drink and will be whirled around from partner to partner in a wild dance. It will not be an unpleasant experience.

THE POOL

The western 1/3 of the open area is occupied by a big pool - 50 x 50 meters. A 3ft high stone wall runs around the water's edge. The moonlight glimmers on the ripple-tops, otherwise the water is black. The far corners of the pool are too dark to see what might be lurking there.

THE PIER

A pier stretches from the mouth of the statue 25 metres into the centre of the pool. It's 7ft wide, solidly built of wood, with no railings. (Meaning: it's wide and strong enough to hold the Bentley, if your group's flamboyant enough to try it. Driving onto the pier, and then off it again, requires ENGINEER/DRIVE checks. Failing a roll badly will send the Bentley plunging into the pool, a less catastrophic failure means one wheel will slip off the edge.)

The kidnapped girls are tied to two stakes at the end of the pier. Sneaking out onto the pier requires a DIFFICULT SNEAK roll, unless your group has come up with an ingenious scheme to avoid being spotted.

WHAT'S IN THE POOL?

When appropriate, a revelling villager can pick up a bloody lump of raw meat from a cooking fire, and hurl it out into the middle of the pool. The surface bows upwards, as something very large undulates through the water to snatch the meat as it sinks.

SPOTTED ON THE PIER!

If characters are spotted on the pier, the Chief will shout an order in his native tongue, and the hypnotic drumming will begin. Characters on the pier, AND inside the statue, must make a POW X 5 roll to fight off the affect of the drumming. Anyone who fails will throw themselves into the pool. Whatever the outcome of this, the Chief will send six robed and masked warriors sprinting around the edge of the pool, and into the back of the statue. The only way off the pier is through the passageway.

CAPTURED!

Any character who joins in the celebration but who then does something that infuriates the Chief, will be CAPTURED.

Any character who is found during a SEARCH, and then fails to FAST TALK, will be CAPTURED.

Any character who is caught during a rescue attempt will be CAPTURED.

All captured characters will be tied to stakes in the middle of the open area, and will have food, insults, and other things, thrown at them.

When the time is right, captured characters will be dragged through the statue's mouth and out onto the pier. Elhanan and her "hand maiden" will be left tied to their stakes. Our heroes are each held by 2 warriors, so escape is extremely unlikely. The edge of the pool is lined with warriors - the other villagers are gathered at the other end of the open space.

The Chief shouts: *"You have attacked us! You try to steal from us! The god of the Crocodile Tribe sees how disgusting you are! You will go in front of the Judge, and let the Judge decide if you will die! Let the Judge decide!"*

HUMAN VS GIANT CROC

This is probably not going to end well. Once in the water, our heroes can either swim to the pier, and try to climb up onto it - if they succeed they'll be forced to fight the warriors, who will try to toss them back into the water; or else they can swim to the edge of the pool and try to climb over the 3ft high wall - if they succeed they'll have to defeat two of the warriors who await them, one after the other. If a hero manages to complete this near-impossible task, the Chief will shout: *"Let that one live! The judge has looked at him with his eye, and given to him his life!"*

Climbing out of the water requires CLIMB.

If more than one character is in the pool simultaneously, you can use a die roll to determine which of them the croc will attack. Characters with bleeding wounds, or blood on their clothing, will probably be the first to attract the croc's attention.

The croc swims quickly enough to cross the entire width of the pool in just one and a half rounds; so feel free to swap victims. A character who makes it up over the wall, and who then gets tossed back into the water might well make a big enough splash to draw the croc in their direction.

At this point in the story, all the warriors are either at the pool's edge, or on the pier.

GHOST KING!

Probably the best way of rescuing the kidnapped girls is for a character to dress up as the dead king, and, thusly, to march along the pier, and gather unto himself his bride and her handmaiden. A dramatic performance accompanied by any sort of spectacular effect is almost guaranteed to be successful. Otherwise, if the performance is less than brilliant, you'll have to roll on behalf of the audience. The village's collective INT X 5 is 55.

If the crowd is suspicious, they'll immediately sprint around the pool to the rear of the statue to attack.

THE GETAWAY

Once the heroes start heading away from the village they WILL be seen, and they WILL be chased (even if the rescue has been successful).

A CHASE ON FOOT... isn't going to be a happy experience. The party will be swarmed, and almost immediately beaten to death. This should be considered an unsuccessful conclusion.

ESCAPING BY CAR

The car's top speed across this rough ground is 10 mph.

But, remember, there's a DITCH enclosing this ground, and only one way to get the car across it. A NAVIGATE roll is needed to successfully find the route back through the bushes fields and trees. The group must nominate one PC to be their navigator. Other PCs can help him/her. "Helpers" must roll first: if a "helper" is successful, add 10% to the main "navigator's" skill for his/her roll. (Add 10% for EACH successful "help" roll.)

DESPERATE MEASURES!

An unsuccessful roll means the group has lost its way. The furious crowd is catching up with them. There isn't time to drive around trying to find the bridge. Unless a player can quickly think-up another option, the only way out is to Jump The Ditch! Oh yeah.

The driver swings around in a quick loop, points the car at the ditch, floors the accelerator, and everyone hopes for the best. Whoever is driving must make an ENGINEER/DRIVE roll. The rest of this story I leave entirely up to you, Keeper. Let them roar away victoriously, or else let them at least die well.

Well, that's "*The African Princess*". I hope all of its pieces fit together, with no gaping holes left between any of them. If anyone reads this, and discovers any errors, omissions, or contradictions; or any problematic statistics; please let me know.

Thanks for reading.

John Marc Hughes.