

tropicana



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A ONE PAGE ADVENTURE FOR TROPICANA BY MAURO LONGO AND GIUSEPPE ROTONDO

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An introductory adventure for Tropicana, for 3-6 Novice Heroes or a Startup Agency. LowFy TV Studio is shooting its new monster movie in San José, featuring a giant prehistoric gorilla-anaconda hybrid. But on the set things keep going wrong day after day and rumours begin to circulate that the movie is cursed!

INTRODUCTION

LowFy sent their best director, Miguel Bahia, to San José to make a low-budget direct-to-TV monster movie: *Gorillaconda!* (tagline: "Yes, exactly!"). But everything on the set goes wrong: vermin infestations, thefts, people vanishing, and the 90's starlet Darla Hendricks is always dazed and confused by odd nightmares. To the people on the set, the movie is cursed and the *Gorillaconda* could also be more "real" than expected. Heroes can be part of the troupe; actors, TV stars, local guides or guards, drivers, pilots, private security, reporters or paparazzi, or any other kind of people useful for a US movie. As an Agency, they could be hired by the producer to handle logistics and security on the set.

One way or another, they soon find themselves in big trouble!

GAME MASTER BACKGROUND

There is no *Gorillaconda*, of course, and the movie is not cursed at all. All the accidents on the set have a mundane origin and are actually due to director Miguel Bahia and his factotum Wilson Stripes. The director was assigned a very low budget and his career is in free-fall, so he decided to fuel the legend of a "Cursed Movie" as a sort of viral advertising boost for his new "masterpiece", before his own final downfall. The heroes will understand this situation just before the final showdown...

SCENE 1 ACTION!

Your jungle camp is now shrouded in darkness and only a few torches and campfires shed some light on it. Your native guides fled in the afternoon, terrified by local legends about the monstrous "Temburo-Suka", the "Ape-Snake"...

Until tonight you thought that it was a legend and your group was here just to make a sensational documentary about this living fossil...

*But now you've changed your mind: distant drums echo through the jungle, the coming storm shakes the trembling trees and the colossal *Gorillaconda* emerges crawling from the bush, beating its fists on its chest and screaming its hideous cry at the stars!*

...AND CUT!

The heroes and NPCs are on the set of this Z-movie, while the director is shooting this terrible scene. They are very close to an Azcali village on the Rio Grande, Ayleguà, which provides most of the supplies for the movie. After two weeks on the set, they know that the movie sucks, that everything is going wrong and that the director Miguel Bahia and the "star" Darla Hendricks are going completely crazy. They also have a "real gorilla" in a cage, from San José Wildlife Park, for the close ups. She is very docile and good-tempered, her name is Bonga and, of course, rangers and veterinarians from the Park ensure she is in her best condition.

At a certain point, Darla comes out from her van and starts screaming: enormous spiders have invaded her van...

When she arrives in front of the Heroes and the other people, and everybody is looking at her... she looks at something over their heads and screams again...

Attracted by the smell of Bonga, a *Gigantopithecus* comes out from the jungle and storms the set!

Wildcard: Koenig (1): this giant ape (*Gigantopithecus Koenigswaldi*) is one of the rarest living fossils of the Boca Verde, the mostly-unexplored jungle of San José. Scientists barely know about it, and only a few have actually seen one. Lucky you, guys! The monster ravages the set, destroying everything, and the rangers there insist that nobody hurts it, or all permits for the movie will be revoked. So, the heroes must find a way to distract it, scare it away, render it unconscious, or capture it. The rangers have a suitcase with 3 sedative shots and the appropriate rifle to shoot them, but the dose is not meant for a giant ape, so Koenig is allowed a Vigor roll to resist the effect and avoid falling unconscious.

SCENE 2 A CURSED MOVIE

In the following days, there are a lot of incidents. Problems solved with brilliant solutions surely deserve a Benny. Choose one or more of the following problems:

Off-road truck. Sunrise. During a journey to shoot on-location in the jungle, the heroes are all on a truck with other people. Suddenly, the truck goes off-road and seems to be going downhill through the jungle, completely out of control. One or more heroes must reach the driver's cabin from the outside, by making a Climbing roll. On a failure, they suffer one Fatigue level due to bumps and bruises from the branches and trees; on snake eyes, the character falls and suffers 2d6+2 damage, but may attempt an Agility roll to grasp a rope dangling from the truck. Once in the cabin, driving the truck to safety is relatively easy: one successful Driving roll is enough. If the roll fails, all characters on the truck must make a Vigor roll or suffer a Fatigue level from Bumps and Bruises. The driver is sleeping in the cab. Once awake, he says someone must have cast a "curse of sleep" on him, but he is just drunk (which can be discovered with a successful Notice roll)

and he was also drugged by Stripes (which requires a successful Knowledge (Science or Medicine) roll while examining his bottle of whiskey).

Vermin in the food. During lunch on the set, worms come out of all the dishes. The cook screams that "black magic" has spoiled his food, but the truth is that the catering staff has stolen the money for the food and bought spoiled canned food. Most of the workers and actors threaten to give up, and a Persuasion roll is needed to convince them to stay.

A romantic getaway. During the night, Bonga hears a love call from the jungle and runs away from her cage. The heroes need to follow her tracks in the Boca Verde and find her. But... will they be cruel (and strong) enough to bring her back to a cage again, now she is with her new mate? The rangers' sedative shots (if they still have some left) automatically put her to sleep.

Vanished cameras. One morning, the director screams that all his best cameras have vanished and he can't shoot anymore. Someone (Stripes) stole them and the heroes need to find them and recover them from a fence in San José. The Heroes might catch up with Stripes along the road to San José (the cameras are hidden inside his car trunk) or on his way back to the set (with \$30,000 in cash in a suitcase), or they will need a successful Streetwise roll to locate them on the black market of the city, and work out some way to buy (or steal!) them back.

Bad dreams. Darla Hendricks is always dazed and dizzy on the set and her acting is even worse than usual. She says she has bad dreams every night because of "the curse", but the truth is, she is taking too many pills (sleeping pills and painkillers). The heroes can find them inside her van and try to replace them with placebos or change her bad mood in other ways, cheering her up or proving that there is no curse after all.

SCENE 3 THE DIRECTOR'S CUT

As one of Miguel Bahia's movies, *Gorillaconda!* should end with a massive explosion. The final scene takes place on an old sternwheel riverboat that has already been filled with explosives.

By now, the heroes have probably figured out that Bahia himself is behind all the problems: it was him who gave the drugs to Darla to keep her calm, he ordered his henchman to steal and sell the cameras to recover \$30,000, he let the catering staff pocket half of the money as he pocketed the other half, and so on... Some of this information may be discovered with Streetwise and Notice rolls, poking and nosing around, if the heroes ask the right worker, or examine Darla's drugs, for example.

In any event, when the heroes confront him (or if they do not know how to proceed in the adventure), Darla starts screaming from the riverboat. Bahia is trying to accomplish his last "curse" for the movie, to ensure that one last tragedy will put his horrible movie under the international spotlight. He has ordered Stripes to cut the ropes mooring the riverboat, tie Darla on board and set the boat on fire, with all the explosives already in place.

The heroes should reach the riverboat and save Darla, while it is heading towards a waterfall, everything is on fire and the explosives might detonate at any moment.

1. **Reaching the drifting riverboat:** One Swimming roll per hero, or one Boating roll (+2) for the whole group if the heroes use one of the smaller boats available.
2. **Getting on board:** Each hero must succeed at a Climbing roll (+2). Note that a smart and daring character might try something braver, like swinging from a liana to reach the boat and get aboard right away (with an Agility roll at -2). As usual, reward smart and daring moves with a Benny!
3. **Freeing Darla:** One Agility or Strength roll to quickly untie or cut the ropes.



4. **Jumping off the boat:** Jumping into the river requires no roll, but taking Darla with you requires a Strength roll or a Persuasion roll, as she is paralysed by fear and shock.

Complications: Fire! The boat is on fire so characters who roll snake eyes while on the boat catch fire and suffer d10 damage! See Savage Worlds Deluxe rules for fire damage.

The fire is spreading! Smoke and fire are engulfing the boat. Roll a d6 each round: on 4 or more, the fire on the boat spreads: to represent this, the fire gains one token, or two if you roll a 6 (it starts with one token). For each token, all Agility, Strength and associated skill rolls suffer a -1 modifier, due to the smoke and flames, to a maximum of 5 tokens total.

Complications: Explosives! There are three crates of low quality explosives, each in a different place. The heroes find each of them with a successful Notice roll. The easiest way to prevent them from going off is throwing them into the river.

Once there are 5 or more fire tokens, the explosives go off on a roll of 4+ on a d6, rolled every round! They inflict 3d6 damage to all characters aboard the boat.

Complications: Waterfall! The boat is drifting along the river towards the waterfall. Represent this with "advance tokens". The boat starts with one, and gains one with a roll of 4 or more on a d6, or two tokens if you roll a 6. When the ship has 5 or more advance tokens, it goes over the waterfall! All characters aboard suffer 3d4+1 damage (or 2d4 if they succeed in an Agility roll), but the fire is extinguished (and the boat is destroyed).

Optional Complications: At your discretion, in the general chaos, Bahia might order Stripes to shoot the heroes. Bonga might break free and try to save Darla on her own, but once aboard might (on a failed Spirit roll) panic because of the fire, and attack those who want to save the actress, unless soothed with a successful Spirit roll (-4). And of course, if Koenig hasn't been captured, he might show up again, and jump on the boat to attack everyone!

MIGUEL BAHIA

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Intimidation d6, Notice d8, Swimming d4, Taunt d8.

Charisma: -2; **Pace:** 6; **Parry:** 4;

Toughness: 5

Hindrances: Greedy (Major), Mean

Edges: Iron Will, Level Headed, Luck

BONGA

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Climbing d8, Fighting d4, Intimidation d4, Notice d6, Swimming d4, Survival d4, Throwing d4

Pace: 8; **Parry:** 4; **Toughness:** 5

Special Abilities:

Bite/Claw/Fist: Str+d4

KOENIG

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Survival d6, Swimming d4, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

Bite/Claw/Fist: Str+d4

Large: Attackers add +2 to all attack rolls against him.

Size +3: Koenig is huge!

DARLA HENDRICKS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Acting d4, Fighting d4, Persuasion d6, Swimming d4

Charisma: +2; **Pace:** 6; **Parry:** 4;

Toughness: 5

Hindrances: Habit (Major, painkillers and sleeping pills)

Edges: Very Attractive

WILSON STRIPES

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Intimidation d6, Notice d6, Streetwise d6, Swimming d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy (Major)

Gear: Revolver (12/24/48, 2d6+1 damage, RoF 1, Shots 6, AP 1)