

ANOTHER

ADVENTURE

TIMEMASTER

TEMPLES OF BLOOD



by Mark Acres

**Pacesetter**

AGENTS' BRIEFING: THE FALL OF MOCTEZUMA

Commander John Watkins of the Earth Specialty Division seems unusually relaxed as you enter the briefing room. He lounges comfortably in a chair at the front of the room and gestures for you to make yourselves comfortable as well.

"Okay agents. We've got a pretty easy one for you this time, although there is a bit of information about Spanish and Aztec culture you'll need to absorb before you leave. This mission means earning a little glory here at Time Corps HQ: you've got a good shot at bagging some renegades.

"According to the Sentinel, renegades have penetrated Cuba sometime in 1519. As near as we can guess, the band of time-hoppers joined the Spanish conquistador, Hernan Cortes, who is on his way to conquer Tenochtitlan, the capital of the Aztec Empire. You probably know the place better by its later name, Mexico City.

"Now, these renegades are probably after the most valuable thing in Tenochtitlan: the legendary treasure of Moctezuma, the Aztec king. Historically, Cortes and his men looted the treasure but lost much of it when they were forced out of the city. The Aztecs took back what they could find and hid it somewhere. When Cortes came back and destroyed the city, the treasure was gone."

"We're going to send you back to join Cortes on that first visit to Tenochtitlan. Your mission is to find and capture the renegades while preventing any disruption of the timeline. You'll be issued new equipment that will let you send the renegades straight to the prison Parallel as soon as they're captured."

Commander Watkins sits forward in his chair and frowns. "Of course, we can't be absolutely sure there's no other plan afoot, which brings me to the second part of this mission. Once you join Cortes, we want you to stay with him until he escapes from Tenochtitlan during the Aztec revolt. Consider yourselves guardians of this part of the timeline. Don't leave to

come home until after the night of July 1, 1520, the night Cortes escapes from the city. Unfortunately, that escape is a nasty business; you'll probably have to fight your way out.

"The Earth Historical Section has prepared some information for you about what to expect during the time period. Study this information carefully. And, keep a careful lookout. There will be plenty of danger; those Aztecs practiced human sacrifice, you know.

"Now, good luck and get going."

HISTORICAL BACKGROUND

Cortes

Hernan Cortes was originally commissioned by the Spanish governor of Cuba to undertake explorations in search of gold and other treasures in the interior of what is now Mexico. However, even before Cortes left Cuba, his political enemies persuaded the governor to withdraw the commission. Unwilling to give it up, Cortes boldly took his fleet from port before official word of the withdrawal could reach him.

Cortes landed near the future site of Vera Cruz, Mexico, on Good Friday, April 21, 1519. Emissaries of the Aztec king, Moctezuma, contacted him immediately and kept a close eye on what he was up to.

Cortes could not have picked a more convenient landing date. Moctezuma, a priest before he became king, was all too familiar with a prophecy concerning the fair-skinned god, Quetzacoatl. Long ago Quetzacoatl ruled and taught in the area of the Aztec Empire. Eventually, however, this relatively peaceful god, who opposed violence and human sacrifice, was driven from power. Before he sailed east in a boat made of serpents, he claimed that on a day corresponding to our Easter Sunday he would return in the same boat, dressed in black, to end the rule of men and reclaim this throne.

When blond-bearded Cortes arrived on that very day from the east, wearing black and proclaiming a religion (Christianity) opposed to human sacrifice, Moctezuma was shaken to his foundations. Was the ancient prophecy fulfilled? Was he dealing with a man or with a god? For a long time Moctezuma failed to act in opposition to the Spanish, although he denied them permission to come to his capital. And he made what proved to be a fateful gesture. On the chance that this Cortes was indeed Quetzacoatl, he revealed his wealth by sending him gold and other precious gifts.

Cortes was now determined to conquer the Aztec Empire. Moving inland, he overcame several native tribes, some allies and some enemies of the Empire. All of these then became allies of the Spanish, who promised them freedom from Aztec rule.

On November 7, 1519, the Spanish forces, numbering some 450 men, less than 20 cavalry, and less than 40 missile troops, arrived at Iztapalapa, a beautiful city on the shores of the Lake of Mexico and linked to the capital, Tenochtitlan, by a great causeway. On November 8, the Spanish crossed the causeway and entered the city itself, where Moctezuma greeted them and treated them generously.

Once in the city, the Spanish quickly made two discoveries: the first was the hiding place of the treasure of Moctezuma, in the very palace in which they were lodged. The second was that the Aztec nobility opposed their presence in the city. Before the opposition grew, Cortes marched to Moctezuma's palace under the pretense of seeking an audience with him and made the king his prisoner. Moctezuma was lodged in the Spanish quarters, where he was to live out the remaining days of his life.

For several months, Cortes virtually ruled the Empire, although Moctezuma was still allowed a free hand in most matters. Then disaster struck. A Captain Narvaez, under orders from the Governor of Cuba, landed in Mexico to take Cortes pris-

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BY MARK ACRES



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Maps:

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SECCION UNO: INTRODUCTION

"I have therefore according to this account been present in one hundred and nineteen battles and engagements; and it is not extraordinary if I praise myself, as what I say is the mere truth. Nor are these old stories or histories of the Romans, of many ages past; for evident and true are the many and notable services which I have rendered; first to God, then to his Majesty, and all Christendom; and I give thanks and praises to our Lord Jesus Christ, that I escaped from all dangers, to make these things manifest; and I also say, and praise myself thereon, that I have been in as many battles and engagements as, according to history, the Emperor Henry the Fourth."

From *The True History of the Conquest of Mexico*, by Bernal Diaz del Castillo, 1568.

With as trusty and hardened a veteran as Bernal Diaz at his side, how could Hernan Cortes possibly fail in his conquest of Mexico? He could—if there are renegade time warriors in his ranks whose only goal is to steal the fabled treasure of the Aztec king Moctezuma! The Time Corps must be sure Cortes survives and that history remains unchanged!

Temples of Blood is a TIME-MASTER™ adventure for one CM and three to eight player characters. If you are going to participate in the adventure as a player character, stop reading now. The rest of the information in this booklet is intended for the use of the CM only.

HOW TO USE THIS ADVENTURE

This adventure scenario contains the following:

Players' Briefing: This section, printed on the inside front and back covers of this booklet, contains information to be given or read to the player characters immediately before play begins.

The Plot: This section outlines the general course of the adventure for the CM and provides details for the renegade and Demorean plot against the timeline.

Military Summary: This is a summary of game-related information concerning military operations during the time period of the adventure. Included here are some special rules for use with this scenario only.

Major NPCs: This summarizes the most important NPCs the player characters encounter during the adventure along with tips for the CM on how to play the NPCs most effectively.

New Equipment: This contains a description of new equipment issued to the PCs for use during the adventure.

Credits and Bibliography: This section summarizes the sources used to prepare the adventure and suggests further readings for anyone interested in the history of the Aztecs and the Spanish conquest.

Eight-page pull-out section: The center eight pages of this booklet are designed to be pulled out for use during play. On the center four pages are three maps to be used by the players. The remaining pull-out pages contain character cards for eight pre-generated player characters. Of course, your players may use their own characters instead, if they so choose. In that case, the skills and scores of the pregenerated PCs can give you and your players a guide to the skills and ranks of PCs who have the best chance of success.

To remove the pull-out section, open the booklet at the center. Using a dull tool, such as a table knife, pry open the staples. Lift out the desired pages, then carefully close the staples again.

Secciones 2-5: These parts contain the actual encounters played during the adventure.

Sección 6: This part explains how to wrap up the mission, determine if history has been changed by the PCs' actions, and award Success Points.

Preparation

Read this booklet completely and carefully before attempting to run this adventure. Experienced CMs will quickly see that there are a number of large combats, which means the adventure may require several evenings of playing time to complete. Plan your play accordingly. Interesting additional background material can be found in the Bibliography.

Encounters

Each encounter may be divided into several parts: text for players and hints for the PCs, encounter background, NPC statistics and notes for you. In some encounters, one or more of these parts are not needed and do not appear.

Players' Text is enclosed in a box. Read this text aloud to the players when you reach the appropriate point in the encounter.

In some cases, NPCs are referred to simply as "standard," or average. Standard NPCs are included in the Military Table on p. 5.

THE PLOT

If you have not read the Players' Briefing on the inside front and back covers of this booklet, do so now.

Unknown to the PCs or the Time Corps, the Demoreans have developed a plan to guarantee that Cortes is destroyed by the Aztecs. The Demoreans assume that the destruction of Cortes will lead to a powerful, unified Indian civilization on the North American continent. A more "perfect," easily-controlled civilization.

The Demorean leader is Aral Kran, a particularly cunning and powerful representative of his race. Kran and another Demorean, Dal Thon, have already entered Parallel T-0 and ambushed two renegades from the Time Wars. They have taken the form of these renegades and their time travel machine. Kran and Thon

then joined up with two other renegades, Teukros and Gaius Flaccus, who do not suspect that their fellows are really Demoreans. Together the renegades plan to steal the fabled treasure of Moctezuma, hoping to become kings in some other time period.

Posing as Spanish soldiers, they have signed on with Cortes' small army and are on their way to Mexico.

Teukros and Flaccus plan, once the treasure is found, to use special high-tech devices to recall their time travel machines from Cuba. Their machines are equipped with extra energy pods that enable them to make multiple hops through time; they plan to make one such hop *inside* the guarded room where the treasure is located. Using additional equipment carried on their machines, they then plan to build a time travel field around the inside of the entire room, and, unless the PCs stop them, all will be taken to another time. Of course, they expect their two new renegade friends to be involved in the enterprise.

The Demoreans, on the other hand, do not plan to participate in the actual theft because they don't wish to be discovered. However, Kran believes that the theft will have two immediate effects: it will cause great dissension, possibly a mutiny, among the Spanish troops, and it will so enrage the Aztecs that they will immediately attack and destroy the Spanish. If this happens, history will be changed and the Demoreans will be pleased. Even if the theft is stopped, it will serve another useful Demorean purpose: it will help reveal the presence of Time Corps agents who may be patrolling this segment of the timeline.

The Demoreans have prearranged with the notorious renegade Le Voleur for the delivery of holographic projecting equipment in case the theft fails. Using this equipment and additional Demoreans posing as soldiers of Narvaez, Kran hopes to kill Cortes during the fight with Narvaez in May of 1520. The Aztecs can

themselves easily overcome Narvaez. If he cannot kill Cortes, Kran plans to dominate several of the soldiers of Narvaez who will join Cortes' army. He has also arranged for another Demorean to join him and assume the form of Father Bartholome, the priest with Cortes' army. With these allies and weapons bought from other renegades, Kran hopes to help Moctezuma destroy the Spanish.

Should all his plans fail, Kran will attempt to destroy Cortes and his army the night they escape from Tenochtitlan. Using his own time travel machine, Kran will travel to an Alien Parallel, where he has waiting a specially trained beast which closely resembles the Aztec war god Huitzilopochtli. Kran will bring this creature into T-0, causing it to materialize in front of the escaping Spaniards. He believes that this will so inspire the Aztecs and so terrify the Spaniards, that no Spanish will get out of Tenochtitlan alive.

Because of the subtlety of the Demorean scheme, there are few clues for the PCs in the course of the adventure. If they do not notice what clues are available and act intelligently on them, they will almost certainly fail in their mission. If your players are inexperienced or used to a type of adventure requiring less thought, you may want to go out of your way to make sure they notice the clues which are provided.

MILITARY SUMMARY

Throughout the adventure, there are references to standard NPC troops. These types are summarized in The Military Table on p. 5.

The "Special Infantry Tactics" rule on page 20 of the *Guide to the Continuum* applies to the Spanish forces in this scenario.

In addition, in individual combat, an Aztec warrior may make capturing an enemy a called shot when attacking with his javelin. If a "C" result is obtained, the character hit by the javelin must make a general

Willpower check. Those who pass the check receive normal "C" result damage; those who fail the check are captured.

Aztec prisoners are taken to the home of their captor. Once the adventure proceeds to Sección Cuatro, captives are sacrificed atop the Great Temple.

MAJOR NPCS

Below is a summary of statistics for major NPCs and a brief description of their personalities.

HERNAN CORTES

Significance Rating: 200

STR	68	DEX	62	AGL	72
WPR	76	PER	68	PCN	74
STA	76	UMS	70	WNDS	15

SKILLS: Dagger/knife (SP) 85; horseman's lance (EX) 100; polearm (EX) 100; swords (EX) 100; Florentine style (SP) 83; master equestrian 123; mounted melee; crossbow (SP) 77; long-barreled gun (SP) 77; cannon (EX) 98; gambling (EX) 92; master of investigation 128; master of military leadership 126; outdoor survival (EX) 97.

Cortes ranks as one of the greatest military commanders of all time. His conquest of Mexico, against overwhelming odds, was due in part to luck, but also to an iron will, singleness of purpose, an ability to anticipate and prevent or blunt attacks by an opponent, and an engaging personality that enabled him to win over to his side most people with whom he dealt.

MOCTEZUMA

King of the Aztecs

Significance Rating: 200

STR	62	DEX	68	AGL	76
WPR	70	PER	66	PCN	74
STA	74	UMS	69	WNDS	15

SKILLS: Dagger/knife (EX) 99;

swords 99; sling (EX) 98; shortbow (EX) 98; thrown weapon, javelin (EX) 95; distance running; master of investigation 125; master of military leadership 121.

Moctezuma is frequently seen as a tragic figure. He was a thoroughbred aristocrat, an able and (in terms of his own beliefs) just ruler, and a man with enormous pride in his people, their culture, and their accomplishments. He was also devoted to the religious beliefs and practices of his people.

Play Moctezuma as a ruler of great dignity. He is a man bound by his word, and he grieves as he watches the destruction of his kingdom with the fatalistic conviction that its destruction must be the will of the gods.

TEUKROS

Renegade Time Warrior

Significance Rating: 10

STR	52	DEX	68	AGL	56
WPR	62	PER	74	PCN	68
STA	50	UMS	54	WNDS	13

SKILLS: Wrestling (EX) 84; dagger/knife (EX) 84; horseman's lance (SP) 69; polearm (SP) 69; swords (SP) 69; equestrian (SP) 81; mounted melee; shortbow (SP) 83; automatic rifle (EX) 98; pistol (EX) 98 master of forgery 123; master of gambling 114; master of theft, 121.

E/W/A: As per standard elite Spanish pikeman, plus a 20-shot automatic rifle, a Colt .45 automatic pistol, three extra clips for each, several sets of dice, ink, quills, paper, a copy of William H. Prescott's *The Conquest of Mexico*, and a high tech electronic device for recalling his renegade time travel machine hidden among personal belongings in his quarters.

PARANORMAL TALENT:

Telepathic sending 51

Teukros is a renegade time warrior. Originally a citizen of ancient Athens

during the time just before Pericles. Teukros was recruited for the Time Wars and served mainly as a thief and spy.

