

INDIANA JONES™

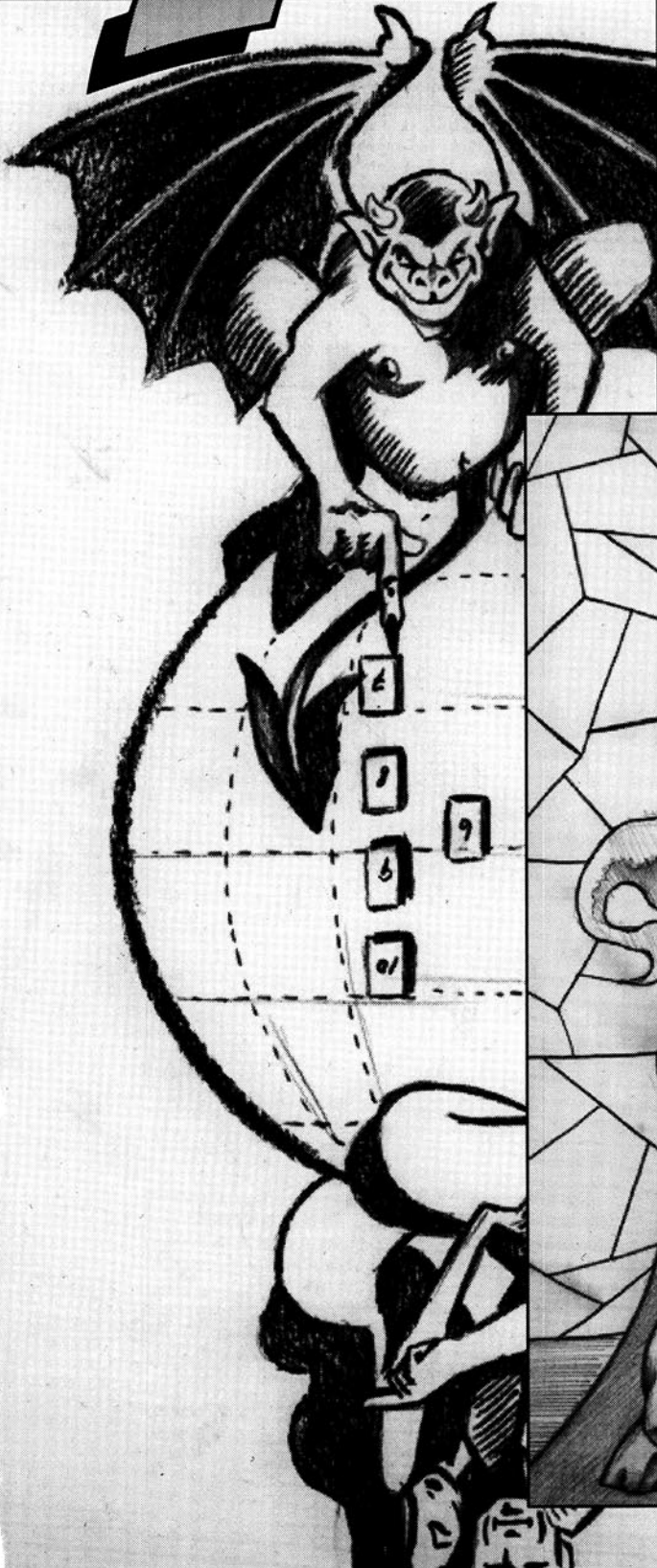
Artifacts

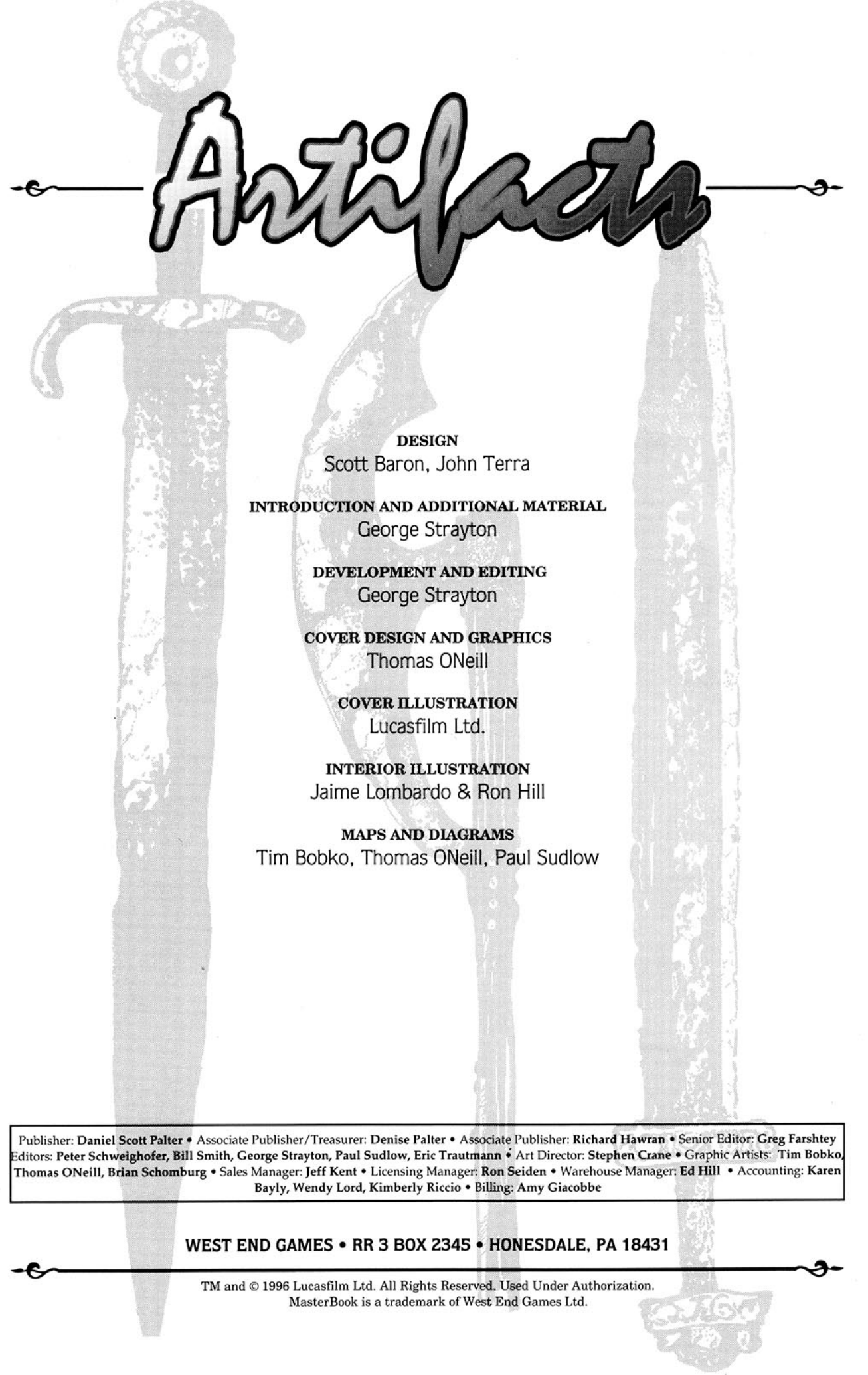


A MASTERBOOK™
GAME PRODUCT

INDIANA JONES™

Artifacts





Artifacts

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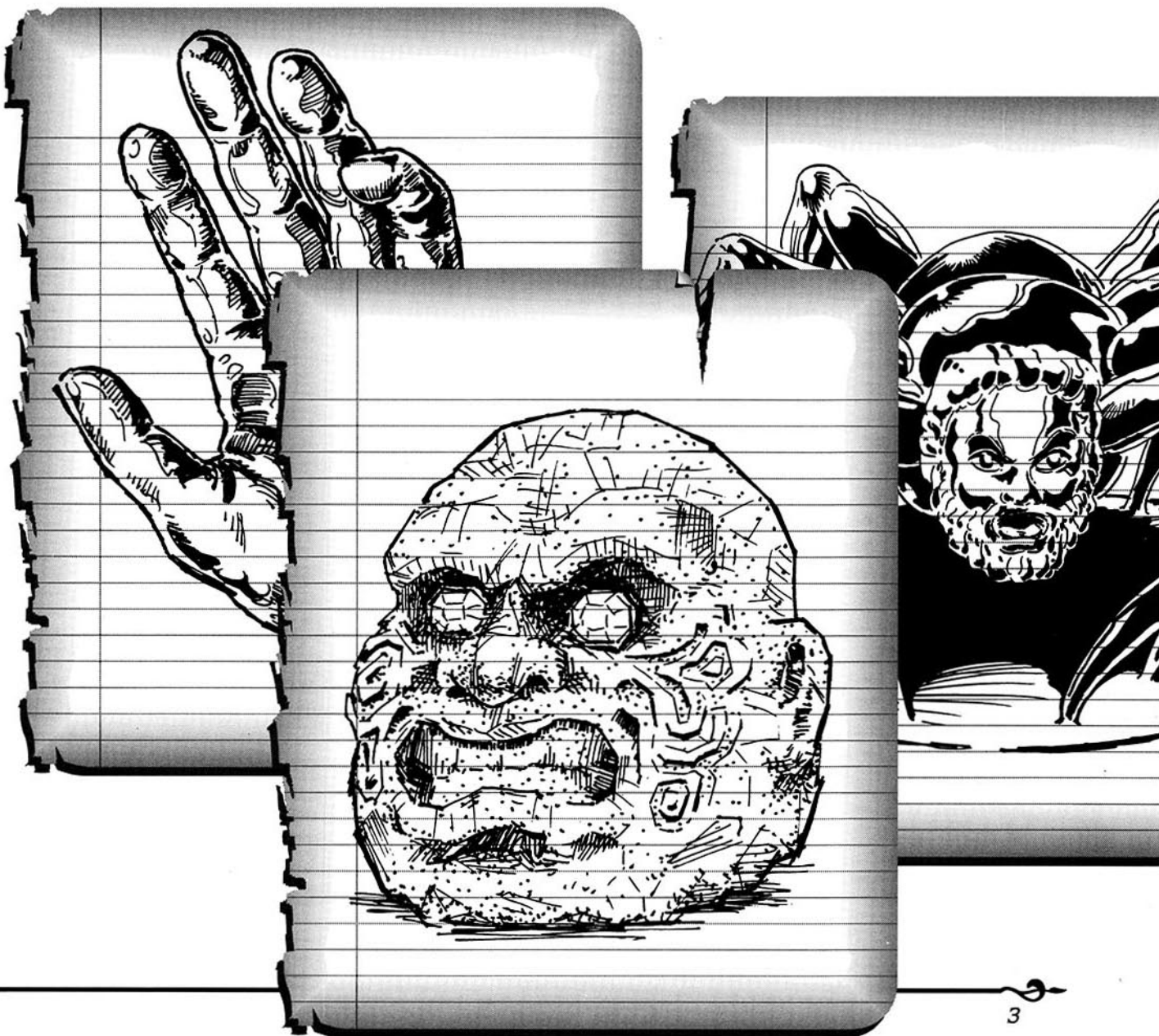
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Introduction

July 24, 1931

The Smithsonian has commissioned me to research and illuminate the so-called "Artifacts of the World." While I have accepted the offer, I find myself somewhat mystified at the reason for such an undertaking, for they have specifically asked me not to unearth these lost treasures. I can only guess that they will base their decisions for future expeditions on the work I do here. A worthy strategy, I suppose, but still odd.

I have received the Smithsonian's "Artifact Template AZ/490.1," and while I understand the need for such standardization, I maintain the belief that the artifacts I log herein will oftentimes defy such categorization. But in an effort to provide my benefactor with the information it has requested, I will do my utmost to fit my research into the template.

I believe my extensive historical and archaeological backgrounds will speed my work and enable me to finish within the year. I only hope that I do not encounter too many difficulties on the road ahead.

And so now I journey forth with eagerness and anticipation, and I must say, a bit of trepidation, for many of my brethren who have undertaken such tasks have yet to return. I pray I do not join them.

About This Book

The bulk of this book comes from the log/journal of an unknown archaeologist. While much of the journal is unreadable due to stains, tears, and wear, the salvageable portions provide useful information about the artifacts of the world at the time of Indiana Jones. Certain pages of this journal appear throughout this book, including personal notes on the progress of the archaeologist's journey, sketches of the detailed artifacts, and maps leading to secret stores of treasure.

For the Player

Each artifact entry contains several sections excerpted from the journal:

Value: the amount of U.S. dollars the artifact would likely fetch in the late 1930s.

Mystical: whether or not the artifact is associated with "magical" or "miraculous" powers.

Last Known Location: the last place the artifact is known to have been.

Description: the nature and characteristics of the artifact.

History: the background of the artifact and those associated with it.

Rumors and Legends: unsubstantiated but relevant information about the artifact.

Herein you will find over 60 artifacts that your character may wish to research and recover. Though the information within each entry will provide a base for beginning an expedition, you should proceed with a slight amount of caution. The validity of the journal from which the research is drawn remains in question. Do not be surprised if you are lead astray at one point or another.

The shaded boxes within this book are meant for the eyes of the gamemaster only. Skip these sections if you wish to retain your sense of discovery as your character ventures forth into unknown dangers.

For the Gamemaster

Immediately following the above-mentioned sections comes a shaded area of game-related information:

Powers: the nature and game statistics of any powers of the artifact.

Wanted By: the parties and organizations interested in obtaining the artifact.

Adventure Ideas: outlines or thought-provoking ideas upon which to base scenarios.

Building the Quest

Gamemasters can use the book as either an endpoint or a starting point. If you've already designed an adventure and need only an artifact to place as the prize, then you can just flip through until you find one that is appropriate to your scenario. On the other hand, you can choose an artifact and use the information contained in its entry to help create and flesh out an adventure that will thrill and excite your players.

Each of the *Indiana Jones* movies (*Raiders of the Lost Ark*, *The Temple of Doom*, and *The Last Crusade*) has portrayed Indy's search for an artifact of ancient legend. The journeys were fraught with danger: natural predators, evil cults, fiendish traps, unscrupulous rivals, powerful enemies, and twisted intrigues. It is the gamemaster's responsibility to generate an adventure laden with similar obstacles, taking the characters further from their goal at every step until they slowly, but surely,

overcome the difficulties through intelligence, planning, brute force, and luck. Make the characters work for their goals. Don't let them sit back and watch the adventure proceed unhindered. As the scenario unfolds the players should continually gasp at the difficulties that confront them — they should be afraid.

Of course, you must not make your adventures unsolvable or un-survivable either. Always give the characters at least one way out. If they miss such opportunities, well, then that's cause to allow fate to play out its hand.

Also, remember that the information contained in this tome is not necessarily accurate. It is left to the gamemaster to decide the truth or falsity of the entries. Gamemasters are encouraged to make modifications, just in case the players have managed to get their hands on this book. Keep them guessing. The threat of the unknown is humanity's (and your players') greatest fear.

There is only one tenet to keep in mind if you want to run a successful *Indiana Jones* game: Make sure everyone (including yourself) has fun!

Shelving the Discovery

The artifacts presented here are not meant to remain in the hands of the characters. Just like *Indiana Jones* never retained possession of the Ark of the Covenant, the Sankara Stone, or the Holy Grail, so the player characters should in some way be coerced or forced to give up their finds. Play on the characters' honesty and professional code of ethics to get them to place the artifact in the proper hands. Of course, this tactic hinges on your players' use of characters who continually strive for the greater good. If the players have chosen other types of characters, you may have to try a different stratagem.

Wielding the powers of the gods requires much fortitude and faith — the weak-willed inevitably fall prey to such forces, devolving into brutes with no desire other than the preservation of themselves at the expense of all else. Those jabbering powermongers will seek out anything they believe can increase their standing and eventually lead them to a position from which no one can push them down. As a particular character continues to hold an artifact, especially one with mystical powers, confront him

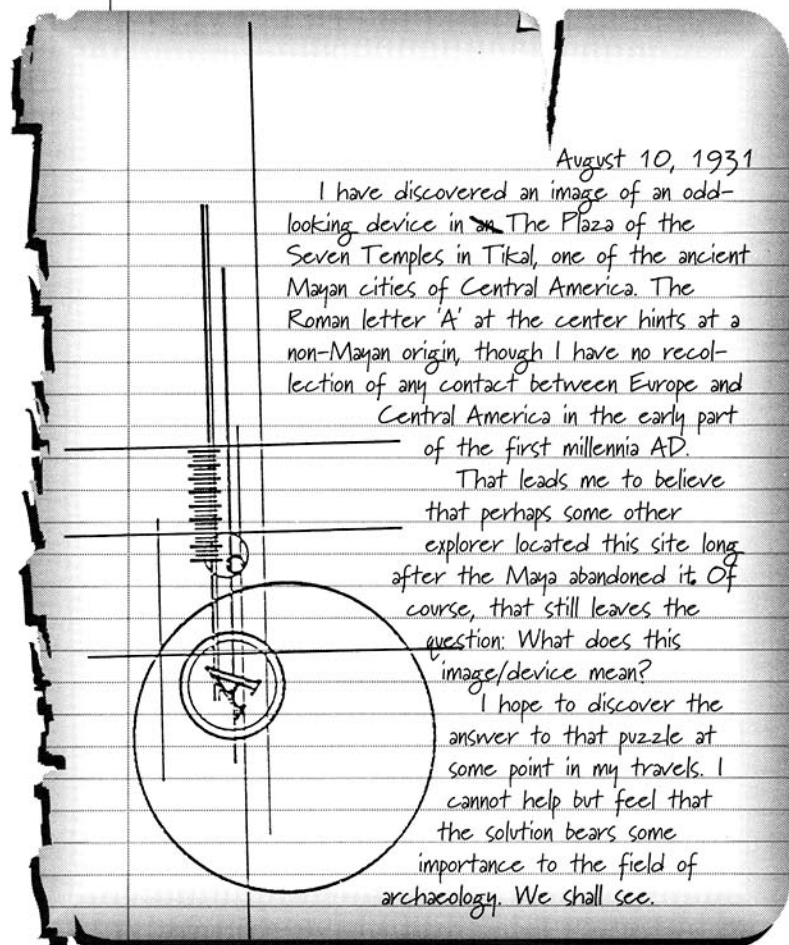
with strange occurrences that might or might not be related to his treasure. He may begin to have delusions of grandeur, or become obsessed with the safety of the artifact, which leads to the second method of prying a relic from the character's hand.

Once word of such a discovery begins to make its way across the world, the characters will risk becoming the targets of those who desire to possess such a wondrous relic. Everywhere the characters turn they will find cloaked figures skulking about in the darkness waiting for the perfect opportunity to launch an attack to recover the item of power

the characters carry. Governments will detain the characters, thoroughly searching their belongings for signs of the artifact, and assassination attempts will follow soon thereafter. The characters would do well to pass the relic along to those who could better protect it.

A Final Note

Unless otherwise stated, the artifacts contained herein are fictional. They were created from the rumors, legends, and myths of the world. Though some of these artifacts may have existed, their powers and abilities are unsubstantiated.



Chapter One

Africa

October 12, 1933

Today I have finally completed my journey across the Atlantic. In an effort to curtail my expenses I have decided to travel by sea or river rather than by air, though, I must admit, I have now come to understand the desire to fly rather than to sail. But enough of such mundane chatter, Africa awaits!

The Dark Continent stretches before me like a mist-enshrouded vessel of history. So many expeditions have ventured to this, the most ancient of lands, the birthplace of civilization (although, perhaps some of my colleagues would scoff at such a statement).

But the multitude of splendors upon this continent continues to boggle the minds of historians and pulp fans alike. From dense jungles to sandy wastes, from limitless plains to raging rivers, Africa is a land of great beauty spiced with danger. Lost kingdoms, ancient cults, and mystical forces hide within its dark nooks and niches, thwarting discovery, overcoming those who dare to disturb what has long remained — and should remain — dormant.

Woe to the man who angers the gods who protect this world, for it is a world unto itself. I know I shall proceed with the utmost of caution.

The Ankh of Osiris

Value: Priceless

Mystical: Yes

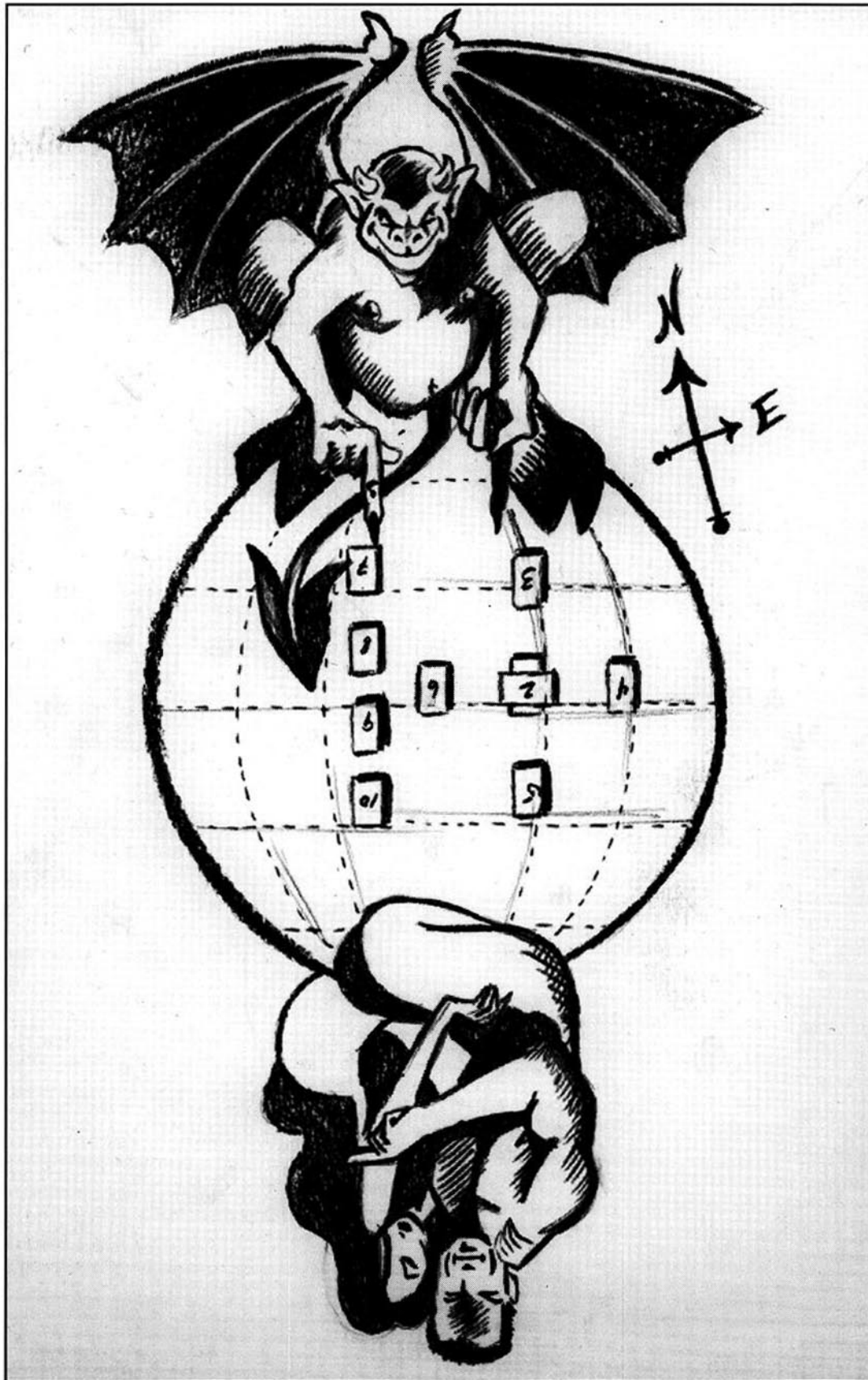
Last Known Location: Giza

Description: The Ankh is made of a royal-blue stone and weighs a half-kilogram.

History

Osiris, god of nature and the dead, son of Geb and Nut, and husband of Isis, is depicted in Egyptian tombs as a green-skinned human. As the god who civilized the Egyptians and taught them the arts, he was a staunch defender of his people, always looking out for their well-being. With wisdom as his strong point, he ruled Heliopolis, the city of the sun, in Ra's absence.

Osiris and his brother Set became bitter enemies, since the latter fooled the wise Osiris into lying down in a magic sarcophagus that trapped and killed him. Isis mummified Osiris' body, thereby giving him eternal life and making him the god of the dead. She placed his ankh in a secret chamber in the Sphinx, far removed from human eyes and the greedy hands of grave robbers.



Tim Bobko

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Using the Map

The sketch consists of a globe, a cross indicating the north and east directions, a tarot card spread, and the central elements from two tarot cards: the Devil and the Lovers. The solution to the map is: 15 degrees north latitude, six degrees east longitude, the location of the ankh's supposed burial place near the town of Tahou in the nation of Niger in Africa.

The Devil, which has a tarot card value of 15, is pointing down, indicating latitude. One of the Lovers, tarot card value six, is pointing across, indicating longitude.

The dotted lines on the globe should offer a hint to the solution, but it should take the characters some time to solve the riddle. Any scholar of Gypsy lore or a tarot card reader will immediately mention that the Devil and the Lovers are images from tarot cards and that each has a number associated with it.

It is left to the gamemaster to decide whether this map actually leads to the ankh. Of course, it may be just an old legend, or a deliberate fake, or even a trap for the player characters.

October 21, 1933

While I was pursuing my Ph.D., I worked on a research paper with a fellow student by the name of Whitney Deviers. We decided to cover the topic of the progression of the Egyptian pharaohs. Several weeks into the project, Whitney uncovered a strange drawing in the thesis of a previous student. Though his paper dealt with the Egyptian mythos, he had included a section on the Gypsies of Europe along with a sketch of a bronze statue.

Perplexed, I kept the sketch and planned to research it further once I had some free time. Unfortunately, each project gave way to another, and I forgot about the image entirely.

Today, however, my memory stirred and summoned the sketch to the front of my mind. While speaking with locals in Giza I happened upon an old man who had a story that he said hadn't been heard for hundreds of years. His tale involved an intrepid, and rather greedy, Gypsy who had discovered the secret to the location of Osiris's ankh. After a series of trials, the man eventually retrieved the

ankh and headed back to Europe. Unfortunately, soon after desecrating Osiris's most sacred chamber, the man became violently ill. He never returned to his home soil.

When I thought the story was over, however, the old man suddenly continued. It seems that the Gypsy had a companion, who, after seeing his friend die, buried the ankh and fled back to Europe.

I haven't yet determined the relationship between this drawing and the old man's story, but I have a strong feeling that there is a connection.

Rumors and Legends

✧ Some scholars believe that the Sphinx predates the Egyptians by thousands of years. They claim that ancient Egypt was a lush and fertile place at one time, and that another race of humans dwelled there until the land went dry. When the Egyptians found the Sphinx, it had the face of an animal, and they re-carved it into the likeness of the Pharaoh Khefren.

Whatever the Sphinx's origin, there is no denying that it contains secret rooms and chambers as yet undiscovered. Many Egyptologists say that Osiris, knowing the inaccessibility of these chambers, left his ankh in one of the deepest rooms.

✧ Those precious few who still cling to the worship of the Enead (the Egyptian pantheon) insist that Osiris will someday return and collect his ankh, as well as his faithful, and take them to a paradise in the Realm of the Dead.

✧ A few of the more eccentric folk claim that since Osiris was the god of nature and life, his ankh is invested with the same power. If the

ankh is planted in the sand while certain incantations are chanted, the sandy wastes will blossom forth with greenery, making the land lush and fertile once more.

✧ An archaeological team sponsored by the Order of the Crimson Oak, a sinister British occult society, has managed to find the ankh. The Order has smuggled it into Britain, where it has become the focus of many mystical rites.

Powers

Osiris was an Egyptian god of two natures: in one aspect, he was the god of living things, but in the other, he was the god of the dead. The ankh reflects this dual nature.

A mortal grasping the ankh must make a Confidence test against a difficulty of 25. If he fails this test, he is consumed in a blinding holy fire that does damage value 20 every round it is held, ignoring the victim's armor adds. Unfortunately, the unbeliever will find the ankh difficult to release. To drop the ankh, the defiler must generate a *willpower* total of at least 15.

If the wielder succeeds in controlling the ankh, he may access all of its powers:

Generating a Confidence total of 14 allows the user to completely heal the wounds and shock damage of one person. This power is usable once per day.

The wielder can cause the ankh to flare with pure white light by generating a Confidence total of more than 16. This divine light drives away any spirit beings, living dead, or any other sort of supernatural phenomenon. This power can be used as often as the user desires.

Last, the wielder of the ankh can restore a dead person to life by succeeding at a Confidence test against a difficulty of 25. This power works only on a person who has been dead for less than three minutes. Once the dead person returns to life, the ankh vanishes forever, fading as it were made of mist.



If a character fails the initial Confidence test to see whether she is worthy of wielding the ankh, she can never use the ankh's power. All other attempts become an automatic failure, resulting in a horrifying effect — the loss of the limb that touched the ankh.

Wanted By

Archaeologists and Egyptologists everywhere seek to possess a divine ankh. Not even taking into account the magical powers attributed to this Egyptian symbol, scholars want it for its pure academic value.

Several occult societies in Europe would kill for such an item, especially since many of them practice forms of mysticism that have their origins in ancient Egypt.

Adventure Ideas

✧ Several weeks ago the Order of the Crimson Oak hired a team of freelance archaeologists and adventurers to find the ankh. The team succeeded, and brought the ankh back to Sinclair Teague, the leader of the Order. The team then traveled to France, where they were killed by a falling sheet of plate glass (which the newspapers called a "freak accident"). An Egyptian dignitary who has pledged to retrieve the ankh hires the characters to track down the artifact and bring to justice the thieves who would dare to steal an Egyptian national treasure.

✧ On a storm-filled night, Aloysius McAllister, a noted Egyptologist, invites the characters to dine at his manor house on the outskirts of London. The characters arrive to find the manor ransacked and McAllister dead, apparently mauled by a wild animal. A scrap of paper beneath his body bears several words and a rough map, all written in blood, hinting that something "lives" inside the Sphinx. McAllister drew the map with his remaining breath since the original was just stolen.

The intruder was the spirit of the Sphinx. It hunted McAllister down and

took away the map that revealed the location of the ankh's chamber. Fortunately, McAllister kept enough reference books and personal letters to indicate what he had been working on when he was killed.

Spirit of the Sphinx

AGILITY 12

Climbing 15, flight 17, maneuver 14, stealth 18, unarmed combat 16

DEXTERITY 10

ENDURANCE 12

STRENGTH 13

TOUGHNESS 12

INTELLECT 12

Linguistics 14, perception 15, tracking 20, trick 17

MIND 11

CHARISMA 8

Charm 10, persuasion 12, taunt 13

CONFIDENCE 12

Faith: Egyptian 14, intimidation 20, willpower 14

Life Points: 10

Natural Tools: Claws, damage value STR+4/17; fangs, damage value STR+2/15.

Description: The spirit of the Sphinx has a lion's body and tail, the wings of an eagle, and the head of a man. He wears an Egyptian-style headdress and has a small goatee-like beard much like the carved head of the Sphinx. The spirit is an intelligent, yet cold creature. It is only interested in protecting its environs and the treasures within. Perhaps its presence is the reason that no one has breached the Sphinx's deepest chambers and uncovered its secrets.

The Armor of Alexander the Great

Value: Priceless

Mystical: No

Last Known Location: Alexandria, Egypt

Description: Alexander's armor consists of a helmet, breast, and back plate made of scale armor, and greaves all of bronze. Together, the armor pieces weigh about 30 kilograms.

History

Alexander III, King of Macedonia, has the distinction of being the first king with the sobriquet "the Great" added to his name. He was born in 356 BC to Philip II and Olympias, and raised as the crown prince. Alexander was tutored for a short time by Aristotle, during which time he developed an enjoyment of Homer and the age of heroes. These attitudes would come to play later in Alexander's life.

When Alexander's father Philip divorced Olympias to marry a younger princess, Alexander fled the country. He was allowed to return, but he remained withdrawn and quiet until Philip's mysterious assassination in June 336 BC. Alexander became king, and the army backed his ascendancy. Thus secured, he eliminated all of his rivals and gained the loyalty of the Macedonian and Greek nobles, the latter after a rebellion in which Alexander destroyed Thebes (not the Thebes in Egypt, rather the Greek city of the same name, now modern Thivai).

The new king resumed Philip's war against Persia, calling for a Hellenic Crusade against the barbarians. He invaded Anatolia and freed the Greek cities there, although in this case "free" is perhaps not the appropriate word; he kept the cities under his strict, absolute control.

After a campaign through Anatolia, he met the armies of Darius III of Persia, defeating them at Issus. Soon after, Alexander occupied Syria and Phoenicia, the latter after a lengthy siege of Tyre. Swinging southward, Alexander entered Egypt, where he was greeted as Pharaoh. While in the area, he visited the famous Oracle of Amon, where he was pronounced the son of Amon, indicating that he would become a god upon his death. By this time two Greek oracles had already announced that he was a son of Zeus, the king of the Greek gods.

Alexander founded the Egyptian city of Alexandria, and then marched eastward, crossing deserts and the Tigris and Euphrates rivers, into Persia. There Alexander fought Darius again, defeating his army in 331 BC at Gaugamela. Darius fled into the mountains to Ecbatana, while Alexander occupied Babylon, Susa, and Persepolis, in effect becoming King

of Persia. Wisely, Alexander appointed many Iranian aristocrats as governors of his conquered Persian provinces. This helped crystallize support for his rule.

A major uprising in Greece in 330 BC had Alexander worried. In short time, he declared the Hellenic Crusade over and discharged the Greek forces. Alexander then pursued Darius eastward.

Darius was slain by Bessus, the satrap (governor) of Bactria. Bessus was not confident that Darius could maintain his will to fight in the face of the defeats brought on by Alexander. After murdering Darius, Bessus declared himself king, and launched a guerilla war against Alexander in northeastern Iran and central Asia. The guerilla war lasted until Alexander married Roxanna, the daughter of a local chieftain.

Alexander took advantage of the peace by building up a network of military settlements, some of which became cities. He was fond of Asian customs, a passion that worried some of the Macedonian and Greek nobles.

Parmenion, Philip II's highest general, once had complete control of the army, only to lose it to Alexander. In late 330 BC, Parmenion's son Philotas, the main opponents of Alexander's new policies and the commander of the cavalry, was murdered in a coup, and Parmenion was assassinated. Alexander demanded that the Europeans prostrate themselves before the king—an Asian custom. He did this despite his knowledge that the action was considered an act of worship by the Greeks.

In 327 BC, Alexander invaded India, specifically the Punjab. After conquering most of it, his further progress was halted by a mutiny among his troops. Turning south instead, he marched to the mouth of the Indus and engaged in some of the bloodiest of his wars. When he reached the Indian Ocean, he sent a Greek officer with a fleet to explore the coastal route to Mesopotamia. Part of the remaining troops returned by a normal land route while Alexander and the rest of his army marched through the deserts of southern Iran.

Alexander safely completed his march in the winter of 325–324 BC, returning to an empire less devoted to him, due to his long absence and the rumors of his death. He executed some of the more troublesome lead-

ers and replaced them with loyal followers. In the autumn of 324 BC, he lost his only true friend, Hephaestion, his grand vizier, at Ecbatana. Alexander never recovered from this loss.

After a period of mourning, he launched a winter campaign in the mountains, then returned to Babylon where he began preparing a campaign against Arabia. Alexander died in June, 323 BC without designating a successor, causing anarchy to wash over the empire.

Alexander's body was embalmed and brought to the sands of Egypt, where an underground tomb was built several dozen miles southwest of Alexandria. No one has yet uncovered the specific location of Alexander's burial place. The first to do so will gain his armor, and any other treasures sealed within the tomb.

Rumors and Legends

✧ Alexander supposedly was a god, or at least the son of one. Some say that his divine spirit

still guards his tomb after all these millennia.

✧ After Alexander died, many legends about his exploits sprang up. In one of them, he met the Queen of the Amazons. Those who believe this tale also say that Alexander's tomb contains directions to the Amazonian home land.

✧ Several occultists theorize that if a would-be world-conqueror were to gain certain important artifacts, then world domination would fall into their hands. Alexander's armor is one of these items.

Powers

The armor is not magical. If worn, it grants a protection of TOU+5/20. The armor's only extraordinary feature is the prestige it would give to an aspiring empire builder. The benefits, however, are not quantifiable.

Wanted By

Germany, Italy, and Japan all desire the armor. Naturally, this is supreme egotism at work. All three leaders, Hitler, Mussolini, and Minister Tojo, seek to carve out an empire, and the armor would serve as a fine inspiration, both personally and to the respective leader's armies. As Alexander conquered the known world, so these leaders dream of matching or even surpassing his accomplishments.

Note that in order to bring in the Japanese as a contender for Alexander's armor, the scenario must take place in 1938 or later. Nineteen thirty-eight was the year that Tojo became vice-minister of war, in addition to his previous military position as Chief of Staff to the Kwantung Army in Manchuria.

A handful of fanatical and well-financed Greek nationalists seek to return the armor to Greece where they believe it belongs. They have recently begun monitoring the efforts of Germany, Italy, and Japan, hoping to steal information from each and put it all together to discover the

December 2, 1933

My search for Alexander's armor has brought me to Alexandria. It is a wonder that the Nile Delta holds so much of ancient history. The number of great archaeological discoveries over the past century boggles the mind, and I find myself arguing with myself over where I should visit next.

My curiosity draws me most to the Attarine Mosque, where the sarcophagus of Alexander was "discovered" by the French during the Napoleonic occupation. Only later, after the sarcophagus had been brought to Britain did archaeologists realize their mistake: the sarcophagus was actually the final resting place of King Nectanebo, the last native ruler of Egypt. Which then leads to the question: Where is Alexander's body?

location of the artifact before their competitors do.

Adventure Ideas

✦ Japanese, German, and Italian teams have begun digging up the desert around Alexandria. United States intelligence wants to know why, and so they hire the characters to go to that area and "see what can be seen." To avoid suspicion, the characters masquerade as archaeologists from the Museum of Natural History searching for the tomb of a minor Egyptian noble.

✦ While engaging in a routine visit/stop-over in Alexandria, the characters are attacked at night by a group of fanatics. It turns out that they are Greek nationalists who have mistaken the characters for one of the teams sent to find the armor. Naturally, the characters now know what's going on, and ironically, the Greek attack may intrigue them enough to seek out the armor themselves.

✦ The British Museum has clues to the whereabouts of the armor and hires the characters to head up an expedition to excavate the tomb. In this scenario, the characters find themselves pitted against German, Italian, and Japanese archaeologists, the Greek nationalists, and two unreliable expedition members with underworld connections who want to sell the armor to the highest bidder.

The Headdress of Shaka Zulu

Value: \$5,000

Mystical: No

Last Known Location: Northern Rhodesia

Description: Shaka Zulu wore a headband made of animal hide and a vast array of multicolored birds' feathers. The headdress weighs about three kilograms.

History

The Zulus are a Bantu-speaking tribe found mostly in central and southern Africa. Shaka Zulu, or just "Shaka," was born circa 1787, and died on September 22, 1828. The son of a

minor chief, he became the first truly effective king of the Zulus. After ascending to the throne when the Zulu leader Dingiswayo was murdered by the Ndwandwe, a rival clan, Shaka began his reign by uniting the tribal villages under his control, and creating a Zulu army. It didn't take long for Shaka to conquer all of his neighboring enemies and create Zululand.

Shaka maintained mostly friendly relations with the Europeans. Although the Zulus were fierce, skilled warriors, they were no match for European technology. The coming of the colonials signaled the beginning of the end for the Zulus as a nation. Shaka, whose cruelties created opposition within his own domain, was murdered at Dukuza, his military capital, by his half-brothers Dingaan and Mhlangana. Shaka remains a hero to the Zulus today.

Rumors and Legends

✦ Some tribesmen say that Shaka's headdress was buried in his tomb along with fabulous treasure. They warn that the spirits of the most powerful Zulu warriors remain there to slay anyone who dares to disturb Shaka's rest.

✦ Tribal legends hint that the headdress possesses the power to incite all true Zulus to a berserk, fighting rage.

✦ Some claim that Shaka himself will return to lead his people once they acquire the faith, wisdom, and courage to rise up against the Europeans.

Powers

While the headdress has no inherent magical power, it serves as a rallying point for the multitude of African tribes. A charismatic leader wearing the headdress may incite the native peoples of Africa to throw out the imperialist European powers and forge a new nation and a new destiny.

Wanted By

Several nationalistic African groups, especially in Abyssinia, East Africa, Italian and French Somaliland, and Belgian Congo, want the headdress. Most want it

for the right reasons: to throw off the yoke of European colonialism and conquest and to establish a kingdom worthy of Shaka. Several, however, are simply power-hungry bandit kings who seek to replace the white man's domination with their own.

The governments of Germany, Italy, Britain, France, Belgium, Spain, and Portugal (in other words, all the nations with African colonies), have also devoted effort to locating the headdress. Several astute members of these governments are painfully aware of the importance of the headdress. They do not wish to display it in a museum, however. They want to find and destroy it, denying the indigenous peoples of Africa a rallying symbol. Native agitation is bad enough already without an object of such significance surfacing on the continent.

Adventure Ideas

✧ A well-dressed, refined African man from Nairobi, East Africa seeks out the characters. With an impeccable British accent he introduces himself as Dr. David Motombe, an archaeology professor at a small university in East Africa. Dr. Motombe has a problem. He commissioned a team of native explorers to search Northern Rhodesia for the burial site of Shaka Zulu. The task is particularly daunting since no written records of the burial site exist. And now the team is overdue. Dr. Motombe fears the worst. In desperation, he has approached the characters, mostly due to their reputation as honest people. He wants them to find the team, and, if possible, aid them in finding Shaka's tomb.

Afrikaaner mercenaries have captured Dr. Motombe's team. These mercenaries, unaware of the archaeological team's mission, took offense that native Africans would dare become educated by Europeans and wander around with impunity. The team is being held in a makeshift stockade. To make matters worse, the Germans and the

British have learned of the team's objective, and have sent two groups of rather unethical archaeologists to tail them.

✧ An African bandit warlord by the name of M'Ndabo has plundered the tomb of Shaka Zulu, and now wears the headdress. He has raised a small, well-armed native army of murderers, robbers, and pirates, and intends to forge a kingdom for himself in the Belgian Congo. M'Ndabo cares little about the Europeans or his own people's independence. He seeks only to carve out his own empire.



The
Headdress of
Shaka Zulu

The Belgian government hires the characters to track down the man and diffuse the situation. Naturally, the characters will encounter hazardous rivers, dense jungles, wild animals, and of course the bandit army. At the end of the adventure, when the characters have accom-

plished their goal, a group of African nationalist leaders, who are working toward a peaceful means of freeing their homelands, approach them and vow to protect the headdress from those who would abuse it.

The Sandals of Mohammed

Value: \$30,000

Mystical: Yes

Last Known Location: Libya

Description: This artifact looks like a simple, unimpressive pair of leather sandals.

History

Mohammed was born to the Hashim clan of the Quraysh tribe in about 570 AD in the city of Mecca, an important trading center in western Arabia. At age 25, he worked for Khadijah, a rich widow, in her commercial enterprise. They were married soon after and had two sons — both of whom died young — and four daughters. Fatima, one of Mohammed's daughters, gained importance later in Islamic history for her marriage to Mohammed's cousin Ali.

Sometime around the year 610, Mohammed had a vision while in a cave on Mount Hira near Mecca. In the vision, he was commissioned to preach the message entrusted to him by God. Subsequent visions and mes-

sages that came during the rest of his life became the Koran, Islam's holy book. Mohammed soon began to proclaim his message to his people: "there is but one God and Mohammed is his Prophet."

As a prophet, Mohammed was sent to warn people of the Judgment Day and to remind them of God's goodness. The people of Mecca were hostile to Mohammed's message. But as long as clan leader Abu Talib was alive, Mohammed enjoyed the protection of the Hashim. The rest of the Quraysh tribe boycotted the clan after 616. Around 619, Abu Talib died, and the new clan leader was unwilling to continue to protect Mohammed.

In another sad twist of fate, Mohammed lost a second staunch supporter, his wife Khadijah, who died shortly after Abu Talib. In the face of persecution and suppression of free speech, Mohammed and about 70 followers decided to leave Mecca and move to Medina, a city about 250 miles to the north. This move, called the hegira or hijra (an Arabic word meaning "emigration"), took place in 622, which became the first year of the Muslim calendar. Muslim dates are usually preceded by AH, "Anno Hegirae," the year of the hegira.

In Medina an organized Muslim community slowly flourished under Mohammed's leadership. Attacks on caravans from Mecca led to war with the Meccans. Mohammed's followers were victorious at Badr in 624 AD, but were defeated at Uhud a year later. In

Islam

According to Muslim belief, God sent Mohammed as a messenger (a rasul, or "apostle") among the Arabs, bringing a revelation in "clear Arabic" for all to understand. Thus, as other peoples had received their messengers, so the Arabs received theirs.

Unfortunately, Mohammed was rejected by many because he was simply a mere mortal who had lived most of his life as a normal man.

As Moses had brought the Law to the Jews, so the Prophet Mohammed brought the Koran to the Muslims. In his sermon during the farewell pilgrimage Mohammed

testified that he had fulfilled his mission by leaving behind "God's Book and the sunna (custom) of the Prophet." Imitation of the Prophet, following the example of his life in all circumstances, is a prerequisite for every Muslim. Moreover, the "Blessing of the Prophet," consisting of an invocation of God's blessing on the Prophet (and his family and companions) plays a major role in Muslim piety. In addition to Mohammed's accomplishments during his lifetime and his significance in the present, most Muslims anticipate a future role for the Prophet — as intercessor, "with God's permission," on Judgment Day.

627, the Muslims successfully defended Medina against a siege by 10,000 Meccans.

During this same period, the Muslims clashed with three Jewish clans. One of these clans, the Banu Qurayza, was accused of plotting against Mohammed during the siege of Medina. In retaliation, all of the clan's men were killed and the women and children sold into slavery.

Before 624, the Muslims of Medina had faced Jerusalem during worship, but now they turned toward Mecca. Mecca was considered of primary importance to the Muslim community because of the presence of the Kaaba, a pagan shrine that according to the Koran was built by Abraham and his son Ishmael. The Muslims decided that the shrine needed to be brought into Muslim society. Negotiations with the Meccans allowed the Muslims to make a pilgrimage in 629 AD, on condition that all factions agreed to an armistice.

Unfortunately, several incidents during that year ended the peace, and in January, 630 AD, Mohammed and his men marched on Mecca. The Quraysh offered to surrender, and the Muslims accepted, promising general amnesty to all Meccans. Mohammed's generosity to a city that had forced him out eight years earlier is often cited as an example of his remarkable magnanimity.

In his final years, Mohammed continued his political and military involvements, making arrangements with nomadic tribes ready to accept Islam, and sending expeditions against those groups who remained hostile. A few months after a farewell pilgrimage to Mecca in March, 632 Mohammed fell ill. He died on June 8, 632, in the presence of his favorite wife, Aisha, whose father, Abu Bakr, became the first caliph.

Rumors and Legends

✧ In the late 18th century, certain devout followers of Mohammed, intent on bringing his message to northern Africa, took his sandals as a symbol of the miles they would have to walk to spread "the word." These missionaries were apparently killed by bandits near Tripoli, and the sandals wound up in an underground tomb the robbers used as a lair.

✧ Most scholars believe Mohammed's tomb lies in Medina. A scroll inside shows where

the sandals and many other personal effects of the Prophet were sent.

✧ Rumors abound that an ambitious Arabian sultan would pay a king's ransom for the sandals. Unfortunately, no one knows why he wants them, or what he plans to do with them.

Powers

If the sandals are worn by someone with at least one add in *faith: Islam*, they confer an additional +1 bonus to Endurance, Charisma, and Confidence, and all skills under those respective attributes.

Unfortunately, the sandals carry a curse as well. Mohammed lived for 52 years until he fell sick and died. If anyone wears the sandals for more than a total of 52 days, one day for each year of Mohammed's life, he too will fall ill, losing one point of Endurance and Strength per day. Once either of these attributes reaches zero, the wearer dies. Of course, the wearer can remove the sandals, whereupon the disease ends, although the attribute losses remain. Note that the time requirement is not 52 days straight, but rather a total of 52 days.

Wanted By

Different groups of Arabs desire the sandals, each for their own purposes. Motivations range from one end of the spectrum to the other. Some desire the sandals for political prestige, others for religious power. The religious factions themselves have different goals: some want to launch a Jihad, a holy war, to throw the British out of the Palestine and Transjordan areas, while others merely want to unite all believers of Islam.

The only Europeans or Americans who seem even remotely interested in the sandals are the more unscrupulous treasure hunters and curio collectors. These unprincipled sorts tend to hire thugs and mercenaries to fetch the objects of their affection.

Adventure Ideas

✧ A renowned Turkish millionaire who fancies Arab memorabilia contacts the

characters. He requests that they come to his manor in Istanbul and authenticate an item for him. The item in question is a pair of sandals.

But all is not as it seems. Apparently this millionaire has also heard of the group's unflinching courage and prowess in dangerous situations. He is being targeted by Arab groups who want the sandals as a rallying symbol to eject the British from the Middle East, and he wants some competent people around to save his hide. Soon after the characters arrive come several attacks, mostly bomb-throwings, assassination attempts, and "accidents."

✧ The characters hear of the rumored whereabouts of the sandals in Libya. Unfortunately, there is one major problem: Libya is under Italian control in the '30s and early '40s. During the latter time period, the desert war is raging, with Rommel and Montgomery's armies battling back and forth across the northern African coast. To get the sandals, the characters must overcome Arab bandits, Italian armed forces, and, if set in the early '40s, Rommel's Afrika Korps.

The Statue of Anansi

Value: \$150,000

Mystical: No

Last Known Location: Lagos, Nigeria

Description: This 0.75-meter tall statue captures the image of Anansi, the Spider God of many African religions. Cast in solid gold, it depicts an eight-armed spider with the face of a smirking man. Estimates based on its description put its weight at roughly 70 kilograms. The perfect detail of the statue is rare in such a primitive piece of sculpture; it looks like an enormous spider was coated in gold plating, capturing its visage for all time.

History

Anansi, the spider hero and trickster of countless stories and myths, appears in the folklore of peoples from the Gold Coast, the Ivory Coast, and adjacent lands stretching along the West African coast. He always as-

sumes an outrageous and wily role in the stories, like Loki of Norse mythology and Coyote of Native American tales.

As the people of West Africa migrated from their homelands, either by force (slavery) or free will, they carried their folklore with them, spreading it far and wide across the New World. Anansi shows up in stories from such widely dispersed regions as South Carolina, Jamaica, and Surinam. Some call Anansi the Sky God; others claim he created the world, spinning it into existence with his web. In Bantu folklore, he has a definite association with the sun due to the many tales relating to his theft of it. His predominant role, however, is that of the crafty trickster who always succeeds by his wits. He tricks other animals, as well as the occasional human, for his own profit. In later tales, Anansi triumphs over missionaries, thus showing the power and truth of the native ways.

In 1914, treasure hunters stole the statue from a sacred cave along the shores of the Gold Coast. Rumors have last placed it somewhere in Lagos, in the collection of a rich merchant. Since the theft, each of its owners has died under peculiar circumstances, lending credence to the belief that Anansi does in some way exist within it.

Rumors and Legends

✧ Tribal shamans say that Anansi has grown displeased over his separation from his people, and that he desires to return to his lands. His dissatisfaction has shown itself repeatedly, with death stalking those who possess his statue. One tale speaks of the statue transforming into an enormous spider and spinning a web around its victim before dragging it off to be devoured.

✧ Some say that Anansi is pleased to have been released from his prison, and that he enjoys wandering freely among the peoples of the world. If this is true, then it would become imperative to return him to the Gold Coast, where the magics of the shamans can keep him in check. Until then he will roam freely, leaving a bloody wake to mark his passing.

✧ The current owner of the statue is whispered to be Simon deHavilland, heir to an arms fortune in England. He fled that country

several years ago after being investigated for alleged ties to an illegal slavery ring. Rather than face charges and attempt to clear his name, he chose flight, which proved his guilt in the eyes of many. He has since reportedly surfaced in Lagos, running a small commodities firm which is actually a front for a large smuggling operation.

Powers

As with many religious artifacts wrested from their sacred resting places, the Statue of Anansi has a curse associated with it. While scholars are always the first to scoff at such things, bad luck and death have indeed followed in the statue's wake over the years.

In reality, the statue has no known powers; it's just coincidence that several people who have held the statue have died under unusual circumstances. Then again, maybe it is Anansi, playing his tricks on humanity...

Wanted By

The Akan people of the Gold Coast have fallen on hard times, blaming their fate on the disappearance of their god. They seek to return their god to his home, in hopes that he will once again bestow his blessings on the people.

The National Museum in Washington also seeks the Statue, as it is reputedly the finest depiction of Anansi ever created.



The Statue of Anansi

Adventure Ideas

✱ Following a trail many years old should actually prove rather easy; each person who possessed the statue died of things such as poisonous insect bites, malaria, and other uncommon maladies. Either retrieving the statue for the museum or returning it to the Akan will bring the characters to Lagos, where Anansi may be waiting to be rescued, or to destroy those who seek to imprison him...

Chapter Two

The Americas

September 19, 1931

My journey has taken me across the States, and I now head toward Central, and from there, South America. The ancient civilizations of the Incas, the Aztecs, and Maya have always captivated me. Their advancements in the fields of mathematics, medicine, astronomy, and engineering seem almost impossible for such primitive peoples. I look forward to visiting the sites I have longed to see for so many years.

I plan to travel through Mexico and the Central American countries into Colombia, and from there to Peru, Bolivia, and Brazil. The legendary trails I follow may cause me to wander from that path, but, of course, the pursuit of knowledge is not always a straight route.

I should like to spend as much time as I can afford in the Amazon. The rain forests must surely hide treasures as yet unimagined. Then again, there are reasons why they remain so hidden, and I have no desire to look directly upon the face of those reasons. Caution, therefore, will prove most important.

The Hammer of John Henry

Value: \$5,000

Mystical: No

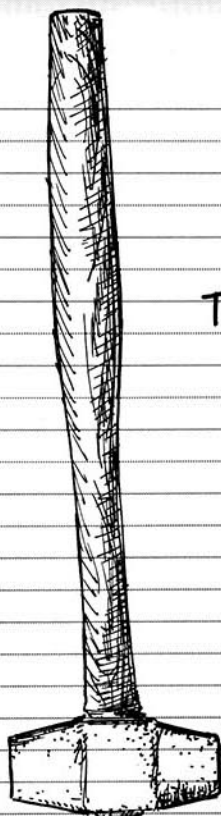
Last Known Location: West Virginia, USA

Description: Although this appears to be a typical sledgehammer, it is extremely dense, weighing about 25 kilograms. The iron head is battered and worn, and the stout oaken handle bears the prints of a big man's hands.

History

The many legends and songs about the African American John Henry span from the possible to the downright absurd. Some accounts say that he was born full-grown. Other accounts say that he used not one, but two hammers. What most accounts seem to agree on is that John Henry was a "steel drivin' man" who worked on railroad construction in the Allegheny mountains some time around the late 1860s or early 1870s.

The railroad introduced an automated steam hammer called "Inkypoo," which threatened the jobs of John Henry and the railroad work crews. Henry, who claimed that there was nothing a machine could do that a man couldn't, challenged Inkypoo to a spike-driving contest. Some accounts claim there were no stakes to the challenge, others claim that if



The Hammer
of John
Henry

John Henry won, the railroad workers would keep their jobs. Though Henry did win, his heart burst from exertion and he dropped dead at the finish line. His fellow workers mourned his death and buried him in a mountain somewhere in the Allegheny range.

Henry, along with his hammer, lies in a tomb in the side of a mountain several kilometers north of White Sulphur Springs, West Virginia.

Rumors and Legends

✧ Many American folklorists claim that John Henry's spirit still lingers over the Allegheny Mountains, guarding his grave, watching the railroads, and generally acting as a benign presence in the area.

✧ John Henry's body hasn't decomposed. He lies in his grave, hammer still clutched in his hand, ready to rise up again when his people need him most.

✧ Some reports state that John Henry's Hammer wound up close to Promontory, Utah, where the Golden Spike was driven into the ground, joining the East and West railroads.

✧ A *second* Hammer may exist. Rumors suggest that the workers carried the second hammer to the end of the railroad, at which point it disappeared. Should the two hammers be reunited, the dormant power within each may come to life.

✧ A new legend that has sprung up says that as long as John Henry's Hammer remains in his grave, the Allegheny route will not suffer any railway accidents.

Powers

John Henry's Hammer has a damage value of STR+12/25, but requires a minimum Strength of 11 to wield. The hammer has no magical powers per se, but for some reason, it inflicts STR+15/30 damage when used against a machine of any sort.

Wanted By

American historians want the item as a piece of Americana. The Smithsonian especially would love to add this item to their collection of American history.

Unfortunately, there are people who would deprive African Americans of any heroes, or of any evidence that such heroes existed. Several hate groups in the United States want to find the hammer and destroy it to prevent the black population from "getting too uppity and proud."

Adventure Ideas

✧ In need of help a group of older black scholars approaches the characters. The men claim to have narrowed down the likely location of John Henry's grave, which they believe contains his famous hammer. When they solicited major museums and universities for funding, the men were told to "stop chasing after legends."

The scholars don't have much. They collected donations from friends and sympathetic souls, and can give each charac-

ter \$100 toward expenses. The men wish to hire the characters to search for the grave, and retrieve the hammer if possible.

✱ While traveling through West Virginia near White Sulphur Springs the characters encounter a group of African American men being attacked by hooded assailants. Even though the men are fighting well, the sheer number of assailants is beginning to take its toll. If the characters help out and drive off the thugs, the men, a bunch of graduate students and history buffs looking for John Henry's Hammer, invite them to come along.

Unfortunately, the hooded thugs, who know Henry's tomb exists and have vowed to keep it hidden for fear of the power it might provide the wielder, sabotage the mission at every step, hoping to force the students and the characters to give up.

✱ As the train the characters are riding on passes through the Allegheny region, it jumps off the tracks and crashes in a horrible wreck. If the characters do some research in local libraries or overhear some local rumors, they discover that two other trains have slipped from the rails in the past week. Further research reveals the story of John Henry's tomb and the consequences of losing his hammer.

The hammer has been taken by a group of violent bigots who intend to hold a secret rally during which they plan to burn it. The characters must pursue the thugs into Kentucky, where the rally will occur, and retrieve the hammer from under the noses of about 200 armed racists. Once the characters return the hammer to Henry's tomb, the train wrecks suddenly cease.

The Image of Cachimé

Value: The complete image is worth \$125,000. The ruby eyes alone are worth \$50,000 a piece.

Mystical: No

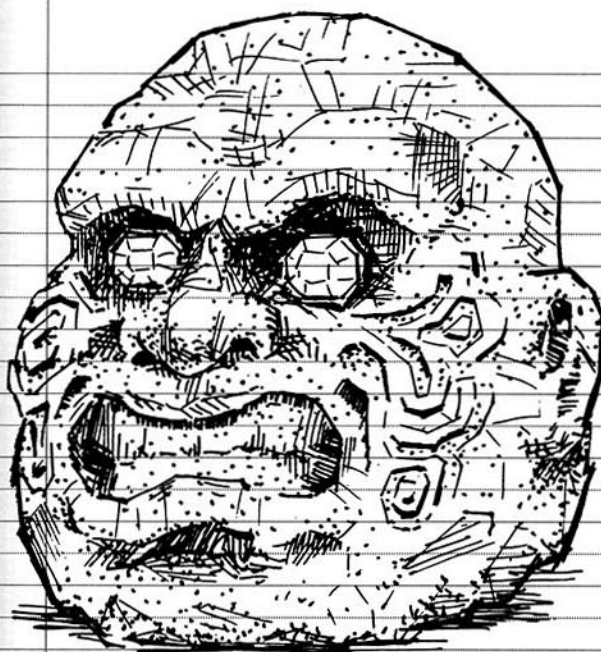
Last Known Location: Somewhere upstream on the Orinoco River in Venezuela.

Description: Carved of stone, this meter-tall relief depicts a man from the neck up. The face is carved into a fearsome expression: the lips of the mouth are curled back in a sneer and the brow is furrowed. Carved spirals and other symbols decorate the cheeks of the image, which has two perfect rubies for eyes. The image weighs 60 kilograms.

History

The Image of Cachimé, a deity of the Arecuna Indian tribes that dwell along the Alto Orinoco in Venezuela, is said to inspire fear in even the bravest of warriors. It is kept in a cave where the natives continue to worship it in fear-filled veneration.

Several times a year, the men and women of the tribes seclude themselves, conducting ceremonies that result in the complete inebriation of all present. When all is in readiness, four priests with intricate patterns painted on their faces disguise themselves in animal pelts and feathers. The priests approach the cave where the image is kept, their disguises intended to lull the image into false comfort. Once inside, they grab the image and



The Image of Cachime

carry it out, where the tribe gathers around it in a tight circle. The people then dance wildly around the image, calling upon it to lend its blessings to those present. At the completion of the ceremony (with all present exhausted), the priests return the image to the cave, and then remove their disguises and bathe.

Whether this is a fertility rite, or a coming-of-age ceremony is uncertain; the entire tribe participates, with little distinction between young and old. The legend of the image has only recently come to light in the civilized world. The myth speaks of Cachimé's once walking the world, taking whatever he desired. One day he came upon a hunter stalking a pig. As Cachimé entered the clearing, the pig charged forth from the brush, whereupon the god laughed and killed it with a single strike of his hand. The hunter, angered that any would steal his quarry, swung his spear at the god, cutting off his head. The head laughed, for Cachimé could not be killed so easily. Granted, he could no longer move, but he cursed the hunter and his descendants, saying that unless he was worshipped from that day onward, a great sickness would descend on the people, killing them all. Returning to his village with the head, he presented it to the priests with his tale. Fearful that they would be destroyed, the priests placed the head in a cave, where it would be worshipped. The head became the focal point of several rituals, in which the people lose themselves in the intoxicants.

Rumors and Legends

✧ The various tribes along the Orinoco River in Venezuela still practice their native religious rites. Seasonal, coming-of-age, birth, and death rites are all observed, with complex ceremonies following the centuries-old rites initiated by their ancestors. One tribe is said to follow a unique rite, wherein they honor their god in a wild orgy of the senses. The rumor suggests that this god, Cachimé, appears during the ceremony, joining in with the celebrants and bestowing a year of perfect health on all present.

✧ Upstream on the Orinoco, an ancient religious object shaped like a head lies buried in a cave. It is said to be made of gold, with rubies the size of

a man's fist for eyes. Though many fortune hunters have attempted to find the item, so far none have. Some died, others returned empty-handed, whispering of strange, horrific ceremonies occurring in the jungle. Others simply vanished without a trace.

✧ More civilized Indians in Caracas speak in quiet, fearful reverence of a frightful god who still walks the jungle, killing any who cross its path. A tribe of cannibals worships this god, offering bloody sacrifices to sate its hunger.

Wanted By

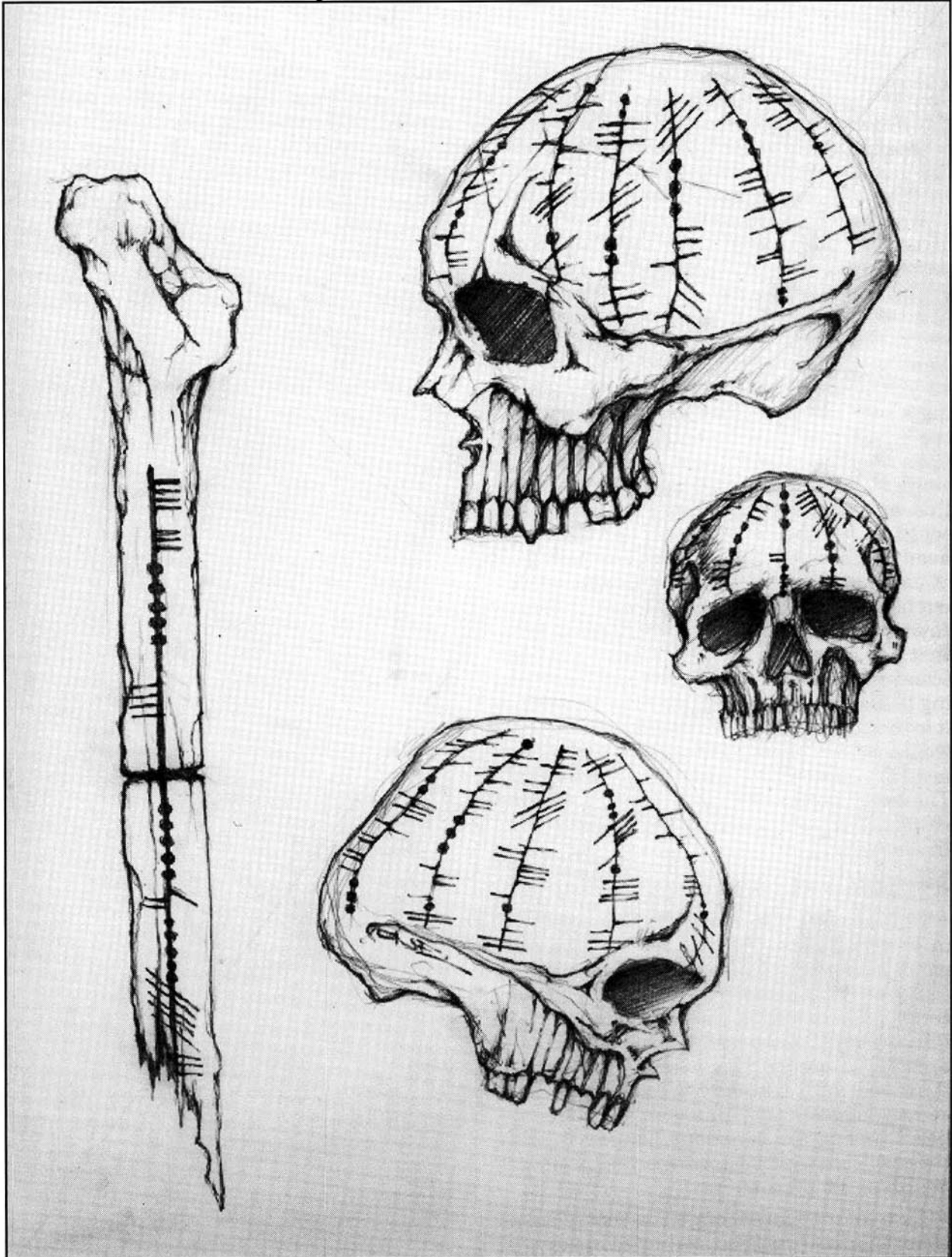
When rumors of the image's ruby eyes found their way out of the dense jungles of South America, less-than-scrupulous fortune hunters added it to their list of attainable treasures. Several smaller museums, concerned that the image might be destroyed, hope to obtain it before it is ruined by those who seek it only for its rubies.

Adventure Ideas

✧ Rumors of a dark god's shrine deep within the Venezuelan jungle send the adventurers on a journey up the Orinoco. Rival fortune hunters follow quickly behind, adding danger to the lives of the adventurers. While the image itself cannot cause harm to anyone, the priests and warriors who guard it can and will.

✧ Johann Schweinheller, an unscrupulous fortune hunter, has stolen the image from its shrine. When the adventurers arrive at the village, the tribal elders beseech them to find the thieves and recover the image. A wasting sickness has descended on the village, and its people will die within a week if the image does not return.

The chase takes the characters to Miami, New York, London, and finally Munich, where Schweinheller plans to sell the image to the Nazis. Of course, if the image does have some unknown mystical power, it may begin to take its toll on Schweinheller ...



Tom O'Neill

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Using the Map

An overgrown cave in the Venezuelan jungle houses a stone carving of an arm and hand, its palm turned up as if holding a spherical object. At the wrist is a round hole about five centimeters wide. Scattered around the cave are a broken femur bone and five skulls of different sizes, all covered with strange carvings.

The lines and circles carved into the bones are part of an ancient writing system. Characters with adds in *archaeology* or any *scholar* skills relating to ancient South American cultures may attempt to decipher the words. Each character may make one skill attempt per bone, each at a difficulty of 9. For each subsequent attempt, increase the difficulty by three.

Femur Carving Translation: *Only the Hand of Cachimé can find the Head.*

The skulls (listed in ascending size order) translate into different sets of directions:

Skull One (small child): Journey toward the Earth's Teeth; Cachimé's legacy lies at the bottom of the Pool of Miracles.

Skull Two (female young adult): The river leads to the cleft in the earth; on the cliff near sunrise find Cachimé's grave.

Skull Three (male young adult): Follow the birds at summer's onset to the river's joining; pass by the sulking man to Cachimé's home.

Skull Four (female adult): Follow the river to the great wall of water; from there seek out the sunset until reaching double peaks; between the twins lies Cachimé.

Skull Five (male adult): The Hand points toward the Earth's mouth; follow the throat to the deepest pit; Cachimé waits for those who can withstand the fire.

Only one of the skulls (Skull Four) has the correct directions to the Image of Cachimé (the gamemaster should feel free to develop directions that mesh with her own campaign).

The femur bone's translation offers a clue to solving the puzzle. The femur must be inserted into the statue's wrist-hole up to a deep groove near the bone's mid-point. When placed in the upright palm, the top of the skull with the correct directions will line up perfectly with the top of the femur.

October 20, 1931

I've discovered an unusual death ritual. It seems that when an individual passes to the afterlife, runes are carved into his bones. As near as I have been able to determine, the etchings are meant to ward off evil spirits and to help the deceased find his way to the world of the dead.

I have, however, heard another story about the meaning of the runes. Cultures deep in the jungle hide their secrets on the skeletons of their dead warriors and priests, believing that those who protected the society in life will continue to do so in death. What exactly may be found in those skull writings remains in question (no one I ask seems willing to part with that particular bit of information), but I would pay a king's ransom to find out.

Jim Bowie's Knife

Value: \$5,000 (in Texas, \$25,000)

Mystical: No

Last Known Location: Nueva Rosita, Mexico

Description: This archetype of the Bowie Knife is a large, single-edged hunting knife, curved on the top edge and sharpened to a point. The blade has an engraving in flowing script that reads, "James Bowie, Alamo, March 6, 1836."

History

Born in 1796, Jim Bowie was a hero of the Texas Revolution. He joined the revolution in its infancy and, in February, 1836, was appointed commander of the Alamo, a mission located in San Antonio, along with William B. Travis.

Soon thereafter Bowie fell sick, and Travis took sole command as the Mexican army of Santa Ana laid siege to the Alamo. Bowie was killed when the Alamo fell on March 6, 1836. One hundred and eighty-seven men had held the Alamo for thirteen days against Santa Ana's thousands of troops.

Jim Bowie is credited with the invention of the Bowie knife, which became a popular tool on the western frontier. Bowie's original knife was taken by a souvenir-hunting Mexican officer. The officer in question, Captain Philip San Juan, returned to his ancestral home in Nueva Rosita, where the knife has remained in his family's villa for generations. He had the blade engraved to commemorate the victory at the Alamo.

The current villa owner, Captain Jose San Juan, an army officer like his father and all the other males in his family, traces his lineage back to Philip. Unfortunately, this particular San Juan happens to be a rather corrupt army officer, and has no qualms about using his post for self gain. He commands a 200-man garrison located on the outskirts of Nueva Rosita.

Rumors and Legends

* There is little doubt that, sick as he was, Jim Bowie died fighting. It is rumored that whatever made him ill still lingers in the knife. If ever used against a Texan, the wielder will succumb to a crippling disease.

* Some say that no Mexican army officer could have ever torn the knife from Bowie's grasp. They maintain that the knife was either buried with Jim, or was hidden somewhere inside the Alamo.

Powers

The original prototype of the Bowie Knife is credited to Jim Bowie, who died at the Alamo. As such, it is an item of much pride to the Texans, a symbol to rally around. The possessor of the knife gains a +5 bonus to his Charisma when in Texas, provided he wears it openly.

Wanted By

If loyal Texans learn that Bowie's first knife exists, they will go after it. The Mexican officer who currently owns it does all he can to keep it, claiming it as his ancestor's fairly won prize of war.

Aside from patriotic Texans, no one else has much interest in the knife, although any number of museums in America would gladly purchase it and put it on display. Unfortunately, they will offer no more than \$3,000 for it. The only exception to this is the Smithsonian, which would pay \$5,000 for a piece of American history like Bowie's Knife.

Adventure Ideas

* A small-time international smuggler who is a contact for one of the characters happens to mention that he knows the whereabouts of Bowie's Knife. He knows the owner's name, and he knows the town where he is stationed.

The characters must deal with gangs of bandits on the Texas-Mexican border before they reach Nueva Rosita. They find the town almost completely run by San Juan and his garrison, with corruption rampant. It will be a challenge for these strange Gringos to enter town without attracting undue attention, and to then break into the villa and steal the knife.

* A rowdy but well-intentioned group of Texans has discovered the location of the knife. About three dozen of them intend

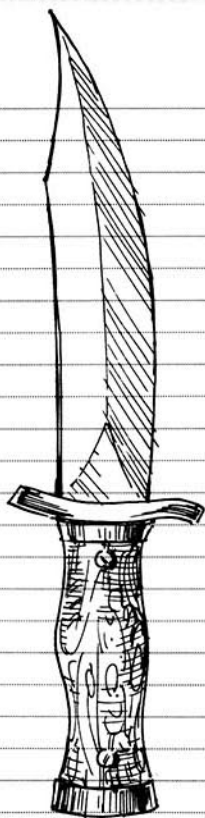
to cross the border and go to Nueva Rosita to take it back. Naturally, these Texans are going into Mexico heavily armed.

The characters are brought in when a Texas Ranger by the name of Clem Davison asks them for help — perhaps one of the characters owes Clem a favor. Clem wants the group of “good ol’ boys” stopped, but preferably without violence..

have begun to use it as a political tool. They want the U.S. government to demand that Mexico return it. These politicians have whipped the people into such a frenzy that secession has become a possibility if the U.S. won’t “show some backbone.”

The Mexican government claims that no such knife exists, and so matters have come to a deadlock. Obviously, the U.S. government cannot send troops into Mexico just for the sake of a single knife. Therefore, the State Department hires the characters to go into Mexico, find the knife, verify its authenticity, and bring it back to the United States. Although everyone agrees that this operation is highly illegal, the government has few choices remaining if they want to avoid the secession of Texas.

Jim Bowie's
Knife



* Tension has grown between Texas and the United States Federal Government. Apparently, the Texas constitution contains a clause that allows the state to secede from the Union. After all, before it became a state it was the *Republic of Texas*.

A few ambitious Texas politicians have caught wind of the knife's existence and

The Mantle of Quetzalcoatl

Value: \$120,000 for the chest; \$50,000 for the mantle

Mystical: No

Last Known Location: An island off the coast of Venezuela

Description: The mantle is a long, black gown fringed with white crosses, weighing half a kilogram. The chest it resides in is made of solid gold, measures 0.75 meters by one meter by 0.3 meters, and weighs 50 kilograms.

History

Quetzalcoatl, whose name means “Feathered Serpent” or “Feathered Staff,” was regarded as the “Father of the Toltecs,” a race that lived in Mexico before the coming of the Maya and the Aztec. Varying accounts place him as a god of the air or of the sun, or else bestow on him the title “Lord of the Dawn,” for he arose from the dead at the time of the rising of the morning star. Whatever his true place among the gods, he is most often associated with solar abilities, with many items of gold created to honor him.

But scholars question whether Quetzalcoatl was a native of Mexico. A current that runs through the ancient tales speaks of his coming from the east, and returning there when he had deemed the people well on their way to civilization. One story tells of his landing with several companions at Vera Cruz, where he immediately began spreading his civilizing influence over the native tribes. After a number of years among the Mexicans, during which time he taught them the arts of life and civilization, he departed from Mexico on a magic raft, promising to return at some point in the future. His reappearance was awaited, and when Cortés and his troops landed at Vera Cruz, the very spot where Quetzalcoatl had landed, Cortés was thought to be the returning god.

Some tales told by New Spain monks link Quetzalcoatl with the Apostle St. Thomas, who supposedly journeyed to the American continents to bring the word of Christ. That Quetzalcoatl was perhaps a white man is lent credibility by many ancient Mexican paintings, which depict him with white skin.

Regarded by the Aztecs as a god of a somewhat alien character, his following in Mexico proper was actually quite limited. His worship flourished in other lands, as far south as the marshes of Nicaragua. In Guatemala, he was called Gucumatz, and in the Yucatan he was worshipped as Kukulcan, both names literal translations of "Feathered Serpent." The cult of the feathered snake became one of the pre-eminent religions in the Yucatan.

Some believe that Quetzalcoatl comes from the far northern reaches of British Columbia, where the Nahua tribes that settled Mexico most likely originated. The myths of several tribes of that region show a central figure in many ways similar to Quetzalcoatl, all worshipped as The Man of the Sun, a name also applied to Quetzalcoatl. In all tales, the sun descended from the heavens in the form of a bird, and then assumed a human shape so that he might spread civilization across the world.

Whatever his true genesis, Quetzalcoatl brought a civilizing influence to the cultures of Mexico and Central America. His impact on the people was profound, so much so that some still quietly offer small sacrifices to him,

in hopes that he might one day return to lead his people to a greater destiny.

Rumors and Legends

✧ Descendants of the priests of the Aztecs, eager to rekindle their empire, are said to be scouring the land in hopes of finding some remnant of Quetzalcoatl. If they do find something, they will embark on a new campaign to restore the glory of the Aztecs.

✧ Though many of the islands off the coast of northern South America have been explored, there still exist many that have not felt the presence of man in centuries. Some speak of great treasures lost on these islands, the remains of Spanish ships that were carrying their looted treasures back to Spain when fierce storms grounded them. Others speak of old temples ripe for the plundering, if they can be found.

✧ Several temples have recently been uncovered in the Yucatan, filled with countless items of gold and other precious metals. There are legends of a great temple of Quetzalcoatl still there, its wealth untouched by humans in hundreds of years.

October 12, 1931

As the lore goes, the cult of Quetzalcoatl was outlawed and its leader, Topiltzin, banished by the Toltecs in 987 AD. The cult members supposedly fled the Toltec Empire, returning to the old city of Chichen Itza, the City of Quetzalcoatl.

The city is located on the northern tip of the Yucatan, about midway between the cities of Coba and Mayapan. At its center stands a stepped pyramid, El Castillo, dedicated to Quetzalcoatl. The Temple of Warriors and the Temple of the Jaguars flank the pyramid-temple, guarding it against all transgressors.

It seems that the Toltecs, or the Maya before them, had a fascination for astronomy, for at the southern side of the city is an advanced observatory, which records refer to as Caracol.

Rumors suggest the the Mantle of Quetzalcoatl held the key to the heavens and was taken to Chichen Itza by the cult at the end of the first millennia. For what purpose, none seem willing to speculate, but I have begun to believe that there is a connection between the mantle and Caracol.

✱ A small tribe along the Venezuelan coast still worships a sun god, whose appearance and demeanor appear very similar to that of Quetzalcoatl. They may hold some key to finding artifacts of the god.

Wanted By

The descendants of the Aztecs and Maya desire some link to their past. With their civilization destroyed and looted by the Conquistadors, the discovery of the mantle would help restore pride in those descendants.

Museums in Mexico and the U.S. would jump at the chance to get their hands on such an artifact. As a result, fortune hunters periodically track down clues to the possible whereabouts of the mantle, long thought to reside somewhere off the South American coast.

Adventure Ideas

✱ A mysterious man with a thick, yet unrecognizable accent phones the characters and offers them a job retrieving an artifact for him. He says that a Dr. Jones recommended them.

Later that day, a package arrives. It contains a sketch and the brief history of the mantle, a map indicating the ancient city of Tenochtitlan as the starting point for exploration, a \$5,000 check that will not be good until the characters return with the artifact, and \$1,000 in cash for expenses.

As the adventurers search for the mantle, they encounter the remnants of an Aztec cult, a rival treasure hunter named Johann Schweinheller, an unexplored tomb with pictographs that tell of a shrine to Quetzalcoatl, and finally the guardians of the mantle itself, ancient Aztec warriors.

Metacom's War Club

Value: \$10,000

Mystical: No

Last Known Location: Western Massachusetts, USA

Description: This wooden club has a curved,

tapered handle and a rounded head. The entire club measures 0.75 meters long, and weighs about five kilograms.

History

Metacom, also called King Philip and Philip of Pokanoket, was the second son of Massasoit, the Wampanoag who befriended the New England colonists in the early 1600s.

In 1661 Metacom became sachem (chief) of the Wampanoags, and for about thirteen years lived in peace with the English. Eventually he grew to resent the colonials' intrusion, and organized an army made of many tribes, including the Narragansetts and the Nipmucks, and launched an offensive against the English colonists. This conflict, known as King Philip's War, lasted from 1675 to 1676, and was the most destructive native war in New England's history.

The Native Americans wanted to drive out or kill the English settlers who were encroaching on their lands. The fighting began in the frontier settlement of Swansea in June of 1675, and spread rapidly southward. It affected Plymouth Colony, Massachusetts Bay Colony, and several colonies in Connecticut and Rhode Island. Native raiders attacked and burned many New England towns and killed or captured hundreds of colonists.

But the colonials gradually tipped the balance of casualties, inflicting greater death and destruction on the natives until all resistance ended in 1676. Many chiefs died, including Metacom, who was trapped and killed in August 1676. The Wampanoags were almost completely wiped out.

Many of the survivors fled to other native settlements, and those Wampanoag villages that did not participate continued with their normal lives. In fact, one Wampanoag village on Martha's Vineyard still exists today, its identity intact.

Metacom's Club was cast away at the time of his death, only to be picked up by a small group of Wampanoag tribesmen who migrated to the area now known as the Berkshire Mountains in western Massachusetts. Unfortunately, their small settlement died out. The club was preserved in a small burial mound, marked, ironically enough, with English letters learned as a result of the tribes mingling

with the colonists before King Philip's War.

Rumors and Legends

✧ Parts of western Massachusetts are still as wild and untouched as they were in the 17th century, and the spirits of the Wampanoag and other indigenous tribes now haunt those places, looking for revenge against the white man.

✧ A more modern rumor, circulating around Boston's bars and restaurants, tells of a leader of the surviving Wampanoags who has begun to petition the Massachusetts State Legislature for some sort of land compensation. Even though this charismatic leader has no violent intentions whatsoever, she wants the War Club of Metacom to give her people a concrete symbol.

Powers

Metacom's War Club has no inherent powers. At best, it acts as a focus of Wampanoag culture and pride. The club has a damage value of STR+7/22.

Wanted By

The Wampanoags want the club, since it is one of the few links they have with their past. Several museums in Boston would like to display it, including the Museum of Fine Arts.

A wealthy family, the Buchanans of Beacon Hill, also have an interest in such artifacts. The sort of family that perpetuates the image of the rich as a bunch of immoral, spoiled, heartless, and self-important snobs, the Buchanans are willing to go to any lengths to get the club.

Adventure Ideas

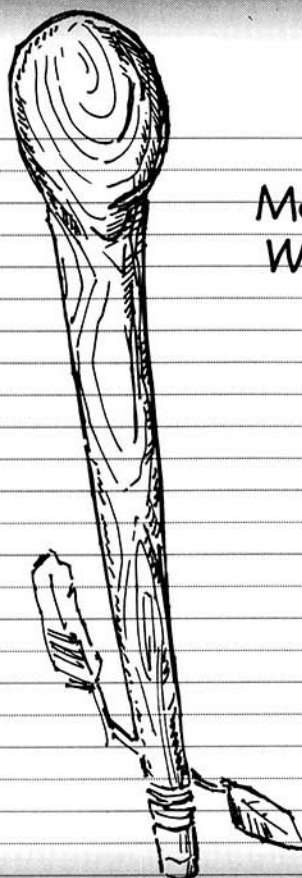
✧ As the characters travel through western Massachusetts heading toward Boston on Route 9, their vehicle breaks down. The characters become involved with eccentric locals, people who appear not to have had much contact with the rest of civilization.

Set against the gloomy backdrop

of the wild Massachusetts hills, the adventure can have a horrific flavor to it, with tales of unexplained phenomena, inbred degenerate locals, and forbidding landscapes. Eventually, the characters stumble upon an old native burial ground with guardian spirits protecting the Club of Metacom.

✧ The Buchanans of Beacon Hill hire the characters to search certain areas of western Massachusetts for artifacts. While exploring Plymouth they find old town records that mention the burial site of Metacom in the Birkshires.

Once the characters retrieve the artifact and return to Boston, local Irish and Italian gangsters, who have been offered large sums for the club by an overseas buyer, take turns harassing the characters. When the characters show up at the Museum of Fine Arts, the Buchanan's appointed meeting place, no one arrives



Metacom's
War Club

to meet them. As soon as they begin to worry, a delivery boy brings them a message from Jonathan McGantry, an "agent" of the Buchanans, asking them to go to Harvard University in nearby Cambridge.

Unfortunately for the characters, McGantry works for one of the Irish gangsters, and is lying in wait at Harvard with a group of thugs. The chase takes the adventurers through Cambridge and into old Scollay Square, Boston's red light district. The characters' best option is to hand the club over to a museum or university before the gangsters track them down.

Note: Metacom's War Club was discovered in 1995 at an antique shop in Massachusetts.

Mirror of Tezcatlipoca

Value: \$100,000

Mystical: Yes

Last Known Location: Teotihuacan de Arista, Mexico

Description: This small, round mirror of polished black obsidian weighs about 1.5 kilograms.

History

Tezcatlipoca, whose name means "Smoking Mirror," is the Aztec god of darkness, the night sky, sorcery, and warfare. Considered one of the creators of the universe, he is always depicted as strong, young, and virile. His rivalry with Quetzalcoatl, which on more than one occasion erupted in violence, became a major source of Aztec stories.

Originally worshipped as a sun and warrior god by the Toltecs, the predecessors of the Aztecs, he was supposed to have been knocked from the sky by Quetzalcoatl. Tezcatlipoca's fall caused him to change into a jaguar, and then into the constellation known as Ursa Major. It was then that his new role as a darker deity came to pass.

Tezcatlipoca used his magical obsidian mirror to watch his worshippers, the clergy of his rivals, and the events of the world. In addition to his ability to transform into a jaguar, he could also manifest his face in

mirrors, striking terror into his followers.

The Mirror of Tezcatlipoca lies in the ruins of Teotihuacan de Arista, about 50 kilometers northeast of Mexico City. The city was built circa 300 AD, and features three pyramids that still exist today. The mirror lies hidden in one of the pyramids, in a secret chamber underground.

Rumors and Legends

✧ Locals warn anyone seeking Tezcatlipoca's treasures to avoid the jungle at night, especially when the constellation Ursa Major (the Big Dipper) appears overhead. Tezcatlipoca claims the night as his domain, and the Big Dipper as his constellation. He will kill anyone with the audacity to steal his earthly treasures under his watchful gaze.

✧ Natives say that any jaguar found in the jungles of Central and South America could be either Tezcatlipoca or one of his messengers. Treasure hunters and desecrators of the ruins should beware.

✧ It is said that staring into the Mirror of Tezcatlipoca alerts the god, who unleashes his divine wrath upon the thief until the mirror is tossed into a volcano in Mexico known among the natives as the Cauldron of Fire.

✧ Some believe that the mirror can be used on Tezcatlipoca without his knowledge. But they also say that anyone foolish enough to do so will be sucked into it and sent to Tezcatlipoca's realm, where the offender's soul will be imprisoned for an eternity of gloom and despair.

Powers

The Mirror of Tezcatlipoca enables the viewer to watch any mortal in the world. To properly work it, the user must have met the subject in person, however briefly. In this case, "met" is defined as the user's seeing and speaking to the subject, and the subjects seeing and replying to the user. Just walking by the subject and making eye contact is not enough (some may argue that Tezcatlipoca didn't need to do these things, but then again, Tezcatlipoca was a god).

Next, the user must make a Confidence roll against the subject's *willpower*.

If the user succeeds, he can scry the subject for a number of rounds equal to the result points of the contest.

The target of the mirror feels an unexplainable sense of unease. For each round of scrying, the subject may make a *perception* roll against a difficulty of 16 to realize he's being watched. The subject may then attempt to break the contact by generating a Confidence total that exceeds the Confidence total the user generated when contact was established. If successful, the user cannot scry that particular person for a number of days equal to the result points.

Note that the mirror's owner can only make one attempt to spy on a particular person per day. If he fails, he must wait for a sunset and sunrise to occur before he may try again.

Wanted By

The mirror is the ultimate espionage tool. The United States wants it. Britain wants it. France wants it. Nazi Germany wants it. Japan wants it. Italy wants it. Spain wants it. Organized crime figures in the United States want it. In fact, anyone in power who knows of the artifact's existence wants it.

Adventure Ideas

✧ Harvard University invites the characters to join a dig in Teotihuacan. While excavating an area about a kilometer south of the three pyramids, one of the characters finds an engraved tablet that mentions Tezcatlipoca's Mirror and its approximate location inside the third pyramid.

The pyramid itself is laced with fiendish snares, especially pits and spring-loaded darts. The Aztecs were an advanced civilization that designed cruel but clever traps to ward off intruders.

✧ While researching a 1920s excavation of an Aztec village, the characters come across a star map. To follow the route etched on the map they must find a particular Aztec calendar-stone and other Aztec astronomical instruments, and

make the necessary calculations. The map itself centers on Ursa Major, the Big Dipper, and leads to a hidden shrine to Tezcatlipoca where the mirror lies.

October 27, 1931

The city of Teotihuacan was remarkably laid out in a grid. At the center were the Pyramids of the Moon and the Sun, the Great Compound (the central marketplace), and the Temple of Quetzalcoatl. In 500 AD it was the sixth largest city in the world.

The Aztecs believed that Teotihuacan was the birthplace of the sun and the moon. The city was centered around a natural cave that was later encapsulated by the Pyramid of the Sun. The main thoroughfare running in a north-south direction was the Avenue of the Dead. The San Juan and San Lorenzo rivers flowed through the city, providing an almost inexhaustible supply of water for the inhabitants.

The Mirror of Tezcatlipoca supposedly lies somewhere within the city. So far, however, no one has been able to uncover its hiding place. The two most probable locations, the pyramids, have been thoroughly searched to no avail.

I would like to spend time seeking the mirror, but I have not the time at this moment. Perhaps when my work is complete...

✧ In a potentially messy situation, Mexico gives permission to all of the above-mentioned nations to excavate Teotihuacan de Arista. The ruined city is huge, and several nations could easily have digs out of sight of each other.

The characters represent one of the nations involved. Within a few days of searching, they find an ancient shrine buried beneath a tangle of vines and overgrowth. After discovering how to enter the shrine and getting by all of the sadistic Aztec traps, the characters still have to outrun, outmaneuver, and outwit the other teams. The chase is on!

Raven's Beak

Value: \$10,000 to museums; \$5,000 to the tribe

Mystical: No

Last Known Location: A Makah Indian ceremonial lodge in Washington State

Description: The artifact looks like a normal, dark-colored raven's beak, and weighs just over a dozen grams.

History

Raven, the cultural hero of many northern Pacific Coast tribes, is a hero/transformer/trickster who brought many gifts and lessons to humankind. The native tribes do not have a specific creation myth, and in this regard, Raven becomes partially the creator of life.

When the world was young, it was bare and flat, bereft of hills, mountains, and trees. Covered by water filled with cannibalistic monsters that possessed powers unknown to humanity, the earth was a bleak and desolate place. Some monsters swam beneath the waters, others flew through the sky. All were dangerous to humanity, who could not fend for themselves, and so lay hidden in a clamshell.

Raven drew the humans out of the clamshell, so that they might live freely. He stole fire, giving its powers of warmth and power to humanity, and the very sun itself, which he presented to a chief, who promptly hung it in his house. Raven then provided water, animals, and plants, so that humans would have enough sustenance to flourish.

Raven flew across the world, transforming the creatures into their current forms. He made the rivers, mountains, valleys, and lakes, so humans would have places to live, undisturbed by the terrifying monsters.

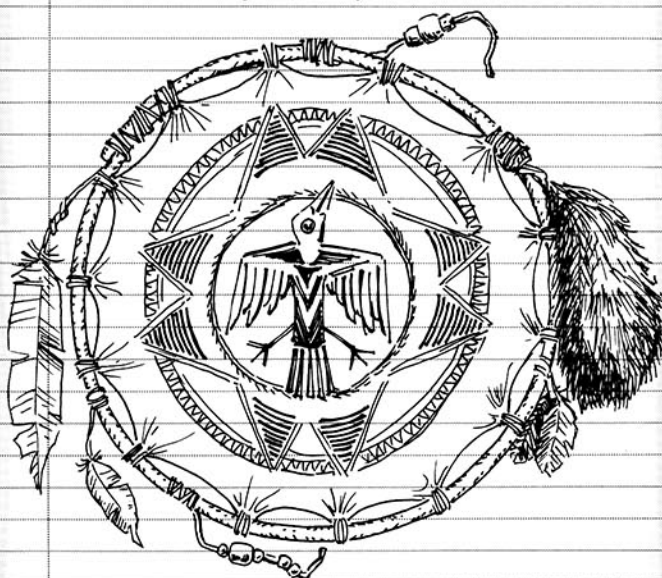
While not a creation myth in the traditional sense, Raven does bear the marks usually associated with a creator. But Raven isn't always the benevolent creator-hero. There are many tales of his deceptions, where he transforms between human and raven form. The tricks he plays on humanity are sometimes whimsical, other times

cruel. In many tales that show this side of his personality, his voracious appetite often results in some comedic justice dealt to him when he tries to steal food. The tale of his beak and how he lost it stems from one such story.

One day, Raven was flying over a bay, hungry as always. With his keen eyes, he spied a fisherman far below, his line drifting lazily in the waters of the bay. As he circled above the fisherman, he saw a tug on the line as a fish took the bait. Thinking he could steal the fish and gain himself an easy meal, he dove quickly into the water, following the line to its end. Seeing a large halibut caught on the hook, he grabbed at it with his beak. The fisherman, thinking the halibut was putting up further resistance, yanked hard on his line, tearing Raven's beak off with the hook.

Reeling in his catch, the fisherman was at first dismayed, then amused that he had caught Raven in the act of stealing his meal. Knowing that he had something imbued with the power of the trickster, the fisherman

Raven's Beak



smiled, placing the beak in his pouch so as not to lose it. He finished his fishing for the day, returning to his village as night fell. Entering his chief's house, he presented him with his prized catch — Raven's Beak. With this symbol of Raven in their possession, the tribe became blessed by Raven, in acknowledgement for outsmarting him and obtaining part of his power.

The beak remained with the tribe for many years, until the coming of the white man. With the advent of technology, the tribes slowly assimilated into modern society to some extent. Even then, the natives still followed the old ways, honoring the spirits as always. The beak remained in the possession of the Makah, venerated for its sacred nature, proof of the powers of Raven.

Recently, the beak was stolen from the sacred lodge where it was kept. A tribal elder who was in the lodge at the time of the theft was beaten to death. Not only was the elder murdered and the beak stolen (along with several other sacred items), but the lodge itself was desecrated by whoever committed the crime. The Makah are greatly disturbed and angered, and have no clues to the identities of the murderous thieves.

Rumors and Legends

✧ Raven's Beak grants the power of transformation to whoever holds it. Rubbing it four times, once in each direction, changes the bearer into a raven, free to soar with the clouds.

✧ Land developers have tried to displace this particular tribe of the Makah for several years now. The lands they live on are overgrown with tall pines, ripe for the cutting. Several lumber companies in the region, known for their use of strong-arm tactics in forcing people from their lands, want to buy the property cheaply and make a tidy profit from the cut wood. While investigations have turned up nothing linking the companies with the desecration and thefts, local citizens tell another tale. Some have witnessed the companies forcibly driving people from their property over the years, and wouldn't put this latest atrocity past them.

Wanted By

The Makah, angered by the theft of this sacred object from a lodge in Washington state, have posted a reward of \$5,000 for its return. Local authorities, unable to come up with leads surrounding the break-in and theft of the beak and other items, have also posted a reward of \$1,000 for information leading to the arrest of those responsible.

Bounty hunters, treasure seekers, and archaeologists have joined the search for the beak, creating a race to return it and claim the reward.

Adventure Ideas

✧ A local law enforcement official or a member of the Makah tribe contacts the adventurers and asks them to help track down the stolen artifact. The adventure becomes a detective story, as the characters seek to unravel the mystery of who murdered the elder and stole the beak, and why.

While concerns about logging in the Northwest were not as great in the 1930s as they are today, the displacement of an entire culture in the name of the mighty dollar, particularly when it's a native tribe, has occurred repeatedly over the course of history.

The thieves could have been anyone; the lumber companies are just one possibility. Perhaps it was Raven himself who stole the beak, finally regaining possession of it, and secretly hoping the tribe will come after it so that he might outwit them this time ...

The Saber of Simon Bolivar

Value: \$25,000

Mystical: No

Last Known Location: Near Caracas, Venezuela

Description: A typical cavalry saber, this weapon has a slightly curved, single-edged blade, and a golden hilt with a knuckle bow. The saber weighs two kilograms, and is a little over a meter long.

History

Simon Bolivar, also called "The Liberator," was born on July 24, 1783 to a wealthy family in Caracas. Bolivar was educated mostly by private tutors, with the most influential of these being Simon Rodriguez. Rodriguez taught the young Bolivar about the Enlightenment, especially the writings of Rousseau.

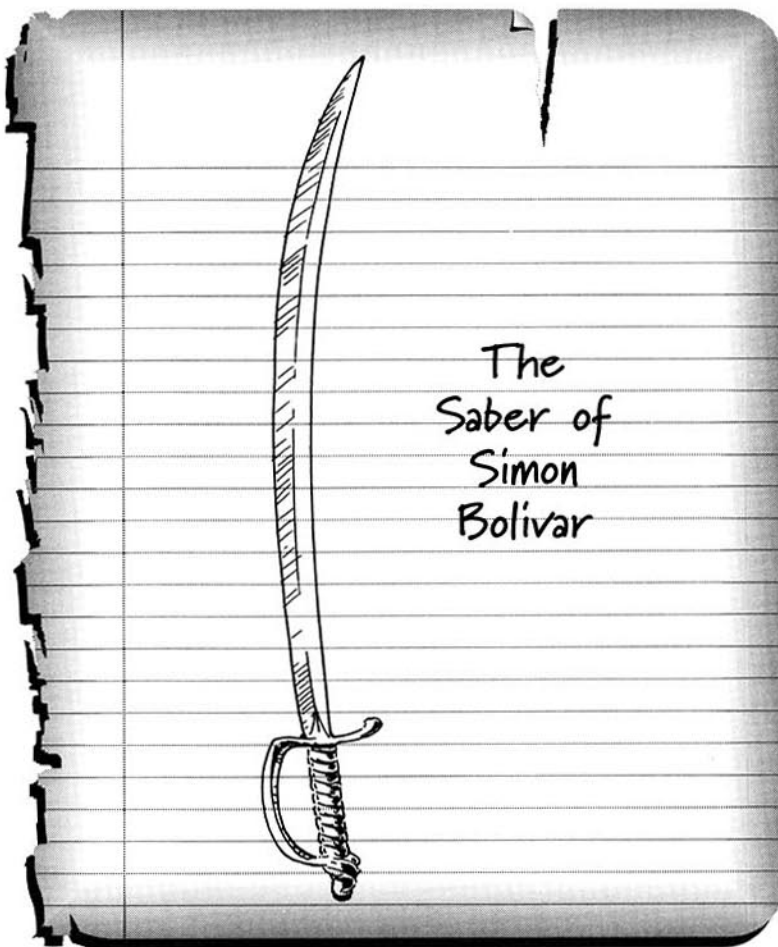
Bolivar visited Europe twice, marrying a Venezuelan during the first trip (1799–1802), and vowing to fight for independence from Spain during his second trip (1804). In 1810 he became a leader of the revolutionaries. He contributed to Venezuela's Declaration of Independence (July 5, 1811), and assumed an active military role in fighting for Venezuela's freedom from Spain.

He was driven from the country in 1813, but returned soon after to establish the second Venezuelan republic. Unfortunately, further setbacks forced Bolivar to take refuge in Jamaica in 1815, and Haiti in 1816, but by 1817 he returned to the mainland to fight the Spanish again.

Bolivar's fortunes took a decisive turn on August 7, 1819, when he led his forces to victory in the Battle of Boyaca, Colombia. Later that year he convened the Angostura Congress and founded Gran Colombia, a federation of modern-day Panama, Colombia, Venezuela, and Ecuador. The federation was formalized in July, 1821 at Cucuta, Colombia.

Other freedom fighters also made impressive gains, such as Antonio Jose De Sucre who liberated Ecuador in May 1822 at the Battle of Pichincha. Further actions in Peru at Junin (August 1824), and Ayacucho (December 1824) completed the removal of Spanish colonial forces from the Bolivarian Countries. Unfortunately, the rival groups of freedom fighters began to cause dissent and openly rebel against Bolivar's authority. Bolivar assumed dictatorial powers over Gran Colombia in 1828, but was unable to restore stability.

In the spring of 1830, disillusioned and in ill-health, he resigned as leader of Gran Colombia. He died on December 13th, 1830.



Bolivar was a political, military, and intellectual leader who became known as South America's George Washington. To this day, his name is revered by the people, in some cases to the point of near deification.

Bolivar's saber lies in the collection of coffee baron Señor Auguste Montero, who lives on a sprawling plantation located 15 kilometers southwest of Caracas.

Rumors and Legends

✧ Legend has it that if the right man claims the Saber of Simon Bolivar as his own, he will have the means to forge an empire that extends from Mexico's southern border to the tip of Chile on the southernmost point of South America.

✧ Some say that the sword's wielder can summon the wisdom of Simon Bolivar to guide him in matters of politics, diplomacy, and warfare. On the anniversary of Bolivar's death, his spirit appears near the sword and offers

predictions that will affect South American nations.

* Señor Montero, who owns the sword, is said to also own a sword belonging to George Washington, another belonging to the explorer Cortez, and a third belonging to General Santa Ana, the Mexican general who led the attack on the Alamo. It is rumored that he wants the swords of Charlemagne, Suleiman I, Joan of Arc, the katana of Nobunaga, and the sword Tyrting. Montero will pay top price for any of these weapon artifacts.

Powers

The saber has no known magical powers, but it serves as a rallying symbol for people from Venezuela, Colombia, Ecuador, Peru, and Bolivia. A leader from one of these nations who holds the Saber of Bolivar gains a +5 bonus to all Charisma and Confidence skills.

Wanted By

The Nazis, looking to strengthen ties with various South American nations, would be very pleased to obtain the saber. They see it as a tool with which they can manipulate either the governments of those nations, or the opposition groups within them. In the latter case, the Nazis would support the opposition in overthrowing the current regimes, and put the Nazi-sympathizer rebels into power.

Various opposition groups in Venezuela, Colombia, Ecuador, Peru, and Bolivia are waiting for an opportunity to steal the saber, which they feel will legitimize their cause.

Any of the national museums of Venezuela, Colombia, Ecuador, Peru, and Bolivia, which would put it on exhibit for all to admire, would also pay well for the saber.

Adventure Ideas

* Señor Montero, a perfect gentleman with impeccable European manners and very expensive tastes, also happens to be a ruthless businessman who is dealing with the Nazis and with opposition groups within Venezuela itself. Montero has his

own private army of soldiers, informers, and spies. Not much happens in the northern half of South America that he doesn't know about. Not many people know that Montero even has the Saber of Simon Bolivar. And due to his extensive political connections, no one in any position of authority who does know seems willing to confront him to negotiate for ownership of the sword.

The characters are invited to visit Señor Montero's coffee plantation as his honored guests. He wants to hire them to find the Sword of Joan of Arc. At some point during the night, just as the characters get the chance to see the Saber of Simon Bolivar, a group of militant fanatics from Colombia launch a raid to steal it. The characters find themselves in the middle of a wild fight, in which Montero is wounded. He asks the characters them to track down the thieves and bring his property back to him.

Dealing with Montero is indeed like dealing with the Devil, and when one does so, one eventually has to pay the price. Until such time, Montero can be a good source of adventure assignments for the characters.

* A beautiful woman from Bolivia who claims to be one of Bolivar's descendants asks for a meeting with the characters. Distracted, she spins a tale of woe about her great-great-grandfather Simon Bolivar, and his saber, and how her family's declining fortunes would be restored if the saber were returned to her.

The woman is actually a revolutionary working with a violent rebel group. She and her cronies want the saber so they can begin fomenting rebellion within the Bolivarian countries. Naturally, the only reward the characters will get for retrieving the saber is a bullet in the head.

* United States and British Intelligence have been monitoring the movements of Nazi agents in South America, and are alarmed to see that traffic has been on the rise. Codebreakers have cracked several recent messages that all contain the phrase "the Bolivar saber."

The characters are sent to Venezuela to investigate. True enough, the Nazis are dealing with Montero, who in turn is supplying covert funding to opposition groups within Venezuela — opposition groups that are sympathetic to the Nazi cause.

The Spear of Illapu

Value: \$500,000

Mystical: No

Last Known Location: The ruins of an ancient Incan temple high in the Peruvian Andes

Description: This golden spear is two meters long, and has intricately detailed patterns of lightning twisting about its shaft. It weighs 12 kilograms.

History

The Incans had many names for Illapu. Known for his dreadful storms that cleansed the lands of evil spirits, he is said to have created the great lake of Pariacaca during one tempest that lasted three days and nights. Common practice among most of the cultures was to offer burnt llamas to him as sacrifices, in hopes of appeasing his violent wrath.

Thunder was said to be created by Illapu when he hurled stones with his sling. The thunderbolts, or stones, that fell as a result of this were said to be his children. The stones were small and roundish, and supposedly brought fertility to the fields and protection from lightning. Most villages kept one or more of Illapu's "children."

Since the Incan empire was built around the idea of a central government, it decided to create one thunder-deity whom all tribes in the empire would recognize as the only god of thunder. Illapu then took his place among the triad of deities that ruled over all others: the creator, the sun, and thunder. His image, which depicts him in his human form wearing a headdress that conceals his face, symbolic of the clouds that veil the sky, was erected in the Coricancha at Cuzco, the an-

cient capital of the Incans.

Illapu was a frightening god, for his thunder and lightning could destroy settlements, and his rains could wash away entire valleys. Throughout the empire, there was not a person who wouldn't give all his possessions to appease him.

An enormous statue was raised high in the Andes, and attended to by five priests, two stewards, and a host of slaves. A large village lay sprawled around the nearby temple, its sole purpose to see to the needs of the god.



Illapu was also venerated for releasing the natives from the soil by turning it with a spade made of gold. The power of the high-priest of Illapu, was of an order of magnitude equal to that of his god.

The high priest ordered great sacrifices to ensure the god's continued blessings. During these sacrifices the priest would wield Illapu's

Spear as a symbolic representation of the god, for its gold shone as brilliantly as a flash of lightning.

With the fall of the Incan empire, the priests' hold over the people dwindled. The temples either were sacked by the Spaniards, or fell into ruin as the people returned to the valleys to find a returned better way of life.

The temple containing Illapu's Spear was never found by the Spaniards. Its location high in the Andes also prevented the temple from having ready access to the rest of the former empire, so that news of the region rarely made its way up the steep incline. The priests still maintained their worship of Illapu, but as the years passed with no new immigrants to the temple, they began to return to the valleys below, where they discovered the ruins of the empire.

No records exist of when the temple finally ceased functioning in its religious role, for it eventually slipped from common knowledge of the people in the valley. It is said that the last priest, before he died, called to Illapu to return one last time and take all that remained of this once-proud temple and carry it back with him to the land of the gods. Thus was the temple supposedly erased from the memories of humanity.

Rumors and Legends

✧ The Quechua Indians speak of a great temple to the god of thunder resting high in the sky. Though many know the tales of the thunder god, none recall where his temple resided. Most people just point up, as though the temple existed within the clouds themselves.

✧ An entry in Pizarro's logs speaks of a search for a legendary temple of gold, built high on one of the peaks of the Andes to honor the thunder god. He also mentions several small expeditions sent to search for the place. All returned without success. The logs mention the stories of the high priest's spear, which was said to be able to smite any foe with lightning.

✧ Some say that remnants of the Incan civilization still exist, undiscovered in the hundreds of years since Pizarro marched through Peru. Tales of cities of gold, ripe for the plundering, have been told for years, though no one has managed to find any sign of their existence. Periodically, someone attempts to scale the high peaks, but always returns empty-handed.

✧ The temple to Illapu is said to still exist, located some two weeks travel northwest of Cuzco. Legends surrounding the temple and the various artifacts contained within have spread far and wide, piquing the interest of fortune hunters and museums.

✧ Several foreign governments are currently searching for the spear, their teams of archaeologists combing the mountains.

✧ The spear itself is said to be three meters long, with the powers of lightning at the beck-and-call of whoever holds it.

November 8, 1931

In my search for Illapu's spear, I have begun to make my way across the towering peaks of the Andes into the jungles of Peru. I spent more than two days at Nazca examining (but, I must admit, mostly wondering at) the enormous pictographs etched into the dry, yellowish Earth.

I plan to return to Nazca after I complete my research. With luck I can convince the Museum of Natural History to fund an expedition into the area surrounding the lines. It's strange, I have this odd feeling that there are more pictographs waiting to be discovered. I just hope I get the opportunity to explore the possibility.

Powers

The spear has a damage value of STR+8/21.

Wanted By

Treasure hunters, both scrupulous and not, are actively seeking this item of legendary wealth. The stories surrounding the spear's solid-gold appearance have stirred the interest of many people around the world, bringing them from as far away as Japan, the Soviet Union, and India. Museums the world over would bid enormous amounts of money to gain possession of it, as would several wealthy private collectors of Incan artifacts.

Legends of mystical powers have also brought the spear to the attention of the Germans, the Japanese, and the Americans, who all seek it for reasons of their own.

The Quechua Indians, descendants of the Incans, also have an interest in the spear. They wish to recover and hide it, for they do not wish to provoke the wrath of Illapu, who will become enraged should

his spear fall into non-native hands.

Adventure Ideas

✧ An American museum curator asks the characters to travel to Peru to pick up the Spear of Illapu, which was recently discovered in the Andes. When the characters arrive, however, a group of Japanese intelligence agents ambushes the archaeologist who unearthed the artifact, and then escapes into the Peruvian jungle, heading for a narrow landing strip some 20 kilometers away.

As the characters chase the Japanese, ghost-like figures flit past them in the jungle — Incan warriors sent to retrieve the spear from the infidels who stole it. Luckily, the Incans attack only the group that holds the artifact.

When the characters finally reach the landing strip, they find the Japanese held captive by the Nazis. The situation could develop into a four-way battle between the characters, the Japanese, the Germans, and the Incans, depending on how the characters proceed.

Chapter Three

Asia

June 1, 1933

Again, I am somewhat dismayed that my journey has lasted so long. I crave the return to my home soil, to just sit and enjoy the day without the need to pen some legend or anecdote, or to blind myself in the dark under-cellar of some dust-caked library.

But I must not focus on such trivialities. Here I am in the Orient, surrounded by the most ancient living civilizations. The birthplace of Buddhism, Zen, Taoism, Hinduism, Shintoism, fireworks, martial arts, and so many other historical milestones.

I believe I shall leave Bombay early tomorrow morning. It is too late tonight to venture onward. After crossing India I intend to travel along the edge of Burma, into China, across the sea to Japan, and, if possible, into the Soviet Union (although I must admit that I believe I will encounter trouble within that country — we shall have to wait and see).

The Adze of Apekura

Value: \$25,000

Mystical: Yes

Last Known Location: The jungles of the Marquesas

Description: This meter-and-a-half long adze has a handle carved from bamboo. Its blade, measuring a meter in length, is made of stone sharpened to a razor's edge. The adze weighs 12 kilograms.

History

Apekura, the heroine of a legend told in the Marquesas, Samoa, and New Zealand, was one of two children of a chief. When her son traveled to another village to take his bride, the daughter of chief Hatea-motua, Hatea-motua slew the boy without provocation.

Apekura was outraged at the death of her son. Seeking revenge, she called upon one of her brothers to assist her. He journeyed into the jungle and chose the great tree Aniani-te-ani, out of which he would make a canoe to travel to the village of Hatea-motua. But the tree resisted his every attempt at cutting it down.

He asked Apekura to retrieve the sacred adze while he traveled to the village of Hatea-

motua to capture people whom he would sacrifice at the boat's dedication. Returning with the adze, Apekura handed it to her brother, who felled the tree and carved the canoe.

As Apekura, her brother, and several other village champions set out in the canoe, they were attacked by warriors in service to Hatea-motua. After slaying them all, they were confronted by a vine that dragged the canoes down, seaweed that trapped them beneath the water, and a great octopus that ate many of her champions. Finally Apekura reached the rival village, and she immediately slew Hatea-motua, sating her thirst for revenge.

Rumors and Legends

✧ It is said that the adze still exists, guarded by spirits set by Apekura to watch over it. If anyone of a dark heart attempts to take the adze, the spirits spring forth to kill him.

✧ The remains of a less-than-reputable fortune hunter have been found on the Marquesas. Joshua Sterling, known for his looting of sacred sites, was found dead along a river bank, his body mutilated. It is thought he was seeking some item of local legend.

✧ A small Japanese research team has recently landed in the Marquesas, ostensibly to set up a meteorological station. Normally this might not seem out of the ordinary, but considering the recent discovery of Sterling's body, it has left local officials worried about their true reason for being on the islands.

✧ The ghosts of Hatea-motua and his warriors still walk the jungle, exacting their own revenge on any they come across. It is best to not travel at night, and to pray often to the gods for protection.

✧ The adze grants the power of invulnerability to anyone who wields it. Apekura supposedly used the adze to slay Hatea-motua while his warriors fought in vain to keep her away.

Powers

An adze is a cutting tool with a thin, arched blade sharpened on the concave side. The blade is set at a right angle to the handle and is used primarily for rough-shaping wood. The mystical power of the Adze of Apekura is its ability to carve any

item from wood that the wielder desires.

Be it a canoe, as in the legend, or some other item that can be created from wood, the wielder must first succeed in a *will-power* test against a DN of 13 to activate the powers of the adze, which carves at a rate of two cubic meters per minute.

When used as a weapon, the adze has a damage value of STR+8/25.

Wanted By

As with many items in the Pacific, the Japanese have an interest in obtaining the adze. By possessing items from all the areas they plan to conquer (or have conquered, depending on the time period), they hope to ensure the loyalties of those they will rule. While some of these items might not seem important in the overall scheme of things, they may have some unknown properties that could tip the balance against the Allies in the coming conflict.

As always, several museums will pay well for the adze, should it somehow find its way to their doorsteps.

Adventure Ideas

✧ Stanley Chase, a bank chairman in the United States, asks the characters to investigate the death of his friend Joshua Sterling, who disappeared from a small island off the coast of New Zealand. If Sterling died searching for an artifact, Chase wants the characters to continue the exploration, so that his friend will not have died in vain. Unfortunately, the Japanese have recently begun to seek out the adze, and have no use for interlopers.

The characters come upon Sterling's body and find his journal, which mentions nothing about an archaeological discovery. Apparently, he worked for the U.S. government as a field intelligence agent of some kind. For the past several months he had been tracking German operations, which led him to a small Nazi outpost on this island. But before he could escape to alert his superiors, he ran into a sacred burial ground, and

apparently died off a massive heart attack.

The Nazis remain unaware of the discovery, but have decided to send out daily patrols to survey the area. At some point, the characters and the Japanese will run into the Germans, and then all heck will break loose.

The Dream Map of the Aborigines

Value: \$1,000

Mystical: Yes

Last Known Location: Ayers Rock

Description: This large piece of tree bark has the constellations of the Southern Hemisphere drawn on it with plant dyes. The map measures 3.25 by 0.75 meters, and has grown rigid over the centuries. The featured constellations include: the Southern Cross, Centaurus, Scorpio, Sagittarius, Phoenix, Eridanus the River, Hydra the Serpent, and the collection of constellations that make up Argus the Ship. The names of the constellations were written in English, which suggests either an aborigine trained in the language, or a collaboration with a European. The map weighs only one kilogram.

History

The Australian Aborigines are a semi-nomadic people divided into about 500 different tribes. They wander from watering place to watering place, carrying their few possessions with them. Most Aborigines do not wear clothing, though the tribes in the colder southern areas don fur cloaks in the winter.

With the arrival of whites in the late 1700s, the Aborigine culture slowly faded. Many Aborigines were slaughtered, and many others were driven off into the bush. Today the remaining Aborigines have adapted to their contact with the invaders.

The Aborigines see humanity as just one part of nature, interconnected with the rest of creation. According to their myths, spirits shaped the land and created life during the period called The Dreaming. These spirits still exist today, and have left manifestations of their presence in the form of strange land

formations, which the Aborigines consider sacred.

The Dream Map itself is more of an art object than anything else. In the early 1800s, a British colonist, David Bruce, and an Aborigine shaman worked on the map together. As the shaman drew the stars, Bruce filled in the star and constellation names. Bruce renounced any claim on the map, giving it to the shaman so that it would best serve the various tribes.

The shaman decided that the best place for the map would be Ayers Rock, one of the Aborigines' sacred formations. Any tribal leader who sought the Dream Lands could go to the Rock and find the map hidden away from the harsh elements beneath a small, rocky overhang. Though most Aborigines know of the existence of the map, only the elders and shamans of each tribe know its location.

Rumors and Legends

✧ Recent reports tell of Aborigines seen in Perth at sundown of a particular day, and then in Brisbane the following sunrise — a 4,000 kilometer journey overnight.

✧ Ayers Rock, called the biggest rock in the world, is haunted. Aborigines claim it is a sacred place that protects their territory.

✧ Stories abound of Aborigines walking out of a town on a long trip, a walkabout, and returning the next night, looking quite refreshed and rested, as if they had barely ventured outside the town's limits. Some Australian professors are puzzled at this, and wonder if the Aborigines have some sort of innate resistance to the heat, or perhaps some extra store of stamina.

Powers

The Dream Map of the Aborigines is more than just a star map; it shows the route into the Dream Lands.

The user of the map sits on the ground cross-legged under the stars with the map resting in her lap. She stares up at a chosen area of the star-filled sky until she feels she must look away. Looking down at the map, she finds that same section of sky. At this point she must generate a *Mind* total of 18 or more. If

successful, she enters the Dream Lands, where according to Aborigine legend, the native "creator" spirits dwell.

The person falls into a sleepy trance. Her dream self now floats in another world, the Dream Lands, a shadowy version of reality. She may journey to whatever location in this dream world she desires. When she awakes, she finds herself physically transported to that destination in the real world.

Entering the Dream Lands also enables the user to gain inspiration from the creative spirits that dwell there. If the map's owner is vexed with a problem, he may use it to go into the Dream Lands and seek a solution. When he awakens, the situation is treated as if the player has played an *Idea* card.

No violence can occur in the Dream Lands and the user can wake up whenever he wants. On the average, using the Dream Map takes about four hours, and it can only be used once per night, though up to four people may use it at the same time.

Wanted By

This is one of those treasures that still awaits discovery. It currently rests near Ayers Rock, where any of the 500 different Aborigine tribes may use it. The Australian government is openly skeptical of the existence of the map, much less the mystical powers attributed to it.

An occultist by the name of Chris Benelli has discovered the journal of David Bruce, and has begun to research star and dream maps. His most recent expedition has taken him to Australia where he hopes to meet with the Aborigines to discuss their lore. Over the past several months he has become obsessed with the maps, and at this point, will stop at nothing to prove one exists.

If the Japanese hear about the map, they will most certainly come to investigate. The Dutch and the French, with colonies in nearby Dutch East Indies and French Indochina respectively, may also

be intrigued enough to check out the rumors.

Adventure Ideas

✱ Miss Cynthia Bruce of Perth, Australia, wishes to hire the characters for a combination archaeological search/item retrieval job. Miss Bruce, a descendant of David Bruce, an English settler who arrived at the turn of the 19th century, claims that her ancestor lost a special legacy, an heirloom of great historical value. She describes the map, and says that the Aborigines of that day betrayed David Bruce and took it, running off into the Outback never to be seen again.

Recently, Cynthia stumbled onto a lead to the map, which puts it at Ayers Rock. She will pay the characters' expenses — even charter them a small plane — and give them each \$200 if they will retrieve the map for her. The characters must travel to Alice Springs, the nearest town to Ayers Rock, and then on to the Rock some 370 kilometers southwest of town.

Already a wealthy woman, Cynthia has struck a deal with a British museum that is willing to pay handsomely for any artifacts from Australia's past. Her family holds no true claim on the map.

✱ A team of Japanese psychologists has recently come to Australia with the intention of traveling to Alice Springs. Alfie Muldoon, an old drinking buddy of one of the characters, "rings him up" and alerts him to the presence of this "interesting" group.

Japan has heard rumors of the map's existence. The psychologists have come to interview the Aborigines about dreams and trances, and have hired a pack of Aussie lowlife locals — bigoted, lazy ne'er-do-wells — as their guides and protection. These locals, definitely the lowest rung on the social ladder, have no qualms about kidnapping Aborigines and "persuading" them to be interviewed. The characters hear about the Aborigines' plight when one of the natives enters the dream of a character and asks for help,

providing a set of directions.

If the Japanese manage to get the map, it could lead to an exciting chase across the desert to a waiting Japanese seaplane, which will then rendezvous with an Imperial Japanese Navy seaplane tender, the *Chiyoda*.

The Drum of Kadaklan

Value: Priceless

Mystical: Yes

Last Known Location: A cave high on the slopes of Mt. Baco on the island of Mindoro in the Philippines

Description: This enormous drum, which measures just over two meters across and a meter high, is made of pearl and weighs 150 kilograms. The drum's greenish, leathery skin apparently comes from some unknown sea

creature. Two large wooden mallets, weighing five kilograms each and measuring a meter in length, rest in sheaths on the drum's side.

History

Kadaklan, the greatest of the Tinguian gods worshipped by the people of the Philippine Islands, created the earth, moon, stars, and sun. He dwells in the sky, his gaze ever upon his loyal worshippers. His wife Agemem bore two sons, Ad'm and Balujen, whose sacred duties are to see that any command given by their father is obeyed without delay. Failure to comply with the wishes of Kadaklan results in the appearance of the brothers, who use as much force as necessary to ensure that the wishes, desires, or orders of their father are obeyed.

Kadaklan's dog, Kimat, a creature made of lightning, comes forth when storms are at their height. Kimat also has the sacred duty of fulfilling his master's desires; Kimat will bite a house, a tree, a field, or whatever else Kadaklan desires.

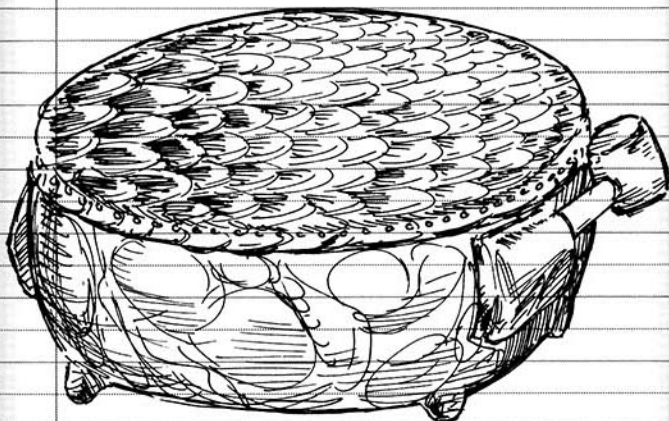
When storms are raging across the islands, it is said that Kadaklan amuses himself with his drum, beating wildly upon it to whip the storm into a greater frenzy. While held in great esteem by the Tinguians, he has little hold on their affections, though this may have something to do with his whimsical nature.

The people of the islands, though having converted to Christianity to some extent, still worship their old gods. Whether this is out of simple tradition, or some other, more mystical reason, is unknown, but they make no effort to hide it. Great feasts honoring the gods still take place several times a year, with elaborate rites involving drumming and frenzied dancing concluding each event.

Rumors and Legends

✧ "Seek not the abode of Kadaklan, for it is guarded by his sons. Entrance into this place will guarantee the death of any who attempt to walk in his home. Only the foolish dare to anger the wrath of the gods." — inscription above the lost shrine of Kadaklan.

The Drum of Kadaklan



✧ Ryuichi Taro, a scholar from the university in Osaka, has led several Japanese expeditions to the Philippines. Taro specializes in the cultures of the Philippines and the Solomons, and has a reputation for success when it comes to unearthing treasures on those islands. What he might be searching for is unknown, but given Taro's reputation, it must surely be something of great importance.

✧ "Beware Kimat, who does the bidding of Kadaklan. His bite is deadly, capable of felling trees and destroying houses. If you should see the dog during a storm, then you are assured a quick death." — excerpt from the Epic of Kadaklan, an ancient tale told by the natives of the Philippines.

Powers

When struck with one of its mallets, the drum resounds with the sound of thunder. This is treated as an *intimidation* action with a value of 20 against all within 250 meters of the drum. In addition to the *intimidation* results from the Success Chart, all present, save for the person striking the drum, are deafened and off-balance for 10 rounds, giving them a -2 to all actions. If the drum is struck during a raging storm, a large, glowing dog appears and obeys the will of the drummer for up to three minutes.

When used as weapons, the mallets have a damage value of STR+5/18.

Kimat, The Dog Of Kadaklan

AGILITY 9

Dodge 13, maneuver 13, running 15, unarmed combat 15

DEXTERITY 6

ENDURANCE 15

STRENGTH 12

TOUGHNESS 20

INTELLECT 8

Perception 10, tracking 13

MIND 5

CONFIDENCE 7

Intimidation 13, willpower 10, survival: jungle 13

CHARISMA 4

Life Points: None

Natural Tools: Claws, damage value STR+4/16; bite, damage value STR+6/18. Kimat has the ability to cast one lightning bolt per round instead of a physical attack. The lightning has a range of 300 meters and a damage value of 25.

Description: Standing five feet tall, Kimat is a large, silver dog with a crackling aura surrounding it. Large fangs protrude from its mouth, and its eyes glow with an intense redness that adds to its fearsome appearance.

Wanted By

As can be expected, the Japanese have a great interest in finding the drum. They feel they could use its powers to demoralize opponents on the battlefield, as well as to show proof of their superiority over the people of the Philippines.

The Germans, surprisingly, also have an interest in the item, having stumbled across references to it around the turn of the century when they had a stronger presence in the Pacific.

The U.S. government, worried about Japanese influence spreading into territories it holds, will do what it can to either keep the Japanese from obtaining the drum, or failing that, to retrieve it for itself. The government is also surprised at the presence of Germans in the Philippines, and are concerned with what that might foretell.

Eager to add to their Pacific exhibits, several museums will pay handsomely for an artifact from Philippine legends.

Adventure Ideas

✧ In December of 1941, the characters have just finished their excavation and are about to load the drum onto a sea-plane when the Germans arrive. Using stealth and trickery, the characters must evade the German forces and leave the island.

Unfortunately, the Japanese have invaded the Philippines, and the characters get caught in Bataan trying to escape with the rest of the U.S. forces. From there, with the Japanese in pur-

suit, they travel to Corregidor, meeting General Douglas MacArthur prior to his escape (and maybe escaping with him!).

The I-Ching of Confucius

Value: \$250,000

Mystical: No

Last Known Location: A temple outside of Shanghai.

Description: The I-Ching consists of a set of 64 bamboo tiles, each marked with a unique pattern of lines. Each tile is approximately six by 12 centimeters. The complete weight of the I-Ching is one kilogram.

History

Kung Fu Tze, also known as Confucius, lived from 551–479 BC, a time when the Chou dynasty had disintegrated into a myriad of warring feudal states. Confucius was a political consultant, or philosopher, who journeyed from court to court, offering his services as advisor. The feudal states had neglected the

code of rights, rites, and duties that had been established by the Sage Emperors of the past, leading to a perceived moral and political degeneration of the people.

Philosophers, of which Confucius was only one of many, were concerned with the nature of man, with the governing of the state by the prince, and with the governing of man by himself. Confucius and his school taught that humans are by nature good, and that good government derives from the virtue of its prince.

During his lifetime, Confucius wrote at least six books, including the I-Ching, or the *Book of Changes*. Though the historical validity of his authorship of this work remains vague at best, the I-Ching has continued to live on, carrying its legacy of introspection through the centuries.

Rumors and Legends

✧ An ancient temple lies west of Shanghai. Within it can be found the remains of Confucius and relics from his life. A secret sect of warriors protects the temple, attacking any who dare to defile it.

✧ The Japanese have increased their presence in the vicinity of Shanghai, their agents actively seeking out items of antiquity. Rumors say that they plan to establish an empire over the entire Far East, and will stop at nothing to do so.

✧ The Tongs have been strangely quiet of late, leading people to speculate that their power has waned. Criminal action has ebbed as well, lending credence to the thought that something significant must be occurring within their ranks.

Powers

Though it does not have mystical powers, per se, the I-Ching acts as a divination tool to help provoke answers from within the user. Each of the 64 unique ideograms represents an idea or thought. Like the tarot, it is used to probe the psyche, to turn the mind to avenues not normally pursued when contemplating a situation.

The operator may use the I-Ching on a scholar: occult or a scholar: divination

June 1, 1933

Last night I was fortunate enough to partake in an I-Ching "reading." At first I was somewhat skeptical, but as the night wore on and my turn approached, I found myself believing without question.

A strange feeling washed over me as I cast the I-Ching sticks, and the pattern they created seemed somehow appropriate. The Confucian scholar at my right studied the intricate weave for several moments, making muffled utterances that I could not understand.

When he finally looked up, he just stared into my eyes for the space of several heartbeats, and I felt a sudden surge of panic. He spoke, saying that I should prepare myself to fail. Before I could even respond, he stood and walked silently out of the hut.

I must confess the incident still gnaws at my mind, and I'd prefer to just forget it took place.

roll of 15 or more. The I-Ching cannot foretell the future; rather, it provides guidance. For example, the user might ask, "Should I seek the Spear of Illapu?" Based on the biorhythms of the user, the I-Ching offers a thought-provoking question/answer: "Is it worth risking your soul?"

Wanted By

Various Chinese factions are searching for the original I-Ching. The Communists, seeking to control all relics of ancient China, believe that possessing this item would lend credibility to their cause of the common man (whom they supposedly fight for). The Nationalists are desperate to gain anything that might be used symbolically against the Communists.

The Japanese, sharing a philosophical history with the Chinese, are also seeking the I-Ching, in hopes of using it to validate their superiority.

The Tongs, trying to gain greater control of Shanghai, are currently involved in a deadly game of subterfuge with all of the groups seeking the I-Ching. They know its location, and the hazards involved in retrieving it, and have pledged to protect it from those who would use it for ill purposes.

Adventure Ideas

✱ The action begins in Shanghai, city of a thousand intrigues. Chou Tekai, an aide of the American ambassador to China, hires the characters to deliver a sealed message to a residence in the middle of the city. The message contains information on the location of the I-Ching, and its recipient is a member of the Tong.

Unfortunately, the Communists have learned of the delivery, and have subdued the Tong member waiting at the residence. On a tip, the Nationalists have started tailing the characters, hoping to discover the hideout of the Tongs. In addition, agents of the Japanese have infiltrated the ranks of the Communists and the Nationalists, and plan to make

their move once the characters reach the appointed apartment with the message.

With agents of the Communists, the Nationalists, the Japanese, and the Tongs constantly crossing each other, the characters will have a hard time figuring out who are the "good guys." Their best bet is to destroy the message and then escape before all four groups converge on them.

The Katana of Nobunaga

Value: \$45,000

Mystical: No

Last Known Location: Hong Kong

Description: This typical Japanese samurai sword measures one meter long and weighs about three kilograms.

History

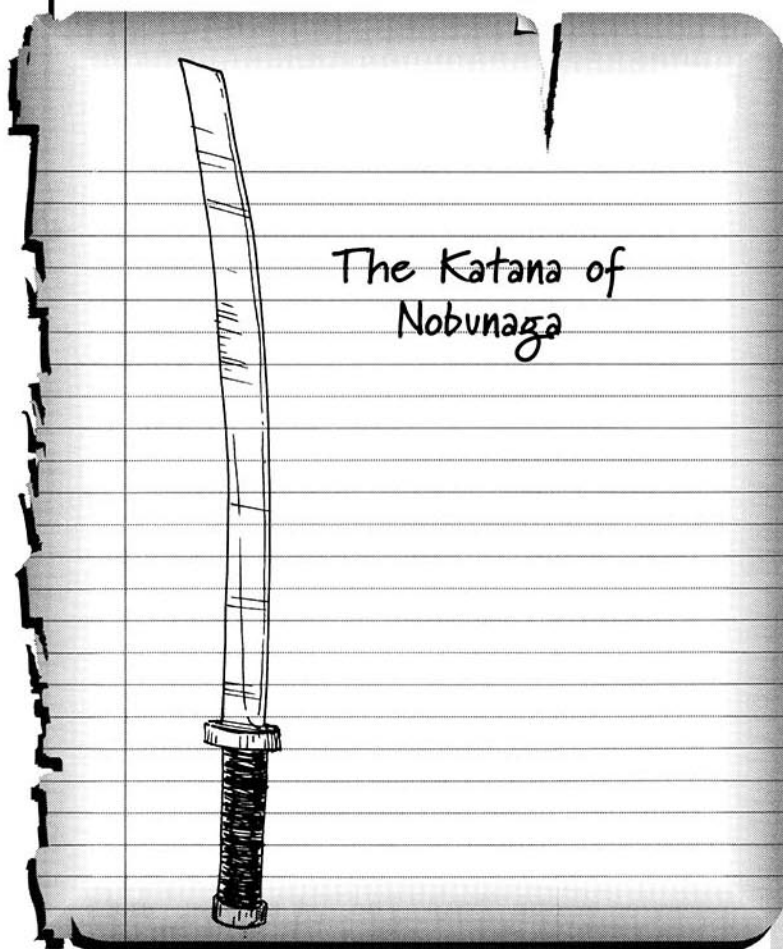
Oda Nobunaga (1534–1582 AD), a brilliant warlord who sought to unite Japan, began his career in feudal Japanese politics at the age of seventeen when he succeeded as Daimyo of his family domain in Owari, located in east-central Japan. As a young man he was an avid reader of Sun Tzu's "The Art of War," and some believe this contributed to his brilliant military accomplishments.

Nobunaga's stature as a warlord increased as he attacked rivals, made alliances, and antagonized his neighbors. As he rose in power he sought to unite all of the provinces on the Japanese islands into one nation, a nation that he would rule over, either directly or by proxy.

Buddhist monasteries opposed Nobunaga's plans, and he embraced Christianity in order to oppress them. In 1571, he set fire to Mount Hiei, where the monks were centered. Three thousand buildings went up in flames, and thousands of monks died.

After becoming the leader of central Japan, he constructed a great fortress called Azuchi Castle near Lake Biwa, Omi. In 1577, he launched a campaign on the far end of Honshu against the Mori clan and took away their fiefdoms.

Unfortunately for Nobunaga, one of his own betrayed him on June 2, 1582. Akechi Mitsuhide was supposed to attack the Mori



The Katana of
Nobunaga

clan, but instead he assaulted the temple where Nobunaga was resting during his journey. Nobunaga fought valiantly, but when he realized that all was lost, he committed seppuku, or ritual suicide. Although no one knows what became of Nobunaga's katana, some believe that Akechi took it as a prize, a sign of his defeat of Nobunaga.

Rumors and Legends

✧ Yakuza gangster informants claim that the katana vanished from a Japanese museum and appeared several months later on the black market in Hong Kong. The sword is now in a small, out-of-the-way establishment owned by Chinese gangsters who intend to hold an auction sometime this year.

✧ The more superstitious folk claim that the spirits of the Buddhist monks on Mt. Hiei hold the katana in their possession in a cave in the mountainside. Anyone who dares trespass will suffer the deadly wrath of the vengeful spirits.

✧ The captain of the Japanese super-battleship *Yamato* keeps the katana in his quarters. (Note that this rumor is only usable starting in 1940, when the *Yamato* was commissioned).

Powers

The katana has a damage value of STR+7/22.

Wanted By

The Japanese army brass who sparked the Sino-Japanese war would love to acquire the katana, for they believe it will lead them to a Japanese Empire that will encompass all of Asia.

Conversely, many Chinese warlords in Manchuria, as well as the Nationalist and Communist factions throughout the country, see it as a bargaining tool to keep the Japanese Kwantung army out of their affairs.

Adventure Ideas

✧ Several Japanese diplomats approach the characters on a mission of utmost discretion. They have come on behalf of the Emperor Hirohito himself. The Emperor believes that the army may have grown too powerful. It is no secret that the army, not the government, initiated the attack on Manchuria. Many now say that the Japanese army *is* the government. Something must be done to remind the people where the ultimate power lies, but it must be done in a quiet, dignified fashion.

Hirohito wants the Katana of Nobunaga. He feels that if the sword were in imperial hands, it would serve as a needed reminder that he alone is the power, without forcing him to utter harsh words against the army.

The katana lies in the back room of a Hong Kong pawn shop owned by a Chinese gang. An associate of Lao, the gangster boss at the beginning of *Indiana Jones and the Temple of Doom*, owns the shop and plans to melt down the sword to prevent the Japanese from laying hold of it.

The Mirror of Amaterasu

Value: \$250,000

Mystical: Yes

Last Known Location: Somewhere on Mount Fujiyama

Description: This eight-pointed mirror has an iron base and a surface of pure silver. The mirror is roughly two meters in diameter, and weighs about 150 kilograms.

History

Born of the elder god Izanagi, Amaterasu, the Japanese goddess of the sun, is considered the chief deity of the pantheon. Though the mirror bears Amaterasu's name, her brother, Susa-no, actually created it.

Susa-no, who had a mischievous streak, played a cruel joke on Amaterasu. So as not to let others see her embarrassment, she fled into a cave and would not come out. Her disappearance saddened everyone, for without the sun, the sky went dark.

Susa-no devised a plan to coax his sister out of the cave. While he created a beautiful mirror, the assembled gods all laughed at his jester-like antics. Amaterasu, still hiding in the cave, grew curious and asked the assembled gods what they were laughing about. Susa-no responded that they were laughing because they were looking at a woman who was even more beautiful than Amaterasu. More curious than ever, Amaterasu peeked out, but not before Susa-no placed the mirror in front of the cave mouth. Amaterasu saw her reflection, and came out of the cave, wishing to investigate further, only to see what a splendid joke her brother had played on her. With Amaterasu out of the cave, the sun returned, and everyone rejoiced.

Through her grandson Ninigi, the legendary first Emperor, Amaterasu became the founder of the entire Imperial line. To her grandson, Amaterasu gave three heavenly symbols: a curved jewel, a sword, and a mirror.

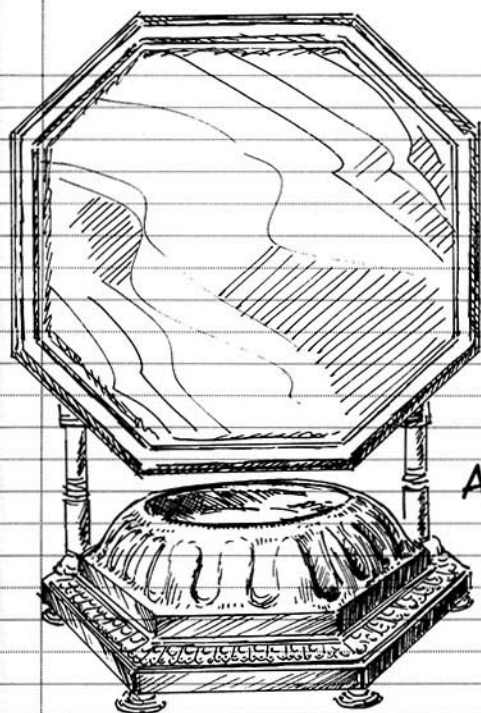
As the patron goddess of Japan, Amaterasu always kept careful watch over her lands.

Though the emperors, who were descendants of Amaterasu, used divine insight to lead their people, they acted more like religious figureheads than absolute monarchs. The first verifiable emperor was Jimmu Tenno, circa 400 AD, who is said to be Amaterasu's grandson's grandson. Emperor Hirohito is a descendant of this emperor, the latest in a family bloodline that extends back more than 1,500 years.

In the 12th century, Buddhism's influence began to grow in Japan. As a result, belief in the Japanese deities started to wane and with Buddhist beliefs. Sadly, Amaterasu removed the three divine artifacts and hid them, waiting for the day when pure, untainted belief would return. The mirror wound up hidden in a cave on the side of Mount Fujiyama.

Rumors and Legends

* Amaterasu and her kind will return when the Japanese people remember and respect the old ways once more. A movement called the Amaterasu Hsin has cast other religions in disfavor, and



The
Mirror
of
Amaterasu

The Gods of Japan

The terms "god" and "goddess" are actually inappropriate when describing Japanese beliefs. According to Shinto (the religion of Japanese mythology) belief, the forces of nature are divine spirits called "kami." There are millions of kami, ranging from patrons of particular places, such as a mountain or a forest, to greater aspects of nature like the sun and the sky.

has begun promoting a state-sponsored Shinto faith. Some believe this could herald the return of the old gods.

✱ Legend says that anyone of non-Imperial blood who attempts to use any of Amaterasu's divine imperial gifts will be punished severely. According to mythology, the sun will burn or blind such an impostor.

✱ Some Shinto scholars speculate that should the three gifts of Amaterasu come together again, Japan will become invincible.

✱ Mount Fujiyama, or Mount Fuji for short, is considered a symbol of Japan, and a place of mystic power. According to local lore, kami and spirits haunt its inaccessible places, guarding the magical artifacts of the old religion.

Powers

Three times a day, within one hour of dawn, noon, and dusk, the mirror can blaze forth with a burst of pure, golden sunlight. Not only does the light illuminate, but it can also be used as an attack with a base damage value of 18, ignoring all armor, although the damage is non-wounding. A *Wound* result is replaced by three additional shock points, so a result of 2 Wnd K5 becomes K8.

Once a day, with no dependency on the hour, the mirror can be commanded to shine forth and fill the owner and all his allies with great gladness. This is manifested in an *Inspiration* and an *Up* condition for the rest of the scene.

Wanted By

The Japanese government wants the mirror back. With all the grand plans that Japan has, it needs a potent mystical object to help carry the day, much in the same way that the Germans seek sacred artifacts to bolster their forces.

Adventure Ideas

✱ One of the characters' friends, a professor at Yale University, asks for help in recovering an extremely rare book that covers much of the more obscure aspects of the Shinto religion. The book disappeared after a late-night break-in at his office.

The Amaterasu Hsin recently learned of the existence of the book, and hired a group of American thugs to steal it from the university. The characters must chase the thugs across the United States, over the Pacific to Hawaii, and finally to the movement's headquarters in Japan.

✱ While the characters are doing research in Japan they hear a rumor that the government has started deporting all foreign archaeologists and historians. The more the characters investigate the rumor, the more questions arise. After several days they discover that the whole matter is a conspiracy to keep any "competing" scholars from finding the mirror before the Japanese government-sponsored teams.

Unfortunately, the Japanese government has become aware of the characters' investigation, and has charged them with conspiracy against the state. The characters become outlaws, their means of egress cut off. Aside from dodging the police, immigration officials, and the army, the characters eventually wind up in league with an old man who wants to keep the mirror from the hands of those who would use it for ill gain. He offers to smuggle the characters out of Japan if they agree to travel with him to the mirror's resting place and help him move it to another, more secret location.

Mortar and Pestle of Baba Yaga

Value: \$5,000

Mystical: Yes

Last Known Location: Somewhere outside Kiev

Description: This huge wooden mortar stands about a meter high, and is wide enough to accommodate a grown person. The pestle, also made of wood, measures 1.75 meters in length. Together they weigh about 50 kilograms.

Mortar and Pestle
of Baba Yaga



History

Russian folklore speaks of the bogatyrs, larger-than-life heroes who had many adventures around the area of Kiev during the 11th century. One of the enemies of the bogatyrs was Baba Yaga.

Described as an ogre-like human, Baba

Yaga was a fearsome witch of great cruelty and powerful magic who dwelled in deep forests. She was a cannibal, and used skulls as decorations. The legends says that she could fly through the air using her mortar and pestle.

Baba Yaga is sometimes spoken of with a measure of fondness. One of her nicknames was "Little Grandmother," for she was known as an expert baker of fine sweet-cakes.

To keep her precious possessions safe, Baba Yaga placed her mortar and pestle in a small cave in the side of a heavily wooded hill, 20 kilometers west of Kiev. Huge trees cover the land in the area, and the exposed roots of one tree obscure the cave mouth.

Over time, the legends of the bogatyrs and Baba Yaga faded into the mists of obscurity. Many believe she still wanders the forest of her home lands in secret, ready to confront anyone who dares place their hands on her mortar and pestle.

Rumors and Legends

* Baba Yaga still lives, and Joseph Stalin fears her. At least that's what some disenchanted Russian peasants claim. Many speak of seeing her flitting about the forests late at night, looking for Bolsheviks to devour.

* Baba Yaga's mortar and pestle can conjure forth any manner of food, beverage, or potion. Anyone who comes into possession of the mortar will be wealthy and well-fed for the rest of her life.

* If someone finds the mortar and pestle, Baba Yaga catches that person's scent, kills and eats him, and recovers her property.

Powers

The mortar and pestle hover about 30 centimeters above the ground. Anyone climbing into the mortar may use the pestle like an oar to propel himself into the air (the mortar has a flight value of 14).

Standing in the mortar confers a +10 bonus to Toughness. Used as a weapon, the pestle has a damage value of STR+8/20.

If the items are found by non-Communist Russians who live in or around Kiev, the spirit of Baba Yaga races in on a cold wind, takes away the mortar and pestle, and leaves behind a pile of warm, delicious cakes.

If a Communist, or anyone who verbally claims ownership of the items, finds the artifacts, a roaring wind sweeps into the area. One round later, a nebulous phantom force, which never misses and has a damage value of 30, attacks the person holding the items. If the force causes five wounds of damage to a victim, the person is devoured. The phantom, who is the vengeful Baba Yaga, eats everyone present, and then takes the mortar and pestle away.

A foreigner can only get the mortar and pestle by digging it up and then offering it to Baba Yaga. The old woman appears in a mighty whirlwind, and, if the character generates a *willpower* total of 18 or more, declines the offer and allows the character to leave with the items.

Wanted By

Russians who quietly oppose Stalin and his rule and would like to see a return to the "old ways" have begun searching for the mortar and pestle.

In contrast, Stalin and his Communist bureaucrats have no interest whatsoever in this "legend." To them, it is a peasant superstition left over from the age of the czars.

Secret occult societies all over Europe would literally kill for this magical artifact, but have encountered difficulty in sneaking into Russia.

Adventure Ideas

✱ A secret German occult society has teamed up with a British counterpart, the Dark Pentacle, a sympathizer to Hitler's cause. They have gained entry into the Soviet Union under the pretext of being an Anglo-German industrial trade team. During the day, they go through the motions of touring factories

in Kiev and attending Soviet-sponsored propaganda briefings, but in the late afternoon and into the night, they search the forests around Kiev for the mortar and pestle.

A Russian friend of the characters asks them to spy on the combined group to find out what they're looking for. The Soviet secret police are also on the scene, watching the British and Germans, and the characters as well.

✱ Passages found in Russian books in Kiev's library mention the mortar and pestle. A successful *research* against a difficulty of 18 reveals the location of Baba Yaga's prized possessions.

✱ A group of angry Poles from Warsaw wants the mortar and pestle, for they hate the Soviet Union and believe that they can use the items in occult ceremonies to bring down Stalin and his regime. Although these Poles have good reason to be angry, they are blinded to the dangers that they face, and will not allow anyone to stop them. And worse, the Soviet secret police is already on their trail.

The Peaches of Hsi Wang Mu

Value: Priceless

Mystical: Yes

Last Known Location: The high mountains of K'un Lun in western China

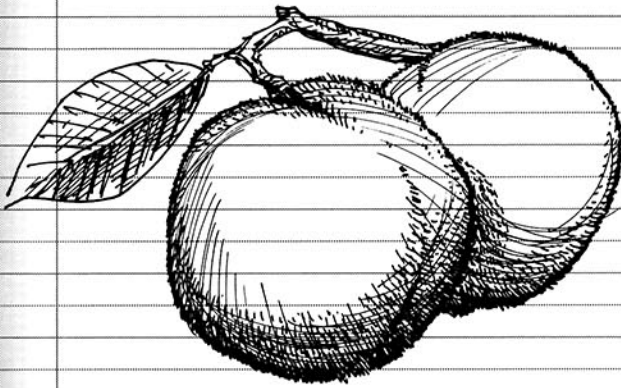
Description: Large and succulent, these peaches are the most perfect specimens known. Their sweet, juicy taste has been sought for thousands of years.

History

Hsi Wang Mu, Mother of the Western Heaven, rose out of the yin principle of the purely female, as her consort, Tung Wang Kung, rose from the yang of the purely male. The mythology of her strongly matriarchal cult has very few references to males. For example, even though Mu had many children, the fathers of her progeny received little mention.

Legends place the palace of Hsi Wang Mu

The Peaches of Hsi Wang Mu



somewhere in the mountains of K'un Lun. The palace, built by Shàn I, a sun god, is surrounded by a long, tall wall built of gems and precious woods, and is protected by towers of jade reaching high into the clouds. The gods used Mu's palace for festivals, especially her birthday — the 1st to 3rd of the Third Moon (around the Spring Equinox) — when she would lavish upon all in attendance a great feast of bear palms, monkey lips, dragon liver, and phoenix marrow. The peaches from the garden served as a treat, with their powers renewing the immortality of those present.

The right wing of the palace overlooks a magic brook where kingfishers make their home. The male gods take residence in this wing when they come for one of Hsi Wang Mu's feasts. The left wing, which houses the female immortals, has seven sections differentiated by color: red, yellow, green, black, blue, violet, and natural. These sections contain the suites of the goddesses, who each take

a room that corresponds to the color to which they are aligned.

The garden is perhaps the most exquisite of its kind: perfect trees and flowers bloom here year round, a swirl of intoxicating scents and colors that can overwhelm the senses of mere mortals. The peaches grow on low trees covered with beautiful pink flowers.

Rumors and Legends

✧ Local tribes speak in awe of the palace of the gods, hidden away from mortal eyes among the peaks of the mountains. Some say it rests atop the highest of the K'un Lun peaks, its golden domes reflecting the brilliance of the sun on the darkest winter days, a sign that Spring shall return.

✧ The Tibetan warlord Tuan Kang has been carving a small kingdom out of the rough northern mountains of that land. A blood-thirsty, cold-hearted man, he has enslaved dozens of villages, killing any who stand against him. Because of the remoteness of his location, authorities have turned their heads to his murderous rampages. Rumors claim that he has taken to speaking of himself as a god, with powers beyond that of mortal men. If he were to find the palace and its treasure, he could become one of the most powerful men in the world, offering immortality for a price. He has men scouring the mountains in both Tibet and China, seeking the legendary palace.

✧ Legends speak of the guardians of the palace: warriors who are invulnerable to the weapons of mortals. Their divine wrath, once raised, results in the utter destruction of any who would dare enter the Palace of the Lady of the Western Heaven.

Powers

Simply put, the peaches confer immortality on anyone who eats even one ... that is, if the person survives the initial shock to her system. As soon as a character takes a bite, vertigo sweeps through her, leaving her gasping for breath. As the power continues to flow through her body, her veins feel as if they are on fire (damage value of 15, once per round for ten rounds). If the character has not



Tom O'Neill

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Using the Map

Japanese characters drawn onto the glass by a Korean monk making a pilgrimage through China in the latter part of the first century BC provide a clue to the approximate location of Hsi Wang Mu's Palace. The characters (from an old, little-used dialect) translate roughly to (requires a scholar: *Japanese history* or a language: *Japanese* roll of at least 10):

Mu's Home Near Water Oling

The cryptic phrase indicates the Oling, a lake in the K'un Lun Mountains of China just southeast of the Tsaidam Basin. Anyone seeking Mu's Palace should begin the search there.

To use the device, a person must look through the glass (the paint is translucent) and line up the landscape in the painting with the landscape of the surrounding area. A small castle drawn into the picture on the glass reveals the location of Mu's Palace — which cannot be seen by mortal eyes — on one of the K'un Lun peaks. The search for the correct location takes 1d10 days if beginning from the Oling, 4d10 if beginning from any other point.

The trek through the mountains may prove fatal for the inexperienced. Few guides would be willing to lead outsiders into the K'un Luns, especially anyone who speaks of searching for Mu's Palace. Should anyone learn of such an expedition, religious zealots from the surrounding area will hunt down and forcibly remove the offending party.

If the searchers manage to slip into the mountains undetected, they must still face the inhospitable wilderness: freezing temperatures, precarious ledges, and wild animals. Only the best prepared, most experienced groups can last more than a week in the K'un Luns. The rest never return.

June 30, 1933

I have recently uncovered an old text that mentions the locations of several burial sites on the outskirts of the old Chov province of Shaanxi. One in particular, Jingjiazhuang, supposedly contains an ancient device bestowed upon the people of Asia by the goddess Hsi Wang Mu. The artifact is a framed piece of glass painted with the image of a certain area of landscape somewhere in the K'un Lun Mountains. It reportedly shows the way to Mu's Palace.

Unfortunately, since the site was constructed in the 8th century BC, I assume that it has already been plundered or destroyed.

succumbed to the power of the peach by the time the searing pain ceases, she becomes immortal.

But, as with all things of this nature, there's a catch: once every two years, the character must return to the palace in the mountains and eat a fresh peach. The character becomes aware of this restriction at the beginning of the second year, when the waves of vertigo return and her Endurance decreases by 2. Subsequent waves occur once a month, each lowering her Endurance by 1, until either death occurs when her Endurance reaches zero, or she eats a fresh peach. If the adventurer reaches the palace and eats another peach, her Endurance returns at the rate of 1 per day until it is restored to its original value.

Peaches taken from the confines of the palace begin to wither within minutes, becoming useless, dry husks within a quarter hour.

Wanted By

Chinese Nationalists have sent out small expeditions in search of the mythical palace, though these have failed due to the limited resources available as a result of the revolution.

Imperial officers in Japan have also begun to investigate the possible existence of the peaches, reflecting that country's own designs on empire in the East.

Adventure Ideas

* Hsi Wang Mu has gone on a journey, leaving her palace unprotected. The Tibetan leader Tuan Kang has located and infiltrated the palace in the goddess's absence, harvesting the peaches and granting himself and his forces immortality.

Tibetan monks ask the characters to seek out the palace of Hsi Wang Mu, for they have sensed a veil of darkness slipping over it. According to Chinese lore, the only way to remove the darkness is to solve the Riddle of the Immortals, which lies hidden somewhere beneath the palace.

Unfortunately, solving the Riddle causes the destruction of the palace and its gardens. If Kang or any of his men survive, they will surely seek revenge on those responsible, especially when they realize that their immortality lasts only two years if they cannot ingest another peach.

The Skull of the Muumuu

Value: \$50,000

Mystical: No

Last Known Location: The jungles of Guadalcanal, near the base of Mt. Popomanasiu

Description: This humanoid skull, roughly one-and-a-half times the size of a human's, has large lower canines protruding from its mouth and eyes closer together than normal, and its sloping forehead indicates a smaller brain. The skull weighs approximately 1.5 kilograms.

History

The myths and legends of Melanesia, which includes the island of Guadalcanal, are filled with stories of odd races of beings. One such race, the Muumuu of Guadalcanal, are described as rather stupid, cannibalistic ogres who babble in some alien tongue. These hulking, vicious creatures steal into villages in the night, dragging sleeping victims into the jungles, where they feast on them.

With the coming of relative civilization to islands such as Guadalcanal, the stories began to diminish until they were relegated to tales used to teach lessons to children. But where many such legends are simply moralistic tales, in the case of the Muumuu, they did indeed exist at one time on Guadalcanal.

Standing as tall as two-and-a-half meters, the Muumuu roamed the jungles, striking fear into villagers with their passing. They seemed to appear mostly in the southwestern corner of the island, in the general vicinity of Mt. Popomanasiu. Legends speak of an opening in the mountain that leads to their vast underground kingdom.

Today, few Muumuu still alive on Guadalcanal. Trapped on the surface when the tunnel to their subterranean habitat col-

lapsed, they have slowly dwindled over the years, until they now number a mere fifteen. They remain aloof from the villages, preferring to fade into the jungles if they detect someone's approach. They will not allow themselves to be captured alive.

MUUMUU

AGILITY 10

Dodge 12, maneuver 12, unarmed combat 13

DEXTERITY 8

ENDURANCE 10

STRENGTH 12

TOUGHNESS 15

INTELLECT 5

MIND 5

CONFIDENCE 5

Willpower 7, survival: jungle 10

CHARISMA 5

Life Points: None

Natural Tools: Claws, damage value STR+3/15; natural hide, armor value TOU+3/15.

Description: Standing over two meters tall, Muumuus are surprisingly fast for their size. They have dark skin, protruding lower canines, sharp claws, and a layer of fine hair that covers their entire bodies. Though their black eyes seem to reveal a limited intelligence, they use what intelligence they do have in frightfully cunning ways.

Rumors and Legends

✧ The Kremmer Foundation, a recently created organization in New York City, has been funding expeditions to such places as Machu Picchu, Easter Island, and the pyramids in Egypt. The Foundation has dedicated itself to proving that humankind has not always been alone on the earth. It has recently announced that one of its expeditions will travel to Guadalcanal, an island in the Solomon Islands, to search for remnants of an ancient civilization. Though each of the Foundation's previous expeditions has failed, the Guadalcanal trip is evoking a positive response from such diverse groups as the National Museum and Harvard.



The Skull of the Muumuu

✧ While scholars quietly downplay the "ancient peoples" concept, several respectable institutions have recently begun to take interest in the theory. Officials for the Foundation maintain that Scott Hoven, one of their agents, had written them about seeing a Muumuu skull. Unfortunately, verification of Hoven's report is impossible since he died of malaria a month after the document arrived at the Foundation. The new expedition will continue his search for the elusive Muumuu.

✧ Residents of Guadalcanal still speak of disturbances in the night, of large shadows flitting about, and of people disappearing into the jungle, never to be seen again. The native priests refuse to even contemplate such matters, though they do seem concerned if questioned about the Muumuu.

Wanted By

Several museums and universities worldwide, including the National Museum in Washington, and the science departments at Oxford, Cambridge, and Harvard, desire the skull.

Interest abounds in the possibility that other races shared the earth with humanity at one time, and some even speculate that these races might still exist in remote locations scattered around the globe. The Kremmer Foundation, based in New York, seeks the skull as proof of these theories.

Adventure Ideas

✧ Indiana Jones calls the characters and asks them to do him a favor. He has learned that a treasure hunter named Johann Schweinheller recently discovered the location of the Skull of the Muu-muu. According to Indy, Schweinheller has a reputation of selling his finds to the Nazis.

Though Indy can't offer any payment to the characters, they can earn his gratitude, which may prove more valuable than any amount of money. He sends them a map of Guadalcanal, and a report filed with the Kremmer Foundation by an archaeologist named Scott Hoven.

Unfortunately, by the time the characters reach Guadalcanal, Schweinheller has already located and excavated the skull, and has just begun his journey toward the coast. Once the characters discover that the skull has already been taken, they must start to track Schweinheller.

A local fisherman saw the blond-haired German board a twin-engine plane that makes a run to Hong Kong once a day. The characters can wait for the plane to return, question the pilot, and find out that Schweinheller did indeed go to Hong Kong. As a matter of fact, the pilot even gave the man the name of the best hotel in the city.

The characters must travel to Hong Kong and steal the skull back from Schweinheller. When they get to the ho-

tel, however, they see a blond-haired man carrying a skull-sized crate into the hotel's nightclub. He sits at a table near the front, and moments later, two other men wearing trenchcoats join him. As the opening act hits the stage, the exchange begins, and the characters have to foil it before the Nazis leave with the artifact.

Sun-tzu's "The Art of War"

Value: \$100,000

Mystical: No

Last Known Location: A Han tomb some 37 kilometers north of Linyi in Shandong Province, China.

Description: This tome consists of a series of 4,942 bamboo slats which, when placed in the correct order, form the entirety of "The Art of War," including several previously unknown appendices. The slats weigh a total of 300 kilograms.

History

Sun-tzu, or "The Art of War," as it has become known during the thousands of years since it was written, is considered the definitive masterpiece on military strategy. Named for its writer, Sun-tzu, as was customary in China in the pre-Qin period (pre-211 BC), the book contains a mere 6,000 characters broken into 13 different books.

Born in 534 BC to the Chen clan in Qi, Sun Wu (Sun-tzu's true name) was a contemporary of Confucius. The political scene among the Chinese states at that time had grown unstable, with the Chen clan trying to live out a prophecy that said they would reign over a land outside of their own.

Already well-versed in the study of military theory, Sun Wu traveled to the state of Wu around 514 BC. Once there, he met with the king, and received an appointment to the military where he enforced troop discipline and assisted General Wu Zixu in planning the expansion of the Wu state into Chu.

At this time, Chu was the greatest of the Chinese states; supposedly its armies could withstand those of any ten other states in China. But by using a strategy of hit-and-run assaults on three fronts, Wu Zixu's army

defeated Chu within five years.

In 496 BC, Helü, the king of Wu, died while commanding his troops in a battle against the state of Yue. His heir, Fucha, became increasingly arrogant, and cliques within the government became more and more antagonistic to one another. Shortly thereafter, Fucha shunned General Wu Zixu's clique, which eventually led to a loss of the general's political power.

Fearing bloodshed, Wu Zixu hid his son in Qi, which had aligned itself with Lu. Upon discovering this, Fucha ordered Wu to commit suicide.

In 484 BC, the state of Wu invaded Qi, and Sun Wu's father was one of the prisoners taken and tortured to death by the king. After learning of his father's and General Wu Zixu's death, Sun Wu sank into a dark depression. Historical records make no mention of the man from that point on.

The oft-mentioned and highly-regarded "Art of War" was the result of Sun Wu's life-long relationship with General Wu Zixu. Countless scholars and followers of this pre-eminent work have used the knowledge contained therein to help them create kingdoms and empires throughout the thousands of years since the book's writing.

While no one has yet discovered the original form of the work, this version, written on bamboo slats, is by far the oldest and most complete.

Rumors and Legends

* A long-lost Han tomb exists somewhere southeast of the Yi River, near Linyi. Dating from perhaps 200 BC, it could contain relics of great value.

* The Communists have begun actively seeking the relics of former Chinese leaders, claiming them in the name of the new state. Tombs and holy sites have been plundered, with countless items carried off, never to be seen again.

* He who holds the words of Sun-tzu in his hands, while leading a battle, shall always be victorious. The knowledge of the great man will flow through

the holder, imbuing him with an almost mystical, preternatural ability to control the course of the battle.

* The Japanese, intent on establishing their own empire in the Far East under the guise of the Far-Eastern Co-Prosperity Sphere, have begun actively searching for any artifacts that might lend validation to the supposed "superiority" of their movement.

Wanted By

The Chinese — both the Nationalists and the Communists — are seeking these slats, as they are a link to the greatest work of military strategy ever written. As a propaganda tool, it would prove invaluable to whomever came into possession of it.

The Japanese, their eyes on their Far-Eastern Co-Prosperity Sphere, also have an interest in what these slats might

July 1, 1933

I find myself divided over the issue of the recovery of the original manuscript of "The Art of War." From what I have learned, it may be more dangerous than any of the other artifacts I have so far researched.

I fear that whoever recovers the tome will use it to conquer his neighbors, stretching the boundaries of his dictatorial empire farther with each passing day.

Then again, I have perhaps been swayed by the legends of the book, and as of late, my thoughts have seemed garbled. I only hope I have not contracted some ailment that will prevent the completion of my work.

contain — many believe the work includes information that will allow anyone with the appropriate resources to create an unrivaled empire.

Museums and universities the world over also have an interest in obtaining the original work for its sheer historical value.

Adventure Ideas

✱ China, at the time of the revolution, offers many opportunities for thrilling adventures. Between the Communists and the Nationalists battling it out on one hand, and the Japanese actively taking an interest in the affairs of all areas of the Far-East on the other, the hunt for the tomb that contains this item becomes fraught with countless perils. The tomb itself might offer some mystical barrier to be overcome, with ancient Chinese spirits swirling about in the darkness.

Play up the cultural legacies of the Chinese, drawing on the thousands of years of the country's military and mystical knowledge. Getting out of China with this item should be extremely difficult, if only for the relatively poor state of technology, not to mention countless clashes with the forces arrayed against each other and the characters.

Note: *The Art of War* was discovered in the early 1970s in a tomb near Linyi.

The Tapa Mallet of Hina

Value: \$10,000

Mystical: No

Last Known Location: A shrine to Hina lost in the jungles of Tahiti

Description: Carved from the branch of a mulberry tree, the mallet is 0.3 meters long and has a piece of quartz on the end. It weighs 2 kilograms.

History

Found in Polynesia, tapa cloth is a coarse fabric made from the pounded bark of paper mulberry and breadfruit. It is usually deco-

rated with geometric patterns and made into clothing.

Hina, the goddess associated with tapa and its production, gave prestige to tapa-makers. To this day, this connection still exists to a certain extent, with the greatest of the tapa-makers quickly rising in stature among the people of Tahiti.

Hina worked with such enthusiasm and energy that the sounds of her mallet pounding the tapa cloth disturbed the ruler of the gods, Ta'aroa, while he was entertaining the god Pani. Barely able to concentrate over the booming, Ta'aroa sent Pani to order Hina to stop. Three times Pani commanded Hina to cease her thunderous pounding, and each time she replied, "I will not stop. I will beat out the white tapa here as a wrapping for the gods Ta'aroa, Oro, Moe, Ruanu'u, Tu, To'a-hiti, Te Maharo, and Punua-the-Thunderbolt." Furious that Hina would defy the orders of Ta'aroa, Pani grabbed the mallet from her, and struck her on the head, killing her.

But Hina had the last laugh. As her spirit flew across the sky to the moon, where she supposedly still lives to this day, she beat tapa proudly for the gods. Pani dropped the mallet where he stood, and returned to Ta'aroa, his mission completed. The women who had been helping Hina with the tapa-making took the mallet into the jungles where they built a shrine to her. They left the mallet there, and continue to return on nights when the moon is full to offer prayers and ask her guidance.

Rumors and Legends

✱ Hina comes to the shrine on the night of the full moon, bestowing her blessings and knowledge on those women present. If a man is present, Hina curses him, for it was a male who forced her to flee to the moon.

✱ Hina destroys anyone who seeks admittance to the shrine without the presence and protection of a priestess.

✱ The mallet, made of gold and imbedded with gems of great value, becomes a weapon of great power when wielded by a woman. It can call thunder with its swing, destroying in a single blow any who stand against the wielder.

Powers

The mallet has a damage value of STR+4/20.

Wanted By

Several museums specializing in Oceanic knowledge would pay well for this item. Fortune hunters in the Pacific periodically visit Tahiti, hoping to locate the mallet, but the natives take a dim view of people seeking the relics of their gods. Many of these explorers have never returned.

Adventure Ideas

* The characters travel to Tahiti as agents of a British museum. Once on the island, they find themselves facing female natives intent on keeping the mallet hidden, though the males secretly offer to help the characters. Deadly traps and puzzles fill the shrine, and the adventurers must proceed carefully to navigate the twisting passageways that descend to a large, natural chamber where the mallet rests atop a statue of Hina. Unfortunately, removing the mallet from the statue causes the cavern and the passageways leading to it to collapse.

The Trident of Shiva

Value: Priceless

Mystical: Yes

Last Known Location: A temple of Shiva, on the northern border of India along the fringes of the Himalayas

Description: This 2.5-meter-long, three-pronged trident, which appears to be made of gold, has a shaft encrusted with dozens of glittering gems. Its weight, a mere 5 kilograms, belies its apparent physical composition.

History

Shiva, one of the triad of supreme gods in the Hindu religion, is the god of nature, the arts, dancing, learning, and revelry. When angered, however, his wrath manifests itself in a great force of destruction.

Shiva has four arms, five faces, three eyes, and fair-colored skin. His third eye possesses the power to destroy any being, including gods, with a glance. The symbol of the crescent moon, over which he reigns, appears on his forehead. Most images of Shiva show him wearing the skin of a tiger, deer, or elephant, a necklace of skulls, and several serpents draped around his neck. He rides the great bull Nandi, and among his possessions are the bow Ajagava, a drum shaped like an hourglass, a club, and a trident.

Originally known as Rudra, he was praised as the thunder god, and known for his violent and destructive nature. Surprisingly, he also bears the mantles First Physician, Bringer of Prosperity, and Protector of Cattle. It was only later during the Brahmanical period that he became known as Rudra-Siva, which eventually became Shiva, the great destroyer. He is known by more than a thousand names and epithets, each having a unique aspect of his nature associated with it. He is the Destroyer, the Lord of Ghosts, the God of Luck. Such all-encompassing powers are common among the Hindu gods, as it is quite likely that at some point many lesser deities were combined into a handful to make them easier to worship.

Visakarma, the artificer and architect of the gods, created Shiva's trident. Forged from the essence of the sun, this powerful weapon came to rest in Shiva's temple when the gods took their leave of the terrestrial plane. Entrusted with its safekeeping, the priests of the temple are thought to be great warriors, fanatic in their devotion to Shiva in his form of the Destroyer. The trident rests in the innermost chamber, awaiting the day when Shiva will return to wield it against his enemies.

Rumors and Legends

* Some leaders in India are willing to pay any cost for self-government. They seek to unite the people and rise up against British rule in hopes of becoming the rulers of a new Indian empire.

* Some people speak of terrible deeds done in the name of Kali and Shiva, with a resurgence in the darker beliefs of those gods taking hold among the people. If the religious leaders don't step in, it could lead to a wave of blood-

shed worse than India has ever endured.

✧ Several teams of German agents have been seen in India asking questions about Shiva and his weapons. Some religious leaders, fearful that the Germans are after something best kept from mortal hands, have formed an alliance to drive the Germans from the country.

✧ A rash of murders in northern India over the past year has British and Indian officials concerned about the resurgence of the Thuggee cult, which was thought to have been exterminated by the British in the last century. If the Thuggee have become active again, they must be stopped before their reign of terror in the name of Kali threatens to inflame the entire country.

✧ The Japanese have made several proposals to Indian officials, supposedly offering promises of self-rule if they cast out the British and join the proposed Far Eastern Co-Prosperity Sphere. British officials are said to be wary,

keeping a vigilant eye on Japanese officials and agents.

✧ The Trident of Shiva lies in a temple far to the north somewhere in the Himalayas. Legends say that it will only come forth from its hiding place when Shiva himself returns to walk among humanity.

✧ If a believer of true heart and intention holds the trident in his hands, it is said he will wield divine powers and be invincible against any mortal. Unbelievers who try to so much as touch the artifact will be utterly destroyed by Shiva for their audacity in believing they are worthy of its powers.

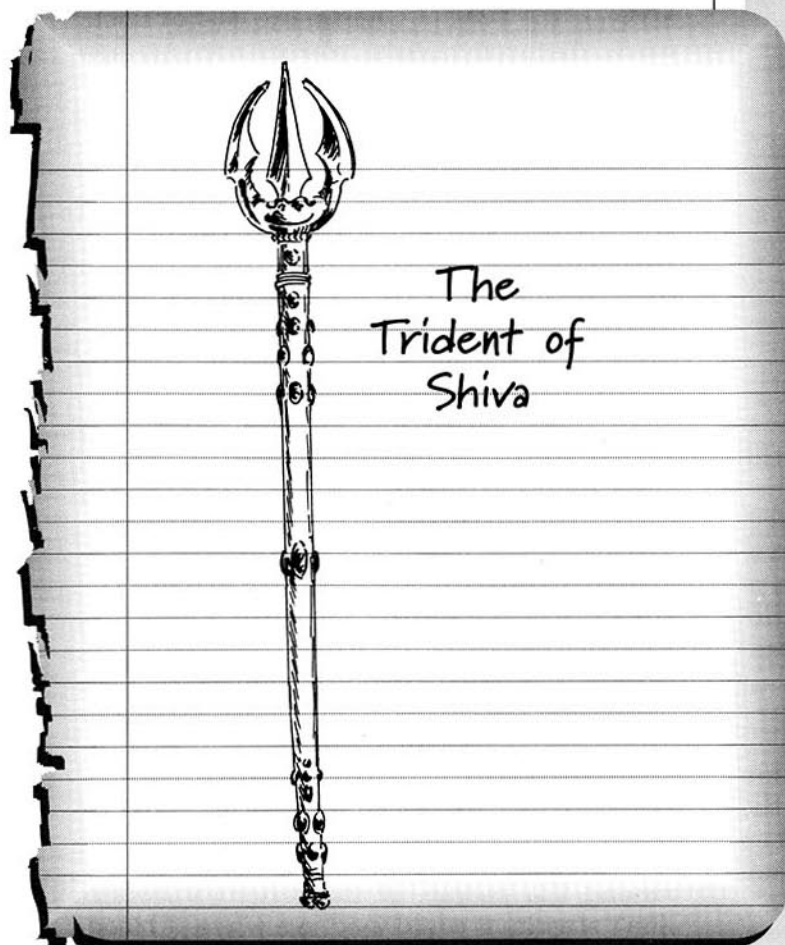
Powers

The trident has a damage value of STR+12/30. Its light weight hides the fact that the spear is strong; made from the essence of a god, it is literally unbreakable.

As a weapon of a god of destruction, the trident possesses several powers both wondrous and terrible. When a person grasps the trident in his hands, he must first succeed in a *faith: Hindu* test against a DN of 20. Failure results in the igniting of the wielder's flesh, which inflicts a damage value of 25 every round. As the wielder dies, he sees the image of Shiva, who has four arms, five faces, and three eyes, gazing coldly upon him.

The trident has the ability to emit a burst of energy with a range of 100 feet. To activate this power, the wielder must call upon Shiva, saying, "I call upon Shiva, as destroyer, to vanquish my foe!" The wielder must succeed in a *faith: Hindu* test against a DN of 22 and generate a *fire combat* total to hit the target. Success results in an explosion of light that lances out and engulfs the victim (damage value 30).

The trident may also be used as a missile weapon. The wielder must shout, "Let this weapon fly straight and true," succeed in a *faith: Hindu* test against a DN of 18, and then throw the trident. Success in the *faith:*



Hindu test adds +10 to the wielder's *thrown weapons* total. The trident returns to the hand of the thrower, ready to be used again the next round.

Wanted By

The Germans, knowing well the legends of Shiva and other Hindu gods, have been searching India for clues leading to the whereabouts of the trident. Hitler envisions its use at the forefront of his armies, its destructive powers unleashed on his unsuspecting enemies.

The Japanese also seek the trident for similar reasons. The creation of the Far Eastern Co-Prosperity Sphere would most assuredly be enhanced if the Japanese wielded such an artifact.

The British, still a major presence in India and the Far East, have grown concerned over the interest the two future Axis members have begun to show in the trident, and have therefore started spying on the archaeological teams funded by their governments.

Indian nationalists, eager to throw off the yoke of British domination, have begun a full-scale search for the artifact, believing that the power of Shiva will aid them in their struggle for freedom.

Adventure Ideas

✧ Exotic India in the 1930s is a land in turmoil. The desire for self-government is growing among the masses, with Ghandi slowly gaining in power. The British, seeing the rising discontent, are struggling to maintain some hold on the country in the face of the oncoming war with Germany.

Cults dedicated to Shiva and Kali have secretly begun the struggle for freedom from the British. As the characters travel through India, members of the Shiva cult begin to follow them, for they believe the characters know something of the trident. A gaunt, French archaeologist by the name of Jacques Fougères literally runs into the characters. He has become infected with some strange disease that has turned his skin pale and his eyes

yellow, and he keeps mumbling about the Hands of Shiva (the name of the cult). He hands the characters a map showing the resting place of Shiva's Trident and tells them to take it away before the Hands find it.

The War Bow of Gwau Meo

Value: \$25,000

Mystical: Yes

Last Known Location: Mala Island in the southwestern Pacific

Description: This large bow, made of some dark, unknown wood, stands two meters tall and has strange markings running down its sides, their meaning lost to all. The bow weighs five kilograms.

History

The legends of Melanesia are filled with countless tales about the creation of the world and the gifts of knowledge offered to humankind. On Mala Island, tales speak of Sina Kwao and Gwau Meo, red-headed men who appeared from nowhere bearing gifts of magic, new foods, and other cultural elements, including a great war bow. They taught the people new forms of warfare, and became their leaders soon thereafter.

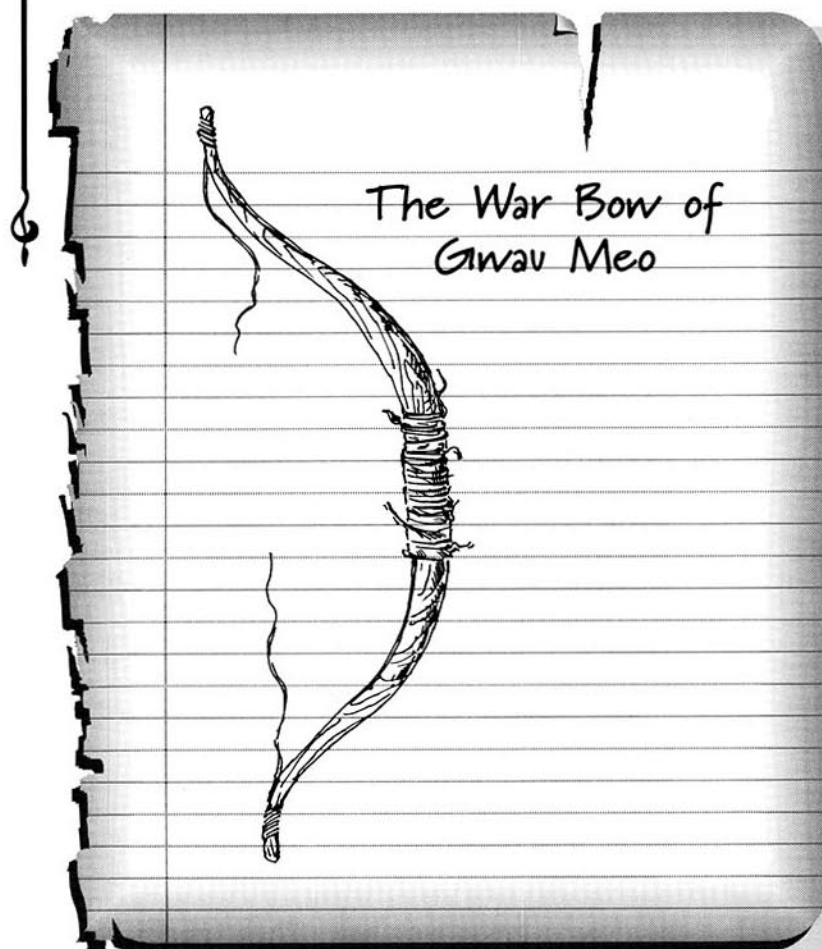
As they were men, and not gods, however, they both fell in battle, becoming powerful ghosts who continued to guide their people in war. Gwau Meo was buried with his bow in what is now a sacred site.

Since none of the inhabitants of Mala Island have red hair, historians have not been able to determine the origin of the two. And the few migration myths that do exist cannot account for their appearance.

Their ghosts are still worshipped on the island, honored by a cult of war. The cult members continue to study and practice the secrets of combat set down by the two men, and the bow remains the primary weapon of choice among the warriors.

Rumors and Legends

✧ The ghost of Gwau Meo supposedly guards his grave, killing any who seek to defile it. Local inhabitants speak of his appearing, bow in hand, when unbelievers have entered the



The War Bow of
Gwau Meo

sacred grove containing his grave. None have returned from this site.

✧ The Japanese are scouring the New Hebrides and Solomon Islands, but for what purpose, no one knows. It may be that they are laying the groundwork for an invasion, or something more sinister. With the Far-Eastern Co-Prosperity Sphere as their motivation, anything could be possible.

✧ Mala Island is home to a war cult that worships the ghost of its founder, Gwau Meo, who wields a magic bow that never misses.

✧ One noted archaeologist, Timothy DeHaas, considered by many to be the leading scholar on the cultures of Mala Island and the Solomons, has disappeared while following up some leads regarding the bow.

Powers

The bow, when handled normally, has

a damage value of STR+11/30. To even pull the bowstring, however, requires a Strength of at least 12.

If a character generates a *scholar: Melanesian mythology* total of at least 14, she may use the markings on the bow to increase its power. When drawing the bowstring, the wielder must say, "Gwau Meo, guide this true!" and close her eyes. By expending a Life Point, the archer makes the hit automatic, and prevents the target's armor from affecting his Toughness when determining damage.

Wanted By

The Japanese, set on building an empire in the Pacific with their Far-Eastern Co-Prosperity Sphere, have an interest in retrieving any items which might be used in the coming/current war. Fortune hunters, unaware of the true powers of the bow, are pursuing it as a simple relic.

The residents of Mala Island are not pleased with outsiders searching for the bow of their ancestral hero. Any foreigners setting foot on the island are warned to leave as soon as possible before the night spirits tear their hearts out.

Adventure Ideas

✧ Should the characters gain access to the gravesite on Mala Island, the ghost of Gwau Meo arises, armed with his bow. He is semi-corporeal at first, hence his higher Toughness. After one minute, he becomes fully solid, firing his bow at any intruders. Each round, he exudes a natural *Intimidation* — representing the horror of facing a supernatural being — that affects all of his opponents.

Should the adventurers defeat Gwau Meo, they now face the dilemma of getting away from Japanese agents and upset cultists, and off the island. After escaping, they must decide where to go

next. Do they return to Papua? Or do they head off elsewhere? And what of DeHaas? Is he held by the Japanese, or is he dead, a sacrifice to Gwau Meo?

If the campaign is set in the early 1940s, close to the outbreak of World War II, the added dangers of being caught in the Japanese assault on the Pacific can add even further excitement to the plot. Perhaps the adventurers end up on Guadalcanal, where they come face to face with the Muumuu (see page 56 for information on the Muumuu).

GHOST OF GWAU MEO

AGILITY 9

Unarmed combat 16

DEXTERITY 10

Missile weapons 18

ENDURANCE 13

STRENGTH 13

TOUGHNESS 15 (25 when semi-corporeal)

INTELLECT 9

MIND 8

CONFIDENCE 11

Intimidation 14, willpower 14

CHARISMA 8

Life Points: None

Natural Tools: Claws, damage value STR+3/16; war bow, STR+11/30

Description: Standing almost two meters tall, Gwau Meo has pale skin, bright red hair, and piercing black eyes. He doesn't speak, performing his actions in a chilling silence, and wears nothing other than a wrap around his waist.

Chapter Four

Europe

December 21, 1931

Ireland. Home of my ancestors. It is a carpet of flowing hills alight with the morning sun and rolling onward to the horizon. The land itself speaks of old tales — especially of those Celts who first ventured upon the isle and, in due course, of the legendary kingdoms they created.

But I cannot tally here too long; Once I leave Dublin I must journey to England and thence to the Continent, where I shall wander through France, Italy, Austria, and Germany (if I may pass unhindered).

The thought of spending my days in Parisian cafes worries me, for I have heard from too many that that city has the ability to so mesmerize a person as to make him unwilling — dare I say, disinterested — in his more mundane pursuits. I only hope I can defend myself against such self-sabotage.

As I walk across this land I feel the rumble of the Crusader cavalry underfoot. I hear the cries of "witch!" that heralded the coming of the Inquisition. So much of our recorded history lies in the very structures that line the city streets, in the earth and water that bear the name Europe. As my fair sister would say, "I am in my glory!"

The Aegis, Shield of Athena and Zeus

Value: Priceless

Mystical: Yes

Last Known Location: The ruins of the temple outside what was once the Oracle at Delphi

Description: This round shield, which weighs seven kilograms, has a bright, mirror-like surface with the terrible head of Medusa at its center and serpents coiling around its edge. The reverse side of the shield is lined with goat skin.

History

The legends of the Aegis are many. Some refer to it as a cloak fringed with serpents that Athena wore across her shoulders. Other tales place it in the hands of Zeus as he called forth great and terrible storms. The more common and popular tales speak of it as the mirrored shield of Athena, which she gave to Perseus when he set out on his quest to slay the Medusa.

Gifted with the shield, along with winged sandals and a helm that granted invisibility, Perseus stole into the lair of the Gorgons, seeking out the Medusa. Holding the shield at such an angle as to reflect his surroundings

The Aegis, Shield of Athena and Zeus



in its mirrored surface, he approached the Medusa as she slept. He successfully resisted the strong urge to look at her directly, and guided his blade by peering into the shield's surface. With a single swoop of his sword he severed her head.

Upon arriving home, Perseus returned his magical gifts to the gods, and offered Athena the head of the Medusa. So pleased was she with his gift that she set it in the center of the Aegis, where it retained its petrifying powers and served her in many battles.

As the power of the old gods of Greece waned, Athena made one last journey from Olympus. Her purpose was to leave behind symbols that would remind the people that the old gods had existed and that they might still find a way back to this world. Traveling to Delphi where once the Oracle had dwelt, she placed the Aegis high among the columns, hidden from normal sight. As the centuries passed, and the temple fell into disarray, the

column to which she had attached the Aegis collapsed, burying the shield amidst the rubble.

Over the centuries, unlucky individuals and animals have happened upon the shield and turned to stone, creating a forest of crumbling statues in the remnants of the temple.

Rumors and Legends

✧ Some say Athena carried the Aegis with her when she made her final journey to Olympus, taking the shield beyond the reach of mortals.

✧ Local legends around the area of Delphi speak of exquisitely detailed stone birds appearing over the centuries in the ruins of the temple. Some believe they are gifts from the Oracle, proof that its power still exists.

✧ Herodotus makes reference to "that wicked stoning" in a passage relating to the decline of the Oracle, which may confirm that Athena did not take the Aegis back to Olympus.

Powers

The Aegis, which Perseus used during his quest to defeat the Medusa, has several powers.

First, the shield has an armor value of +6 when carried unslung into combat.

Second, it has the ability to raise mighty storms. The control of the weather in this manner requires the carrier of the shield to wave it above her head and recite in Greek the phrase, "Zeus, Ruler of Storms, I call to thee to unleash thy fury!" Within 10 rounds, a terrifying storm rumbles across the sky; torrents of rain, high winds, and lightning cover an area of 10 miles by 10 miles, effectively stalling all movement for 24 hours. To learn of this ability, the character must succeed in a *scholar: Greek mythology* test against a DN of 13. Few even know of this ability; references to it appear in a little-known work by Herodotus found in the university library in Athens.

The last and most terrifying power of

the shield is its ability to turn those who gaze upon it into stone. When the shield is unslung, those facing it must make a *willpower* test against a DN of 12 to resist gazing at the head of Medusa. Failure results in the immediate and permanent transformation of the person to stone. Success results in a penalty of -3 to any attack the person makes against the wielder of the shield as long as it remains unslung. If someone uses a mirror or reflective surface to fight Aegis' wielder, that person suffers a +3 to all DNs.

Wanted By

As with Achilles' spear, the Germans are actively seeking the Aegis to use in the coming war.

The Graikos Cabal, a secret Greek group dedicated to preserving Greek mythology and culture, has set out to find the artifacts of past millennia, especially the Aegis, before they fall into the wrong hands. The Cabal acts first, and questions later. Anyone seeking a Greek artifact should be wary.

Adventure Ideas

✱ As part of a mini-campaign based in Greece, together with other items in this book, the Aegis becomes an item too terrible for any to possess. With its powers of petrification, the very idea of it falling into the wrong hands should be enough to prompt any adventurer to seek it out and retrieve it before others find its location. Leading the adventurers to Delphi should be simple, but what if the Oracle is still present, just lying dormant?

The Cauldron of Regeneration

Value: \$700,000

Mystical: Yes

Last Known Location: The Isle of Rhum in the Inner Hebrides

Description: At one time this bronze cauldron stood over a meter high and

was a full two meters in diameter. Now the cauldron lies in three large pieces. Of all its decorative engraving, only the faded images of ravens in flight remain. Each section weighs just over 60 kilograms.

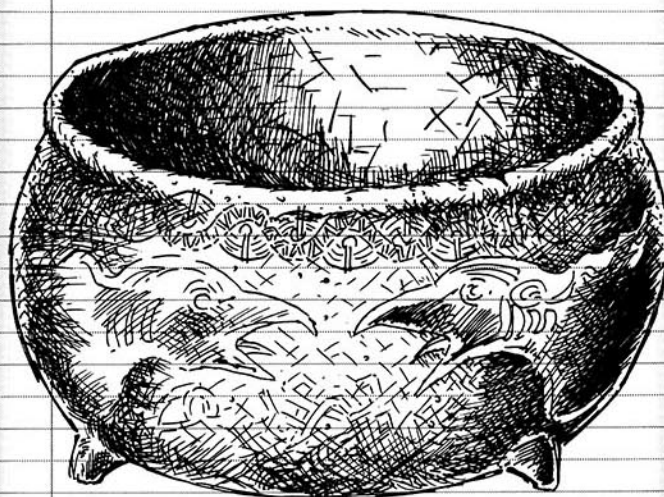
History

The Cauldron of Regeneration is one of the great artifacts of Celtic mythology. It appears many times in Irish, Welsh, and British tales, eventually merging with Christian legends and becoming a part of the body of knowledge known as the Grail Lore.

In one tale the cauldron is a part of the Hallows, the kingly regalia of the Tuatha de Danaan, the faerie folk of Ireland. Another story calls it one of the Thirteen Treasures of Britain, which King Arthur sought in Annwn, the Underworld, and are now said to be kept by Merlin on Bardsey Island. Throughout of these legends, the cauldrons had many powers, including the creation of heavenly nourishment and the resurrection of the dead.

The Cauldron of Regeneration is associated with Bran the Blessed (or "Raven"), known to the Welsh as Bendigeid Fran. When Bran's

The Cauldron of
Regeneration



sister Branwen was betrothed to Matholwch, the King of Ireland, Effnissien, Bran's half-brother, flew into a rage, since he had not been consulted on the matter. In his eyes such a union would transfer a portion of Britain's power to the Irish, a notion he would not stand for. In retaliation he ordered the mutilation of the horses of Ireland, thereby setting the stage for a brutal war.

Bran, however, sought to avert the war. At the royal wedding ceremony he offered the Cauldron of Regeneration to the Irish people in hopes of restoring the peace between the two islands. Bran's attempt succeeded and peace reigned long enough for the King and Queen to produce a son, Gwern.

But the Irish never forgot Effnissien's deed, and they bade the King to lock Branwen away in retribution. Matholwch eventually agreed and he sent Branwen to work in the kitchens. Soon thereafter one of the cooks struck the woman. Outraged, she sent a message to Effnissien in Britain, who, accompanied by Bran, immediately gathered his forces and set out with a fleet to rescue her.

When the fleet reached the shores of Ireland, British troops charged into the King's main hall and slew the 200 Irish soldiers who had been hiding in sacks in an effort to ambush the invaders. The Irish realized their imminent fate, and offered to depose Matholwch and place Gwern upon the throne. Bran agreed, and his nephew became the new King of Ireland.

But Effnissien's anger had not yet subsided. At the feast of Gwern's crowning, he grabbed his nephew and threw him into the fire, causing a bloody battle that lasted well into the night. But when he saw that the Irish were restoring their dead to life through the powers of the cauldron, he knew he was outmatched. Like a strike of lightning, a thought occurred to him as he was about to flee. He leaped into the cauldron and then stretched his body outward with all his might. The cauldron cracked and its life-giving waters spilled onto the ground, quickly soaking into the dirt. The destruction of the cauldron came at a great cost, however, for Effnissien died, having sacrificed himself for his brother and the remaining six members of his army.

Bran and his comrades fled, but he was hit in the heel and fell to the ground. Knowing he was about to die, he ordered his men to cut his head from his body so that his voice could guide them. The warriors acquiesced and decapitated him, and they were relieved when Bran continued to speak to them. Heeding his orders they returned to Britain.

For 80 years afterward Bran lead his loyal warriors around the countryside, eventually guiding them to the site of the White Tower, known today as the Tower of London.

Meanwhile, in Ireland the druids of Gwern gathered the three pieces of the shattered cauldron together and took them to Newgrange in hopes of reforging it and restoring its powers. Years passed without success.

With the Irish conversion to Christianity in the 5th century AD, many of the druids' descendants fled, with one group eventually arriving on the Island of Rhum with the remnants of the cauldron. There they built a keep and practiced their faith in secret, burying the cauldron deep within the walls of their new home.

The order of the druids on Rhum faded into obscurity over the centuries, leaving few with knowledge of their sacred mission — to keep the cauldron from the hands of those who, in fear of the ways of the old ways, would destroy it forever. The keep itself has fallen into disrepair: large sections of its walls and several interior buildings have collapsed from lack of maintenance and the forces of nature. Flocks of ravens have made the keep their home, and some say they provide some measure of protection to the ancient structure.

Rumors and Legends

✦ A stone with a map-like etching on it has recently been unearthed near Dublin by an Irish archaeological team. The markings supposedly point to an island to which druids fled a millennia ago.

✦ After the druids brought the cauldron to the Island of Rhum, a renegade member of their order stole the sundered pieces and hid them in the four corners of the known world.

Powers

Since the cauldron remains in three pieces, it has none of the powers attributed to it in the tales of Bran. Should it be reforged, however, its power to resurrect the dead will return.

Once reassembled, the cauldron must be filled with water and brought to a boil over three hours. At that point, the body of the dead person (who cannot have died more than a day ago) must be submerged in the boiling water. As long as all of the person's body parts are placed inside, resuscitation begins within five minutes of immersion. After ten minutes, the corpse stirs to life, though it does not regain its awareness of its surroundings. It must then be pulled from the cauldron and left to revive. In game terms, the body exits the boiling water with an Endurance of 1, and regains an additional point per hour until it returns to its original level.

Wanted By

✱ As the dark clouds of war spread over Europe, the Germans begin their relentless quest for world domination. Given Hitler's interest in artifacts of occult and mythological nature, German archaeologists have already journeyed to Ireland to search for the cauldron. Its mystical powers will provide Hitler with an unbeatable military force.

✱ Daryl Hammet of the Dark Pentacle, an occult group in Britain, has been researching the cauldron for almost a decade. He intends to use its power to become the head of a world-spanning cult dedicated to the mystic arts.

Adventure Ideas

✱ The British government, fearful of Daryl Hammet's current activities, hires the characters to track the occult leader, who has recently traveled to Ireland.

The characters follow Hammet across the hills of Ireland and eventually to the Isle of Rhum. There they come upon the decaying keep sitting silently in the fog.

As they venture into the long-forgotten structure they become the targets of flocks of ravens who attack out of nowhere.

Eventually the characters reach the Inner Sanctum of the keep where Hammet and several of his followers are busy loading the pieces of the cauldron into a truck. A battle ensues as the occultists attempt to escape to the coast of the island where a plane waits to take them from the island. Hammet uses whatever means necessary to prevent the characters from ruining his greatest moment, unleashing the mystical powers at his disposal upon his enemies.

The Cornucopia, or Horn of Plenty

Value: Priceless

Mystical: Yes

Last Known Location: The Labyrinth of King Minos on Crete

Description: This hollowed-out goat or bull horn is 1.5 meters long, and has an opening nearly 30 centimeters across. It weighs 15 kilograms.

History

Two distinct myths of the creation of the Cornucopia exist. One relates to Hercules and the other to Zeus/Jupiter.

The Hercules story tells of the battle between him and Achelous, a river god. Both were part of the multitude of suitors seeking the hand of Dejanira, considered the fairest of maidens. They wrestled, with Achelous transforming first into a snake, and then into a bull, as he attempted to break free of Hercules' grasp. Hercules tore one of the horns from Achelous's head and gave to the Naiads, who consecrated it and filled it with flowers. Plenty adopted the horn as her own, calling it "Cornucopia," the Horn of Plenty.

The story of Jupiter and the horn is similar. At his birth, his mother, Rhea, committed Jupiter to the care of the daughter of Melisseus, a Cretan king. They fed Jupiter with milk from the great goat, Amalthea, mother of Bacchus. One day, as the infant deity grew in

strength and power, he broke one of the horns free from Amalthea. Endowing it with the power to fill with whatever the possessor might wish, he offered it to his nurses. It remained on Crete ever after, its tales and myths growing over the centuries. It is said the horn was placed in the Labyrinth for safekeeping.

Rumors and Legends

✧ Though discovered and explored in 1880, the ruins of the Labyrinth of Minos still hold mysteries within their walls. A hidden passage leads to the true Labyrinth, where great treasures lie hidden away from mortal eyes.

✧ On stormy nights, a great goat missing a horn wanders the shores of Crete seeking some unknown thing or person. Older folk name it Amalthea, who fed Jupiter as an infant.

✧ The Cornucopia, the fabled Horn of Plenty, is hidden in the ruins of the Labyrinth.

✧ Several people have disappeared in Crete over the last year. Many blame the Minotaur, whom they believe has returned to stalk the surrounding lands in search of food.

Powers

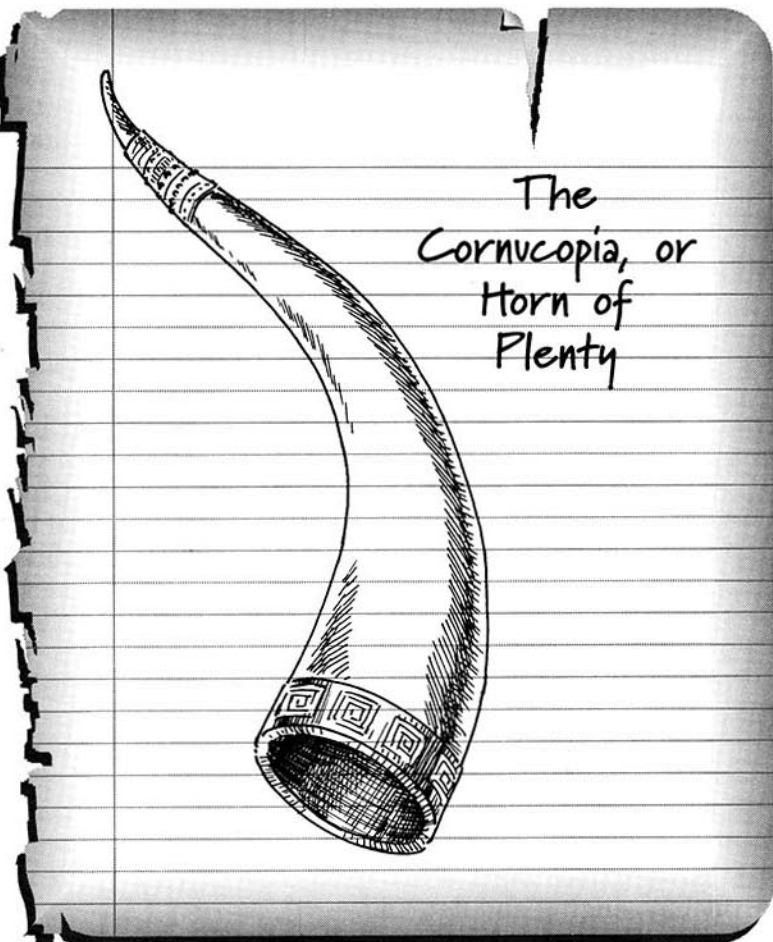
Holding the horn with both hands, speaking the name of a food, and generating a Confidence total of 10 or more causes the Cornucopia to suddenly fill to overflowing with the specified foodstuff.

Wanted By

Considering the powers of the item, who wouldn't want the Cornucopia? Warmongers see it as an endless supply of nutrition for their troops; peace-lovers see it as an end to starvation across the world. Whoever finds its first will determine how its powers are used.

Adventure Ideas

✧ As part of a Greek mini-campaign, linking other items in this book, or as a



The
Cornucopia, or
Horn of
Plenty

stand-alone adventure, the quest for the Cornucopia offers an encounter with a creature from Greek mythology: the legendary Minotaur. As agents of either the Greek or U.S. government, the adventurers should end up on Crete, armed with various myths and rumors. Finding hidden passages within the Labyrinth would be a great discovery, not to mention the Minotaur and the Cornucopia.

The Minotaur

AGILITY 11

Dodge 13, maneuver 12, unarmed combat 15

DEXTERITY 7

ENDURANCE 15

STRENGTH 15

TOUGHNESS 13 (18)

INTELLECT 5

Perception 10, trick 10

MIND 4

CONFIDENCE 5

Intimidation 12, willpower 8

CHARISMA 4

Life Points: 1

Natural Tools: Claws, STR+3/18; horns, STR+3/18; hide, TOU+5/18

Description: Standing eight feet tall, the minotaurs are frightful creatures, exuding a natural *Intimidation* as their first attack. Minotaurs always fight to the death, for they believe they can never be beaten.

The Fourth Nail

Value: Priceless

Mystical: Yes

Last Known Location: Bucharest

Description: This rusted iron nail measures about 15 centimeters long and two centimeters thick, and weighs about a half kilogram.

History

There is much question of where the Gypsies originated. Some scholars claim they came from northern central India, where they were known as the Dom, a low caste who earned money singing and dancing.

The Gypsies themselves claim to be of Egyptian origin, citing the term "gypsy" as a corruption of the word "Egyptian." In the 9th century AD, when the Dom migrated to Persia and other areas of the Middle East, the "D" of Dom changed to an "R", for Rom, which means "man." Their language, Romany, is a mixture of Sanskrit, Greek, and words borrowed from other languages.

The Romany Rye, or "Roman People," migrated into Europe around the 14th and 15th centuries. The Gypsies were always viewed with suspicion and prejudice, and were excluded from trade and craftsman guilds. They instead earned money as entertainers, blacksmiths, fortune tellers, and horse traders (some would say horse *thieves*).

The Gypsies have a monotheistic religion called Romania (not to be confused with the nation of that name), in which they worship a patriarchal god called Del. Romania has no clergy. Its members follow strict purity laws called marime codes, and shun violence. Marriage — or anything more than casual contact

with non-Gypsies — is forbidden.

The Gypsies' unwillingness to assimilate into the cultures and nations around them made them targets of discrimination and violence. Like the Jews, the Gypsies were blamed for bringing the Bubonic Plague into Europe. The Spanish Inquisition targeted the Gypsies as well as the Moors and the Jews. Sadly, the 20th century brings little reprieve to the Gypsies, as Hitler intends to round them up and place them in concentration camps.

According to a European Gypsy legend, Christ was to be crucified using four nails. A Gypsy stole the fourth nail, thereby sparing Christ a little suffering. As a result, the sins of lying and stealing are forgiven the Gypsies forever. Of course, this implies that the Gypsies will not hesitate to do either if it suits their needs.

The fourth nail was taken from Jerusalem by a Gypsy thief who had no idea of its significance; he simply needed a nail to repair a wagon. Over the next two decades, his clan migrated north into Lebanon, and eventually into Asia Minor (modern-day Turkey). It was only after the fledgling Christian church reached Asia Minor that the Gypsy thief realized the importance of his actions.

The nail was revered as a good luck charm, and was placed in the clan leader's wagon, where it was kept safe for centuries by his descendants. Eventually, the clan crossed into the Balkans ahead of Turkish persecution, and wandered around modern day Yugoslavia, Albania, Romania, Czechoslovakia, Bulgaria, and Hungary. The clan still lives today, though they have limited their wanderings to Romania, especially in the vicinity of the

Gypsy Terms

Chal: man

Chi: woman

Fake a bosh: play the fiddle

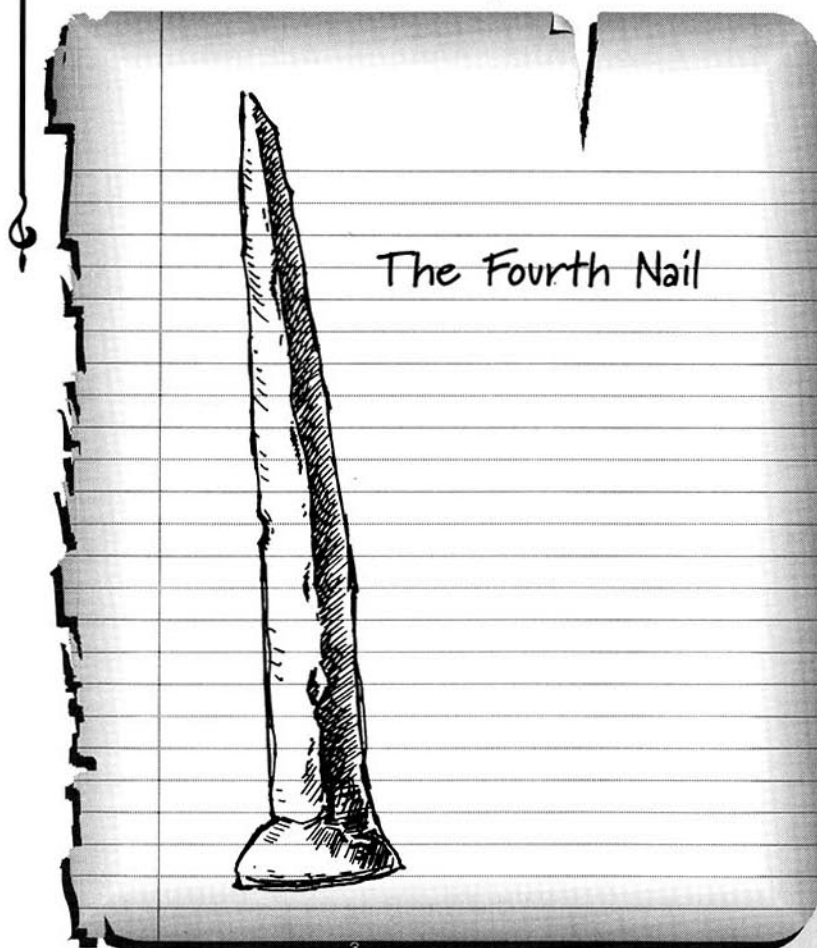
Gorgios: non-Gypsies

Patteran: a distinctive trail left by a traveling Gypsy wagon train

Patter Romany: speak the Romany language

Pen Dukkerin: fortune telling

Romany Rye: the "Roman People," the Gypsies' name for themselves



The Fourth Nail

capital of Bucharest. It is there, in the wagon of the clan leader, that the nail supposedly rests.

Rumors and Legends

✧ There are unsettling rumors among the Gypsies that some truly terrible times are coming in the next decade. Talk is that the old women who tell fortunes are frightened of some great evil specter that will take away the Gypsies and burn them alive.

✧ I overheard a strange rumor concerning the Fourth Nail and the Judas Silver. If both artifacts are brought within proximity of each other, a horrendous column of fire will erupt from the heavens and destroy both items and their bearers.

✧ Unconfirmed reports are drifting in from centers of Gypsy population, telling of representatives from the Pope wishing to meet with Gypsy leaders. Rumor has it that the

Church wants to apologize for the terrible suffering of the Gypsies during the Spanish Inquisition.

✧ The Fourth Nail is a source of great power, but only in the hands of a believer. To anyone else, the nail is but a mundane piece of iron.

Powers

This artifact appears unremarkable unless handled by someone with at least two adds in *faith: Christian*. The person carrying the nail gains a +15 to his defense against any supernatural attack (magic, possession, crazed Thuggee priests trying to tear your heart out of your chest).

The purity of the nail also enables the bearer to drive away any supernatural entities (spirits, demons, ghosts, vampires, etc). The wielder gains a bonus of +15 to his Confidence attribute or *faith: Christian* skill when attempting to banish a creature. A *Minimal* success causes a *stymied* result. A *Solid* success causes a *stymied, fatigued, and setback* result. A *Good* success drives the entity out of the wielder's sight for five minutes. A *Superior* success drives the entity away for an hour, and a *Spectacular* or better success forces the entity to stay away from the bearer for a full 24 hours.

Wanted By

The Fourth Nail is yet another relic that Hitler would love to get his hands on. The Vatican has also expressed interest in the nail, although they will take a far more civilized approach at getting the nail than the Nazis. Unfortunately, the Vatican does not realize that Mussolini has had all Papal representatives followed and monitored.

Adventure Hooks

✧ While visiting an amusement park or carnival during a vacation break, the characters spy a fortune teller's tent. The

woman, Madame Souvlaki, is a Gypsy who left her people several years ago. As she tells the characters' fortunes, she grows pale and afraid, and mentions the "fourth nail" and the "tribe of Souvarich," which happens to be her Gypsy clan back in Bucharest, Romania.

Madame Souvlaki says or does whatever she has to to get the characters to go to Romania and give her clan a warning, for she senses great danger afoot.

And that danger is genuine, as Hitler has unleashed his forces into Romania to find the Fourth Nail.

✱ The Vatican hires the characters to search Bucharest's Gypsy population to find the holy relic called the Fourth Nail. Unbeknownst to either the characters or the Vatican, Mussolini has the characters followed by undercover Black Shirts. Mussolini intends to get the nail, or anything else of value the characters find.

Romania's Problems

In the 1930s, Romania experiences trouble with her neighbors. The Soviet Union wants to annex a part of the country, and the Iron Guard, a Fascist paramilitary organization, runs unchallenged across the nation. In 1940, Hungary and Bulgaria also attempt to start a fight with Romania over territory. Germany intervenes and adjudicates the quarrel.

Things worsen in September 1940 when King Carol of Romania gives General Antonescu full powers. Parliament is dissolved and the constitution is suspended. The Iron Guard becomes the only legal political party in Romania. In 1941, Romania joins Hungary and Bulgaria in allying themselves with Germany.

Thus, it becomes important to know the time period during which an adventure in Romania occurs. If it's not the Russians, it's the Germans, or the Iron Guard, who may become an obstacle to the characters' success.

Gae Bolg

Value: \$50,000

Mystical: Yes

Last Known Location: Ireland

Description: This bone spear is about five feet long and has a saw-toothed head. When yanked from the body of an impaled enemy, the barbs of the spear's head cause terrible wounding.

History

Gae Bolg is the spear wielded by the legendary Celtic hero Cuchulain, a Red Branch Knight who served King Conchobar of Ulster, one of four kingdoms in Ireland. He is generally recognized as the mightiest warrior of Celtic legend.

Cuchulain got much of his training in the land of Alba, a shadow land far beyond the Irish Sea. The warrior queen Scathach trained him in skills of battle and magic, and Cuchulain's expertise was unsurpassed in any realm, mortal or faerie. Cuchulain had many adventures in Alba, and even saved queen Scathach's life. When Cuchulain's time in Alba drew to a close, Scathach gave her prized pupil the Gae Bolg (or Gae Bolga), the greatest of spears.

Although he was the greatest warrior of the Celts, Cuchulain died at an early age. On Samain, the Celtic feast day, he suffered a grievous wound at the hands of his enemies. When he realized he was about to die he lashed himself to a pillar of stone so he would not fall in battle. Cuchulain's enemies feared even his dead body, and would not dare approach it until the radiance around him, called the hero light, faded, and a raven settled on his shoulder. Then his enemies cut off his head and his right hand, and took them away.

I have found no record of Cuchulain's burial site or of the whereabouts of Gae Bolg. It is fair to assume that Cuchulain's slayers — the armies of Maeve, the warrior queen of Connacht, one of the other Irish kingdoms — took the spear with them.

While researching this artifact I happened upon a rare, though questionable, work entitled "Clan Conchobar." The closing remarks of Cuchulain's Tale mention an Irish Christian knight who discovered Gae Bolg. Appar-

ently he died not long afterward, and all his possessions were buried with him in the underground tombs of a small, ruined abbey several kilometers north of Ennis.

Rumors and Legends

✧ Faerie warriors spirited Gae Bolg back to Alba upon Cuchulain's death. The only way to reach the faerie worlds is to linger in a "between" place (the seashore, the edge of a forest, etc.), during a "between" time (dawn, dusk, midnight, etc.).

✧ Some talkative locals in Limerick's pubs claim that Cuchulain's head and right hand lie in the ruins of an old Connacht castle a few miles outside of Ennis.

✧ Would-be modern-day bards claim that Cuchulain's spirit still dwells in his head and right hand, and that he wields Gae Bolg against all intruders. The more cynical folk then ask "If that be the case, then pray, why didn't Cuchulain's head and hand not wield the spear right after his death, and slay the Connachts to a man?" The rumormongers have no answer for this, at least, not a convincing one.

✧ By far the most fantastic rumor is the tale that Cuchulain's head is still alive. Some say that if it is found, it will tell the finder amazing truths. I believe, however, that this is most likely a corruption of the legend of Roger Bacon's talking bronze head.

✧ Ancient texts found in the old parish cathedral tell stories about an Irish knight and his "wondrous pagan spear."

Powers

When grasped, the wielder of the spear cannot be surprised. The spear has a damage value of STR+10/25.

To pull the spear out of an enemy, which does an additional STR+5/20 damage, the wielder must generate a Strength total of 14 or more.

Wanted By

Irish nationalists want the spear as a symbol of their cultural heritage, and as a rallying point for Irish independence from

Great Britain. The Germans have "maganimously" sent funds and experts to aid in the spear's recovery, although they intend to betray the Irish at first opportunity and bring the spear to Germany.

Adventure Ideas

✧ An Irish archaeological expedition, led by a fiery, headstrong woman named Dr. Colleen Branigan, is searching for the spear along with a few German consultants/financiers. Dr. Branigan, a beautiful redhead with a keen eye for detail, does not completely trust the Germans.

A mutual friend of Dr. Branigan and the characters wires them and asks them to volunteer their services to the Branigan party. The search takes them all over the western Irish countryside. The Germans have hired a group of local thugs in addition to their backup team of Nazi agents.

✧ While resting in a pub in Dublin, the characters overhear an elderly Irish gentleman telling stories about the legendary warrior Cuchulain. He speaks of the kingdom of Connacht as the final resting place of both the hero and his spear. Later that night, the old gent is waylaid by some suspicious-looking characters — German agents who want to "question the man further" about the existence of the Gae Bolg. Most likely, the characters will find themselves guarding the old man as he tries to lead them to the spear's resting place.

In a twist, the old man turns out to be a direct blood descendant of Cuchulain who wants to use the spear to slay the Prime Minister of Britain, the enemy of all Celts.

The Imperial Fasces

Value: \$10,000

Mystical: No

Last Known Location: Messina, Sicily

Description: This bundle of elm or birch rods, each one meter long, is tied with leather bonds around an iron shaft that has an axe-head mounted on its top. The letters 'SPQR' are faintly visible on one side of the axe blade;



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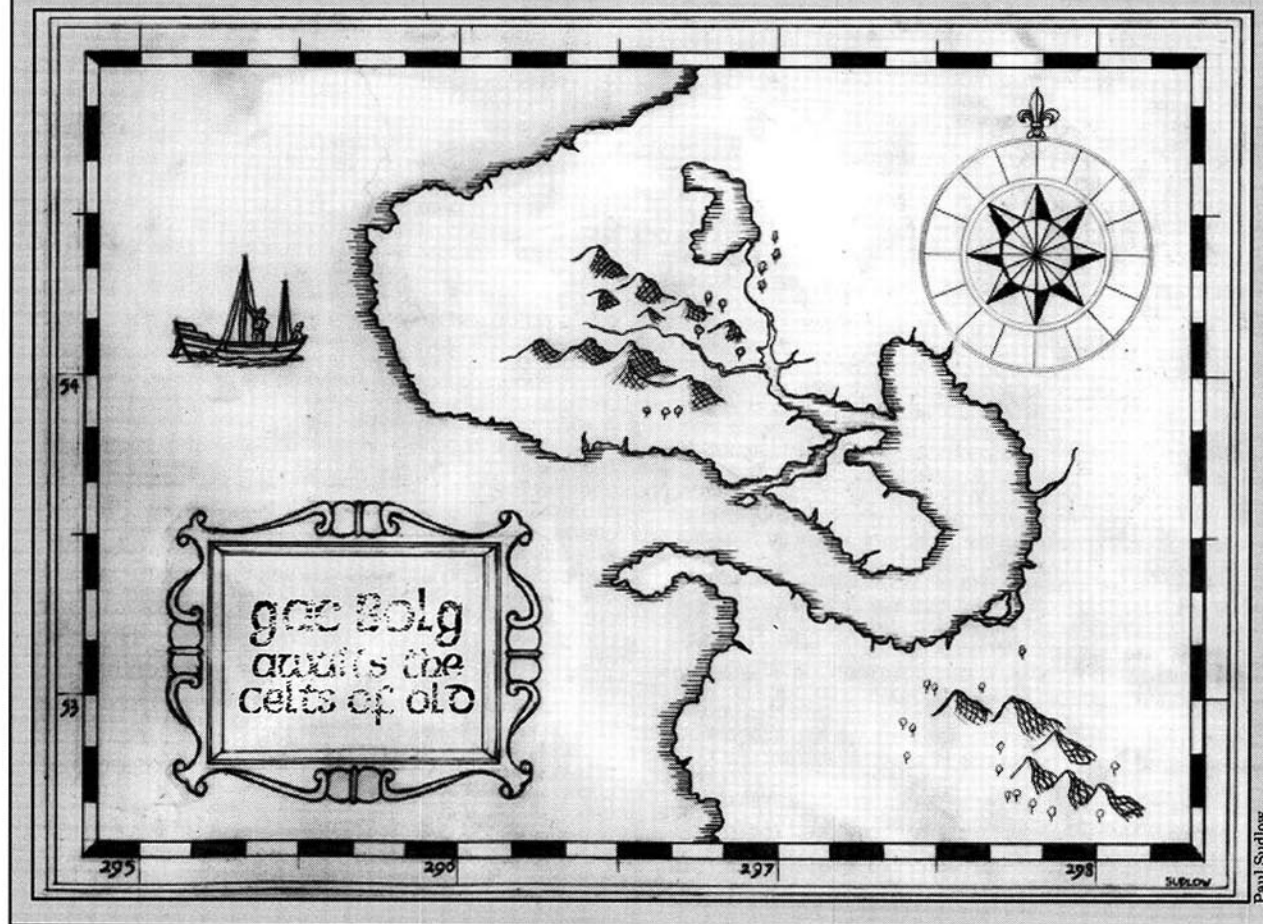
Using the Map

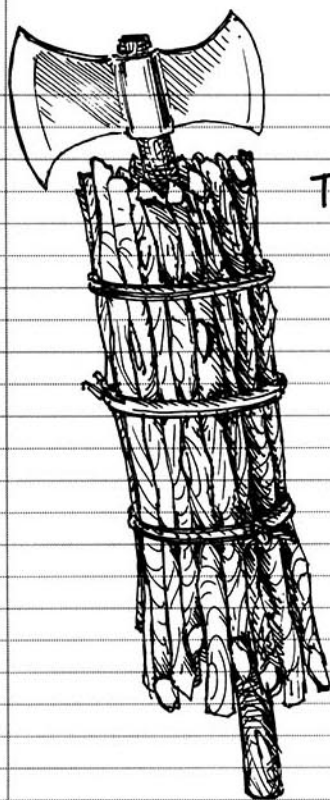
Though Christian missionaries “converted” the Pagans in the early part of the first millennia AD, the Celts did not entirely sacrifice their own cultural and religious beliefs. For example, a part of the “map” to the resting place of the Gae Bolg, the great spear of Cuchulain, lies hidden in a Catholic church in Ireland.

The glassmaker "hid" his part of the puzzle in the stained glass windows of one of the parish churches near the Celtic religious burial site at Emain Macha. The stained glass depicts the scene of St. George slaying the dragon. In his left hand, however, St. George holds a staff with a crossbar at the top. One interesting (and telling) fact is that no other images of him include such a staff (which any character with adds in *faith* (or *scholar*): *Christian* or *faith* (or *scholar*): *Catholic* can determine on a successful roll against a difficulty of 9).

The second part of the puzzle is the map drawn by an Irish cartographer. It is left to the gamemaster to decide the current location of the map — a museum, an ancient Celtic burial site (perhaps Emain Macha in eastern central Ireland), et cetera. The map shows a section of coastline and its approximate longitude and latitude (putting it on the northwestern coast of Ireland), but gives no indication as to the location of the Gae Bolg. Both parts of the map are useless by themselves.

If the map, which is drawn on thin parchment paper, is rotated counter-clockwise 90 degrees and then laid over the stained glass, the shape of the dragon matches up to the shape of the coastal inlet on the map. The cross of St. George's staff marks the resting place of the Gae Bolg along a small tributary in the hills just off the coast.





The Imperial Fasces

while the words “Julius Caesar” are barely legible on the other. In total the fasces measures 1.2 meters long and weighs seven kilograms.

History

The precise origin of the concept of the fasces is unknown, although it can be guessed that it came about during the time the Emperors ruled Rome. This particular fasces was used during the time of Julius Caesar, seen by many as the height of the Roman Empire's glory. After Caesar's assassination, Marc Antony, one of the members of the Second Triumvirate, brought the fasces to Messina on the northeastern tip of the island of Sicily. There, the fasces was stored in an Imperial villa. The villa eventually crumbled and collapsed, burying the fasces deep underground.

Fasces were carried by lictors (guards) walking ahead of public officials such as praetors, consuls, proconsuls, generals, dicta-

tors, and emperors. They were a symbol of authority, for they showed that though one rod can be easily broken, a united group of rods is unbreakable. The Italian Fascist party adopted the fasces as its symbol, even going so far as to derive its name from it.

Rumors and Legends

✧ In addition to the Imperial Fasces, one of Caesar's laurel crowns also lies in the buried villa.

✧ Some say that the possessor of the fasces will gain the leadership, the charisma, and the political and military wisdom of Caesar himself. In fact, these sources say that anyone attempting to follow in Caesar's footsteps (namely, creating a new Roman Empire) will ultimately fail unless they possess the fasces.

Powers

Although the fasces has no magical powers, it is still a powerful symbol of the glory that was once the Roman Empire. Its propaganda value is immense, especially in Mussolini's Fascist Italy.

Wanted By

Mussolini came to power before Hitler. In fact, Hitler based many of his own methods of operation on the Italian dictator's. However, in quick time, Mussolini became secondary to Hitler.

One of the ways Mussolini seeks to emulate — and surpass — Hitler is in collecting mystical artifacts. Since Mussolini sees himself as another Caesar, with Italy as the cornerstone of his new Roman Empire, the fasces would act as the ultimate symbol of his legitimacy. Mussolini's henchmen, supported by the Italian armed forces, are eagerly seeking out the fasces.

Joseph Goebbels, Hitler's Minister of Propaganda, in a twisted, sick move, is also seeking the fasces — without Hitler's knowledge. Goebbels feels that any sort of artifact of authority has no place in the

hands of a buffoon like Mussolini. Goebbels has recruited Heinrich Himmler and his SS to aid in the search.

Adventure Hooks

✧ The characters are summoned to a very important meeting with none other than Il Duce himself, Benito Mussolini, dictator of Italy, conqueror of Ethiopia. Mussolini has heard of the characters' prowess in the field of exploration and archaeology, and wishes to hire them for a special task.

Mussolini wants the characters to go to Messina, in Sicily, and oversee certain archaeological digs. Amazingly enough, aside from the fact that Mussolini wants the fasces in order to rebuild a Roman Empire, this job is completely on the level; the characters will be paid a fair wage of \$250 each.

The opposition comes from the SS agents sent by Goebbels and Himmler, who will tail the party and snatch the fasces at an opportune time.

The fasces is located in the cellar of a ruined villa on a cliff overlooking the Strait of Messina.

✧ An Italian friend of one of the characters, a fellow archaeology buff who happens to dislike Mussolini, contacts the characters. He has news of some recently discovered books in Rome, records of activities of the Second Triumvirate. He wants the characters to come and help sort through the ancient volumes.

While working on the books, the characters discover the location of the villa. SS agents immediately learn of the discovery and ambush the characters. Only through deceit and luck can the adventurers hope to elude the SS and gain the fasces.

Lock of Frederick Barbarossa's Hair

Value: \$7,500

Mystical: No

Last Known Location: Stuttgart, Germany

Description: This slightly curled lock of red hair rests on a piece of white satin encased in a small, rectangular silver box with a glass cover. The entire item weighs 200 grams, and measures eight centimeters by four centimeters.

History

Frederick I, or Frederick Barbarossa (which means "red beard"), ruled in the 12th century as the King of Germany and the Emperor of the Holy Roman Empire. Born circa 1122 AD, Frederick was the nephew of the German king Conrad III, and succeeded him in 1152. Frederick I was one of the more outstanding Emperors of the Holy Roman Empire. He was an intelligent, imaginative ruler who had a streak of idealistic chivalry. It was Frederick who introduced the word "Holy" to the Holy Roman Empire.

As King of Germany, Frederick instituted a feudal government with a set hierarchy. His vassals would support him, and in return he would help them against the rivals within their respective domains.

Frederick's own biggest rival was Henry the Lion. To make peace with Henry, Frederick

January 3, 1932

I have discovered the most interesting collection of ... items in the Museum of Oddities in Stuttgart. The proprietors seem to have accumulated a variety of ancient objects from around the world — or so they claim. I find it hard to believe that anyone could amass a collection of such famous (and infamous) archaeological treasures, but I must ignore my own preconceptions and search with vigor for anything of true historical value.

I would guess that the artifacts most likely to be found will have come from the immediate area. With luck I will come upon something important, some bit of information that will lead to another great European archaeological discovery. At least then I will know I haven't wasted my time here.

made him the Duke of Saxony and Bavaria in 1154. When Henry later refused to aid his liege, Frederick removed his titles in 1180 and took the duchies for himself.

To build an Empire, Frederick launched six expeditions into Italy. On the first expedition (1154–1155), he marched into Rome and overthrew Arnold of Brescia. As a result, Frederick was crowned Emperor by the Pope.

Near the end of his life, Frederick joined the Third Crusade, marching his army into Anatolia, Turkey, where he drowned on June 10, 1190. A lock of his hair was supposedly given as a token of esteem to one of his vassals during the wedding celebration of Frederick's son, the future Henry VI.

Despite all the speculation about what may have happened to the lock, in truth, it wound up sitting on a shelf in a back room of a small museum in Stuttgart. It took a long, tortuous route to get there, being handed down or sold to this or that person, but as of 1843 it came to Stuttgart and never left. The irony, of course, is that Stuttgart is in the region once known as Swabia, one of the two bases of Frederick Barbarossa's dynasty (the other one was Franconia).

The small museum in Stuttgart specializes in rare oddities, such as the supposed bones of saints and pieces of the True Cross. It seems more a tourist trap than a legitimate place of authentic history. I found the lock of hair listed in a yellowed, water-damaged inventory book in the museum's single office.

Rumors and Legends

✧ Some Germanic scholars insist that possession of the lock of Frederick Barbarossa's hair will guarantee the restoration of the Holy Roman Empire — under German influence, of course.

✧ Rumor has it that the sons of the vassals who received the lock of hair turned around and sold it in the year 1200, ten years after Frederick's death.

✧ Frederick was a king enamored of chivalry and heritage, and claimed a mystic link with Charlemagne and the Caesars. Some folk insist that the lock of hair is indeed magical, and can be used to summon the spirits of Charlemagne and the Caesars, who will offer oracle-like counsel to the hair's owner.

Powers

The lock of hair from Frederick Barbarossa has no inherent powers, although ownership of this artifact does give a psychological advantage when dealing with Germans. When speaking with German citizens, the owner of the hair gains a +10 bonus to all Charisma and Confidence skills, provided the lock of hair is visibly displayed.

Unfortunately, whoever owns the lock of hair develops an irrational fear of bodies of water. Whenever coming within 10 meters of any body of water, the character suffers an *intimidation* attack with a base value of 20. If the character succumbs to the fear she must flee from the water for at least 10 rounds or until she get out of sight of it, whichever happens first.

Wanted By

In campaigns set in the 1930s, Hitler wants the lock of hair, but his interest is only slightly more than casual. In the winter of 1940–41, his desire for the item becomes fanatical, for in 1941 he plans to launch Operation: Barbarossa, the invasion of the Soviet Union, and he believes the lock will assure his victory.

Adventure Hooks

✧ A thief breaks into the Museum of Oddities in Stuttgart and attacks the curator. The police are baffled as to the motives of the burglar, for nothing seems to be missing.

The curator's beautiful daughter is a former girlfriend of one of the characters, and she begs him for help "for old time's sake." Sure enough, there is indeed a conspiracy against the museum, initiated by Hitler's Brown Shirts, who are led by a well-educated, but cruel and sadistic young man named Heinrich Mueller.

To compound matters, the curator and his daughter are Jewish, and their museum will eventually be vandalized and torched simply because of their faith. The parties responsible for the inevitable torching are not working in concert

with the Brown Shirts, and in fact are too stupid and ignorant to ever think that the museum might hold something that their precious Führer wants. The final attack on the museum occurs on the night of November 9/10 in 1938, when Jewish homes and businesses are attacked all over Germany. This occurrence eventually becomes known as Kristallnacht (the night of broken glass).

It turns out that the museum never had the lock, only a journal that mentioned its hiding place near Anatolia, Turkey. The curator's daughter, a history buff, has read the journal and can tell the characters what it contained. If they move quickly they may be able to stop the Nazis from unearthing the lock.

✱ The lock of hair has been purchased from the museum by an Austrian industrial tycoon. He invites the characters to his lodge for dinner and asks them to appraise it for him.

This industrialist is a Nazi sympathizer who intends to give the lock of hair to the Führer when Germany finally absorbs Austria in March 1938. Simply taking the lock of hair and waltzing out will not be that simple: the industrialist has his own private army of bodyguards and attack dogs.

The *Malleus Maleficarum*, or The Witch Hammer

Value: \$25,000

Mystical: No

Last Known Location: The private collection of Rodrigo Collente, a wealthy merchant in Barcelona, Spain

Description: This particular copy of the *Malleus Maleficarum* measures 15 centimeters by 25 centimeters. An odd-textured, unmarked, tan-colored cover protects the 454 pages of German text. It weighs 1.5 kilograms.

History

The *Malleus Maleficarum*, or *The Witch Hammer*, is one of the greatest works of paranoia and

propaganda written in the past 500 years. In 1484, Pope Innocent VIII wrote a Papal Bull against witches, which launched a hysteria that swept throughout Europe, culminating in the Inquisition. Two years later, two German monks, Heinrich Institoris Kramer and Jakob Spengler, wrote a massive work that described the actions of witches, how to identify them, and worst of all, how to punish them. In essence, the book is a primer on how to torture people and force confessions from them.

To say the book caused an uproar would be an understatement. When the authors presented it to the Theological Faculty of the University of Cologne, who were the Church-appointed censors at that time, a majority of the professors were outraged and refused to have anything to do with the book. Undaunted by what they saw as weakness in the faculty, Kramer and Spengler forged the approval of the entire faculty, thus doing their part to unleash 300 years of horror on countless innocent people.

The forgery was not discovered until 1898 — long after thousands (and some say millions) had died because of its words. In time, calmer, more rational minds prevailed, and the persecution of witches ceased. Occasional flare-ups, such as the Salem Witch Trials, have appeared, but the hysteria of the Inquisition has yet to arise again.

The history of this particular copy of the book is largely unknown, but a careful examination of its interior reveals its printing date as 1503, in Cologne. Rodrigo Collente, a wine merchant from Barcelona, came into possession of it in 1923 when he bought a villa near the French Riviera. While going through the boxes of books locked away in the cellar, he discovered several dozen valuable tomes, many of which he sold to help finance his fledgling business. Being a religious man in his own way, he knew that he now owned something that might be of great value to the right people. With the Spanish Civil War creating financial hardships for many people, himself included, he has quietly begun to initiate rumors of the existence of this copy.

Rumors and Legends

✱ The Black Lodges have been actively recruiting from among the elite in Germany. It

is rumored that even Hitler belongs to one, seeking to further solidify his dream of an Aryan nation ruling the world. Since many of the lodges preach of a white brotherhood, it dovetails nicely into his own ambitions. Other rumors regarding the Black Lodges speak of dark rites and human sacrifice to evil spirits. Some say the Lodges are the true power in Germany, following some centuries-old plan to dominate the world. People knowledgeable in the ways of the occult have been strangely silent, leading some to believe in the truth of the rumors. In England, mystics, witches, and occultists have slowly been growing aware of the power and influence of the Black Lodges, and are said to be doing what they can to thwart their plans.

✱ The book does not actually exist: Collente is running an elaborate con that will allow him to pay off local officials who have been harassing his business. In reality, he is a profiteer, selling weapons, food, and other goods to both sides of the Civil War. He needs an infusion of cash to keep from being arrested or expelled from Spain.

Powers

While the book itself has no mystical powers, the horrifying secret of this particular copy is that its cover was created from the skin of an accused witch. Should an adventurer actually hold it in her hands, she must make a *medicine* or *Mind* test against a DN of 13. If successful, the adventurer realizes the nature of the cover, and is *stymied* for one round as the realization dawns on her.

Wanted By

The Black Lodges of German occultists have been tracking down various books relating to witchcraft and the occult in hopes of discovering long-lost secrets. Their interest in this particular book stems more from its physical existence and the nature of its binding than in the actual contents of the book, which have been available for 450 years. The Church has quietly been seeking copies of the book that have been bound such as this one. Knowing the growing influence

of groups like the Black Lodges (which are rumored to number Hitler among their followers), the Church is attempting to distance itself from its bloody past by hiding it away from secular eyes. As a result, agents have been scouring Europe in hopes of keeping books such as this from the hands of those who might use them for their own dark purposes.

Adventure Ideas

✱ Using the tidbits offered above, it shouldn't be hard to contrive a reason for the adventurers to come into contact with the book. Perhaps Collente is a friend of one of the adventurers, which would give a reason for them to be in Barcelona around the time of the auction. With the Black Lodges seeking to retrieve the book at any cost, the stakes rise. Assassination attempts and break-ins begin to drive Collente to great extremes. As they are his guests, the adventurers also might become prime targets for the occultists. Adding in the Church representatives (who will not identify their true affiliation willingly), the auction for the book could turn into an intricate dance as all the bidders seek its ownership.

Mjolnir, Hammer of Thor

Value: \$125,000

Mystical: Yes

Last Known Location: Trondhiem, Norway

Description: Accounts vary as to the precise description of Mjolnir. Some think it is a two-handed battle-hammer made of precious metals and decorated with jewels. More than likely, though, it is a short hafted weapon, probably a thick wooden handle with a leather thong on one end and a granite hammer head. This simple design is more in line with the nature of Thor, who is depicted as a direct, uncomplicated god. All in all, the hammer weighs 25 kilograms, and measures 1.75 meters long.

History

The Vikings, or Norsemen, were an aggres-

sive, seafaring people who lived in the cold lands of Norway, Sweden, and Denmark. In their prime, they constantly raided Britain and mainland Europe. They also established colonies in Iceland, Greenland, the Low Countries, France, Germany, and other areas. The Vikings even colonized America, albeit unsuccessfully.

The Norsemen worshipped the Aesir, the pantheon of Norse gods, of whom Odin was the chief god, father of most of the Aesir, and enemy of the giants. Thor was the Norse god of thunder and the weather, who wielded the hammer Mjolnir, wore the magic girdle Meginjarder, and rode across the sky in a chariot pulled by two magic goats: Tanngrisner and Tanngjost.

A god of great strength, appetite, and voice, Thor was not a very complex deity. The simplicity of the warrior was his way of life, and he always had a close place in his heart for humankind.

The hammer Mjolnir was forged by a pair of dwarves who were also responsible for forging Odin's spear Gungnir and his ring Draupnir. According to Norse legend, a giant ash tree, Yggdrasil, supports the heavens and the earth. A great serpent called Midgard surrounds the earth, while another great serpent, Nidhogg, gnaws at Yggdrasil's roots. When Nidhogg gnaws at the final root of Yggdrasil, the giants will rise up against the Norse gods and engage them in battle. This is commonly known as Ragnarok.

Rumors and Legends

✧ The hammer Mjolnir is frozen in a sheet of ice on the side of a mountain five miles east of Trondheim, Norway. There are several runic stones that identify this area as holy to Thor.

✧ Wagner's Ring cycle of operas contains hidden clues to the location of Mjolnir. Rumor has it that Hitler has some of his best cryptographers listening to Wagner day in and day out.

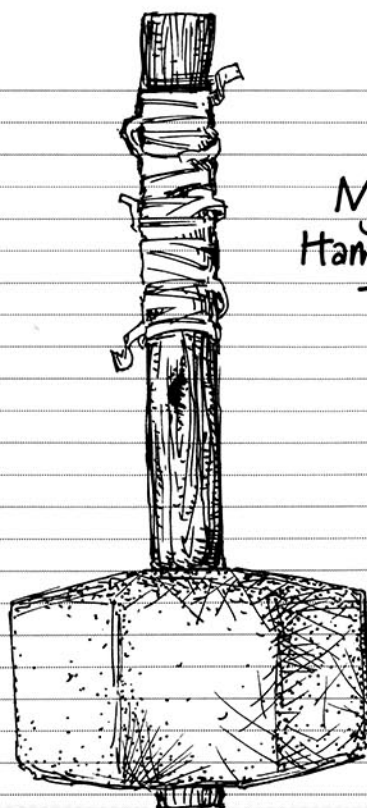
✧ Bifrost, the bridge to Asgard, home of the Aesir, is a rainbow. Some say that on certain days, a rainbow appearing in Norway's mountainous areas will actually take a mortal to Asgard.

✧ Some hopeful souls say that the finder of Mjolnir will gain great rewards, as Thor himself will appear and grant the finder the fondest desires of his heart.

Powers

The hammer can only be wielded by someone with a Strength of at least 15. When thrown, it behaves as if the thrower had the *thrown weapons* skill **at ten adds**: The private collection of Rodrigo Collente, a wealthy merchant in Barcelona, Spain at ten adds. It strikes for a damage value of STR+10/25, and has a range value of 11. If the thrower wishes the hammer to return, he must announce so before making the attack roll, which must be a Multi-Action with the attack as the primary action and the *willpower* test (against a difficulty of 20) to recall the hammer as the secondary action.

Up to three times per day Mjolnir produces a deadly lightning bolt (damage value 16) if the user holds it over his head and spins it in circles. The charac-



Mjolnir,
Hammer of
Thor

ter must make a successful *fire combat* attack to hit his target with the bolt.

When Mjolnir is used against an object rather than a person, read the resulting success level on the chart below.

Chart:

A *Minimal* result puts a small dent or crack in the material.

A *Solid* result puts a large crack in the material, and gives it one wound.

A *Good* result puts a large hole in the material and causes two wounds.

A *Superior* result breaks major pieces off the material and does three wounds of damage.

A *Spectacular* or higher result reduces the material to powder.

Wanted By

Norwegian scholars wish to find the hammer because of its place in their nation's legend and folklore. Such a find would make them famous, and would help lend credence to the old Norse myths.

The Germans want the hammer because the Norse legends are also a part of German lore and such an artifact would be a major propaganda boost. Of course, Hitler will find some way to use the hammer's destructive powers as well.

The British, foreshadowing their military policy toward Norway in 1940, want to deny the hammer to the Germans, and are ready to send in their own archaeological teams to do just that. Norway has warned Britain not to become involved in this issue, saying that if British teams are found in Norway, they will be immediately arrested.

Adventure Ideas

✧ A team of British archaeologists have stumbled upon a runestone that gives clues to the location of Mjolnir. One of the archaeologists happens to be a friend of the characters and asks him and the rest of the group along. Of course, it is quite possible that the characters are not aware that the Norwegian government does not want the British (or anyone else for that matter) nosing around for Mjolnir.

✧ If the campaign is set after April, 1940, the Germans have invaded Norway. The British, French, Poles, and Norwegians battle the Germans for several months. Finally, on June 4th, the Allies evacuate Norway. On June 7th, the British cruiser *Devonshire* carries the King of Norway and his government to Britain, and the King orders all Norwegian units to cease fire and surrender on June 9th. The characters, looking for Mjolnir, may be called upon to help escort the King of Norway to the departure point. Alternately, they may find themselves stranded in the mountains near Trondhiem when the Germans take that city on April 9th, 1940.

The Original Manuscript of "The Prince"

Value: \$20,000

Mystical: No

Last Known Location: The collection of a historian in Florence

Description: This small, leatherbound book, handwritten by Niccoló Machiavelli, is filled with flowing Italian script. It weighs just under one kilogram.

History

Born in Florence in 1469, Niccoló Machiavelli led an interesting life, first as Second Chancellor of the Florentine Republic, then in exile when the Medici returned in 1512 to rule Florence. The loss of his office was the catalyst that led him to pen several works, the most famous of which is "On Principalities," or "The Prince," the name by which it later became known.

Still loyal to the state yet unable to serve it, Machiavelli became a man bereft of focus, though he continued to follow the political maneuverings of the Medici. He remained exiled at his home in San Casciano where he began to write letters of advice on government to the state's rulers. Within months he was imprisoned and tortured on suspicions that he was involved in a conspiracy against the Medici.

After his release his writings took precedence in his life. He was commissioned by Pope Clement to write "History of Florence," for which he received a small subsidy. Other works followed, including "The Prince" in 1514, an indepth treatise into the creation of a strong state. It is a philosophical and psychological examination of the responsibilities imposed on those who would rule. While seemingly aimed at the Medici, its actual intent seems to be geared more toward the maintenance of the state — no matter its type of government — as a self-sufficient entity that must continually defend itself from other states.

It is said that the book was inspired by the Devil. When Elizabethan dramatists needed to portray a source of evil they often turned to Machiavelli, as legends of his depravity (whether justified or not) had grown in the decades since his death in 1527. Old Nick was identified with Machiavelli, and it became the norm for the Devil to be called Machiavellian and Machiavelli to be called diabolical. Whether the legends of the man are true or not has been lost in the mists of time.

Much has been attributed to Machiavelli and his fame has passed through the centuries. It is most likely that the linking of him with the Devil arose in France, where there was great hostility aimed at the Medici rulers. He was a scapegoat for his anti-clerical stance, and his scathing comments on the Papacy.

A true believer in the state, Machiavelli lives on in his writing, his insights on government inspiring realpolitik to this day.

Rumors and Legends

✧ Some say Machiavelli was in league with the Devil. His reputation, as it has grown over the centuries since his death, has him linked with all manner of disasters and evils. Legends across the continent speak of lost writings detailing his dealings with Satan.

✧ The original "On Principalities" is believed to contain several passages not included in the version sent to the Medici rulers.

✧ While on his deathbed, Machiavelli was visited by a Catholic priest who offered to convert the man and absolve him of his sins. Machiavelli's reply is reported to have been: "Father, why would I, who have made so many enemies in this life, wish to make more for the afterlife?"

Wanted By

Mussolini has dispatched members of his secret police to scour Florence for clues regarding the whereabouts of the original copy of "The Prince." He believes the lost passages written only in this version will allow him to develop his country into a major power. He has done his best to retain the secrecy of the operation, hoping to prevent other nations, especially Germany, from learning of the search and the possible value of the original book.

January 17, 1932

The documents I uncovered yesterday concerning Machiavelli have proven quite intriguing. He seems to have tragically fallen from grace, at first working directly for Pope Clement, and then earning the enmity of the populace for his supposed dealings with the Devil. I believe there is more to his story than these surface accounts portray. Somewhere, perhaps hidden away with the original manuscript of "On Principalities," may lie the truth of Machiavelli's life.

I fear, however, that too much time has passed since his life ended for anything of import to remain, at least in any readable form.

Also, I have noticed several individuals clothed in long trench coats following me. I have not determined their affiliation, but I do have my suspicions. If this "observation" does not end within the next two days, I will be forced to move on, for I have no interest in seeing the inside of any Italian jails.

Adventure Ideas

✦ The characters stumble across a Vatican document from 1527 that mentions the original version of "The Prince." Apparently, certain members of the Church removed the book from Machiavelli's residence soon after his death, hiding it away outside Rome somewhere along the Tiber River. Within a day of the characters' discovery, their apartments are broken into and ravaged. An identical note pinned to the door of each apartment reads (in Latin), "Seek The Prince and Die."

As the characters make their way to Rome and then onward up the Tiber, they are attacked by a group of robed, knife-wielding thugs, who do not let themselves be captured.

A radical cult that believes Machiavelli was the Devil does not want the characters to retrieve the tome, for they fear the evil knowledge it might release upon the world. The book lies in a small inner chamber of a cavern complex about 12 kilometers north of Rome. The adventure concludes with a close-quarters battle in the cramped central chamber.

The Philosopher's Stone

Value: Priceless

Mystical: Yes

Last Known Location: Wurzburg, Germany

Description: Descriptions of the Philosopher's Stone vary. Some say it is a whitish powder, others say it is a flat-black (or rosy-pink) stone no longer than a man's hand.

History

Alchemy was a pseudoscience that developed in China and Egypt circa 100–200 AD. Chinese alchemy was mixed with Taoist philosophy, with the transmutation of metals being triggered by a "medicine."

Egyptian alchemy was rooted in Eastern mysticism and the Aristotelean theory of the composition of matter: all matter was made up of different ratios of earth, air, fire, and

water. Therefore, one metal could be changed into another by the correct process.

Astrology had a part to play in alchemy as well. Astrologers believed that the heavenly bodies influenced the human body. Alchemists took this one step in a different direction and said that each heavenly body was associated with a metal: the Sun — gold, the Moon — silver, Venus — copper, Mars — iron, Mercury — mercury, Jupiter — tin, etc. Thus, the stars and the planets had to be in the right position to bring about true alchemical change.

When the Library of Alexandria and its attendant academies were burned in the late 4th century AD, the alchemists of Egypt were scattered all over the civilized world. In the 5th century, the Nestorians broke away from the Eastern Orthodox Church in Byzantium and settled in the Near East. They translated Greek philosophy and science, which included alchemy, into Syriac, their own language. Somewhere between the 8th and 9th centuries, the Arabs, especially those serving the Caliph of Baghdad, encountered the Nestorians. Thus, the Hellenistic alchemical writings were translated from Syriac to Arabic. Arab alchemists altered the Aristotelean idea of the four elements, concluding that all metals were composed of two immediate components: sulfur and mercury.

Alchemy in medieval times was revived when Europeans had contact with Arabs in Sicily and Spain in the 11th and 12th centuries. Interest in the sciences was sparked anew, which brought alchemy into scholarly circles as a legitimate field of study. Personalities such as Roger Bacon and Albertus Magnus touched upon alchemy in their writings, and the courts of Europe hired alchemists in the hope of increasing their wealth. Although alchemy was the ancestor of modern chemistry, it had a shady reputation in its latter days, shrouded in mysticism, practiced sometimes by con artists, and never yielding any impressive breakthroughs.

The philosopher's stone in question belonged to an amateur German alchemist who was hung by Frederick of Wurzburg. Ironically, the stone was genuine, but the alchemist never knew the true nature of what he possessed. The stone was among the alchemist's personal effects that were confiscated after

his execution. The city officials had no reason to believe that it had any importance, and simply cast it aside. As time passed, the stone eventually found its way into a pile of building materials, where it was used as but one rock of many in the town's clock tower.

Clues to find the stone are obscure and difficult; after all, so much time has passed and so many people have failed in their attempts to find it. The only reference I found appears in the old town records, which mention that within a month of the alchemist's death, construction was begun on the Wurzburg's clock tower.

Rumors and Legends

✧ Proper activation of the Philosopher's Stone requires consultation of a star map, preferably one of Arabian origin.

✧ Transmuting metals and developing an immortality elixir aren't the only things that the Philosopher's Stone can help do; other alchemical treatises talk about other compounds to be discovered, such as the ultimate acid, which can eat through anything, and medicines that can cure any disease.

✧ The formula for Greek fire, a secret that has yet to be deciphered by chemists, requires a ground-up philosopher's stone. Possessing the stone would help greatly in figuring out the formula.

✧ If there is only a single source of philosopher's stones, it must be in the desolate, mountainous regions of China, where the stones first appeared.

Powers

The Philosopher's Stone is said to have the power to transmute "sick" metals (base metals such as iron and lead), into "healthy" ones (such as silver and gold). The intact stone can change half a kilogram of lead into half a kilogram of gold. The process takes eight hours, and the stone can only be used once per day.

In powder form, the Philosopher's Stone, when added to several more common alchemical ingredients, creates an elixir that heals any disease and makes the drinker immortal. Twenty grams of

the powdered Philosopher's Stone is needed to create enough elixir for one individual.

In essence, the Philosopher's Stone is a universal catalyst that triggers transmutation, and thus can be used over and over again. In either case, the user must have at least one add in *alchemy*, and beat a difficulty number of 18. Failure brings a backlash in the form of a seven meter radius explosion. Subtract the character's *alchemy* skill total from the difficulty of 18 and read the result points as damage on the Success Chart.

Wanted By

Occult societies in Germany, Holland, and Britain have sought the Philosopher's Stone for decades. Hitler wants the stone as well, believing it would be a source of limitless wealth for his war chests. Mussolini has begun quietly competing with Hitler for the stone, though he has tried to maintain the operation's secrecy so as not to alert his ally.

The list doesn't end there: the fascist dictators Francisco Franco of Spain and Antonio Salazar of Portugal want the stone as well, hoping to revive the fortunes of their weakened nations. Centuries ago, Spain and Portugal were major colonial and maritime powers, but in the 1930s and '40s they are on the decline, subject to the whims of either the Axis or the Allied agendas. Both dictators want the stone to restore their nations' roles on the world stage. Though somewhat an ally of Hitler and Mussolini, Franco will not commit any resources to the Axis's plans of conquest, at least not yet. If Franco does decide to commit, then in all probability so will Salazar. Should this happen, then Germany and Italy gain the entire Iberian peninsula as allies, not to mention the African and Asian colonies of the two nations.

Adventure Hooks

✧ The characters find an old book on medieval alchemy that mentions Otto Brecht of Wurzburg, an alchemist who

managed to create some interesting poultices that actually worked. Unfortunately, he was not able to create gold, which was the only thing that could have saved his neck from the gallows.

The characters' investigations take them to Brecht's ancient home, Wurzburg's old city records, and the clock tower. Along the way, strange "accidents" befall them, growing more deadly as they close in on their goal. If the characters have enough presence of mind to watch their backs, they notice shadowy figures crossing Wurzburg's streets 30 or 40 meters behind them — German, Dutch, British, Spanish, Italian, and Portuguese agents already searching for the stone have become aware of the characters' inquiries and want to keep an eye on them in case they uncover any useful information.

If and when the characters recover the Philosopher's Stone, four mysterious men — one Arab, one Greek, one Egyptian, and one Chinese — approach them and politely inform them that the stone is too dangerous to leave about. They say they can take it to a place where none can reach it. These four men are hundreds of years old, recipients of the Philosopher's Stone's immortality magic. They have an interesting array of potions such as sleep gas, Greek fire, smoke screens, etc. If rebuffed, they unleash their potions on the characters, beginning with those meant only to incapacitate, and attempt to steal the stone away.

The Scalpel of Jack the Ripper

Value: \$3,500

Mystical: Yes (cursed)

Last Known Location: Bermuda

Description: The blade of this antique surgeon's scalpel, which measures 10 centimeters in length, seems unnaturally sharp despite its age. Its surface is unblemished and polished to a high sheen.

History

Jack the Ripper is the name given to the infamous, unnamed murderer who killed at least five prostitutes in London's East End between August 7th and November 10th, 1888. Also known as Red Jack, Jack the Ripper struck at night, stalking his victims, cutting their throats and mutilating their bodies. Pathologists speculated that he used a scalpel to commit the murders.

There has been much debate on Jack's true identity. Some say he was a crazed doctor, hence the access to a scalpel. A few others even say he was in fact a woman. The most well-known suspect is the Duke of Clarence, Queen Victoria's eldest grandson. Jack the Ripper is supposedly self-named from letters sent to the police by the murderer, but there is doubt about the authorship.

Whoever Jack was, he was never caught, and the mysteries of his identity, his motive, and the actual number of murders he committed, still remain. The scalpel found its way to an East End pawnshop, where it was pur-



The Scalpel of Jack the Ripper

chased by a disreputable surgeon who owned an illegal, back-street enterprise. Eventually, the man was killed by a disgruntled patient. The scalpel and the rest of his equipment were sold to an antique dealer who emigrated to Bermuda at the turn of the century. Unfortunately, he too met with disaster, another victim of the scalpel's curse. Many of his personal effects were deemed useless and wound up in a small scrap yard on the outskirts of St. George, a town on the eastern-most end of the island.

Rumors and Legends

- ