

SHADOWS OVER the SUN

The Temple of Mama Killa

A Dungeon Crawl adventure for Street Fighter: the Storytelling Game!

This is an adventure for 2 to 4 fighters of rank 1, taking your team of street fighters on an unexpected expedition in the Peruvian jungle! The information contained below is intended for the Storyteller - so if you intend to participate in the session as a player, we recommend that you stop reading to avoid disclosures about the plot.

PART 1 - THE CALL OF THE WILD

Read the following excerpt aloud to the players.

"BZZZT BZZT! The ringing of the cell phone interrupts your concentration during the training session. You may want to finish your reps, but the insistent vibration of the device reveals that someone really wants to talk to you. Taking the opportunity to catch your breath, you take off your training gloves and check the illuminated screen while taking a well-deserved sip of water.

What draws attention is a text notification, which shows the message from an unknown sender. She says:

"Hi, how are you? I'm in town on business and I took the opportunity to observe some athletes from the local circuit. My scouts spoke highly of you, and I think we could work together. How about a big fight at the feet of the Statue of Liberty? Meet me tomorrow and we'll discuss that possibility. I'll be waiting for you at 9am at the Milton Hotel, in downtown. XOXO!

AmbrósiaD'Angelo "

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Ask each fighter to roll a die. In case of simple success, say that they have heard this name before: it's a promoter of bouts between emerging teams. If they fail, they know nothing - and in case of roll a botch, tell the player that the only "ambrosia" they've ever heard of is a fruit salad, so it's likely that person is the inventor of this particular dish.

Whether or not they know who the person is, the players will have a full afternoon before the meeting. Ask what each one will want to do - They may decide to end their training, rest or even suit up before the meeting. It may also be that they want to know a little about their new contact, in this case make a roll of Intelligence + investigation, with difficulty +1 for those who did not recognize Ambrosia's name. Reveal the information below for each player, according to the number of successes obtained in the test:

1. Ambrósia D'Angelo currently promotes fights from the USA to South America, especially between fighters from ranks 1 and 2.

2. Ambrosia D'Angelo was born in Milan, Italy, heir to a clothing empire. But she left it all behind and moved to the United States in the late 1990s, and since then she hasn't set foot in Europe - she doesn't even schedule fights on the continent.

3. Ambrósia D'Angelo was a competitor on the Street Fighter circuit in the 90s, when she used the name "The Gladiator of the Guelfos". She was famous for entering the ring wearing a cloak and hat similar to those of Pope John Paul II, which she removed at the time of the fight to show off her outfit composed of a corset, skirt and gladiator sandals. There are videos on the internet that show this triumphant entry, but the original recordings were made on VHS tape and the quality of the digitized material sucks and you can barely recognize her.

4. Ambrosia D'Angelo had a meteoric rise as a fighter in the 90s, surprising opponents with fast grabs. Her favorite finisher was the "Crucifix", where she raised her opponent over her head for a back breaker. Her career ended early, however, after she got disappointed with the businessmen who ran the show and forfeited an important fight that was scheduled for the Roman Coliseum hours before the event happened.

5. Ambrósia D'Angelo could have become a World Warrior, had it not been for a businessman who decided to take advantage of her. He had scheduled a fight that could catapult the young wrestler to the stars, but before going up to the ring she discovered that the result of the fight was rigged, and so she gave up fighting. Ambrósia started to question all her previous victories and ended up retiring as a fighter - not without swearing, one day, to organize fights worthy for fighters who, like her, believe in her potential.

On the day of the meeting, the players arrive at the hotel and meet in the lobby - it is a good opportunity for the group to introduce themselves, if they do not already know each other (and also for them to understand that Ambrosia sent the same message to all of them ...). The hostess is not there, and if you ask the receptionist at the Milton Hotel, she will indicate that the person you are looking for is in the breakfast room next door.

Describe the following scene for players:

"From the lobby you can see a tall woman, with brown hair and tanned skin. She wears a water-green suit, tailored to her strong body, and wears a cord with a large white gold crucifix around her neck. Her plate is filled with sweet rolls stuffed with raisins, which she nips between sips of coffee without ungluing

from her cell phone. When she realizes that you are in the salon, she wipes her mouth with a napkin and waves everyone to join her at the round table, signaling the hotel waiters to bring more bread, eggs and salami".

Ambrosia does not get up to greet the players, but treats them with cordiality and, as she does not speak with her mouth full, makes them wait for her to finish breakfast before starting the meeting. Everyone can join her who, being an elegant woman, will give disapproving looks to anyone who has no table manners - the only transgression tolerated is the use of the cell phone, which she does not seem to disengage from. After breakfast, she finally talks to everyone.

"I'm glad you could come. I imagine you all know each other, don't you? So let me introduce myself. I'm Ambrósia D'Angelo, I promote events among fighters who dream of growing up on the circuit and I was recently contacted by a businessman who wants to take Street Fighting to Peru, doing a team fight to promote the sport there. I thought that you would be the ideal fighters for this event. What do you say?"

A smart player can remember the promoter's message, which promised a fight "at the feet of the statue of liberty". If anyone questions this, she replies.

"Ah, I'm sorry for the misunderstanding - it must have been the damn spell checker. I wanted to write that the fight will be at the foot of the 'Monumento a La Libertad', a statue that is in the Plaza Mayor of Trujillo, Peru's third largest city! It is a very beautiful place; I think you will love to visit it."

Ambrósia says the fight will take place in three weeks, when they must face a local team known as "Guardianes del sol", composed of beginners of whom she does not know many details about, but their agent has a reputation for being correct. If they don't feel particularly tempted by her offer, Ambrósia guarantees tickets and accommodation for everyone, as well as a five thousand dollar purse for the winning team - not bad for Rank 1 fighters!

If in doubt, players can contact their managers, staff, or a sensei, who will advise them to accept the proposal. As a gesture of good faith, Ambrósia presents a very detailed contract, making clear her obligations as a promoter and what she expects from the fighters, and stipulating a fine of fifty thousand for the party that breaches its obligations.

As soon as (we hope) they sign the contract, she finally gets up to greet them, and at that time the fighter with the highest Perception notices that she does it with some difficulty. After shaking hands, she says she expects to meet everyone at the airport in three weeks, and leaves the place walking slowly, supported by the hotel staff. If any player is impolite enough to ask about her limping, Ambrosia says that "This is a consequence of my habit of wanting to do right thing", and nothing more.

PART II - TRIP TO PERU

Ambrosia meets the players at the airport. She is dressed elegantly, wearing a hat and sunglasses. She is seated in a wheelchair and covers her legs with a Chanel shawl that goes down to her feet, uncovered to show off her Italian shoes. She smiles at the players waiting to board while she goes to the preferred line. On the plane, she sits in first class, while the others are flying coach.

The journey to Peru is smooth, and the plane lands in Lima without any major incidents. From there, the group takes a chartered flight to Trujillo, where the fight is scheduled. There is enough space for Ambrosia, all the fighters, and their luggage. The trip is expected to last an hour, only something

terrible happens before the players arrive in the cultural capital of Peru. Read the excerpt below.

"As the plane flies over the Andes, heavy rain clouds overwhelm the night sky. Emergency lights are turned on, telling passengers to fasten their seat belts. It is not possible to see anything from the windows but the bituminous blackness of the storm, except for the lightning that strike the sky just before the crash of thunder shakes the small aircraft. Passengers grab chairs, until a brutal bump seems to take the small plane off its course, causing the aircraft to accelerate toward the ground. The turbulence opens the cabin door, where it is possible to see the pilot trying to pull the stick, without success. He turns and yells at everyone 'Pasajeros, el avion se cayendo!', While his aide mutters 'Maria madre de dios, help me!' As the plane dives like a knocked out bird".

It seems that there is no alternative for the fighters: hundreds of miles from any airport, through the window the only thing visible is the mountains of the Andes. At this time, ask players to roll Perception + Alertness, and narrate the scene below to the player who achieves the most successes:

"While despair takes over the cabin, you look out the window and all you can see are storm clouds and the Andes. There is nowhere to land on this stone face, and everything indicates that the mountain range will be your tomb ... until a patch of clouds appears to open, allowing the moon to illuminate, like a lamplight, a patch below: following the beam with a silvery glaze, it is possible to see a plateau of green fields growing between the escarpments and stone walls. Shouting an alert to the pilot, he breathes a sigh of relief and says 'Let us have an opportunity! Prepare for the emergency landing!'"

The plane miraculously lands on a tiny strip of grass in the green oasis encrusted in the mountain. Roll 8 damage dice minus the Stamina of each occupant of the plane to see if they were injured during the fall - whoever was seated and wearing a seat belt can add up to their Block to their Stamina to Soak the damage.

Ambrósia asks if everyone is well and says she will try to call for help - but her phone has no signal. The pilot had an arm injury and the co-pilot has a cut on his forehead, but they are really concerned with the condition of the aircraft. They believe they have landed in a preserved area, Calipuy National Park, and asks fighters to explore the surrounding area for help while they try to reach radio.

The park is a rocky region, full of cacti and creeping plants, populated by peculiar animals such as the Andean fox, the puma, the spectacled bear and the guanaco - a relative of the llama that measures 1.20 and weighs up to 140 kg.

As the place is many feet above sea level, players may feel uncomfortable due to the altitude. Ask each fighter to do a Stamina test: in case of failure, apply a -1 penalty to Speed. With a Perception + Survival test, it is possible to find bushes with coca leaves that, if chewed, eliminate this symptom - but a cautious fighter (or who passes a Intelligence + Medicine test) can remember that chewing the leaf can cause the their doping test to be positive after a fight ... Anyone who doesn't want to risk it, can retake the Stamina test every day.

Suffering or not from the effects of altitude, players roam the grassy and rocky plain without finding a living soul, except for the animals that lurk in the shadows - the beasts don't attack unless provoked, but don't let the players know: take the opportunity to scare them with howls, snarls and eyes shining in the darkness.

The rain, which had given a moment of respite, also starts again as soon as the fighters leave the plane. And the only shelter in sight, in the distance, is a stone building that stands out at night for being illuminated by a single ray of moonlight that pierces the cover of storm clouds ...



PART III – THE TEMPLE OF MAMA KILLA

Drawn by the moonlight, players reach the temple. As players approach the building, tell them the following scene:

"The moon pierces the clouds, as if indicating the way forward. At the end of its silver rays, it is possible to see an ancient building: a ziggurat 15 meters tall and 30 meters wide at the base. The structure looks very solid, made of polished stones and stacked with perfect fittings, showing that the people responsible for that building had sophisticated architecture, able to withstand the passage of centuries and survive the test of the climate without any apparent marks, except for the vines that flourished between the cracks in the blocks.

On the illuminated face of the building, it is possible to see a structure that resembles a large stone door, richly carved with the figure of a woman with Andean features, wearing jewelry and a half-moon headdress. Her two hands protrude out of the notch, and she seems to be holding a disk that represents the full moon."

3.a - Enter, If Thy Worthy!

At first glance, there is apparently no way to open the door where the statue is carved. A roll of Intelligence + Mysteries lets you know that the statue represents Mama Killa, the moon goddess of the Inca empire. Above it, partially covered by moss, there are pictograms (the Incas had no writing) depicting a person who looks like a Spanish conquistador touching the door and being struck by the statue's gaze. Below this image, however, another figure appears placing his hands on the moon's disk and Mama Killa welcoming him with open arms. If the players do not take the cue, ask for a Wits + Insight test so they understand that the door opens for those who put their hands on the lunar disc, but only worthy people can pass.

To open the door, a player needs to volunteer. As soon as he puts his hands on the disc, test his Honor: if successful, the statue opens its arms and the stone door slides aside, allowing entry into the temple. In case of failure, or if the person has no Honor, the moonlight that bathes the door burns the dishonored one, causing 5 aggravated damage dice. The door does not open during the day or the new moon.

One success on the Honor test is enough for the door to open, allowing everyone to enter. The player who passes the test can be rewarded with 3 temporary Honor and Glory points.

If no one in the group has Honor, Mama Killa will curse the group: instead of burning them with her light, she leaves her mark in everyone's hands, causing them to take 1 (normal) damage dice every time they commit a dishonorable act. The door will open, allowing marked characters to enter the temple, but there is no gain of Honor or Glory in this way. The only ways to remove the curse are to earn a permanent point of Honor, or through mystical cures like ChiKungHealing.

3.b - Entrance Hall

The first room is a cubic entrance hall measuring 9'x9'x9'. As soon as they set foot there, the group is visited by the translucent figure of a ghost, which appears to spring from the wall. The spectral creature looks like an elderly woman with avian features, as if the natural wrinkles of old age blend with the features of a bird, to the point that an elegant layer of feathers protrudes down her arms to the base of her neck. She has her head covered and is dressed in clothing like the costumes depicted in the statue at the entrance. The woman speaks in an ancient language, but in their minds, everyone seems to understand every word. Read the excerpt below to the players.

"Greetings, visitors from other nations.

You have entered a sacred place where meditation and prayer are our occupations.

Three are the worlds, the righteous behaviors and the truths in the affirmations.

And three are the relics kept inside those gates by incantations.

Find the artifacts, and protect them from evil deeds.

Then the blessings of the moon our mother may concede"

Before they can say anything, the ghost sinks to the ground and disappears. The group finds itself alone in the cubic room, where there are three passages: on the opposite wall there is a wide opening, which allows two adults to pass side by side, and on each side wall there is an opening that leads to narrow corridors, where only one person can pass at a time.

3.c – Hall of Virtue

Entering through the largest opening, the group follows a 18 foot corridor until reaching a 12x18 foot chamber with the ceiling at 9 feet from the floor. The room seems to mark the center of the pyramid. The place is strangely lit by a hole in the ceiling that goes up to the top of the ziggurat, allowing the moonlight to enter the center of the room. There, there is an altar with a Mama Killa figurine similar to the figure carved on the door, but measuring 6 inch and made entirely of silver. On the front wall there is an Inca cross made of copper with precious stones at the ends, and on the side walls there are a series of strands of colored woolen threads twisted with knots.

The strings look like works of art, but a roll of Intelligence + Mysteries (or Linguistics, if someone has this secondary ability) allows us to identify that these objects are called Qipus, instruments used by the Incas to record information and accounts - unfortunately the correct way to read these pieces was lost to time, and no one will be able to decipher the information contained there.

Some characters with keen spiritual perception can try to roll Charisma + focus to try to connect with the spirits and minds that braided those strings - in case of success say that, although they cannot translate it word for word, the streetfighter realizes that Qipus speak of Inca cosmology, with its worlds (of the dead, the living and the higher spirits), sacred animals (serpent, cougar and condor), affirmations (working, learning and respecting) and behaviors that the Gods expect from mortals (not stealing, not lying and do not be lazy). Reward with 3 temporary Honor points the first player to succeed this test and pass on the information to friends.

It may be possible that some greedy player wants to take the treasures from the room, which is not a good idea: Removing any item from the room results in the loss of 2 temporary Honor points. In addition, Qipus are very old and fall apart when handled. The cross can be removed without further consequences (in addition to the loss of Honor), but whoever takes the silver statuette will be cursed by Mama Killa, receiving a burn and its mark as described at the entrance to the temple. Returning the statue cancels the curse, but does not return the lost Honor.

3.d – Left corridor

The side door, from the main lobby, is a narrow corridor where the characters must walk in single file - ask them to define the order of march, as this can be important. The corridor measures 24 feet and is completely dark: unless they have an external light source, streetfighters are considered blind while in that area. As the passage is narrow, and the fighters can move easily with one hand on the wall along the way. After 24 feet, the corridor turns to the right and continues

for another 42 feet until another passage, which leads to the next room.

3.e- The Lair of the Swarm

When approaching the gap that serves as door on the stone wall, the group smells a strong scent. Whoever passes a Perception + Survival test can identify the odor as the characteristic smell of bats - in fact, the floor, from the entrance, is covered with guano, which makes the wet stone slippery: whoever moves in the area need to pass a test of Dexterity + Athletics to not suffer a Knockdown. The difficulty is 8 since, like the corridor, this area is in complete darkness.

Bringing a light source lowers the difficulty to 6, but it disturbs the inhabitants of the chamber: if the fighters enter there carrying any form of light, the fighters wake up the flock of bats that have chosen to transform this room into their nest. The swarm goes crazy after being disturbed, and attacks everyone in the room.

SWARM OF BLOODTHIRSTY BATS!

Bite: Speed 5, Damage 1 (area), Move 5.

Health 5, Soak 7 (It's very hard to hit such small and nimble targets!)

Special: the swarm occupies an area of 8 squares, rolling 1 damage dice to everyone inside. The attack is considered an aerial maneuver, but the swarm is immune to the effects of botch, dizzy, knockdown and grabs.

If you lose all your health, the swarm disperses and flies out the door with Move 8 and Speed 8. An attack that produces light - like a Fireball, Yoga Flame or even a player wielding a torch - that does at least 1 point of damage it also causes the swarm to disperse. Using an effect card to try to chase the swarm away with a torch or similar without injuring the bats can also work, and gives the fighter 1 temporary Honor point for a peaceful solution since the animals do not want to fight: despite feeding on blood, these little bats prefer to attack birds, avoiding humans ... they are just scared and defending their nest and will not lick the blood of the fighters!

After this event, the group can explore the hall. The chamber measures 15x12 feet, and is 9 ft tall, but the walls have a more rustic finish than the Hall of Virtue. The wall to the right of where the door is located contains a wooden chest made of rotten planks, rusty hinges and rotten locks. Attempting to open the chest requires a Dexterity + Security check, but it can also be smashed with a simple Strength check, which makes the chest unusable. Inside, streetfighters find a handful of Spanish gold doubloons: roll five dice, add the result and multiply by 10 to determine the quantity. Each doubloon weighs approximately 7 grams of gold and, if melted, is worth \$50 - but its archaeological value is much higher: if they decide to hand over the coins to a museum, the characters earn two temporary Honor points - or four if they have resources 1 or less (disposing of a treasure when you can barely pay the rent is a much more noble gesture).

In the wall on the left side of the door there is an excavated niche where there is an unlit ceramic lamp, but still full of oil. Next to it is a set of flint and steel that can light its fire. Turning on the lamp illuminates a radius of 2 hexagons around whoever carries this light source.

Several ceramic vases, measuring between 2ft and 4ft, are leaning against the back wall. If the pots move, streetfighters will notice that the pottery hides a trapdoor in the floor. The trapdoor is a 3 x 3ft block, quite heavy, which is stuck: moving it from place requires 3 successes in a Strength test, but up to two people can work together on the task. Alternatively, a good hit can shatter the lid (punch 4, which allows you to punch through concrete, is sufficient and does not require any type of test. Some specific maneuvers, such as Shockwave, can also be automatically successful - at the narrator's discretion). Removing the lid reveals a deep, dark hole that leads to the underground, which is detailed in part 4 of this module.

3.f –Right Corridor

Like the left aisle, the right aisle is dark and narrow: only one streetfighter can pass at a time, so ask players for their running order. The runner continues for 8 meters, turns left and continues for another 36 feet. If the players have already passed the other corridor and are carrying a light source, say that this piece seems to have had recent use: there is less dust and cobwebs on the way, as well as signs of wear: in the middle of the corridor, a group of long stakes is propping loose stones from the ceiling, and going through them without dropping the props requires a Dexterity + Athletics test. If the group drops the stakes, a series of stone blocks falls, hitting whoever is under the propped area - roll 8 normal damage dice in a line of 3 hexagons, centered on the point marked on the map. If players are walking in the dark, they have no way of avoiding the "trap", and cause the collapse - luckily, the corridor is high and the falling rocks are not enough to bury the tunnel.

3.g – Hall of the Gods

After the corridor, the group arrives in a room that measures 24x 10 feet, with a ceiling 9 ft from the floor. Unlike the others, the floor of this room is completely covered with earth. As soon as they step into this room, a copper brazier located in the center of the room lights up, illuminating the entire room.

It is possible to see that the brazier is located on a pillar positioned in the middle of a stone tank filled with water, in order to represent an island. The tank measures 6x3 ft and 3 ft deep. The water is clean and full of small fish.

On the front wall they find a floor-to-ceiling set of carvings, representing a couple with children beside green fields with ears of corn and coca leaves. Over them are engraved a rainbow, clouds, stars, the seasons and, above these, the moon and the sun. At the top of the illustration is shown the large constellation of the Southern Cross.

On the wall on the right, streetfighters can see a series of 7 niches dug alongside each other. Each of these holes contains a wooden figurine from Inca mythology: the first represents the solar disk of Inti, the sun god; beside it is a half-moon representing Mama Killa, the moon goddess and lady of this temple; another statue is an ocean wave representing Mama Qucha, the mother of the ocean; beside it is a cross representing Chakana, the Southern Cross; next comes an ear of corn statue representing Saramama, the goddess of grain; and finally there is a statue in the form of a coca leaf representing Kukamama.

On the left wall, there is a sculpture of a large bull's head, which looks intently at the brazier inside the fish tank.

On the last wall, 12 feet from the door where the players came from, there is a corridor with a staircase that leads to the second floor. As soon as they approach it, a series of holes in the ceiling sparks flames in the corridor, which is completely

filled with fire, preventing players from approaching. Trying to walk down the hall deals 7 damage dice per turn.

Fortunately, there is a way out of the room: as soon as the corridor fills with fire, a mystical vapor appears from the bull's nostrils, which takes on the ghostly shape of the woman-bird that received the players at the entrance. She looks at the group and says:

"Greetings, visitors that fell with the flying ship.

You are in a place of respect and worship

And before you can advance through the consecrated temple,

You need to make an appropriate sacrifice, following the goddess' example.

But to know how to please us

A puzzle you will have to solve, thus:

'I was bathed by the sun, but I'm not gold.

To the farmer, I'm a friend of old'"

After saying this, the spectral figure floats and disappears between the cracks in the ceiling. The answer to the puzzle is "corn", a very important food for the people of Peru. To solve the puzzle, they need to take the wooden figurine of the ear of corn and throw it in the brazier that is in the center of the water tank. As the statue burns, the smoke from the burning wood will form the face of the beast woman, who will say "very well, your sacrifice has been accepted. You can go on". After that, the brazier's fire goes out, revealing a 2 inch diameter medallion, made of solid copper, where the figure of a jumping puma is engraved. The medallion is still warm (the unsuspecting person who tries to catch it immediately takes 4 Damage), so it would be better to wait a while or dip it in the water tank before storing the relic, which is one of the temple treasures that players need to find.

In addition to the flames fading on pyre, the room has another change: with the correct answer, the bull's mouth will open, revealing three cooked ears of corn. Tell the players that these seem to be the most delicious grains they have ever seen, and if one of them eats one of the ears they will be completely healed, up to its maximum Health, even if they have received aggravated damage. The corn can be kept for later consumption, but will be sour in three days. As it was cooked, the grain is not suitable for planting, and nothing will grow from it if used as a seed.

All of this occurs, of course, when the group unravels the puzzle. But if players place an undue sacrifice on the brazier, the flames will project like a jet and deal 7 Damage to everyone nearby. The characters can try again, and if they have difficulty the narrator can facilitate giving tips to those who pass a Wits+Mysteries check.

It may also be that one or more players decide to ignore the puzzle completely and face the corridor. The fire should be enough to dissuade the most exalted of the players, but if they want to cross the corridor facing the flames, they better be ready: the climb is smooth, but there are 3 flights of stairs 20 ft long each, and they will take damage each passing turn, so most characters will get knocked out - and fainting in the corridor is quite dangerous as the fire continues to burn and can cause aggravated damage to an unconscious character. If a player has Health, Speed and Stamina to endure this hellish walk, let him reach the next room, but remember that the group will be separated until everyone crosses or solves the puzzle of this room.

Whoever found the solution to the puzzle can be rewarded with 3 Honor points and 2 Glory points. There are no prizes for cheating, breaking statues or crossing the flame corridor without solving the mystery. After the staircase, players will be

in the first room of part 5, the second floor of the temple, detailed below.



PART IV – UNDERWORLD QUEEN

The underground floor of the temple can be accessed by those who open the secret hatch located in chamber 3.e.

4.a – The Resting Place

The opening in the ceiling is 10 feet from the ground, which can be quite a drop for ordinary people, but it doesn't hurt well-trained streetfighters: the fall causes 1 point of damage, which can be negated with a success on a dexterity+athletics roll.

After falling, the characters are in the center of a dark room, which measures 30x36 feet. Unlike the rooms on the top floor, it was closed for centuries before the temple was

even abandoned, and the reason is clear: the room is a mortuary chamber.

Scattered across the walls are several ceramic vases measuring 4ft. Inside are mummified bodies, which were carefully placed inside the vessels in a fetal position wearing thin clothes and hair braided with hairpins studded with shiny stones.

The female mummies are holding small gold and silver tablets in their hands - although the metals have no monetary value for the Incas, they symbolize the sun and moon and are part of the funeral rite of that society. In addition to the precious metals, objects that were important for those people during their life, such as bone combs, wine amphoras, drums and wooden flutes, are also inside the urns. Removing any of these objects will attract the attention of the temple guardian, who will manifest herself in the ghostly form of the animal-looking priestess in the center of the room:

*"Visitor from far away,
Don't behave like the European invader!
Return what is not yours without delay,
And let the dead rest where we laid her!"*

If the guardian is not obeyed after this warning, she will shake her head in disappointment, realizing that the fighters are not the honorable people she thought they were: from there, her contact will be much more hostile (instead of "visitors", she will call the group "thieves", in the next meetings, and making it clear that the following tests are a way for the group "to show its value after the serious transgression").

The dead will also take their revenge on the looters: the urns will begin to vibrate, exploding the next turn and releasing toxic gas that causes 7 damage dice to anyone within 2 hexes of the walls. After the explosion, the bodies will be destroyed, leaving a cloud of fine dust that fills the room, causing coughing, burning in the eyes and itching in everyone's throat. Ask the group to do a Stamina test: whoever doesn't pass, suffers a -1 Speed penalty during the next fight.

Finally, the thief who breaches the tombs loses 7 temporary Honor points and 3 Glory points. Whoever was conniving, that is, did not try to stop the thief, should also be penalized with the loss of 3 Honor points and 1 Glory.

The exit from this room is an arch-shaped door, large enough for two people to pass side by side, with the figure of two snakes - one made of gold, the other made of silver - going up through the jambs until they curl at the top, making that the faces are turned to whoever is about to pass through the gate. Snakes have eyes made of emeralds and sapphires that seem to stare at players, and for a moment they can swear that they are really following their movements ...

4.b – The Chamber of Warning

The next room is an antechamber that measures 15x15 feet, and has a lower ceiling than the previous room. As soon as they enter the venue, the players notice three things: there are two doors imitating the snakes they just saw clinging to the doorframes in the last room: the one on the right is the large scowl of a viper, with the right of sharp metal fangs protruding from the open mouth, and the one on the left side resembles a constricting snake, with a more rounded head and dislocated jaw, about to swallow a large prey.

Between the two doors, there is the eaten skeleton of a man who appears to be wearing a rusty cuirass and an iron helmet, similar to those of the Spanish conquistadors, but they seem to have been hit with violence and are completely dented - a Medicine test allows to identify that the bones of the skull and the ribs under the armor are fractured. Next to his skeleton

there is a broken spear, which was used by the deceased to leave a badly carved notice on the wall:

"Right above the dead, a crossed-out arrow points to the left with the phrase 'VENENO LETAL' written above. Another arrow points in the opposite direction, and has the inscription 'ABRAZO MORTAL'. Under the two, the name MIGUEL MENDOZA and the date 1528 are engraved".

Players with knowledge in linguistics (Spanish) may realize that the words mean "Lethal poison" and "Deadly hug". The conqueror paid the price for his own greed and was a victim of the temple traps, but gave an important clue to streetfighters about the challenges ahead.

4.c –The Viper Venom

The door of the poisonous serpent is wide, allowing the passage of two people at a time. Right at the entrance, there is a thin wire on the floor, which can be perceived with 3 successes in a roll of Perception + Alertness. When you see the wire, it's easy to dodge it, but if it is broken, the snake's metal fangs will come loose, falling like spears on whoever is down there. This attack has 6 Speed, and deals 9 Damage in an area of 2 hexagons - fast players can abort their Jumpmovement in an attempt to dodge, or try to Block the attack to lessen the damage.

Through the door, the group finds itself in a 9-meter corridor. Halfway there is a section of the floor that hides a pressure mechanism: when someone steps there, it fires bellows that pump poisonous gas through almost imperceptible holes in the walls. Seeing the holes in the ceiling requires two successes in a Perception + Alertness test (which must be done in secret by the narrator, unless the group is actively looking for something).

After noticing the openings, the group can look for the pressure plate, which requires 3 successes to be found. The trap can be disarmed with a Dexterity + Security check - 1 success is sufficient to temporarily bind the mechanism, 3 disarm the trap for good. In case of failure, the mechanism is activated.

If they release the poison, players must make a Stamina test with difficulty 6, increased by 1 point for each turn they stay in the corridor in contact with the poison. If they fail, they take 1 point of Damage to health. The test must be retaken each turn, dealing 1 point of Damage with each new failure. One success is enough to end the poison's effect, but it does not restore lost Health.

At the end of the corridor, a 6ft wide passage leads to the next room.

4.d- The Snake's way

The other passage is much wider, allowing three people to pass side by side. It goes for 9 feet, turns left for 9 feet, then right for another 9, then makes another right turn for 9 feet, then turns left for 18 feet, imitating a winding snake until the exit - a narrow passage that is where the snake's tail would be.

But this winding path has another function: to allow a death trap. A Perception + Alertness test allows you to notice several grooves in the wall, as if large blocks of stone had slid against each other - which is what happens as soon as the characters make the first curve: by activating a mechanism perfectly hidden under the floor, the characters activate a trap that causes the roof to start sliding towards the ground.

Initially the ceiling is 9 feet from the floor, but it drops 3 feet per shift, 20" with Speed 6 and the other 20 in Speed count 3. The ceiling is too heavy to be contained by any character weaker than Zangief, so it is better that the fighters run as fast

as possible, either to advance or to return to the entrance (which is closer than the exit of the trap). If they are crushed, they take 15 damage dice. The mechanism is reset after reaching the ground, making the roof rise and arm itself for future activation automatically.

During the race down the winding path, players find the body of a dead Spanish soldier with broken bones. If they pass the same place where he is, or try to move the bones, they will discover the cause of death: he stepped on a piece of ground that triggers a hidden mechanism in the wall, firing a poison dart in that direction. The dart does only 1 damage dice, but if it succeeds in injuring the victim, it injects it with a paralyzing poison: roll eight dice and, if it succeeds more than the target's Stamina, it is dizzy for one turn. The effect passes on the next turn.

4.e – Treasure Room

This 30 x 30 feet room that has two entrances, but no matter where the streetfighters have come from, they are faced with a dark room, with a pyramid roof, untouched by outside visitors: proof of this is that the room is full of cobwebs, that spread throughout the area - although small, spiders had centuries to weave a dense tangle, so that anyone who moves around the room suffers a -2 Speed penalty as they move the webs out of the way. If you do not want to remove the webs while passing, the character's movement is reduced by half. (The Speed penalty does not affect mental actions, such as focus maneuvers whose Speed is based on Wits)

In the center of the hall is a stone statue of a coiled snake, 4.5feet high. His eyes glisten with ghostly blue flames, illuminating the entire room with pale clarity. In the mouth the snake seems to hold something wrapped in a cocoon of the web, and in the four corners of the room there are large ceramic vases six feet high. The vases appear to be made of black porcelain, with silver filigree in the shape of a snake.

If they remove the cocoon from the statue's mouth, the vessels begin to crack. When the pottery breaks, the characters can see that inside each giant amphora was an Inca warrior, who underwent ritual sacrifice to guard the temple's treasure. Dressed in fine cotton clothes, jewelry and their weapons - a small circular shield and the macana, a club with a stone head in the shape of a star - the soldiers were left to die in the cold peaks of the Andes, where the arid climate provoked natural mummification of their bodies. Now, from beyond life, they rise like ... frostmummies.



The mummies are the guardians of the object stuck in the web cocoon. If players leave the cocoon there and run away, they will not chase them. Otherwise, they will relentlessly go after streetfighters, although they may have trouble escaping traps or climbing to the first floor.

If they defeat the mummies or manage to escape, players can investigate the cocoon: removing the web reveals a silver medallion with the figure of a snake - it is one of the temple's treasures, as explained by the ghostly figure of the priestess at the entrance.

PART V – THE ARENA OF SUN-GOD

After passing through the flights of stairs, streetfighters arrive in a large room, which measures 60 x 30 by 15 feet high. The place is lit by several lit torches hanging on the walls. In the center of the room, there is a large pillar of 3 hexes radius. On the back wall, there are three statues: the sun god Inti, the moon goddess Mama Killa and a huge stone idol, who appears kneeling in a fetal position.

As soon as they enter the room, the smoky spirit of the temple guardian seems to pass through the stone column, and beckons for the fighters to follow: around the obstacle, she waves towards the three statues and says:

"Just like in the heavens where the deities do as they please

The sun god Inti and the lady of the Moon will embrace

To give life to the lord of the rains and shepherd of the breeze

Kon, get up and test the strength of the pagans that roam this place!"

When she finishes saying this, the ghost floats and disappears through the cracks in the ceiling. The arms of the statues representing the sun god and the moon goddess move until they rest on the shoulders of the seated idol who, upon receiving this touch, raises his head in a threatening manner: his right eye opens, revealing a golden crystal that seems to shine like the sun, while the left eye reveals a gem that looks as clear as the full moon.

Kon's Idol is imbued with the power of the Inca god of rain and wind - in game terms, it's as if he has a level 5 elemental background for both elements. In addition, the Idol of Kon is made of stone and therefore continuously has the benefit of the Elemental Skin (Earth) Maneuver: Punches and Kicks against him have -2 Damage, he cannot be Thrown and is not affected by Knockdown.

Because it is so big, Kon's Idol occupies an area of 4 hexagons, his punches can hit targets 1 hex away. Fortunately, because of its height, the statue cannot strike targets that interrupt its basic attacks with crouching maneuvers.

The idol's eyes shine when he uses certain Special Maneuvers. With an aerial maneuver or projectile attack combined with the effect card, the characters can try to hit the gems, decreasing the effectiveness of the idol. If the solar gem is destroyed, he cannot use the Air Blast Maneuver. If the Moon gem is destroyed, he will not be able to use the Drench maneuver. Without the two gems, the idol will not be able to use the Shock Treatment maneuver (but otherwise it fights normally - the statue does not suffer the effects of blindness).

The gems have only half the Soak of the statue, and to destroy one of them, you only need to deal 1 Damage. Breaking a gem has no effect on the idol's overall Health.

After overcoming this challenge, the central pillar begins to move, like an elevator, revealing an opening in the ceiling that illuminates the room with the moonlight.

PART VI – THE PINNACLE REVELATION

When the warriors step into the platform, it rises as an elevator to reach the hole in the ceiling, leaving the group at the top of the pyramid, from where they have a stunning view: the black clouds have dissipated, and the entire valley seems to be illuminated by silver moonlight. The sweet sound of a flute fills the air, and if any of the fighters decide to turn around, he can identify the source of the music: just behind the group the beast priestess is sitting, resting on a straw mat. The thin nose, the piercing eyes, the faded feathers on the arms and back, the ceremonial clothes and the clawed fingers leave no doubt: the person in front of them is the “ghost” who guided the characters through the temple, but unlike the smoky visions she is alive, in the flesh (and feathers!), right in front of the streetfighters!

After realizing their astonishment, the elderly woman takes the flute off her lips and sets the instrument aside to talk to them openly for the first time. The harpy woman speaks an ancient language, but in some mystical way all those who have had contact with the Inca culture (examining Qipus, murals and the like) are able to understand it perfectly, without the need for Telepathy. Read the excerpt below to the players, interpreting the beast woman's speech:

“Welcome, warriors. I am Chakana, the high priestess of Mama Killa, the Mother Moon. If you have come this far, it is because you have gone through several challenges and have proven yourself brave and worthy. But to win the final relic, one must answer one last question: do you accept the responsibility and burden of carrying something so powerful?”

If the players answer “yes”, the priestess will reach into her ceremonial dress and take out a solid gold medallion with the figure of a condor in relief. It will deliver to the player who has the highest Appearance attribute, saying:

“This medallion is the badge of Hanan Pacha, which you call ‘paradise’. With him and the symbols of Kay Pacha, the world of mortals where we live, and UkuPacha, the underworld, a person would be able to channel the power of the Inca, the heir of the sun, over the earth.

That is why I have spent the past 500 years here in this temple, in meditation, guarding and waiting for the moment when champions could claim this treasure.

It turns out that you are not these champions. Not yet. But visions have revealed to me that a terrible shadow covets the sacred amulets to use their powers for cruel intent, so that they must be taken out of here and protected elsewhere. That is why, praying to the lady of the Moon and her son, the lord of rain and climate, I diverted your metal bird to this clearing.

Now I ask you to leave, take the relics from here, and find your allies as your winged carriage is ready to go, and this old priestess needs to rest after spending so much energy in the last few days ...”

If the characters say ‘no’, or have being disrespectful towards the goddess and her temple during their journey, instead of handing over the last medallion the priestess will ask them to hand over to them what they collected, so that she can keep “until the real heroes come”. If they refuse, make everyone lose 1 point of permanent Honor (now the streetfighters are just tomb raiders, simple thieves!) And she will attack them furiously to defend the treasures.

When baby Chakana was born in Cuzco, her parents were impressed by the child's appearance, whose features resembled that of a bird fallen from the nest. The family sought the temple of Mother Moon, where the priests were amazed and interpreted it as a divine blessing since the condor is the animal that symbolizes paradise, and they took the girl's birth as a sign. Adopted by the clergy, Chakana was created from an early age to understand the signs of nature, advise the lost and help the needy. She prefers to heal rather than fight, but she would not hesitate to use any means necessary to protect her people: although she has not had adequate martial training, she is more than capable of dispatching an opponent in physical confrontation on account of her natural weapons, although more than 500 years of age have already weakened their health a little and decreased their agility. If threatened, she prefers to attack with her lunar ray - but unfortunately, after so many ghostly projections, her current reserve of Chi is nowhere near full: before the fight, do an Honor roll before the fight to find out the priestess's current Chi.

PART VII – THE INVADERS

The group's interaction with the priestess is abruptly interrupted by the sound of a helicopter approaching. Ask everyone to do a Perception+Alertness test to notice the noise of the propellers getting louder and louder, otherwise they will be surprised by a rocket launched at full speed towards you!

Treat the attack like a bazooka blast (Speed -2, 12 damage dice, hits a hex and affects all adjacent ones), which can be avoided by everyone with a Jump Maneuver if the streetfighter is aware of the attack.

The rocket blows through the roof of the temple, leaving a hole where the elevator platform once stood. The dust of the rubble settles down, the helicopter - now closer - turns on its side and opens the door, revealing a group of armed mercenaries, accompanied by a man wearing steel armor and a conquistador hat, like the images in history books. He carries a saber around his waist and holds a wired microphone in his right hand, which amplifies his voice through the helicopter's sound system so that everyone can hear:

“This was just a warning shot! Give us what we came for, or we will attack until we reduce this pile of stones to a handful of sand!”

The priestess coughs, checks that everyone is well and, if there is Chi left over, tries to heal someone who has suffered damage from the direct shot. Meanwhile, the helicopter hovers in the air, allowing the mercenaries to kneel and take aim. Behind them, the conquistador draws his sword, points to the sky and lowers the weapon, shouting “FUEGO!”, Causing the mercenaries to fire a round of lead at the battered fighters who, from a distance, cannot retaliate.

It would be the end of streetfighters, but the priestess stands between them and the bullets, creating a shield of silver energy, like a lunar disc, to protect them (a missile

reflection). As the bullets bounce off the protection of her Chi, she turns her face towards the streetfighters and says:

"They want the amulets! We can't let these thieves take them! Go, run away, I'll slow them down! You need to take the relics away from here! Keep them safe until the Inca champions can claim them!"

If they ignore the advice, the fighters will have a difficult fight to win against the mobility and armaments of the helicopter. If they follow the guidance of the priestess, the fighters will flee into the temple, but they won't even be safe there: the missile barrage continues, until it drops the beast woman and opens a hole in the roof that exposes the temple arena to the night sky.

At this time the noise of propellers becomes even stronger, and the helicopter stops above the opening: three ropes are thrown by the mercenaries, who descend in unrestrained rappelling with rifles in hand. Soon after their descent, another figure jumps out of the aircraft into a three-point landing in front of the platoon, ready for combat in the arena of the sun god.

ATTACK HELICOPTER

The aircraft measures 8 hexes from nose to tail by 2 hexes wide, but the cabin is only 3 hexes by 2. It carries the conqueror and five mercenaries. Sitting in the front seats are the pilot, capable of moving the helicopter with Speed 5 and Move12; and the gunner, capable of firing rockets similar to the shot of a bazooka. The 3 passengers in the cargo hold are mercenaries carrying assault rifles (use the "Veteran" NPC sheet), and leading the operation is a dangerous streetfighter connected to Shadoloo.

Armendariz comes from the Basque region, on the border between Spain and France, where he learned to combine the agility of bullfighters with the blows of Savate boxers. Heir to an aristocratic family that lost everything after the Spanish war, he decided to do just like his ancestors and travel to South America, where he intends to return only when covered with wealth.

In combat, he knows how to use the odds to his advantage, attacking with quick strokes while his allies cover his advance, and hurling back any enemies who try to jump to escape the blasts of bullets from the mercenaries that accompany him. If the situation turns sour, Armendariz does not hesitate to flee and leave his lackeys behind. If he gets knocked out first, the

mercenaries do not intend to fight until the end and will surrender.

During this fight, the helicopter continues to target the temple. At Speed count 0, assign a random combatant (either streetfighter or mercenary) to be targeted by debris falling from the ceiling, dealing 4 damage dice.

PART VIII - ESCAPE TO VICTORY

The battle is over, but the streetfighters are not free from danger: after a fight that took over the night sky, the helicopter loses control and swirls, hitting the side of the temple hard. They feel a great impact on the side of the temple: the attack helicopter fell on the stone construction, severely shaking its integrity. Read them the following scene:

"Columns are shaking, the floor is trembling and stones are starting to come off the ceiling. The helicopter's strong impact on the side of the temple has shaken the structure of the centuries-old stones, and now the entire construction is threatening to collapse. Without having another escape route, the fighters, who until then were overwhelmed by the adrenaline of the battle, now feel a different impulse: run for their lives!"

There is no sign of the priestess, but there is also no time to search: the whole temple threatens to collapse at any moment. Secretly make a count of three turns - at the end of this time, players need to be outside or they will be buried.

Unlike normal combat, unrestrained running does not use the tactical movement of Combat Card maneuvers. To resolve this situation, do a prolonged test of Dexterity + Athletics, with standard difficulty. Each player must accumulate 5 successes to reach the entrance. A critical failure causes the character to trip and fall - increase the difficulty by 1 the next turn. If the characters have not overcome the traps (such as the fire corridor), take this into account as well. Fighters may want to use special, highly mobile maneuvers to get there faster, but most blows are slower or slower than regular movement, so each case is at the discretion of the narrator.

A faster character may want to assist a latecomer. In this case, each two successes count as 1 for the pair, discarding fractions each shift.

In the final stretch, a stronger fighter can try to buy time for his teammates, placing himself under the stone gate to hold the structure and delay its collapse for another turn - an effort, literally, Herculean. Doing this requires superhuman Strength (level 6 at least) and it is unlikely that any of the characters have this attribute ... but the load limits can be extended according to the Storyteller system's extra effort rule: do a Willpower test difficulty 8, and at each success consider that the character's Strength is 1 point higher to perform the task - or you can use the rules for extra effort presented in The Perfect Warrior sourcebook, at your discretion.

Outside, the plane's pilots and businesswoman Ambrósia D'Angelo await the team. They are accompanied by two Peruvian forest rangers who, hearing the sounds of the temple, moved from the checkpoint at the entrance to the park to check the situation and ended up finding the crashed plane on the way. Everyone is waiting for the fighters to leave at a



safe distance, but if someone is left behind and no player is motivated to help the latecomer, describe the following scene:

"As you run for your lives, moonlight appears through the stone gate at the entrance to the temple - but the exit still seems too far. Outside, the plane's pilots, accompanied by rangers from the national park, attracted by the noise of the conflict, seem to be waiting at a safe distance while Ambrosia D'Angelo firmly holds the armrests of her wheelchair. Everyone screams words of encouragement for you to run and save your lives, but the trained eyes of the ex-fighter realize that there will be no time. In a desperate effort, she extricates herself from the guards who try to keep the onlookers away, and rolls to the temple entrance. Gathering all the strength of her glory days, Ambrosia gets up the chair and, with powerful arms and back muscles, supports the entrance to buy you time.

"RUN, YOU LAZY FOOLS! I CAN'T STAY HERE FOREVER!" - she says, while the sound of a "crack" indicates the rupture of the last tendons of her injured knee.

But despite the pain, she endures. And she stays there until the last of you make it out, when with a smile on her face, she falls to the floor seconds before the temple collapses. The price of the businesswoman's heroism was ending her career buried in tons of stone, so that everyone could escape to safety".

Once they are safe, the guards put all the survivors in the jeep and go to the guard station. There, fighters receive first aid while guards use the radio to try to call a rescue helicopter. As the weather is bad, the extraction won't be till the next day, but luckily there are simple accommodations, with hammocks and camp beds, for everyone until the aircraft arrives.

While the fighters rest, government officials take their leave to fill out the stacks of paperwork waiting for them— it's not every day that the park has a plane crash, deaths and the destruction of one of its most important monuments. The guards advise the fighters not to leave Peru anytime soon, as the government will open an investigation and will certainly like to hear their version of what they were doing there and how they were involved in the attack by an unknown paramilitary group on a national archaeological site ...

EPILOGUE

After the rescue, the characters are taken to a hospital in Lima, where they are under observation for a few days. When fully recovered, Peruvian police officers come to take their statements - if Ambrosia is alive, she advises the fighters to combine their stories, claiming that everyone who was the victim of a plane crash and, when they sought help, were attacked by unknown guerrillas. If the group told her about the temple's medallions and mystical revelations, she suggests that they keep it a secret so as not to complicate matters, since the artifacts removed from the temple would be confiscated. "We better understand all this confusion before blindly trusting the authorities and leaving..." she would say.

If Ambrosia is alive, she reminds the fighters that they still have a commitment: her scheduled challenge with the Peruvian team in Trujillo will be in a few days, and there is still time to go there as it would be very bad for her reputation to cancel the fight. . If Ambrosia died, remind the character with the highest level of Honor that Ambrosia wouldn't have wanted to forfeit the event.

After the recent plane crash, the streetfighters decide to go to Trujillo by bus. The trip takes almost 10 hours, but it runs smoothly. Upon arriving in the city, they are greeted by a plump

young man, with a broad smile, who introduces himself as Sólón. He says that he is the captain of the Guardianes del Sol, the local team, and that he made a point of welcoming them as a sign of goodwill, since he expects the rivalry between the teams to remain in the arena. Sólón leads the group to an old pickup truck, sits behind the wheel and indicates that there is only one place in the cabin with him - the others can go "back there" in the back of the truck, which is open and appears to have recently carried a cargo of chickens. His offer is from the heart, without malice, and refusing his hospitality results in the loss of 1 point of Honor.

If they accept the ride, Sólón leaves the characters in the hotel and says that he expects to meet them the next day, in the arena. He waves goodbye and wishes the others good night and good luck.

The next day, when they meet in the arena, the old master Alpaca - who trained the three young Peruvians in the spiritual arts and in different styles of Wrestling - feels a shiver as soon as they approach the streetfighters. With her spiritual sensitivity, she realizes that they carry Peruvian relics, and thinks that "gringos" are not worthy to inherit such items. She proposes that foreigners face their team for possession of the relics. If they accept the challenge, give each member of the group 1 temporary Honor point. If they refuse, penalize them by 1 point of Honor.

(Even if relics are not at stake, fights must still take place - Master Alpaca will insist on participating in the fight, and guide her pupils to fight to win without mercy. If they manage to knock out all foreigners, she intends to take their relics. and run away).

The form of the match between the teams is at the Storyteller's discretion (individual tournament, simple elimination king of fighters style, a single 3 x 3 fight, battle royale ... as you see fit). If the Peruvians lose, Alpaca considers this a sign: the gringos are worthy to keep the artifacts, and can go in peace. She comes to see them as equals, a great bond of camaraderie can form among the fighters - that is, at least until Lesmero realizes that such valuable talismans can be sold for a high price on the black market but that is subject for another adventure!

THE END!

GUARDIANES DEL SOL, THE PERUVIAN CHAMPIONS MASTER ALPACA, INCA SHAMAN AND NATIVE-AMERICAN WRESTLING TRAINER

At first glance, Alejandra Paca is a typical old lady from Peru: hunched over, supported on her cane, with her hair up, hat and shawl over her shoulders. What the eyes hide, however, is that the nearly 100-year-old lady is a shaman who keeps the Inca traditions alive, and that during her youth she used ancient techniques to participate in various competitions

for fighters. She only left the ring at the family's insistence after the birth of her first great-grandson, but in a dream she received the vision of the Moon goddess who instructed her to look for three youngsters of moral fiber to train them "the old ways" as champions of Peru. Thus formed the team "Guardianes del sol". Today, due to arthritis, she prefers to train the team rather than to fight ... but she has a strong temper and does not leave an unanswered challenge - much to the dismay of her pupils.

HARLEY, WRESTLING BAD-GIRL

Harley was the problem-child at the Madre de Dios orphanage. The girl who never met her parents took the name of her favorite motorcycle as her nickname, and was mounted on one of those that she hit the road after reaching her majority and being expelled from the shelter. In one of these wanderings, she was found by Master Alpaca, who saw the true nature of the girl: although she has no apparent bestial features - her vestigial feathers are always hidden by the leather jacket - she is of the lineage of the ancient moon priestesses, having in her veins the blood of the celestial condor. Inheritance can give you great power, but the path to understanding and mastering this potential will be long and tortuous.

SÓLON, THE SUN'S NICEST SON

Son of a family of farmers in the Peruvian countryside, Sólón Flores learned from an early age that the Sun was the source of life for the land: its heat warmed the soil and made the corn grow and, in this way, the Flores family took their livelihood from the rural area of Trujillo. But he did not know that his connection with the blazing star is much stronger than that: when he was seen in the city market by the master Alpaca, he was recognized by the shaman as an avatar of the Sun. Summoned to be his pupil, the helpful young man



immediately agreed - as long as the training routine does not prevent him from helping his family on the farm, after all, it is almost harvest time!

LESMERO, THE SLITHERING SNAKE

Antônio Lesmero was the eldest of 11 brothers who grew up in a slum in Lima. During his complicated childhood, he had to learn to turn around and provide for others - which often put him in conflict with the law. But, like the Peruvian snake, which feeds on slugs, Antônio learned that it would not matter to crawl if it were necessary to survive. Due to his determination, he drew the attention of the old Alpaca, who identified in him the spirit of the serpent of the underworld. Lesmero accepted to be trained by the old woman, but unlike the others, he is not so concerned with the mission that his master imposed them: he sees the team as a possibility to get rich and change his life, even if it means double-crossing his new friends.

APPENDIX: REWARDS AND BONUSES

1. The Inca Treasure

The main reward that Streetfighters can achieve in this adventure is the sacred medallions. Each has distinct effects, which intensify as the wearer grows stronger. Important: the same person can only benefit from one medallion at a time.

a) THE SNAKE

This silver medallion with the relief of a snake represents the underworld, and sharpens the supernatural sensitivity: carrying the medallion adds a dice to all rolls and tests of the skill "Insight" and "Blind Fighting".

When the character has Glory or Honor of 3 or more, he can summon a spirit serpent to defend him. Treat as a level 3 Animal Companion. If the level of Glory is 5 or more, the summoned snake will be able to inoculate a poison in the victim's spirit that causes aggravated damage. Treat this animal like a level 5 Animal Companion.

If the character has a Focus of 3 or more, he can brandish the amulet to mesmerize his opponent - consider this as the Cobra Charm maneuver. If the character's Focus is 5 or more, he can perform this maneuver without Chi cost.

b) THE COUGAR

The copper medallion with the puma figure engraved represents the land, the "middle kingdom", in Inca mythology. For this reason, it is closely linked to the perception of the world: whoever has this medallion adds a die to all their Alertness and Survival tests.

When the character has 3 or more Glory, he can summon a cougar to defend him, as if he were a level 3 Animal Companion. If he has level 5 or more Glory, he can assume the bestial form of a cougar man: increase his Dexterity and Strength by 1 point, lower all your social attributes by 1 and he is subject to the rules of frenzy, like an Animal Hybrid.

If the character has Focus of 3 or more, he can use the Pounce maneuver as if it were an Animal Hybrid, with the Focus level replacing the Background.

c) THE CONDOR

The golden condor medallion represents the Inca paradise. Whoever carries this medallion narrows his connection with the higher planes, adding a dice to all his Mysteriestests.

When the character has Honor of 3 or more, he can summon a spiritual condor to help him. If the character's Honor is 5 or more, the spirit of the condor merges with it, giving the streetfighter the ability to fly - treat it like the Flight Maneuver used by Air Elementals, but the flying movement is determined by the character's Honor instead of Elemental Background.

If the character has Focus of 3 or more, he can use the Diving Hawk maneuver as long as they meet the other prerequisites (Athletics 3). If the character's Focus is 5 or more, he can substitute the Athletics technique for Focus both to meet the prerequisite and for the damage rolls.

2) Friends and Foes

This adventure is a good opportunity for streetfighters to form a network of Contacts: Ambrosia can act as an Backing; Chakana's spirit can also manifest itself to one of the characters as an advisor (quite a Sensei!); Master Alpaca can become a Sensei of those who want to learn Grab, Athletics or Focus Maneuvers and the other fighters on the team can develop ties with the visitors, becoming friends or rivals.

But not everything is a bed of roses for the fighters: depending on what they said in their statements to the police, streetfighters can be considered suspicious of having destroyed an archaeological site.

More serious than any confusion with the government, however, is a powerful enemy: for having affected its operation, now Shadoloo will be on their trail. Since no body was found under the rubble of the temple, would the world's largest criminal organization be interested in technologically reconstructing the body of one of its agents so that it could complete the mission and execute its revenge?

3) Renown and Experience

In addition to the bonuses indicated throughout the adventure, the characters recognized by Master Alpaca as the rightful bearers of the Inca relics each gain 1 point of permanent Honor and Glory. These bonuses can only be maintained while in possession of all relics.

At the end of the story, the Storyteller must grant the standard experience bonuses, in addition to these special awards:

- The characters recovered the Inca relics: 1 experience point per character for each relic, 5 points if all 3 were found.
- The character showed respect and genuine interest in the Inca culture: 1 experience point, individual bonus.
- The characters were considered worthy by the temple guardian: 1 experience point per character. If a fighter did anything to displease the guardian, the entire group loses this bonus.
- Ambrosia D'Angelo survived: 1 experience point for each group member
- The characters defeated Shadoloo's minions in the temple: 1 experience point if Armendariz gets knocked out, plus the regular Renown bonuses for thwarting Shadoloo's plans.
- The characters won the challenge against the champions of Peru in the epilogue: 1 experience point for each character if they collectively won the match, plus 1 extra for each character who won (if the challenge involved single fights) or didn't get KO'd (if a group fight), in addition to the regular Glory and Honor bonuses per fight.

Thanks for playing!

Name: FROSTMUMMIES		Style: NONE		Boss: NONE	
Strengh	●●●○○	Charisma	●○○○○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●●●●○	Appearance	●●●○○	Wits	●●○○○
Honor		Glory		Rank	
NONE		NONE		NONE	
Other Traits					
_____	○○○○○	_____	○○○○○		
_____	○○○○○	_____	○○○○○		
_____	○○○○○	_____	○○○○○		
_____	○○○○○	_____	○○○○○		
Weapons:	Speed	Damage	Move		
_____	_____	_____	_____		
_____	_____	_____	_____		
Chi		Willpower			
●●●●●●○○○○○		●●●○○○○○○○○○			
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Health					
●●●●●●●●○○○○○○○○○○○					
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Maneuver	Spd.	Dmg.	Mov.
Jab	4	4	1
Strong	2	6	1
Fierce	1	8	0
Macana Jab	4	6	1
Macana Strong	2	8	1
Macana Fierce	1	10	0
Grab	2	5	One
Block	6	-	-
Move	5	-	4
Jump	5	-	1
Head Bite	3	8	One
Leech	2	Spc.	-
Ice Blast	0	7	-

Name: AMBROSIA D'ANGELO		Style: WRESTLING		Boss: NONE	
Strenght	●●●●○	Charisma	●●●●○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●●○○
Stamina	●●●●●	Appearance	●●●●○	Wits	●●●●●
		Honor	7	Glory	4
		Rank	NONE		

Other Traits			
ALERTNESS	●●○○○	LEADERSHIP	●●●○○
INTERROGATION	●●●○○	ARENA	●●●●○
INTIMIDATION	●●○○○	COMPUTER	●●○○○
INSIGHT	●●●●○	INVESTIGATION	●●●○○
STREETWISE	●●●○○	MEDICINE	●●○○○
SUBTERFUGE	●●●○○	MYSTERIES	●○○○○
DRIVE	●○○○○	RESOURCES	●●●●○

Weapons:	Speed	Damage	Move
_____	_____	_____	_____
_____	_____	_____	_____

Chi	Willpower
●●●●●○○○○○	●●●●●●●○○○
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Health
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Maneuver	Spd.	Dmg.	Mov.
Jab	4	7	0
Strong	2	9	0
Fierce	1	11	0
Grab	2	9	One
Block	6	-	-
Ducking Fierce	1	12	-
Power Uppercut	1	11	One
Back Breaker	1	12	One
Brain Cracker	2	10	One
Throw	0	11	One
Pin	1	11/9	1
Grappling Defense	6	-	0
Toughskin	Spc.	Spc.	Spc.
Regeneration	5	-	-
Buffalo Punch	0	13	One

Combos: Block to Back Breaker to Pin, Power Uppercut to Strong (Dizzy), Brain Cracker to Brain Cracker to Brain Cracker (Dizzy), Grappling Defense to Brain Cracker

Name: KON IDOL		Style: NONE		Boss: NONE	
Strenght	●●●●●●	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●●●●●●	Appearance	●○○○○	Wits	●○○○○
		Honor	NONE		
		Glory	NONE		
		Rank	NONE		

Other Traits			
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○

Weapons:	Speed	Damage	Move
_____	_____	_____	_____
_____	_____	_____	_____

Chi	Willpower
●●●●●●●●○○	●●●○○○○○○○○
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Health
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Maneuver	Spd.	Dmg.	Mov.
Jab	3	8	1
Strong	1	10	1
Fierce	0	12	0
Grab	1	9	One
Block	5	-	-
Move	4	-	4
Buffalo Punch	0	14	One
Throw	0	11	One
Neck Choke	0	12	One
Air Blast	0	7	-
Drench	0	11	0
Thunderclap	1	1	-
Shock Treatment	1	11	-

Combos: Buffalo Punch to Throw, Block to Shock Treatment, Move to Drench

Name: CHAKANA		Style: N. A. WRESTLING		Boss: NONE	
Strenght	●●○○○	Charisma	●●●○○	Perception	●●●●●
Dexterity	●●●○○	Manipulation	●●●○○	Intelligence	●●●○○
Stamina	●●●○○	Appearance	●●●○○	Wits	●●●○○
Honor		Glory		Rank	

Other Traits			
ALERTNESS	●●●○○	INVESTIGATION	●●○○○
INSIGHT	●●●○○	MEDICINE	●●●●●
BLIND FIGHT	●●●○○	MYSTERIES	●●●●●
LEADERSHIP	●●●●●	ARENA	●●●●●
STEALTH	●●●○○	A. HYBRID	●●●○○
SURVIVAL	●●●●●	ANIMAL C.	●●○○○

Weapons:	Speed	Damage	Move
_____	_____	_____	_____
_____	_____	_____	_____

Chi	Willpower
●●●●●●●●●●	●●●●●○○○○○
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Health
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Maneuver	Spd.	Dmg.	Mov.
Block	7	-	-
Move	6	-	6
Claw	2	7	3
Bite	4	6	2
Diving Hawk	3	10	5
Sonic Boom	0	13	-
Ghost Form	4	-	3
Regeneration	3	-	-
Chi Kung Healing	2	-	2
Telepathy	Spc.	Spc.	Spc.
Missile Reflection	6	-	2
Energy Reflection	4	-	-
Jump	6	-	3

Name: JUAN ARMENDARIZ		Style: SPANISH NINJITSU		Boss: NONE	
Strenght	●●●○○	Charisma	●●○○○	Perception	●●●○○
Dexterity	●●●○○	Manipulation	●●●○○	Intelligence	●●○○○
Stamina	●●●○○	Appearance	●●●○○	Wits	●●●○○
Honor		Glory		Rank	

Other Traits			
INTERROGATION	●●●○○	STEALTH	●●○○○
INTIMIDATION	●●●○○	SURVIVAL	●○○○○
STREETWISE	●○○○○	ARENA	●○○○○
SUBTERFUGE	●●○○○	INVESTIGAT.	●●○○○
LEADERSHIP	●●●○○	STYLE LORE	●○○○○
SECURITY	●●○○○	_____	○○○○○

Weapons:	Speed	Damage	Move
ARMOR	SPECIAL	(+1 SOAK)	(+1 DIE. TO PERCEPTION)
_____	_____	_____	_____

Chi	Willpower
●●○○○○○○○○○○	●●●●●○○○○○
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Health
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Maneuver	Spd.	Dmg.	Mov.
Jab	6	4	3
Strong	4	6	3
Fierce	3	8	2
Short	5	6	3
Forward	4	8	2
Roundhouse	2	10	2
Grab	4	6	One
Block	8	-	-
Move	7	-	6
Forward Slide Kick	4	8	3
Displacement	6	4	4
Choke Throw	3	8	3
Tumbling Attack	3	5	3
Backflip	7	-	5
Jump	7	-	3
Rapier Jab	8	6	4
Rapier Strong	6	8	4
Rapier Fierce	5	10	3
Displacement with Rapier	8	6	5
Tumbling Attack with Rapier	5	7	4

Maneuver	Spd.	Dmg.	Mov.
Jab	5	4	1
Strong	3	6	1
Fierce	2	8	0
Short	4	4	1
Forward	3	6	0
Roundhouse	1	8	0
Grab	3	6	One
Block	7	-	-
Move	6	-	4
Buffalo Punch	1	10	One
Wounded Knee	1	7	0
Slide Kick	2	7	2
Punch Defense	7	-	-
Kick Defense	7	-	-
Throw	1	8	One
Back Roll Throw	2	10	One
Iron Claw	2	10	One
Chi Kung Healing	4	-	0
Acid Breath	3	11	0

Combos: Punch Defense to Back Roll Throw, Kick Defense to Slide Kick, Move to Chi Kun Healing, Wounded Knee to Acid Breath.

Maneuver	Spd.	Dmg.	Mov.
Short	5	6	3
Forward	4	8	2
Roundhouse	2	10	2
Grab	4	6	One
Move	7	-	6
Claw	3	8	3
Jump	7	-	3
Throw	2	8	One
Air Throw	6	11	3
Diving Hawk	4	12	5

Combo: Air Throw to Diving Hawk (Dizzy)

Name: SÓLON		Style: NONE		Boss: NONE	
Strenght	●●○○○	Charisma	●●●●●	Perception	●●○○○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●○○○
Stamina	●●●●○	Appearance	●●○○○	Wits	●●○○○
Honor 2		Glory 1		Rank NONE	

Other Traits			
ALERTNESS	●●○○○	ARENA	●●○○○
INSIGHT	●○○○○	FIRE ELEM.	●●●○○
DRIVE	●●○○○	MANAGER	●●○○○
SURVIVAL	●●●○○	RESOURCES	●●○○○
MYSTERIES	●●○○○	SENSEI	●●●○○

Weapons:	Speed	Damage	Move

Chi	Willpower
●●●●●●●○○○	●●●●○○○○○○○
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Health
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Maneuver	Spd.	Dmg.	Mov.
Jab	4	3	1
Strong	2	5	1
Fierce	1	7	0
Block	6	-	-
Move	5	-	4
Flaming Fist	Spc.	Spc.	Spc.
Heatwave			
Regeneration	2	-	-

Name: LESMERO		Style: WRESTLING		Boss: NONE	
Strenght	●●●○○	Charisma	●○○○○	Perception	●●●○○
Dexterity	●●●●●	Manipulation	●●●○○	Intelligence	●●●○○
Stamina	●●●○○	Appearance	●●○○○	Wits	●●○○○
Honor 2		Glory 3		Rank NONE	

Other Traits			
ALERTNESS	●●●○○	SECURITY	●●○○○
INTERROGATION	●●●○○	STEALTH	●●●○○
STREETWISE	●●●○○	MYSTERIES	●●○○○
SUBTERFUGE	●●●○○	STYLE LORE	●●○○○
BLIND FIGHT	●●●○○		○○○○○

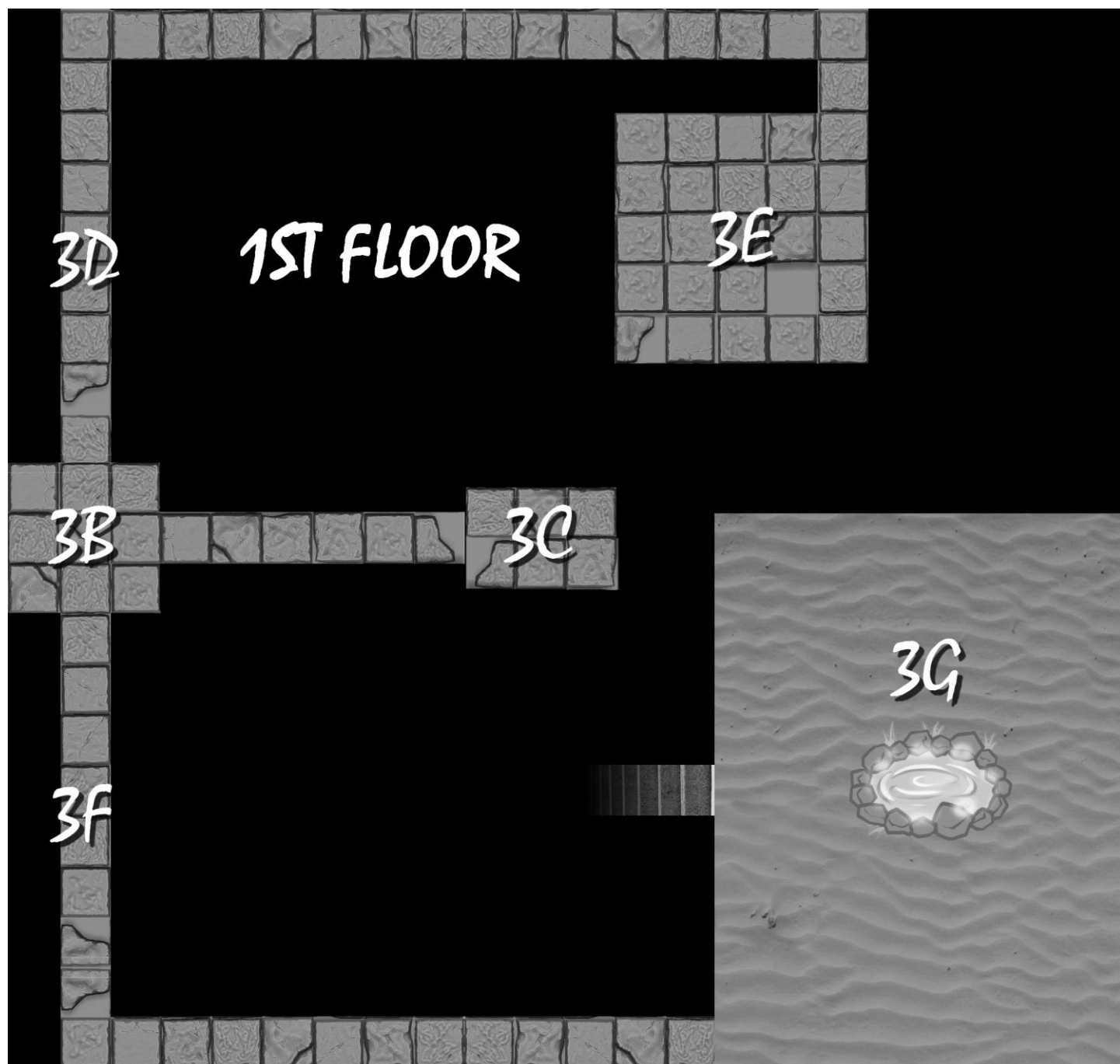
Weapons:	Speed	Damage	Move

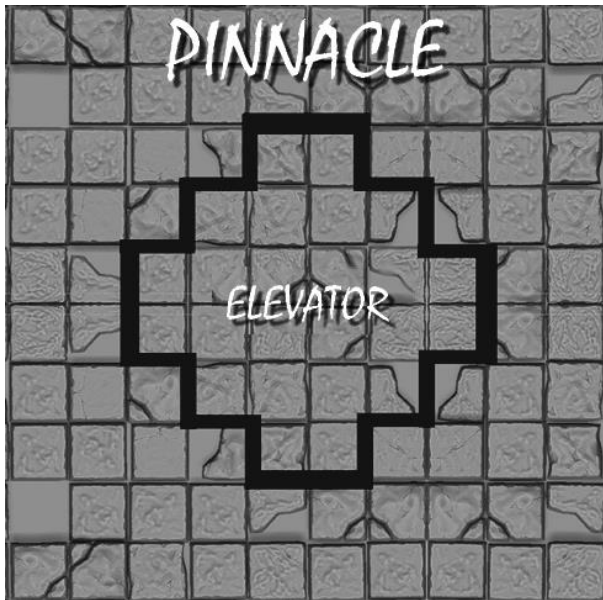
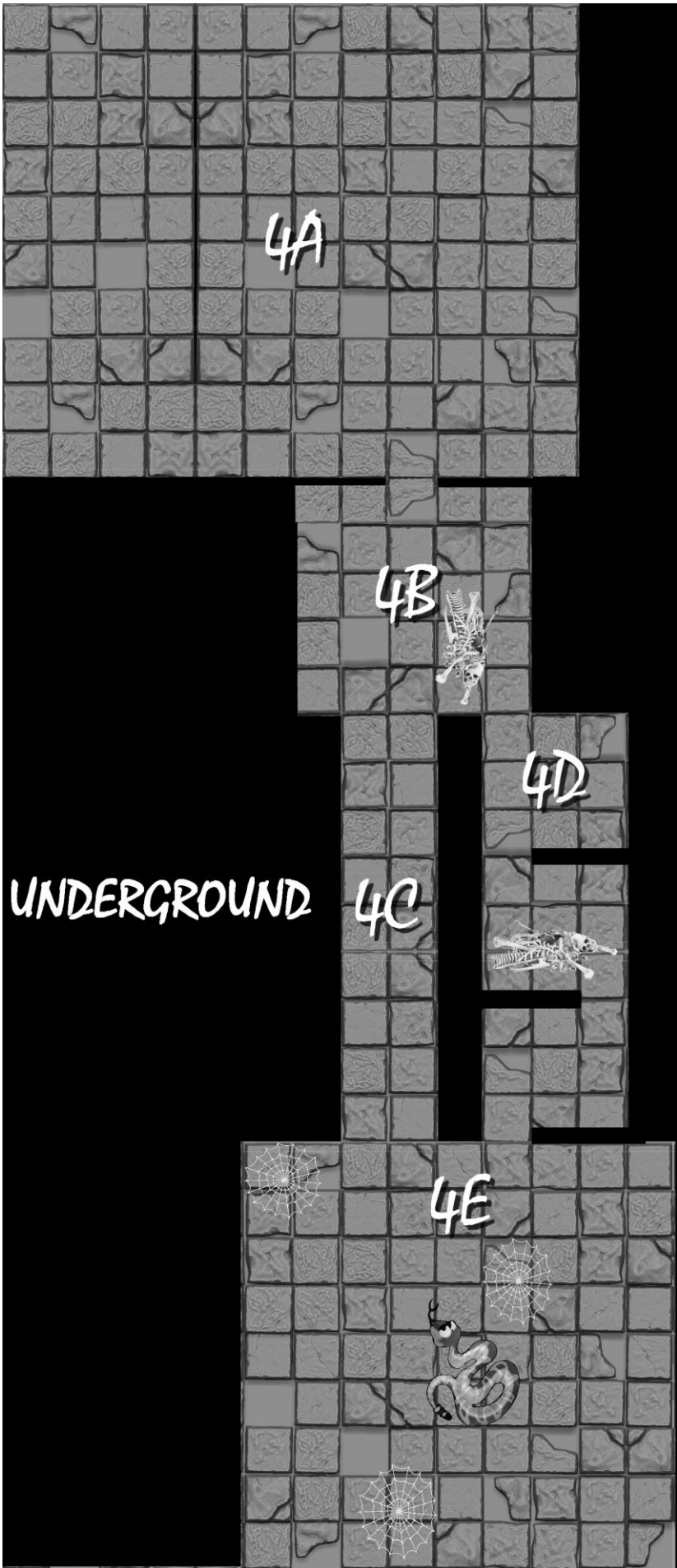
Chi	Willpower
●●●○○○○○○○○	●●●●●●●○○○
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Health
●●●●●●●●●●●●○○○○○○○○○○
□□□□□□□□□□□□□□□□□□

Maneuver	Spd.	Dmg.	Mov.
Jab	7	4	4
Strong	5	6	4
Fierce	4	8	3
Grab	5	5	One
Block	9	-	-
Move	8	-	7
Bear Hug	4	8	One
Flying Tackle	4	5	6
Ground Fighting	Spc.	Spc.	Spc.

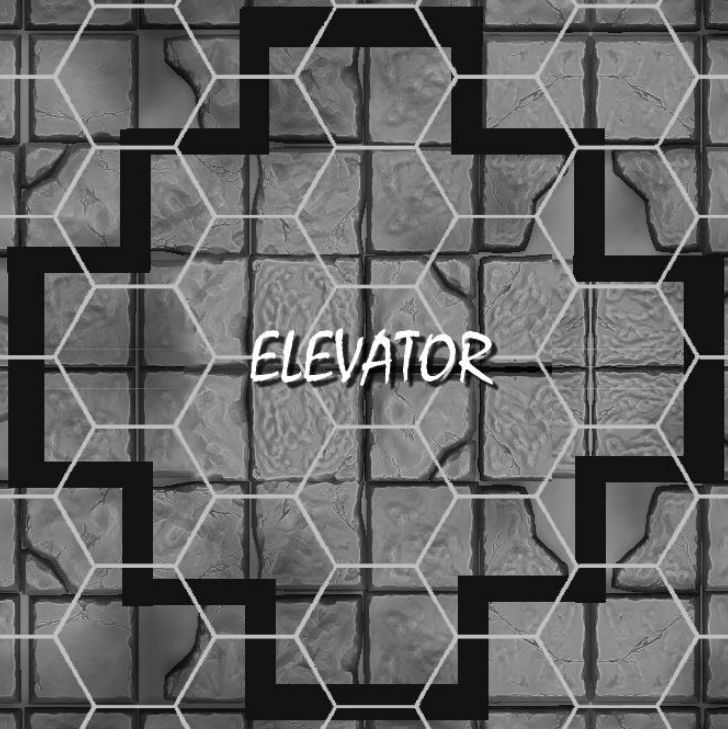
Combo: Flying tackle to Cobra Crush (Bear Hug)







STATUE



ELEVATOR