Teukros is now the leader of the renegades. He is a wily, cunning, greedy man, always looking to make a profit, and always on the alert for any signs of the Time Corps when dealing with strangers. Teukros assumes the guise of a rather shy, retiring, gentle sort, the kind of person who makes no strong impression and is easily forgotten.

GAIUS FLACCUS

Renegade Time Warrior

Significance Rating: 10

STR	78	DEX	62	AGL	72
WPR	52	PER	44	PCN	40
STA	78	UMS	75	WNDS	15

SKILLS: Master of wrestling 130; dagger/knife (EX) 105; horsemen's lance (EX) 105; polearm (EX) 105; master of short-handled weapons 130; master of swords 130; Master of Florentine style 130; master of nets 126; equestrian (EX) 90; mounted melee; sling (SP) 77; crossbow (EX) 77; shortbow (EX) 92; automatic rifle (EX) 92; long-barreled gun (EX) 92; pistol (SP) 77; thrown weapon, dagger/knife (SP) 85; thrown weapon, javelin (EX) 100; thrown weapon, spear (EX) 100; gambling, (SP) 60; theft (SP) 67.

E/W/A: As per standard elite Spanish pikeman, plus a 20-shot automatic rifle, a collection of 20th century "girlie" magazines, and a high tech electronic device for recalling his renegade time travel machine hidden in his personal effects in his quarters.

Gaius Flaccus was a popular, successful gladiator in the ancient Roman arena until he was recruited for the Time Wars, a conflict he dearly enjoyed. Flaccus realizes he is not smart enough to make it on his own and has attached himself to Teukros, hoping to avoid capture by the Time

Corps while continuing to do what he likes best: fighting and killing.

Play Flaccus as a large, slow-witted killing machine who can seldom see anything beyond his own pleasure or financial gain. But Flaccus' stupidity does not rule out animal cunning. He is a deadly foe in combat and hard to outwit tactically.

ARAL KRAN

Demorean Team Leader

Alias Diego Garcia

Significance Rating: 0

STR	46	DEX	48	AGL	50
WPR	78	PER	40	PCN	52
STA	42	UMS	48	WNDS	12

SKILLS: Dagger/knife (SP) 63; polearm (SP) 63; swords (SP) 63; equestrian (SP) 61; mounted melee; long-barreled gun (SP) 63; master of automatic rifle 103; laser rifle (EX) 78; master of computers 106; forgery (EX) 80; master of historical specialty (Spain and Mexico, 1450-1550 A.D.) 120; investigation (EX) 87; stealth (EX) 79; master of theft 115.

E/W/A: As per standard elite Spanish pikeman, plus 20-shot automatic rifle with 2 extra loaded clips and 200 additional rounds, one laser rifle, and a high tech electronic device for recalling his renegade time travel machine hidden among personal gear in his quarters.

PARANORMAL TALENTS:

Shock, 59; Demoralize, 65; Domination, 57; Shield, 64; Paranormal Memory, 65.

Aral Kran is one of the most cunning, intelligent, and powerful Demoreans yet encountered by the Time Corps, and he has come on this mission extremely well prepared, having had several years of training in the appropriate skills. Kran is the leader of the Demorean team in this adventure.

Kran will stop at nothing to guarantee the destruction of Cortes by the

Aztecs during the *noche triste*. In his assumed form of Spanish soldier Diego Garcia, he appears perfectly humble, efficient, and loyal to Cortes. But you should always have him react in the most intelligent manner possible to whatever situation arises during play.

NEW EQUIPMENT

Each PC's chronoscooter is equipped with an additional device: a renegade prisoner pod. Each pod holds one person. When the person is secured inside the pod, the owner of the pod can activate it, using his com-

municator. The activated pod immediately vanishes, traveling to the Prison Parallel reserved by the Time Corps for renegades and Time Corps agents who have been banished. The pod cannot be recalled and cannot be used to send anyone except a renegade to the Prison Parallel.

MILITARY TABLE

Standard Troops	Basic Abilities	Skills	Weapons	Armor	Counters
<i>Elite Spanish Pikemen</i>	50	<i>Sword (EX) 80; polearms, (EX) 80</i>	<i>Pike, sword, dagger</i>	<i>Small shield (not used with pike); helmet AR 80; breastplate (plate armor) AR 60*</i>	<i>Elite infantry; ignore missile values</i>
<i>Regular Spanish Pikemen</i>	50	<i>(SP) 65</i>	<i>Pike, sword, dagger</i>	<i>Small shield (not used with pike); helmet AR 80; breastplate (plate armor) AR 60*</i>	<i>Regular infantry</i>
<i>Regular Spanish Arquebusiers</i>	50	<i>Sword (SP) 65; long-barreled gun, (SP) 65</i>	<i>Arquebus, sword, dagger</i>	<i>Helmet AR 30; breastplate (plate armor) AR 60*</i>	<i>Regular infantry</i>
<i>Militia Spanish Arquebusiers</i>	50	<i>None</i>	<i>Arquebus, sword, dagger</i>	<i>Helmet AR 30; breastplate (plate armor) AR 60*</i>	<i>Regular infantry</i>
<i>Spanish (shock) Cavalry (with unarmored medium horses)</i>	50	<i>Equestrian, (EX) 80; mounted melee; horseman's lance, (EX) 80; sword (EX) 80</i>	<i>Horseman's lance, sword, dagger</i>	<i>Helmet AR 30; breastplate (plate armor) AR 60*</i>	<i>Elite (heavy) cavalry - ignore missile value</i>
<i>Aztec Warriors</i>	50	<i>Sword (EX), 65; shortbow (EX) 65; javelin (EX) 65; sling (EX) 65</i>	<i>Sword (macahuitl)**, shortbow and 20 arrows, sling for small rocks, javelin with barbed point and cord</i>	<i>Helmet AR 15; cotton cloth breastplate AR 45, type B*</i>	<i>Regular infantry; use missile value once for javelin, otherwise for bow or sling</i>
<i>Aztec Militia</i>	50	<i>None</i>	<i>Sword, shortbow, javelin, sling</i>	<i>None</i>	<i>Militia infantry; use missile value once for javelin, otherwise for bow and sling</i>

* Protects upper torso, abdomen, and lower back.

** A "macahuitl" is made by placing obsidian plates on the sides of a three-foot shaft. The sword is carried strapped to the right arm.

SECCION DOS: MOCTEZEMA'S TREASURE

"...Our number did not amount to four hundred and fifty, we had perfectly in our recollections the accounts we had received on our march, that we were to be put to death on our arrival in the city, which we now saw before us, approachable only by causeways, whereon were several bridges, the breaking of one of which effectually cut off our retreat. And now let who can, tell me, where are men in this world to be found except ourselves, who would have hazarded such an attempt?"

—Diaz

1. ARRIVAL

You feel the familiar lurch in your stomach which signals that you have once again passed through time, and the sights around you change remarkably. You find yourselves seated on your chronoscooters just outside some of the most beautiful gardens you have ever beheld. Aromatic plants, fruit trees, roses, and other flowers are set off by carvings and works of art, and the air is filled with the songs of exotic birds. Clearly the fabled gardens of Itztapalapa! A few shrubs hide you from Spanish soldiers, whom you can hear walking and talking in the gardens only 20 yards away.

About three dozen standard Spanish pikemen are walking in the gardens, marvelling at the sights.

After setting their chronoscooters to "Vanish," the PCs may approach any group of 1d10 such soldiers. Upon telling the soldiers their cover story, they are given directions to Cortes' quarters. The soliders are friendly, helpful, and generally amazed that "pagans and barbarians" could have constructed gardens and a city so clean and beautiful. The soldiers are curious as to any rumors that PCs may have heard from the Indian tribes they encountered during their alleged wanderings. The rumor in the Spanish camp is that Moctezuma will allow the Spanish to enter Tenochtitlan

freely then entrap and kill them.

Encounter Background

Significance Rating: 0

Penalize the PCs only if they become involved in a fatal fight with one or more Spanish soliders.

NPC Statistics

For 1d10 standard elite Spanish pikemen see Military Table, p. 5.

2. MEETING CORTES

You are taken to a magnificent, spacious palace, all only one story tall, built of stone and costly cedar timbers. Insider is a maze of large apartments and courtyards. At the door of an innermost chamber, your guides knock loudly and wait.

"Enter!" booms a loud, deep voice from inside. You are instructed to wait as they enter. In only a few moments, they reappear and usher you into the chamber.

"Well met, strangers! Welcome to the company of brother Christians and Spaniards in this great and strange land." The speaker is a short (about 5'6") Spaniard, deeply tanned, with sparkling eyes, short, curly black hair, and a pointed black goatee. "Allow me to introduce myself," he continues. "I am Hernan Cortes, Captain-General of this expedition. My companion is Captain Gonzalo de Sandoval, a most excellent gentleman of great skill and courage."

It is important that you play Cortes to the hilt during this encounter. He is a cunning, wily, dedicated man, and a shrewd judge of character. He is equally capable of beguiling or commanding obedience, and this should be obvious to the PCs from the way Cortes acts in this interview.

Cortes is in a jovial mood, as is Sandoval. They immediately invite the PCs to sit on the several low

chairs in the room. Cortes then asks the PCs to tell how they came to be in Itztapalapa. Cortes listens to the story with great interest and then bombards the PCs with questions. Did they encounter the Tlascalcan Indians? Did they come through Cholula? What reports of his expedition have they heard from the Indians? From what part of Spain do the PCs come? What military experience do they have? What are their current plans?

Only after receiving satisfactory answers to these questions will Cortes ask the one question the PCs want to hear: will they join his expedition, for the glory of God and Spain? If you think the PCs have played their roles well in this encounter, Cortes agrees to name the leader of the PCs as one of his captains and gives him a command of 50 standard Spanish pikemen. Cortes provides spacious accommodations for them and introduces the new captain to his army (see Encounter 3). The apartments in the palace are served by both male and female Indian slaves, who will graciously see to every reasonable request of the PCs.

If you think the PCs have completely lost Cortes' confidence, Cortes provides an escort of five standard regular Spanish pikemen to accompany them back to Villa Rica, where they may wait for a ship to take them to Cuba or Spain. Unless the PCs can quickly regain the general's good will, their mission ends in failure.

Encounter Background

Significance Rating: 0

Penalize the PCs only if they kill Cortes or Sandoval.

NPC Statistics

HERNAN CORTES

Significance Rating: 300

STR	68	DEX	62	AGL	72
WPR	76	PER	68	PCN	74
STA	76	UMS	70	WNDS	15

Current STA:

Wounds: 0000000000000000

GONZALO DE SANDOVAL*Significance Rating: 50*

STR 70 DEX 60 AGL 76
WPR 58 PER 56 PCN 60
STA 78 UMS 73 WNDS 15

Current STA:

Wounds: 0000000000000000

SKILLS: Dagger/knife, (SP) 88; horseman's lance (EX) 103; polearm (EX) 103; swords (EX) 103; equestrian (EX) 94; mounted melee; crossbow (SP) 75; long-barreled gun (SP) 75; cannon, (SP) 75; investigation (SP) 73; military leadership (EX) 92

E/W/A: Pike, sword, dagger, arquebus, antique pistol, small shield, helmet (AR 30), breastplate (AR 60) which protects the upper torso, abdomen, and lower back.

3. THE PCS' COMMAND

"Captain, here is your new command!" Cortes says proudly, showing you fifty grizzled-looking veterans of his campaign, drawn up in perfect pike block formation in a courtyard. "Soldiers, meet your new commander."

Use this encounter only if the PCs' leader is given a command by Cortes. Cortes issues orders through Sandoval for an assembly immediately after Encounter 2.

The command is quartered in the same building with Cortes and the rest of the Spanish army.

Give no hint at this time that there is anything unusual about any of the members of the command. Soldiers questioned by the PC leader indicate that the army has good morale, is loyal to Cortes, and is eager to enter Tenochtitlan, although somewhat worried about the rumors of Aztec treachery.

Encounter Background

Among the soldiers are the two renegades the Time Corps is seeking, two Demoreans, and Bernal Diaz del Castillo, a man who will write the history of the conquest in his old age.

If PCs act in any way that might seem suspicious to their new men, the renegades and Demoreans suspect a possible Time Corps presence and investigate with any means at their disposal. Teukros will have Gaius Flaccus try to murder any Time Corps agents. Aral Kran, in his guise as a renegade, will inform Teukros of any suspected Time Corps penetration. Should Teukros and Flaccus fail to deal with the threat successfully and quickly, Kran attempts to implicate the PCs in the upcoming theft of Moctezuma's treasure, which will almost certainly lead to their being turned over by Cortes to Moctezuma and his priests. Improvise these scenarios as needed.

NPC Statistics

See *NPC Statistics*, p. 3, for complete descriptions of Teukros, Gaius Flaccus, and Aral Kran.

TEUKROS**Renegade Time Warrior**

Alias Alfonso Rodriguez
Significance Rating: 10

STR 52 DEX 68 AGL 56
WPR 62 PER 74 PCN 68
STA 50 UMS 54 WNDS 13

Current STA:

Wounds: 0000000000000000

GAIUS FLACCUS**Renegade Time Warrior**

Alias Paolo Sanchez
Significance Rating: 10

STR 78 DEX 62 AGL 72
WPR 52 PER 44 PCN 40
STA 78 UMS 75 WNDS 15

Current STA:

Wounds: 0000000000000000

ARAL KRAN**Demorean Team Leader**

Alias Diego Garcia
Significance Rating: 0

STR 46 DEX 48 AGL 50
WPR 78 PER 40 PCN 52
STA 42 UMS 48 WNDS 12

Current STA:

Wounds: 0000000000000000

DAL THON

Alias Juan de Cordova
Significance Rating: 0

STR 40 DEX 40 AGL 40
WPR 70 PER 40 PCN 40
STA 40 UMS 40 WNDS 12

Current STA:

Wounds: 0000000000000000

SKILLS: Polearm (SP) 55; swords (SP) 55; automatic rifle (EX) 70

PARANORMAL TALENTS: Demoralize, 55; Shield, 40; Dimensional Travel; Shape Shift; Telepathy

E/W/A: As per standard Spanish pikeman, plus 20-shot automatic rifle, one extra loaded clip, 200 additional rounds of ammo, and a high tech electronic device for recalling his renegade time travel machine among personal effects in his quarters.

BERNAL DIAZ del CASTILLO*Significance Rating: 75*

STR 62 DEX 64 AGL 68
WPR 58 PER 70 PCN 58
STA 70 UMS 65 WNDS 15

Current STA:

Wounds: 0000000000000000

SKILLS: Wrestling (SP) 80; dagger/knife (EX) 95; polearm (EX) 95; swords (EX) 95; crossbow (EX) 94; long-barreled gun (EX) 94; cannon

(SP) 76; investigation (SP) 77

E/W/A: As per standard elite Spanish pikeman.

45 STANDARD ELITE SPANISH PIKEMEN

4. ENTRY INTO TENOCHTITLAN

The next morning, the entire Spanish force sets out across the great causeway linking Iztapalapa with Tenochtitlan, which is built over the lake. At the great gate of the city, about midway along the causeway, your procession halts to behold the spectacle of the great king Moctezuma, borne on a litter, who is coming to greet the Spanish.

By mid-afternoon, you have been given quarters in the Palace of Axayacatl, a former Aztec king. This is near Moctezuma's own palace in the center of the city. You are at first under strict orders from Cortes not to leave your quarters—under penalty of death! But after his negotiations with the king, you are able to walk around outside a bit and look over this amazing city.

Show the PCs the map of central Tenochtitlan and give them the descriptions of the buildings in the following key to that map:

A. PALACE OF AXAYACATL

This spacious palace has countless apartments and numerous courtyards. Indian slaves can always be found in the corridors and courtyards in groups of 1d10, waiting to serve.

B. THE ROYAL AVIARY

This large, low structure contains gardens and fountains and a collection of thousands of exotic birds. The aviary is intended for the enjoyment of the Aztec nobility and their families.

C. THE PALACE OF MOCTEZUMA

From this immense, gleaming palace the Aztec Empire is ruled. It is so large that a person could wander for more than a full day without seeing it all. Chief among its attractions are the king's dining chamber where Moctezuma is fed his choice of hundreds of dishes prepared for him daily and served on gold and silver plate. Attending him at meals are nobles and guests numbering in the tens or hundreds. The king himself, however, is always shielded from view while he eats. In his presence, even the highest nobles and priests must gaze at the ground, since seeing the king's face is forbidden.

The palace alone contains enough soldiers and guards to outnumber the entire Spanish force by three or four to one.

D. THE SNAKE WALL

This eight-foot high stone wall, fashioned in the shape of giant, intertwined serpents, surrounds the religious and economic heart of the city. Three guarded gates are cut in the wall; each connects the central square with one of the three main causeways which link Tenochtitlan to the mainland. There are always 10 standard Aztec warriors at each gate. The gates can be shut in two rounds.

E. THE GREAT TEMPLE

This structure stands slightly over 100 feet high. It is a huge pyramid, having 114 steps leading to the twin altars and sanctuaries at the top. On the platform are two huge painted idols: one of Tlaloc, the rain god, and one of Huitzilopochtli, the war god. Before each idol stands a convex, blood-stained altar stone. The sanctuaries reek with the smell of human blood, a grim reminder of the practice of human sacrifice.

F. THE RACK OF SKULLS

This huge rack contains thousands of human skulls, all from victims of the sacrifices with which the holy places were dedicated.

G. OTHER TEMPLES AND HOLY SITES

Each of these structures is either dedicated to a particular deity or serves a ceremonial function.

H. THE BALL COURT

The large court is used for the play of an Aztec game not unlike racketball, in which opponents bounce a hard ball off a wall.

I. THE MARKETPLACE

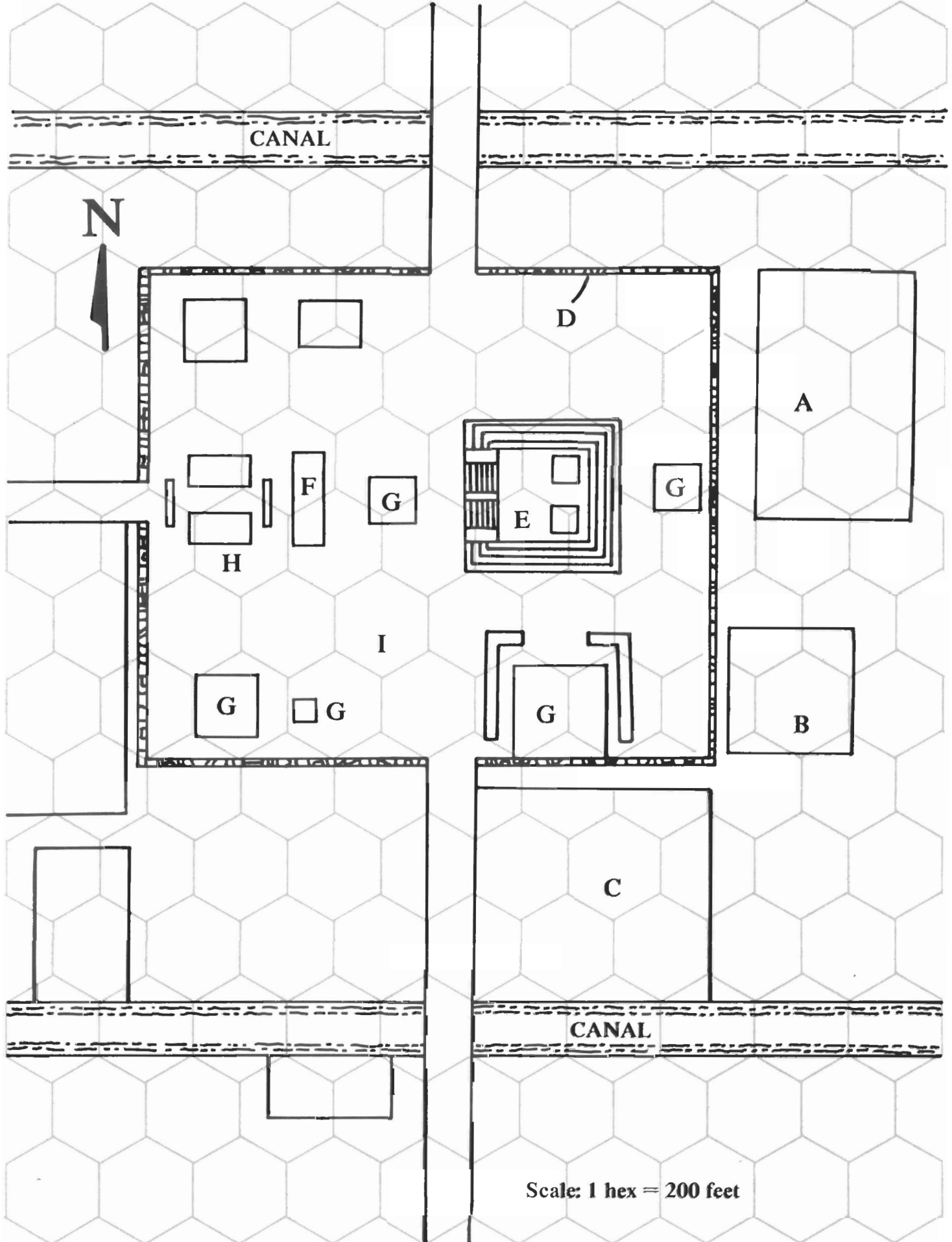
Interspersed among the holy places are hundreds of booths and markets where one can buy the products of the Empire: grain, meats, jewelry, spices, incense, beautiful clothing, cosmetics, fine furniture, and countless other goods. At any given time during the day, the square is filled with 200 to 5000 people conducting business.

5. A TEST OF THE GODS

Use this encounter if Cortes has entrusted one of the PCs with a command.

On the fourth day of your stay in the capital, Cortes summons you. "There is a small diplomatic mission I wish you to undertake," he says. "An Aztec noble, one Ayacatli, has been given permission by Moctezuma to entertain some of us Spanish. I am too busy to go myself; I am sending you in my place. Say nothing to give offense, but press for the acceptance of your holy faith by these pagans, and keep an ear out for any hint of a plot against us. I am sending with you Dona Marina to serve as an interpreter."

When Cortes commands, there is



Tenochtitlan

no choice but to obey, and so you find yourself in the banquet hall of an Aztec *cacique* or noble, exchanging pleasantries about the relative excellence of the Spanish monarch and Moctezuma.

The guests at the feast include the PCs and Dona Marina. The dinner is served on plate of silver by Indian slaves, while Ayacatli, obviously pleased, drones on about glories of the Aztec Empire.

At some point during the banquet, read the following to the players.

Ayacatli claps his hands and more slaves appear, bearing some obviously special dishes. At a signal from their lord, they place these before you. On each dish is a small piece of meat. Next to the dishes is a gold cup, filled with blood.

"You are our guests of honor. As such, it is your privilege to be the first to partake of the holy food: here are meat from the legs and blood from the veins of captives sacrificed this morning. We honor you. Eat and drink."

If the PCs eat and drink what is given them, Ayacatli is in a good humor for the rest of the meal and gives the PCs gifts of silver plate and one female slave each. If they do not partake, he sits quietly through the rest of the banquet. When all have eaten, he indicates that it is time for the PCs to leave. He is gracious but reserved.

Ayacatli is testing the Spanish visitors to see if they are, indeed, the prophesied rulers sent by Quetzacoatl to end the Aztec Empire. He reasons that if the Spanish are representatives of Quetzacoatl, they will *not* eat of the sacrificed meat and blood, for Quetzacoatl was the one god who opposed such practices. If the Spanish are merely men, he reasons, they will be eager for this honor, as would any Aztec.

Encounter Background

Significance Rating: 0

Penalize the PCs only if they kill one of the guests at the banquet. This encounter should have no bearing on the outcome of the adventure but helps give the players an idea of the culture they are dealing with.

NPC Statistics

DONA MARINA

Interpreter for Cortes

Significance Rating: 100

STR	50	DEX	60	AGL	60
WPR	68	PER	66	PCN	70
STA	54	UMS	55	WNDS	13

Current STA:

Wounds: 00000000000000

SKILLS: Dagger/knife, (EX) 85; disguise (SP) 78; historical specialty (Mexico and neighboring areas, 1400-1519 A.D.) (EX) 99; investigation, (EX) 98; stealth (EX) 90.

E/W/A: Dona Marina wears expensive Aztec garb, a gift from Moctezuma. Hidden in the folds of her clothing is a Spanish dagger.

AYACATLI

Treat Ayacatli in all respects as a standard regular Aztec warrior. His weapons are displayed near him at the head of the table.

40 AZTEC GUESTS, 20 SLAVES

Treat all as standard NPCs (Basic ability scores of 50).

6. THE GOLD OF MOCTEZUMA

You are resting easily in your quarters one afternoon, when a Spanish soldier bursts in with joy and excitement on his face.

"Come quickly!" he shouts. "See what has been found! By all the saints, we'll be rich as kings." Then he runs down the hallway.

Quite by accident, some of the Spanish have stumbled across a secret room in the palace that contains nothing less than Moctezuma's treasure. When the PCs arrive at the site, read the following description:

Soldiers are milling about, staring at one another in disbelief and swearing softly. They are speculating how Cortes will manage to get something out of Tenochtitlan. And when you look into the open room you see the treasure of Moctezuma, lying in huge heaps! More gold in the form of plate and jewelry than you have ever seen in one place.

The total value of the treasure in 1985 dollars, counting only the gold and silver, is estimated at about \$48 million. On the open market in 1985 it would bring two or three times that amount, owing to its age and historical and artistic value.

Cortes arrives shortly and orders his soldiers not to reveal to the Aztecs that they've found the treasure. He orders a 24-hour guard of four men placed outside the door. None of the guards are chosen from among the PC's.

At this time, you may show players the treasure room map. If they formulate their own plan for guarding the treasure, let them do so.

Encounter Background

Significance Rating: 50

Penalize the PCs 50 points if they prevent Cortes from learning about the treasure.

NPC Statistics

All NPCs in this encounter are standard regular Spanish pikemen, except Cortes.

7. THE RENEGADES REVEALED

Your long vigil has at length paid off. As you watch the four sentries who are posted at the treasure room, you see that they, too, have heard a strange "Pop" that seemed to come from inside. They stir uneasily, and one puts his ear to the door to listen.

Use this encounter only if the PCs are keeping some kind of secret watch over the treasure room.

The popping sound is that of the two renegade time travel machines in which Teukros and Gaius Flaccus have just materialized inside the treasure room. It will take them one hour to construct their time travel field. They have already set up an electronic sound-dampening field in the room and assume the guards outside will not dare open the doors, in any case. Thus, they hope the entire theft goes unnoticed until too late.

The five sentries eventually decide that they heard nothing, since listening at the door reveals no further sounds. These guards oppose any attempt by the PCs to enter the room; if the PCs argue that the treasure is being stolen, the guards insist on reporting to Cortes at once.

Once their theft attempt is discovered, Teukros and Gaius Flaccus use all the weapons at their disposal to defend themselves while getting away with as much treasure as they can grab. Even if the time travel field is not finished, they can still stash up to \$5 million dollars worth on each of their renegade time machines. Assume they can stash \$50,000 worth per each round they are not fighting.

As soon as the PCs intervene in the theft, Teukros uses Telepathic Sending to successfully alert Diego Garcia that something is amiss and that the Time Corps is here.

The PCs should figure out a way to deal with the guards and avoid informing Cortes of the theft. If Cortes does find out, he runs a thorough investigation and Aral Kran (as Diego

Garcia) uses his powers in any way possible to implicate the PCs in the theft. You will have to improvise these encounters, depending upon the actions of the PCs. Should Cortes be convinced they were involved, he turns them over to Moctezuma as thieves. Moctezuma, in turn, will designate them for sacrifice.

Hints for the PCs

Any PC who passes a secret general Perception check during combat with the renegades hears Gaius Flaccus mutter, "The others must have betrayed us. I'll deal with them harshly enough, by Jupiter, if I have to chase them through a thousand centuries!"

Encounter Background

Significance Rating: 0

This encounter has no significance, because it did not happen historically. However, penalize the PCs 100 points if any Spaniard sees the renegade time travel devices or the sound dampening field and is not Memory Restored. Further, penalize them the following amounts for each item they do not confiscate:

Each time travel machine: 900

Each automatic weapon: 100

If all shell casings from automatic weapons are not picked up: 50

Electronic recall devices: 50

Teukros' copy of Prescott's *The Conquest of Mexico*. If this is not taken by the PCs: automatic mission failure.

In addition, if the treasure is actually stolen, the PCs fail in their mission. See the "Failure" result in *Seccion Seis: Mission Wrap-Up*.

NPC Statistics

See NPC statistics, p. 4, for complete descriptions of Teukros and Gaius Flaccus.

FIVE SENTRIES

The sentries are standard elite Spanish pikemen.

Current STA:

Wounds

#1 0000000000 000

#2 0000000000 000

#3 0000000000 000

#4 0000000000 000

#5 0000000000 000

TEUKROS

Renegade Time Warrior

Alias Alfonso Rodriguez

Significance Rating: 10

STR 52 DEX 68 AGL 56

WPR 62 PER 74 PCN 68

STA 50 UMS 54 WNDS 13

Current STA:

Wounds: 00000000000000

GAIUS FLACCUS

Renegade Time Warrior

Alias Paolo Sanchez

Significance Rating: 10

STR 78 DEX 62 AGL 72

WPR 52 PER 44 PCN 40

STA 78 UMS 75 WNDS 15

Current STA:

Wounds: 0000000000000000

SECCION TRES: THE CONQUERER CHALLENGED

"The news of the arrival of the fleet was soon communicated to Montezuma, who kept his knowledge of it from Cortes, and at the same time ordered liberal gifts to be presented to Narvaez, whereby a private correspondence was opened between them, to the disadvantage of the former, whereby Narvaez told the king everything that was bad, saying we were all outcasts and robbers, and that the Emperor hearing of our bad conduct, and of our having detained the great Montezuma in custody, had sent that force to liberate him, and punish us, by putting us all to death. This intelligence gave the king great satisfaction, for from the account of their force which was accurately represented to him in painting, he thought us lost. . . ."

"... Cortes cheerfully replied, that he had not before spoken to him on the subject of his departure, because he was convinced it would give his majesty concern; that it was true we were all vassals of the same monarch, but utterly false that we were traitors and fugitives, for on the contrary, we had come fully authorized. That as for their destroying us by their superior numbers, it did not depend upon them, but upon our Lord Jesus Christ, and his blessed mother, who would support us; and he also added, that as our monarch ruled many different countries, the inhabitants of some were more brave than those of others, and that we were all natives of Old Castille, and called true Castillians, whereas our opponents were commanded by a Biscayan; and that his majesty should soon see the difference between us. . . ."

— Diaz

In this part of the adventure, the PCs go with Cortes to face the Spanish forces of Panfilo de Narvaez, a Spanish commander allied with Cortes' political enemies. In this part of the adventure, the PCs must discover and overcome the Demorean plot to help Narvaez defeat Cortes.

PLAYERS' PLOT SUMMARY

During the months after the discovery of the treasure, much has happened in Tenochtitlan. Cortes, in a bold stroke, has taken Moctezuma captive and is holding him in the Palace of Axayacatl. In the presence of his major vassals, Moctezuma has submitted to the Spanish crown. But the nobles are restless, and there have been constant rumors in the city of rebellion against the Spaniards. Moctezuma has offered his treasure to Cortes as a present for the Spanish monarch. The treasure has been divided up, so that each Spanish soldier has at least a small share of it. In fact, each of you has about \$8,000 worth in your possession.

Cortes, eager to fulfill his religious obligation as well as his political one, forced the religious issue by insisting on the establishment of a cross and a place of Christian worship atop the Great Temple of Tlaloc and Huitzilopochtli. This so enraged the Aztec population that Moctezuma warned Cortes to leave the city, for he, the king, could no longer guarantee the safety of the Spaniards.

In the meantime, both Cortes and Moctezuma received word separately of the landing of Narvaez. Moctezuma greeted this news joyfully, hoping for rescue and the reestablishment of his throne. He is in secret correspondence with Narvaez. Cortes also reacted strongly to the news and decided, despite the growing tensions in Tenochtitlan, that he must risk using a part of his force to defeat Narvaez. Putting Captain Alvarado in charge of a garrison in Tenochtitlan with orders to do nothing to worsen the situation there, Cortes has prepared to leave the city and intercept Narvaez.

1. AN INTERESTING DISCOVERY

Having watched as Cortes and Moctezuma said their farewells on

the great causeway leading south, your group of soldiers is on its way to confront Narvaez. The faces of the men are grim. It is one thing to meet the Aztecs, fearful as they are; it is another to march against fellow Spaniards, who are superior in numbers, equipment, and above all, artillery, for Cortes has left his own artillery in the capital for the use of the garrison.

Cortes' force consists of himself, the PC's command (if any, or 50 pikemen if no PC command), ten standard Spanish arquebusiers, and ten standard Spanish cavalymen. Describe this small force to the PCs and remind them they are going up against nearly one thousand Spanish troops.

After they have marched several miles and are in open countryside, tell the PCs that Cortes has ordered his men to travel light; then roll a secret general Perception check for each PC. Any PC who passes the check notices two soldiers lagging behind, weighted down by a rather large chest.

PCs who get a closer look at the chest see that it is of plain wood, similar to many used by the Spanish to haul extra arms and ammunition; it is locked with a large padlock. PCs examining the chest and who pass another secret general Perception check notice the word "Yale" on the back of the padlock and that the lock is made of fine, blued steel.

PCs who question the men toting the chest learn that the chest belongs to Juan de Cordova, that it is supposed to contain some extra armor and ammunition, and that the men are relieving Cordova for a short while. Cordova is somewhere ahead in the little column of men.

PCs who lift the chest find that it is unusually heavy, even for something filled with armor and ammo. Attempts to break it open reveal that inside the wooden chest is another thick steel chest with a combination lock. This steel chest can be opened by successful use of Security Devices



Jesse Franklin

PARANORMAL TALENTS

Name	Score
Paranormal Memory	40
Ignore Pain	38
Adaptation	43
Current Stamina:	
Stamina Regeneration: 4/round	
Current Willpower:	
Wounds:	□□□□□□□□□□□□

BASIC STATISTICS

Strength	56	Perception	58
Dexterity	68	Willpower	62
Agility	58	Luck	32
Personality	50	Stamina	54
Unskilled		Penetration	
Melee	57	Bonus	+5

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	123
Historical Specialty	MS	115
(1760-1882, United States)		
Swords	SP	72
Lasso	MS	117
Equestrian	MS	114
Mounted Melee		
Mounted Missile		
Long-barreled gun	MS	123
Pistol	MS	123
Outdoor Survival	MS	106



Phillipe De Toulouse

PARANORMAL TALENTS

Name	Score
Paranormal Memory	32
Ignore Pain	40
Telepathic Sending	41
Current Stamina:	
Stamina Regeneration: 5/round	
Current Willpower:	
Wounds:	□□□□□□□□□□□□



Luanne Huntington Lee

PARANORMAL TALENTS

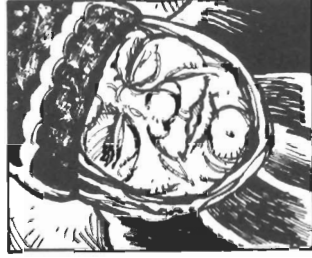
Name	Score
Paranormal Memory	44
Memory Restoration	49
Telepathic Probe	49
Current Stamina:	
Stamina Regeneration: 4/round	
Current Willpower:	
Wounds:	□□□□□□□□□□□□

BASIC STATISTICS

Strength	46	Perception	60
Dexterity	50	Willpower	70
Agility	58	Luck	66
Personality	60	Stamina	46
Unskilled		Penetration	
Melee	52	Bonus	0

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	105
Historical Specialty	MS	120
(United States and England, 1746-1865)		
Dagger/knife	MS	107
Equestrian	MS	111
Mounted Missile		
Long-barreled gun	EX	80
Pistol	MS	105
Disguise	MS	110
Investigation	MS	119
Stealth	MS	109
Theft	MS	115



Mona Harnicks

PARANORMAL TALENTS

Name	Score
Paranormal Memory	42
Memory Restoration	49
Timeshift	44
Current Stamina:	
Stamina Regeneration: 4/round	
Current Willpower:	
Wounds:	□□□□□□□□□□□□

BASIC STATISTICS

Strength	64	Perception	46
Dexterity	52	Willpower	50
Agility	60	Luck	42
Personality	68	Stamina	72
Unskilled		Penetration	
Melee	62	Bonus	+10

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	107
Historical Specialty	MS	103
(England, France and Third Crusade, 1060-1190)		
Dagger/knife	MS	117
Horseman's lance	MS	117
Swords	MS	117
Equestrian	MS	115
Mounted Missile		
Long-barreled gun	SP	82
Gambling	EX	74
Military Leadership	EX	91
Outdoor Survival	EX	76
Stealth	MS	111

BASIC STATISTICS

Strength	56	Perception	66
Dexterity	52	Willpower	60
Agility	44	Luck	70
Personality	60	Stamina	58
Unskilled		Penetration	
Melee	50	Bonus	+5

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	107
Historical Specialty	MS	118
(United States and Canada, 1825-1985)		
Wrestling	MS	105
Dagger/knife	MS	105
Long-barreled gun	EX	82
Pistol	MS	102
Thrown Weapon, dagger/knife	MS	109
Disguise	MS	111
Outdoor Survival	EX	96
Security Devices	EX	93

PHILLIPE DE TOULOUSE

PERSONAL DATA

Birthdate:	July 27, 1160	Birthplace:	Toulouse, France
Age:	30		
Ht:	5'6"		
Wt:	160	Rank:	Probationer/5
Eyes:	Green	Nationality:	Norman French
Hair:	Dark brown	Race:	Caucasian

Phillipe de Toulouse was born the third son of the Count of Toulouse and rose to inherit the title through dubious means. During his checked career he was an outstanding warrior but not to be trusted.

In Richard the Lionheart of England, Phillipe found a hero. Under Richard's influence, he became a zealous Crusader, devoted to the expansion of the true faith and his own glory.

As a Time Corps agent, Phillipe has reformed somewhat but still secretly longs for the days when the glory of combat and the glory of God could both be sought with courage and cold steel.

MONA HARNICKS

PERSONAL DATA

Birthdate:	July 10, 1925	Birthplace:	New York, New York
Age:	60		
Ht:	5'6"		
Wt:	120	Rank:	Probationer/5
Eyes:	Blue	Nationality:	American
Hair:	Grey	Race:	Caucasian

Before her recruitment by the Corps, Mona spent her entire life in New York City. Life was not kind to her; she was born to an impoverished family and, because of complex and unfortunate circumstances, never fought her way out of the slums. Finally, in middle age, she decided to "drop out" of the society which had treated her so harshly and became what is commonly called a "bag lady," one of those older women who literally make their living from the trash cans of the city.

Mona was recruited by the Corps because of her strong spirit. She is tough, streetwise, cagey, and, in her own way, thrifty. Mona seldom complains, no matter how tough the times, and is capable of improvising under almost any circumstances. Despite her age, she is a scrappy fighter, as street thugs in many a century have learned to their regret.

JESSE FRANKLIN

PERSONAL DATA

Birthdate:	May 15, 1860	Birthplace:	Kansas City, Missouri
Age:	22		
Ht:	5'11"		
Wt:	170	Rank:	Probationer/5
Eyes:	Brown	Nationality:	American
Hair:	Brown	Race:	Caucasian

Jesse grew up in the war-torn American West during and after the Civil War. His parents, farmers turned merchants, could offer him little in the way of money, and the restless young man left home at the age of 15 to join the great cattle drives from Texas to the north. Life on the range hardened and matured Jesse, as did several engagements with hostile Indians.

Jesse is a dependable Time Corps agent but his more urbane colleagues consider him wild: on one mission, he rode into the midst of howling Gauls, his smuggled sixguns blazing, and rescued Julius Caesar by lassoing him and dragging him to safety. Jesse says that he prefers "innovation" to "by the book" solutions. His good humor and mild Texas drawl have more than once saved him from severe disciplinary action by the Corps.

LUANNE HUNTINGTON LEE

PERSONAL DATA

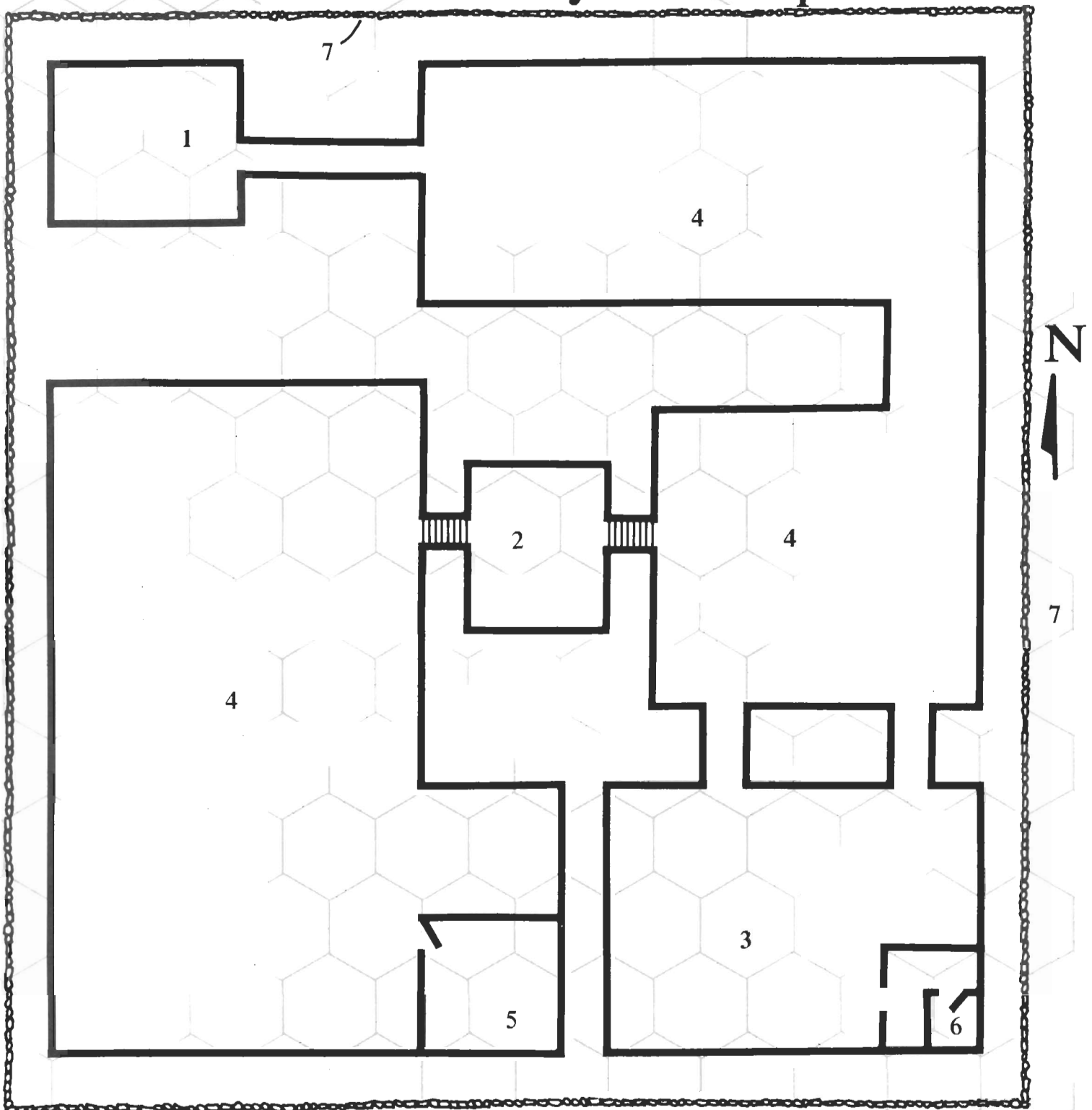
Birthdate:	December 16, 1846	Birthplace:	Near Atlanta, Georgia
Age:	19		
Ht:	5'8"		
Wt:	125	Rank:	Probationer/5
Eyes:	Blue	Nationality:	American (Confederate)
Hair:	Brown	Race:	Caucasian

Luanne was born to role of the antebellum Southern belle. Until the Civil War broke out, her greatest interest was in the numerous beaux who flocked to her family's plantation.

The war changed Luanne. After the killing of her father by "heartless, ruthless Yankees, who left us nothin'," Luanne's combative spirit came to the fore. She actually posed as a male and fought in what remained of the Confederate forces in Georgia. It was during this time she learned to shoot, ride, and steal.

Luanne is an experienced Time Corps agent and has performed well on every mission. However, in her dreams, she is still the Southern belle, courted by handsome young men of good breeding. Her most annoying habit is a deliberate attempt to avoid physical labor of any sort, which she sincerely believes is "beneath" her.

Palace of Axayacatl Map



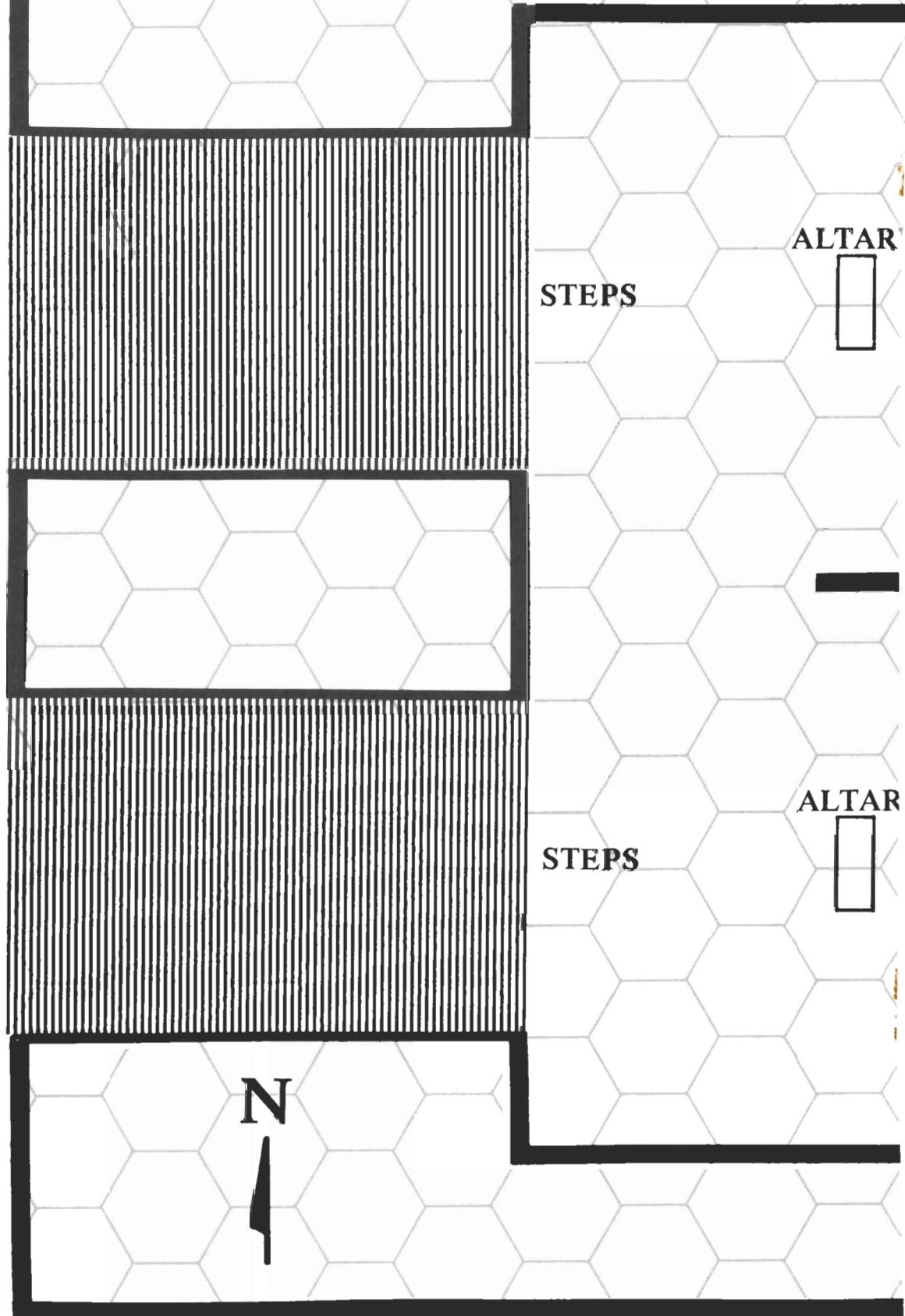
1 hex = 10 Yards

Key:

- 1. Moctezuma's quarters
- 2. Raised second story turret
- 3. Spanish chapel and armory
- 4. Spanish apartments
- 5. Cortes' suites
- 6. Treasure room
- 7. Outer parapet (wall)

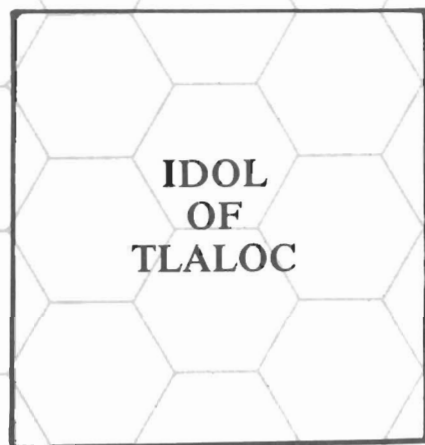
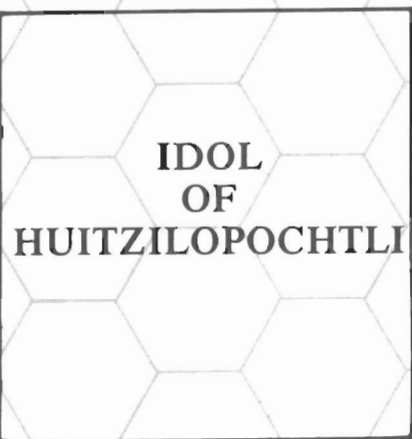
Great Temple of Hui

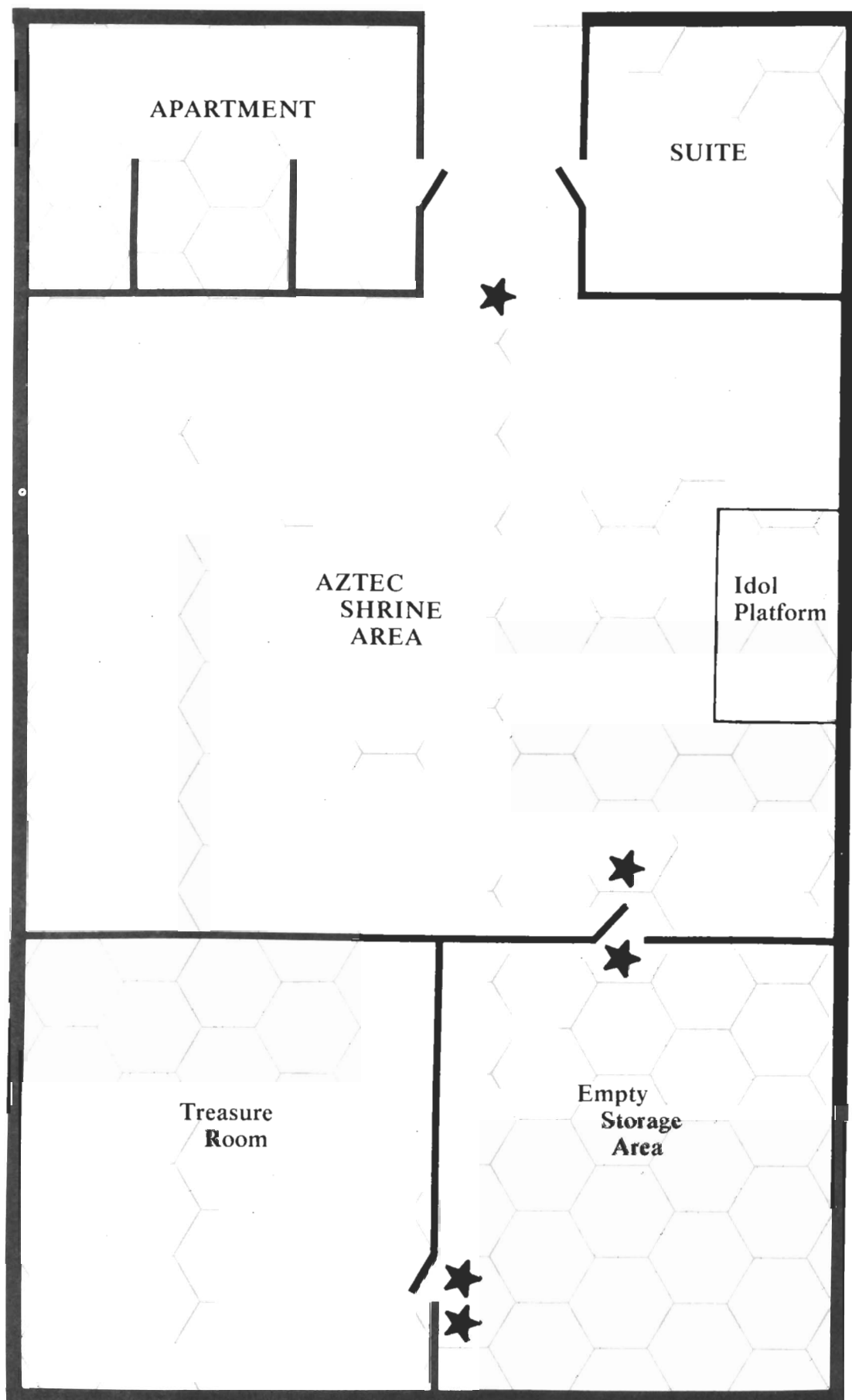
Scale: 1 1



Huitzilopochtli and Tlaloc

1 hex = 10 yards





Treasure Room and Environs Map

★ = Sentry Location

Scale: 1 hex = 5 feet



Strength	46	Perception	72
Dexterity	60	Willpower	58
Agility	50	Luck	62
Personality	46	Stamina	46
Unskilled		Penetration	0
Melee	48	Bonus	

SKILLS

Name	Rank	Score
1. <u> </u>		
2. <u> </u>		
3. <u> </u>		
4. <u> </u>		
5. <u> </u>		
6. <u> </u>		
7. <u> </u>		
8. <u> </u>		
9. <u> </u>		
10. <u> </u>		

Marcel Berrier

Time Comp. Studies

Time Cane Spinner MC 118

PARANORMAL TALENTS

<i>Name</i>	<i>Score</i>
Paranormal Memory	44
Memory Restoration	48
Telepathic Probe	42

Current Stamina:

Stamina Regeneration: 4/round

Current Willpower:

CURRENT WOUNDS:

Wounds:



Strength	50	Perception	68
Dexterity	44	Willpower	74
Agility	46	Luck	56
Personality	52	Stamina	50
Unskilled		Penetration	
Melee	48	Bonus	+5

SKILLS

Name	Rank	Score
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Constançia Barca

Time Corps Stunner

Time Corps Stunner MS 99

PARANORMAL TALENTS

<i>Name</i>	<i>Score</i>
Paranormal Memory	48
Memory Restoration	50
Significance Sensing	50

Current Stamina:

Stamina Regeneration: 4/round

Current Willpower:

WoundsSM



Russell Longworth

PARANORMAL TALENTS

<i>Name</i>	<i>Score</i>
Paranormal Memory	42
Memory Restoration	39
Significance Sensing	39

Current Stamina:

Stamina Regeneration: 4/round

Current Willpower:

Wounds:



BASIC STATISTICS

Strength	50	Perception	64
Dexterity	56	Willpower	58
Agility	60	Luck	72
Personality	58	Stamina	52
Unskilled		Penetration	
Melee	56	Bonus	+5

SKILLS

Name	Rank	Score
1. <u> </u>		
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Lana Olviedo

PARANORMAL TALENTS

<i>Name</i>	<i>Score</i>
Paranormal Memory	41
Memory Restoration	49
Time Shift	44

Current Stamina:

Stamina Regeneration: 4/round

Current Willpower:

Wounds:

RUSSELL LONGWORTH

PERSONAL DATA

Birthdate: June 10, 1950 Birthplace: Terre Haute, Indiana
Age: 35
Ht: 6'0"
Wt: 185
Eyes: Hazel
Hair: Brown
Rank: Probationer/5
Nationality: American
Race: Caucasian

Russell was born into a middle-class family. A lad of some intelligence, he graduated from Cornell University and went on to take his doctorate in anthropology from the same school. He had a moderately successful career as a teacher and archaeologist before his recruitment by the Corps.

In fact, Russell has worked on several digs in the Mexico City area, where he hoped to make a major find: none other than the fabled treasure of Moctezuma. His longing for the "big find" sometimes influences his work in the Time Corps. Although completely reliable and a good man in a fight, he has a tendency to take small items of archaeological interest and bury them in locations where he knows he will have a chance to dig them up in his 1950-1985 existence.

LANA OLVIDADO

PERSONAL DATA

Birthdate: November 7, 1957 Birthplace: San Antonio, Texas
Age: 28
Ht: 5'10"
Wt: 140
Eyes: Dark brown
Hair: Black
Rank: Probationer/5
Nationality: American
Race: Caucasian

Lana's heritage was a major factor in determining her life's work. She was born into an ethnically mixed family and claims American Indian, Mexican Indian, Spanish, and Anglo-Saxon ancestors.

Beautiful, precocious, and determined, Lana worked hard to graduate from medical school with top honors. She then took an advanced degree in social work and dedicated herself to bettering the lot of American Indians. Her promising career was cut short by recruitment by the Time Corps—which prevented her death in an automobile accident.

In the field, Lana is a dedicated, no-nonsense agent, equally capable of inflicting or healing lethal damage. Her sympathies are with the underdog in almost any historical situation, and she harbors a deep resentment of the treatment given her Indian ancestors by the white man.

MARCEL BERRIER

PERSONAL DATA

Birthdate: October 17, 1730 Birthplace: Paris, France
Age: 38
Ht: 5'7"
Wt: 150
Eyes: Blue
Hair: Brown
Rank: Probationer/5
Nationality: French
Race: Caucasian

Marcel Berrier was born into a family of the lesser aristocracy in pre-Revolutionary France. His precocity was recognized early, and by the time he was nine the child was well versed in Greek and Latin classics and imbued with a love of history and military glory.

As a youth, Berrier pursued his interests in things military, becoming an expert in artillery, fortification, and siege warfare. But, at the age of 26, he tired of war and turned his powerful intelligence to philosophy and literature. An acquaintance of both Diderot and Voltaire, he embraced Enlightenment principles of his time. Now his opinions are democratic and strongly anti-clerical.

As a Time Corps agent, Berrier has performed well and risen rapidly. Fellow agents, however, often find his biting wit and snob-bishness hard to bear.

CONSTANCIA BARCA

PERSONAL DATA

Birthdate: October 18, 200 B.C. Birthplace: Carthage, North Africa
Age: 40
Ht: 5'5"
Wt: 115
Eyes: Brown
Hair: Black
Rank: Probationer/5
Nationality: Carthaginian
Race: Caucasian

Constancia Barca was born to the famous Barca family of Carthage. She lived to see the defeat and death of her famous distant cousin, Hannibal Barca and knew that the days of her city were numbered unless desperate action was taken. For this reason, she went to Rome, ostensibly as a defector from the Carthaginian aristocracy; in reality, she was dispensed a considerable portion of her family's wealth in bribes to key Romans in a vain attempt to forestall the destruction of Carthage.

Recruited by the Corps in 160 B.C., Constancia now uses her beauty and will against the Demorean menace. Despite her training by the Time Corps, Constancia is still an aristocrat at heart, and believes that all could be well with the world if the better sort of people, people of natural grace, beauty and intelligence, were free to rule it.

skill. Failing this, the chest can only be opened with blowtorch, laser fire, or Demolitions skill.

Inside the steel chest are a 35th-century holograph projector and complete holo-tape. The projector produces a three-dimensional image which appears to materialize out of thin air. The holo-tape shows several famous Catholic warrior-saints charging out of the sky on fire-breathing steeds, shouting "Death to Cortes," and "Death to the traitors who follow him." This is the equipment the Demoreans plan to use against Cortes.

Any Spaniards who see the steel chest are intrigued by its lock mechanism; any group of nine or fewer who see the holo-recording played are panicked and report the matter to Cortes, after which they desert, vanishing into the countryside at the earliest possible moment.

Should 10 or more Spaniards see the holo-recording played, they mutiny against Cortes. Roll 1d10 for every other group of ten men when the mutiny begins: on a roll of 1-8, the group joins the mutineers; on a roll of 9 or 10 the group remains loyal to Cortes. In the event of a mutiny, improvise the resulting combat on the battle board using standard skirmish rules. If the mutineers win, the PCs have automatically failed in their mission, for the mutineers will instantly murder Cortes.

Encounter Background

Significance Rating: 0

This encounter has no significance in itself; however, penalize the PCs 50 points if they reveal the inner chest and its lock mechanism to any standard Spanish NPCs or to Cortes, and penalize them 300 points if any of the NPC Spaniards actually see the holo-recording played or if they leave the equipment behind at the end of their mission.

NPC Statistics

Two standard elite Spanish pikemen

In the event of a mutiny: five groups of 10 standard elite Spanish pikemen; one group of 10 standard regular Spanish arquebusiers, and 10 standard Spanish cavalry, plus Cortes.

2. THE MAN WITH THE KEY

Juan de Cordova is just ahead in the column of marching men. Although he appears weary, he is keeping pace with the others who seem to be his friends. In addition to his normal gear, he carries a bag of personal belongings slung across his back.

Use this encounter if and when the PCs go looking for Juan de Cordova. If challenged in regards to the chest, Juan first claims that it contains his part of the treasure, and, for that reason, refuses to give over the key. If pressed, or if tipped off in any way that the PCs are Time Corps agents, Juan runs for cover in the low hills about 100 yards away. Once there, he assembles his automatic rifle in three rounds and attempts to kill any pursuing PCs.

Under no circumstances does Juan voluntarily give over the key to the wood chest or the combination to the steel chest, even under torture.

Diego Garcia takes no part in this encounter.

Encounter Background

Juan is, of course, Dal Thon. If discovered, he attempts to escape and kill any Time Corps agents he knows about. He also uses Telepathy to notify Aral Kran of the presence and identity of Time Corps agents. Otherwise Juan disappears from the adventure, returning to his home Parallel to face the consequences of his "imperfection." Aral Kran takes no part in this encounter as the remainder of his plan can still work without the holograph projector, and he does not want to risk discovery.

NPC Statistics

DAL THON

Alias Juan de Cordova

Significance Rating: 0

STR	40	DEX	40	AGL	40
WPR	70	PER	40	PCN	40
STA	40	UMS	40	WNDS	12

Current STA:

Wounds: 000000000000

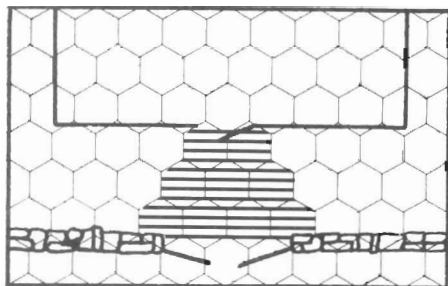
3. BATTLE WITH NARVAEZ

After only a few days' march, during which your forces have been reinforced with friendly Spanish garrisons from nearby locations, you halt in the heavy forest near a small stream which passes by the Indian village of Cempoalla. Inside Cempoalla the forces of Narvaez have bedded down for the night, believing Cortes is still miles away.

Cortes makes an inspiring speech in which he reminds everyone of the great sacrifices they have made so far and the promise of riches and glory awaiting them back in Tenochtitlan once Narvaez is defeated. As he finishes, you hear the patter of rain on the leaves overhead. As the storm gains ferocity, Cortes leads you across the stream and into the heart of Cempoalla.

This encounter puts the PCs in the midst of the battle with Narvaez. Historically, Cortes' forces crossed the small stream and made their way through the quiet city to the edge of the Spanish encampment without raising an alarm. Aroused too late, Narvaez was able to put up only a feeble resistance. Many of his troops never actually saw battle. Narvaez himself was wounded and captured by an elite force under Captain Sandoval, who was specially charged by Cortes to carry this out. As Cortes expected, Narvaez' forces surrendered almost immediately after the capture of their leader.

Use the skirmish rules in Chapter 6 of the *Traveler's Manual*. The battle can be set up on the black and white side of the large TIMEMASTER™ game map. Ignore the runway and the road shown on the map. Assume that the stone wall around the farmhouse is a stone wall around an Indian pyramid-type temple. The farmhouse can represent the rooms at the top of the otherwise solid pyramid. Assume that slanting steps up the side of the pyramid exist as shown in the following diagram:



Set up the encounter as follows:

Narvaez' Forces (white counters)

1. Four artillery counters, each representing one light artillery cannon and crew, set up in the row of hexes adjacent to and north of the stone wall around the temple complex.

2. Three heavy cavalry counters, set up anywhere on the map in the same row or south of it as the cannon and outside of the stone wall. These represent standard Spanish cavalry.

3. Twenty regular infantry counters (standard regular Spanish pikemen) set up inside the stone wall around the pyramid, but not inside the pyramid itself. These counters can be placed in pike block formation as described on page 3 of the *Guide to the Continuum*.

4. Seven militia infantry counters (standard militia Spanish arquebusiers) near the 20 regular infantry counters. They may be stacked with the pikemen counters, as per the Special Infantry Tactics rule on page 20 of the *Guide to the Continuum*.

5. NPC Narvaez, (Leadership Rating +10), two elite infantry counters, (standard elite Spanish arquebusiers) and five other NPC counters set up inside the pyramid sanctuary rooms. The five additional NPCs are standard Demoreans, shape-changed to the form of Spanish soldiers and armed with automatic rifles.

Cortes' Forces (PCs' side, blue counters)

1. Five elite infantry (standard elite Spanish pikemen) counters, one regular infantry counter (standard regular Spanish arquebusiers), NPC leader Sandoval (leadership Rating +10), and the PCs set up wherever the PCs desire in hexes at the north edge of the map. Pike counters may be in pike block formation; the arquebusier counter may be stacked with a pike counter as per the rule "Special Infantry Tactics" on page 20 of the *Guide to the Continuum*. This is the force ordered by Cortes to capture Narvaez. It is suggested that one counter be lightly marked with a pencil mark to distinguish it as the arquebusier.

2. Nineteen regular infantry counters (standard regular Spanish pikemen) with NPC leader Cristoval de Olid (Leadership Rating +5) set up as the PCs desire as a separate force on the north edge of the map. These counters may be in pike block formation.

3. Cortes with one elite infantry counter (standard elite Spanish pikemen) and one heavy cavalry counter (standard Spanish cavalry) set up as the PC's desire as a third force on the north edge of the map.

Run the skirmish until either Narvaez is captured, Cortes is killed, or one side or the other has no forces left on the map. Troops which are routed off the map cannot rally and return to play. Narvaez is considered captured if, at the end of any round, he is alone in a hex with a hostile troop counter or with five or more hostile NPCs.

If the PCs fail to confiscate Juan de

Cordova's special equipment, the Demorean sneaks off in the darkness as Sandoval's troops storm the pyramid. De Cordova activates the holograph projector, with the same results as in Encounter 1. At the instant the holograph appears, the battle ceases for one round. At the end of that round, every Spanish counter on Cortes' side must make a morale check with a -30 modifier. Those who fail the check immediately desert and their counters are removed from the map. Each NPC leader in Cortes' force must pass a general current Willpower check or that NPC, too, will desert.

PCs who carefully search the rooms at the top of the pyramid find five cryogenic sleep pods hidden beneath piles of rubbish. In these pods are five standard regular Spanish pikemen, the men whose form the five Demoreans have taken. These men were all taken in their sleep, while drunk, and have no memory of the Demoreans.

Encounter Background

Significance Rating: Special

If for any reason Cortes does not win this engagement, the PCs fail in their mission. Penalize them 100 points if any of the Demorean automatic rifles are not confiscated or if Narvaez witnesses their use and is not Memory Restored. Note that only Narvaez notices their use; everyone else is too distracted by the battle and the storm. Penalize the PCs 50 points if any automatic rifle shell casings are left behind.

NPC Statistics

HERNAN CORTES

Significance Rating: 300

STR	68	DEX	62	AGL	72
WPR	76	PER	68	PCN	74
STA	76	UMS	70	WNDS	15

Current STA:

Wounds: 0000000000000000



GONZALO DE SANDOVAL

Significance Rating: 50

STR 70 DEX 60 AGL 76
WPR 58 PER 56 PCN 60
STA 78 UMS 73 WNDS 15

Current STA:

Wounds: 0000000000000000

(See p. 7 for complete description.)

CRISTOVAL DE OLID

Significance Rating: 40

STR 70 DEX 60 AGL 76
WPR 58 PER 56 PCN 60
STA 78 UMS 73 WNDS 15

Current STA:

Wounds: 0000000000000000

SKILLS: Dagger/knife (SP) 88; horseman's lance (EX) 103; polearm (EX) 103; equestrian (EX) 94; mounted melee; crossbow (SP) 75; long-barreled gun (SP) 75; cannon (SP) 75; investigation (SP) 73; military leadership (SP) 77.

E/W/A: Pike, sword, dagger, arquebus, horseman's lance, antique pistol, small shield, helmet (AR 30), breastplate (AR 60) which protects the upper torso, abdomen and lower back, medium horse.

PANFILO DE NARVAEZ

Significance Rating: 30

STR 68 DEX 58 AGL 60
WPR 56 PER 54 PCN 50
STA 72 UMS 64 WNDS 15

Current STA:

Wounds: 0000000000000000

SKILLS: Dagger/knife (EX) 94; horseman's lance (SP) 79; polearm (EX) 94; swords (EX) 94; equestrian (EX) 88; mounted melee; long-barreled gun (SP) 73; cannon (EX) 84; military leadership (SP) 75

E/W/A: Pike, sword, dagger, arquebus, antique pistol, small shield, helmet (AR 30), breastplate (AR 60) which protects the upper torso, abdomen, and lower back.

DAL THON (may not be present)

Alias Juan de Cordova

Significance Rating: 0

STR 40 DEX 40 AGL 40
WPR 70 PER 40 PCN 40
STA 40 UMS 40 WNDS 12

Current STA:

Wounds: 0000000000000000

FIVE DEMOREANS

Significance Rating: 0

STR 40 DEX 40 AGL 40
WPR 70 PER 40 PCN 40
STA 40 UMS 40 WNDS 12

Current STA

Wounds

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SKILLS: Automatic rifle (EX) 70

PARANORMAL TALENTS:

Shock, 55; Dimensional Travel; Shape Shift; Telepathy

E/W/A: As per standard Spanish pikeman, plus one 20-shot automatic rifle with three extra clips each.

TROOPS BELONGING TO CORTES AND NARVAEZ

"Cortes perceiving how desperate our situation was, determined that Montezuma should address his subjects from a terrace, and desire them to desist from their attacks, with an offer from us to evacuate Mexico. He accordingly sent to the King to desire him to do so. When this was made known to Montezuma, he burst out into violent expressions of grief saying, 'What does he want of me now? I neither desire to hear him, nor to live any longer, since my unhappy fate has reduced me to this situation on his account.' He therefore dismissed those sent to him with a refusal, adding as it is said, that he wished not to be troubled any more with the false words and promises of Cortes. Upon this the Reverend Father Fray Bartholome and Christoval de Olid went to him, and addressed him with the most affectionate and persuasive language, to induce him to appear, to which he replied, that he did not believe that his doing so would be to any avail, that the people had already elected another sovereign, and were determined never to permit one of us to quit the city alive."

—Diaz

Assuming the PCs have been successful so far, the Demorean Aral Kran becomes more desperate, even as Cortes' situation in Tenochtitlan appears to be worsening. During this part of the adventure, Kran makes use of his Domination over the soldiers formerly loyal to Narvaez. With them he attempts to kill the PCs (whom he recognized as Time Corps agents after the thwarted attempt to steal the treasure) and to help Moctezuma escape.

1. A DESPERATE DEFENSE

Your return to Tenochtitlan was joyous since most of Narvaez' men agreed to serve Cortes. Cortes' small army has grown to more than a thousand, giving him his largest force since the conquest began. The joy

was short lived, however. En route, Cortes received word that Alvarado, left with the garrison in the city, massacred several thousand Indians during a religious festival. Alvarado believed the festival was part of a plot to eliminate the Spanish. And now that you are back in Tenochtitlan, Cortes and Moctezuma are no longer on speaking terms. For several days now, the Aztecs have brought no food supplies, and the city is ominously quiet.

Suddenly, Cortes himself bursts in to your quarters. "We are about to be attacked. Quickly! Get to Moctezuma's section of the palace and defend it well. So long as we have him alive, there is hope!" With that, the indomitable commander rushes from your rooms, shouting orders to other captains and men.

Moctezuma's quarters are shown on the Palace of Axayacatl Map. The Aztecs attack as soon as the PCs arrive there and begin preparations for defense.

If one of the PCs has been given command by Cortes, the PCs may use those troops, 10 regular Spanish arquebusiers, and three light artillery pieces with crews to defend Moctezuma. Otherwise, tell the PCs upon their arrival that there is a force present of 50 standard elite Spanish pikemen, 10 standard regular Spanish arquebusiers, and three light artillery with crews.

This encounter should be set up on the black and white side of the large TIMEMASTER™ game map. Inform the players of the following:

1. The farmhouse represents Moctezuma's personal quarters inside the palace.

2. Assume there is a corridor two hexes wide leading from the window in the eastern wall of Room A to other parts of the palace further east. Treat the window as if it were a door.

3. The northern quarter of the stone wall around the farmhouse actually extends the entire width of the map in an east-west direction. The

other three sections of the wall do not exist. You may wish to use spare counters to make this extension of the wall.

4. The road and runway on the map do not exist.

5. The stone shed exists as shown; it represents an empty stone out-building.

Tell the PCs the attack will come from the north and allow them to set up their forces as they desire. Once they are set up, begin the encounter, using the skirmish rules from Chapter 6 of the *Travelers' Manual*.

The PCs control the Spanish forces; you control the Aztec forces. The Aztec forces enter during the first round from the northeast corner of the board. The Aztec forces consist of 140 standard Aztec warriors (14 regular infantry counters) and 70 standard Aztec militia (7 militia infantry counters). All need not enter on the first round, but some must.

The goal of the Aztec forces is to liberate Moctezuma. Moctezuma goes willingly with his people but does not come out of his quarters unless they escort him. The Aztecs try to kill or capture as many Spanish as possible.

The clear goal of the PCs must be to prevent Moctezuma's rescue.

This encounter continues until either Moctezuma has been taken off the board by the Aztecs, or until all the Aztecs are destroyed or routed from the board.

During play, keep careful track of which Aztec counters used which weapons. It is strongly suggested that the Aztecs all use the same type of missile weapon at the same time to minimize record keeping.

Encounter Background

Significance Rating: Special

If the Aztecs capture Moctezuma, the king soon leads his people in the destruction of the Spanish, and the PCs fail in their mission.

NPC Statistics

MOCTEZUMA

King of the Aztecs

Significance Rating: 200

STR	62	DEX	68	AGL	76
WPR	70	PER	66	PCN	74
STA	74	UMS	69	WNDS	15

Current STA:

Wounds: 0000000000000000

2. DISSENSION IN THE RANKS

The fighting rages around the Palace of Axayacatl all through the day, as wave after wave of Aztecs attempt to destroy the invaders who have humiliated their king and desecrated their holy places. When night falls, the attacks are less frequent, but from all around the palace you can hear the calls of the Indians, some threatening, some pleading for the release of Moctezuma, others chanting to their war god.

Inside, all is not well. As soon as the attacks eased, the soldiers who were with Narvaez began loud complaints against Cortes. Better for them to have returned at once to Cuba than to have listened to his promises. He is a madman who will bring them all to certain death at the hands of savages.

Cortes has posted watches at the wall all around the palace. Your command has been ordered to rest, and you and your men are grateful to return to your quarters for a few hours of sleep. But sleep does not come easily, for there is the constant din of arquebus and artillery fire aimed at the bands of Aztecs who rush the wall under cover of darkness.

Let the PCs know that this is a rare chance to sleep. They should realize the fighting will be almost nonstop from now on. Let them take what precautions they desire, then proceed with the following description.

Suddenly, there is a shout and you hear the clatter of arms just outside your door.

Check the PCs for surprise as appropriate, and give those who are not surprised one round to react. Then begin an attack on them by 10 soldiers who storm the door. These men attack fanatically, shouting "Death to the followers of Cortes. Death to the traitors to the king!" Their sole goal is to kill all of the PCs. The PCs should quickly notice that two of these men are armed with shotguns and two others are toting automatic rifles.

The sound of this struggle does not attract the attention of other soldiers; they are either too busy fighting the Aztecs or deep in a soldier's slumber and oblivious to all but an enemy immediately at hand.

Hints for the PCs

During the course of combat, any PC who passes a secretly rolled general Perception check hears one of the attackers say, "Remember, try to stay more than 30 feet away from them. It's taboo and dangerous to get closer."

Any of the attackers who are captured alive and questioned eventually state arrogantly, "It doesn't matter what you do to us. You are all doomed. Even now, Moctezuma is escaping that demon Cortes with the help of the good Father and those of our troops who are loyal to our king and to our faith!"

Encounter Background

Significance Rating: 0

Penalize the PCs 100 points, however, if any surviving soldier is not Memory Restored after seeing or using an automatic rifle or shotgun. Further, penalize the party 50 points if they fail to pick up all the shell casings from these weapons.

The 10 NPC soldiers were all originally with Narvaez and already disenchanted with Cortes. Aral Kran has taken advantage of this situation cleverly. Kran began using Domination on some of these men as soon as they joined Cortes after the battle at Cempoalla and now several are completely under his sway.

Using Domination and the further persuasiveness of the Demorean now posing as Father Bartholome, Kran has convinced the men that their only hope is to kill those loyal to Cortes and help Moctezuma escape to his own people. Further, the men believe that Cortes and several of his captains are possessed by evil spirits or demons.

The automatic weapons and shotguns were given the soldiers by Kran, who told them they were "specially blessed new weapons from Rome and effective against demonic forces at ranges beyond 30 feet."

NPC Statistics

10 STANDARD SPANISH ARQUEBUSIERS

Current STA

Wounds

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# 2	0000000000 000 *
# 3	0000000000 000 **
# 4	0000000000 000 **
# 5	0000000000 000
# 6	0000000000 000
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# 9	0000000000 000
#10	0000000000 000

E/W/A: All as per standard regular Spanish arquebusiers. Those marked with an asterisk (*) carry pump shotguns (5 shots) and 10 extra shells instead of an arquebus. Those marked with a double asterisk (**) carry 20-shot automatic rifles with 2 extra clips each instead of an arquebus.

3. MOCTEZUMA'S ESCAPE

As you near Moctezuma's quarters, your worst fears are quickly realized. Five Spanish guards lay dead outside the doors. From inside come the sounds of muffled voices.

The PCs must rush from Encounter 2 above to Moctezuma's quarters, or Encounter 3 does not occur. Consequences are spelled out under "Encounter Background" below

Use the black and white farmhouse on the back side of the TIME-MASTER™ game map again to represent Moctezuma's quarters. The arrangement on the map is the same as for Encounter 1. The five dead Spanish guards are just outside the doorway on the east side of Room A. Change the map scale to 5 feet per hex, rather than 10 yards per hex as was used in Encounter 1.

Inside Room D in the royal quarters are Moctezuma, three of his servants, the Demorean acting as Father Bartholome, and two standard Spanish arquebusiers. At points around Room A are seven more arquebusiers, two with 5-shot pump shotguns and two with automatic rifles. Aral Kran is here in the guise of pikeman Diego Garcia. Kran has an automatic rifle.

PCs who glance out any of the windows on the north side of the building and who pass a secret general Perception check see the three light artillery pieces with crews still in place but no Spanish guards on the wall.

The Spanish soldiers in the royal quarters will fight to the death to get Moctezuma out of the palace, over the wall, and off the map to the north. Moctezuma and his servants join in the fight to free him. The crews of the light artillery pieces are confused if they are involved in the conflict; use the standard NPC reaction system to determine how they respond to orders or suggestions.

The Demorean posing as Father Bartholome fights the PCs using a .45

automatic pistol and his Paranormal Talents. Kran, when spotting the PCs entering the area, immediately shouts, "Thank our Lord you are here! The traitors are aiding the Indian king in his escape!" Kran then pretends to fight on the side of the PCs, while actually using his Paranormal Talents to the maximum against them. If he suspects that the PCs have discovered or are about to discover his true identity, he attempts to escape off the map to the north. From there he will make his way to the Great Temple of Tlaloc and Huizilopochtli.

Hints for the PCs

If the PCs openly attack Aral Kran, the Demorean arrogantly says at some point in the combat, "You will never defeat me! My plan is perfect—even Huizilopochtli will serve my cause!"

Encounter Background

Significance Rating: 0

Because it did not happen historically, this encounter has no Significance Rating. However, penalize the PCs 100 points if any surviving character who saw the automatic weapons or the shotgun in use is not Memory Restored. Penalize them 50 points if they fail to gather up the shell casings from these weapons.

If the PCs do not arrive to prevent the escape of Moctezuma, simply inform them that the next morning Moctezuma is missing. A few hours later, at the head of his elite warriors, the Aztec king leads the destruction of Cortes and his troops. The PCs' mission ends in failure.

Should the PCs allow Cortes or any of his men to learn of Narvaez' men, Cortes moves out that very night, leaving Narvaez' troops behind. Of course, if he attempts to escape with such a small force, Cortes will be overwhelmed automatically and the PCs' mission ends in failure.

Should Moctezuma be killed in this encounter, do *not* penalize the PCs with Moctezuma's SR; he will die soon anyway, and his death now does not significantly alter the timeline.

Unknown to the PCs, Moctezuma has been persuaded by the Demorean Father Bartholome to betray Cortes at the earliest possible opportunity. If the PCs do not Memory Restore Moctezuma, he behaves very unhistorically in Encounter 5, automatically causing the PCs to fail in their mission. If the PCs do not Memory Restore Moctezuma, you may, at your discretion, give them a hint, saying, "I'm sure you want to check on what Father Bartholome was telling the king, don't you?"

NPC Statistics

MOCTEZUMA

King of the Aztecs

Significance Rating: 200

STR	62	DEX	68	AGL	76
WPR	70	PER	66	PCN	74
STA	74	UMS	69	WNDS	15

Current STA:

Wounds: 0000000000000000

3 AZTEC SERVANTS

Scores of 50 in all Basic Abilities; all have Specialist level wrestling skill with a score of 65.

Current STA

Wounds

#1 0000000000 000

#2 0000000000 000

#3 0000000000 000

ARAL KRAN

Demorean Team Leader

Alias Diego Garcia

Significance Rating: 0

STR	46	DEX	48	AGL	50
WPR	78	PER	40	PCN	52
STA	42	UMS	48	WNDS	12

LAR TAL

Demorean

Alias Father Bartholome

Significance Rating: 0

STR 40 DEX 40 AGL 40
WPR 70 PER 40 PCN 40
STA 40 UMS 40 WNDS 12

Current STA:

Wounds: 000000000000

SKILLS: Pistol (EX) 70; long-barreled gun (EX) 70

PARANORMAL TALENTS:

Shock, 55; Demoralize, 55; Dimensional Travel, Shape Shift, Telepathy

E/W/A: Coarse brown robe of a Spanish priest; Spanish helmet (AR 30); mail coat that (AR 45) protects upper torso, abdomen and lower back; .45 automatic pistol with one extra clip of ammo

10 STANDARD SPANISH ARQUEBUSIERS

Current STA

Wounds

1 0000000000 000 *
2 0000000000 000 *
3 0000000000 000 **
4 0000000000 000 **
5 0000000000 000
6 0000000000 000
7 0000000000 000
8 0000000000 000
9 0000000000 000
#10 0000000000 000

E/W/A: All as per standard regular Spanish arquebusiers. Those marked (*) carry pump shotguns (5 shots) and 10 extra shells instead of an arquebus. Those marked (**) carry 20-shot automatic rifles with 2 extra clips each instead of an arquebus.

4. STORMING THE GREAT TEMPLE

The day after the attempted escape of Moctezuma, Cortes led most of the

army into the city, hoping to open a route to one of the causeways. Fortunately for you, your mission on that day was simply to guard Moctezuma.

The great king spent the day in almost completely silent. Occasionally he was heard to mutter to himself that his own beliefs betrayed him and that he was seduced by the wiles of Cortes, for whom he nonetheless feels a genuine admiration. Most of those who heard felt sympathy and pity for him.

The following day brought a new challenge: having failed to fight his way out of the city, Cortes decided to destroy the Great Temple of Tlaloc and Huitzilopochtli. This action will have two effects: one, it will eliminate the elevated position from which the Aztec archers and slingers have been pouring volumes of arrows and rocks into the courtyards of the Palace of Axayacatl; two, he hopes it will demoralize the Aztecs if their great sanctuary is destroyed by the soldiers of the Cross.

Ordered to join in the attack, you have been placed under the personal command of Cortes himself and have fought your way to the base of the Great Temple in the main square.

This encounter takes place on the Great Temple Map from the center pull-out section of this booklet. The goal of Cortes and his men is to reach the top of the temple, destroy the idols and sanctuaries as completely as possible, and retrieve the Christian Cross which was earlier placed there. The objective of the Aztecs is, of course, to kill and capture as many Spaniards as possible. The encounter is played using the skirmish rules from Chapter 6 of the *Travelers' Manual*.

The PCs control the Spanish forces in this encounter. Those forces are:

1. Two light weight artillery pieces with crews, represented by two artillery counters.

2. Seventy standard elite Spanish pikemen, represented by seven elite infantry counters.

3. Thirty standard regular Spanish arquebusiers, represented by three regular infantry counters.

4. Forty standard Spanish cavalry, represented by four heavy cavalry counters.

5. Cortes and the PCs, represented by one NPC counter and the PCs' counters.

Allow the PCs to set up as they desire. No counter may be set up within two hexes of the base of the Great Temple itself.

After the PCs have set up, arrange the Aztec forces. These consist of 140 standard Aztec warriors, represented by 14 regular infantry counters, and 70 Aztec militia, represented by seven militia infantry counters. These counters may be set up as you wish in any hexes not already occupied by the Spanish.

The skirmish continues until the Spanish have reached the top of the Great Temple, returned, and exited the map, or until all the Spanish counters are destroyed, whichever comes first. Aztecs routed from the map do not return to play.

PCs who reach the top of the Great Temple should take time to look in the sanctuary rooms of Huitzilopochtli. If they pass a secret general Perception check they notice a crack in the wall of Room 3 which looks like the seam of a hidden door. This is, in fact, a secret door which can be opened without effort once discovered. Inside Room 4 the PCs find a large chest with a steel Yale padlock on it. The chest can be hacked open. Inside the chest is a cryogenic sleep pod. Asleep inside is the real Father Bartholome. If awakened, the good Father remembers being attacked by "demons, no doubt the result of Aztec witchcraft." He has no idea how he came to be atop the Great Temple. Cortes is delighted to see the Father. If the PCs have killed the Demorean posing as Father Bartholome in Encounter 3, Cortes can assume the Father was captured by the Aztecs.

Unfortunately for Cortes' hopes,

the Cross he had installed at the top of the Great Temple is gone.

Encounter Background

Significance Rating: 50

Penalize the PCs 50 points if Cortes fails to reach the top of the Great Temple or is killed. Of course, if Cortes is killed, the PCs' mission ends in failure. Penalize the PCs 50 additional points if they fail to find and release Father Bartholome and destroy the sleep pod.

NPC Statistics

HERNAN CORTES

Significance Rating: 300

STR	68	DEX	62	AGL	72
WPR	76	PER	68	PCN	74
STA	76	UMS	70	WNDS	15

Current STA:

Wounds: 0000000000000000

NOTE: Cortes is shown with three wounds already, reflecting the fact that he was wounded in the previous day's sortie.

FATHER BARTHOLOME

Priest to Cortes' Army

Significance Rating: 50

STR	62	DEX	60	AGL	58
WPR	68	PER	66	PCN	50
STA	72	UMS	60	WNDS	15

Current STA:

Wounds: 0000000000000000

SKILLS: Short-handled weapons (EX) 90; equestrian (EX) 92; mounted melee

E/W/A: Coarse brown priest's robe, Spanish helmet (AR 30), mace, mail shirt (AR 45) which protects upper torso, lower back, and abdomen.

5. MOCTEZUMA'S END

The sortie to the Great Temple has enraged the Aztecs even more. Since your return, they have attacked the palace day and night. Cortes has asked Moctezuma to speak to the mob outside. He wants Moctezuma to promise them that the Spanish will leave if a path out of the city is opened for them. Although Moctezuma refused at first, he finally agreed to speak. Cortes has ordered you to be among those who guard the king as he speaks from a palace balcony facing the Great Temple.

If the PCs used a successful Restore Memory on Moctezuma in Encounter 3, this encounter occurs exactly as it did in history. If the PCs failed to Restore Memory, history is slightly changed in Moctezuma's last moments and the PCs fail in their mission.



Moctezuma appears in all his king-ly splendor. He wears a rich mantle of white and blue with a large green gemstone clasp. Emeralds set in gold ornament the mantle. On his feet are golden slippers, and the crown of the Aztecs, resembling the crown of a pope, rests on his head.

The PCs and numerous Spanish troops accompany Moctezuma to the balcony located on the central turret of the palace. Instantly upon his appearance, the thousands of Aztecs crowding the streets fall into a hushed silence.

If the encounter is run historically, Moctezuma makes the following speech:

Why do I see my people here in arms against the palace of my fathers? Is it that you think your sovereign a prisoner, and wish to release him? If so, you have acted rightly. But you are mistaken. I am no prisoner. The strangers are my guests. I remain with them only from choice, and can leave them when I wish. Have you come to drive them from the city? That is unnecessary. They will depart of their own accord if you will open away for them. Return to your homes, then. Lay down your arms. Show your obedience to me who has a right to it. The white men shall go

back to their own land; and all shall be well again within the walls of Tenochtitlan.

(From the Conquest of Mexico, by William H. Prescott, 1843.)

After a few moments of silence, the crowd begins to murmur. Then they roar with rage. As they turn on the king they believe has betrayed them, rocks, arrows and javelins fly at the balcony. Moctezuma is fatally wounded.

If the scenario is not historically true, Moctezuma makes the following speech:

"My people! Long have we known that one day the glory of Anahuac, our great Empire, must one day end. Crossing the sea from the east in his ship of serpents will come the god Quetzacoatl, dressed in black to rule again this land. Long did I think the white men were the emissaries of Quetzacoatl, the god of peace. Now, I know—I know that they are false! They will kill me, but Anahuac shall live. Rise up, my people! Rise up, and give their blood to Huitzilopochtli! Give their hearts to the sun!"

As he concludes this stirring speech, Moctezuma draws a macahuitl (sword) he has concealed in his garments and attacks the nearest PC. He is shot dead after two rounds by a nearby NPC Spanish arquebusier. No matter what actions the PCs attempt, his courageous speech so inflames the Aztec people that they overwhelm the Spanish garrison. Cortes is killed, and the PCs have to escape Tenochtitlan as best they can. You may improvise whatever escape encounters are balanced.

Encounter Background

Significance Rating: Special

Should Moctezuma make the unhistorical speech, the PCs' mission automatically ends in failure.

NPC Statistics

MOCTEZUMA

King of the Aztecs

Significance Rating: 200

STR	62	DEX	68	AGL	76
WPR	70	PER	66	PCN	74
STA	74	UMS	69	WNDS	15

Current STA:

Wounds: 0000000000000000

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The quotations at the start of each part of the adventure are taken from Diaz, Bernal del Castillo, *The True History of the Conquest of Mexico*, written 1568; translated by Maurice Keatinge, originally published by John Dean, High Street, Congleton, London, 1800; available in *March of America Facsimile Series, Number 7*, University Microfilms, Inc., Ann Arbor.

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SECCION CINCO: ESCAPE FROM TENOCHTITLAN

"In an instant the enemy were upon us by land, and the lake and canals were covered with canoes. They immediately flew to the bridges, and fell on us there, so that they entirely intercepted our line of march. As misfortunes do not come single, it also rained so heavily that some of the horses were terrified, and growing restive fell into the water, and the bridge was broken in at the same time. Many were drowned here, and many put into the canoes and carried off for sacrifice. It was dreadful to hear the cries of the unfortunate sufferers, calling for assistance and invoking the Holy Virgin or St. Jago, while others who escaped by swimming, or by clambering upon the chests, bales of baggage, and dead bodies, earnestly begged for help to get up to the causeway. . . ."

—Diaz

The PCs must now make certain that Cortes escapes alive from Tenochtitlan.

If the Demorean Aral Kran is still alive, he makes a final desperate attempt to destroy Cortes. If Kran was killed in Seccion Cuatro, the PCs need only escape themselves, as Cortes will escape as he did historically, and the Demorean beast will not appear. However, whether or not the beast appears, the PCs will have their hands full getting out of Tenochtitlan.

1. A SUSPICIOUS CHARACTER

The battles with the Indians have raged on. It is apparent to all that escape by day is hopeless. Thus, Cortes has decided upon a desperate expedient: tonight, the entire force will attempt to reach the shortest of the causeways—the one leading west to Tlacopan—under cover of darkness. Those who make it across are to meet in Tlacopan. To this end, Cortes has constructed a large bridge that will be used to replace any of the causeway bridges the Aztecs have removed. This bridge has been en-

trusted to 150 handpicked troops.

The palace is alive with activity in preparation for tonight. As you pass through the endless corridors on an errand, you happen to notice a soldier who, upon seeing you, quickly turns his back and walks off in the opposite direction.

PCs who pass a secret general Perception check recognize the soldier as Diego Garcia, the one who greeted them as they broke up Moctezuma's escape attempt. Even if the PCs do not know that Diego Garcia is a Demorean, his behavior should be made to sound so suspicious at this point that the PCs are led to investigate.

Garcia is sixty feet from the PCs when they spot him—safely out of stunner range. He walks briskly away, looking behind to see if he is being followed. If he is followed, he breaks into a run and attempts to get to the old treasure room—long since emptied and left unguarded. At the doorway to this room, he turns on any Time Corps pursuers and shouts, "You still have not defeated me! Cortes will never leave Tenochtitlan alive."

With that, he ducks into the room and activates the renegade time machine he has just recalled inside. It takes the machine two rounds to vanish. Any PC can deactivate it, if he chooses to do so, rather than use his melee attack. Garcia tries to keep them away with his automatic rifle.

Encounter Background

Significance Rating: 0

Diego Garcia is, of course, the Demorean Aral Kran. If the PCs eliminate him before he gets away on the renegade machine, none of the Demorean-imported creatures in Encounter 2 below will appear. Penalize the PCs 900 points if they destroy the machine. Penalize them 50 points if they fail to search Diego Garcia's

quarters after this encounter and confiscate any remaining automatic rifle ammo.

NPC Statistics

ARAL KRAN

Demorean Team Leader

Alias Diego Garcia

Significance Rating: 0

STR	46	DEX	48	AGL	50
WPR	78	PER	40	PCN	52
STA	42	UMS	48	WNDS	12

2. THE NOCHE TRISTE

The alarm goes up among the Aztecs just as the lead elements of the army make it to the causeway. Within minutes, the Aztecs swarm over the entire area, filling the lake on each side of the narrow causeway with their canoes. Others scramble up to block the progress of the army.

Order has given way to chaos and it's every man for himself. You last saw Cortes leading some cavalry across the causeway far ahead of you, and somewhere ahead should be the bridge and the relative safety of the town of Tlacopan. But right now, all the Aztecs in Mexico seem to be in the way.

To set up this encounter, place an arrow marker in hexes 1319 and 1819 on the color side of the TIME-MASTER™ game map. Point the arrows toward hexes 1301 and 1801. Place similar markers in 1301 and 1801 that point to 1319 and 1819. These markers define the sides of the causeway. The causeway consists of all the hexes in rows 1300 through 1800.

Next, place markers in 1306, 1311, 1806, and 1811. The section of the causeway here has been opened up; in the void is a great canal. The PCs can see the remnants of the Spanish bridge, drowning men, dropped baggage, and struggling survivors.

Place 14 regular infantry counters representing 14 standard Aztec war-

oner. This captain carried on a secret correspondence with Moctezuma, claiming that Cortes was a thief and an outlaw who had fled the king of Spain. For his aid he promised Moctezuma freedom.

Cortes learned of Narvaez and reacted quickly, leaving Tenochtitlan with a force of 70 men in mid-May, 1520. In a quick march to the coast, he took Narvaez by surprise, captured him, and won over his soldiers, thereby greatly increasing the size of his own force.

But on his return to Tenochtitlan, Cortes found that a series of blunders by Alvarado, his garrison commander, had brought the Aztecs to the point of revolt. Bitter fighting broke out as the Aztecs elected a new king who could destroy the hated white men. After a series of fruitless battles, including the storming of the Great Temple in the heart of the city, Cortes sent Moctezuma out to address his people. Moctezuma told them Cortes had promised that, if they allowed him to leave, he would do so peacefully. Wishing to prevent further bloodshed, the despairing king begged his people to lay down their arms. They met his plea with howls of derision, and he fell, fatally wounded by arrows shot by his own archers.

Finally, in desperation Cortes decided to break out of the city by night. He hoped darkness would cover his forces until they reached one of the causeways which linked the city on the lake to the mainland.

That night was to be called the *noche triste*, or "night of tears," for the Spanish were cut off on the causeways and most were massacred. Any prisoners were sacrificed by the Aztecs to gods less peaceful than Quetzacoatl. But Cortes escaped alive with less than 200 of his men, and, in spite of everything, returned within a year to raze Tenochtitlan to the ground.

The Spanish

The Spanish you will meet in this adventure have three main motivations:

God, glory, and gold, not necessarily in that order. Cortes and his men, like the Crusaders of old, firmly believe it is their duty to convert the Aztecs and all other Indians to the one true Catholic faith. They further believe that military conquest, enslavement, and other means that more modern temperaments might find revolting are perfectly acceptable ways to achieve their conversion.

Secondly, these men believe in the glory of their country and king. This entire area of the world they call "New Spain," and they are dedicated to its expansion and prosperity. The fact that New Spain is already populated by a civilization which is, in many ways, as sophisticated as their own they see sincerely as merely an inconvenience.

Finally, these men seek wealth. They see no conflict between the Christian faith they preach to the Indians and stripping those same Indians of their worldly wealth; if anything, the riches seem a just reward for sharing with these people the benefits of Christianity.

The Aztecs

The Aztecs are a warrior race who have recently built their own empire and who have no intention of giving it away to the white men, regardless of the beliefs of their king. These people are by no means primitive. Their art, architecture, literature, and poetry are at this time among the greatest in the world. Their calendar is considerably more sophisticated than that used by Europeans, and their way of life has proven itself successful for a century.

The Aztec nobles are haughty and proud men. The common people are almost fearless warriors and devoted to their own religion.

MISSION START

You will arrive on November 7, 1519, just outside the beautiful gardens of Iztapalapa. From there, you should

be able to link up easily with Cortes and his forces.

Male agents will be disguised as ordinary Spanish soldiers. One of you will be given papers confirming your rank of Captain on a prior voyage of exploration. Female agents will be disguised as distinguished ladies visiting the New World from old Castille. It was not uncommon at this time for women to accompany men, even on hazardous voyages.

Your cover story is this: you were shipwrecked some months ago on a voyage from Spain to Cuba and ended up in this strange land. You have had harrowing escapes from several Indian groups. You learned of Cortes' expedition from the Tlascalcan Indians, who spoke highly of him, and who sent you here to find him.

Each of you has three weapons of his choice appropriate to the time period. Each of you has your chronoscooter, communicator, and stunner with one extra clip of stunner ammo. You will all receive language implants for Spanish and Nahuatl, the language of the Aztecs, before departure. In addition, you will be equipped with a new "renegade pod," one each, attached to your chronoscooters. These pods carry one person and are preset for a one-way trip to the Prison Parallel. Use them to get rid of captured renegades. Those of you with skills will be given the appropriate skill kits before departure.

Your equipment and chronoscooters are waiting. Good luck.

AZTEC PRONUNCIATIONS

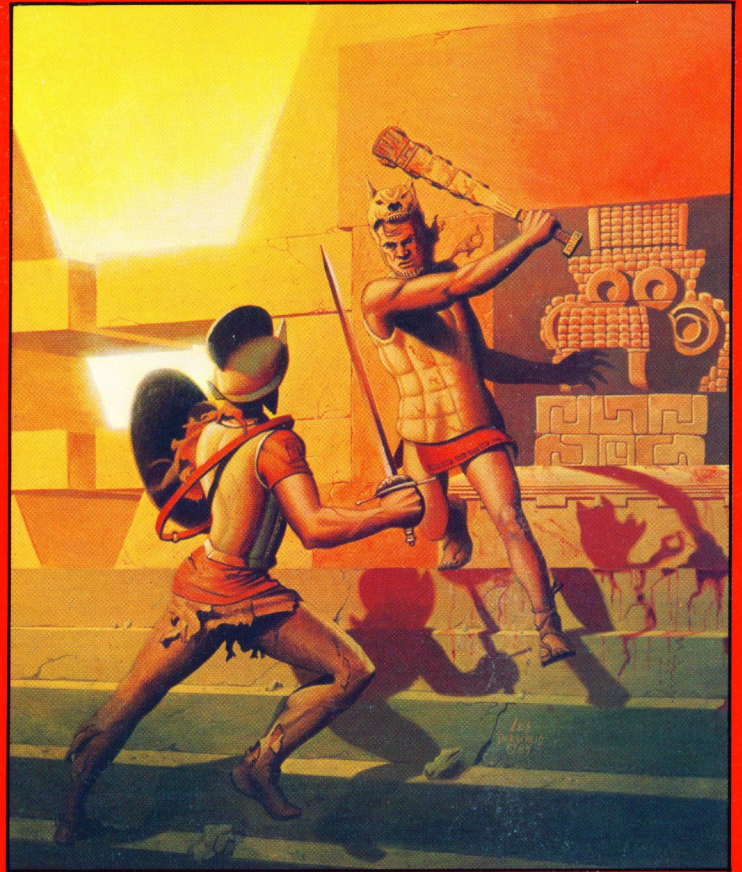
Axayacatl ah-shah-yah-CAH-tul
Ayacatl ah-yah-CAH-tlee
Huitzilopochtli wee-tsee-loh-POE-shtlee
Iztapalapa ee-stah-pah-LAH-pah
Nahuatl nah-WHA-tul
Quetzacoatl kay-tsal-COE-ah-tul
Tenochtitlan tay-noe-shtee-TLAN
Tlaloc TLAH-lohk

TEMPLES OF BLOOD

by Mark Acres

As to setting fire to the buildings, or tearing them down, it was utterly in vain to attempt; they [the Aztecs] stood in the water, and only communicating by draw-bridges, it was too dangerous to attempt to reach them by swimming, for they showered stones from their slings, and masses of cut stone taken from the buildings, upon our heads, from the terraces of the houses. Whenever we attempted to set fire to a house, it was an entire day before it took effect, and when it did, the flames could not spread to others, as they were separated from it by the water, and also because the roofs of them were terraced.

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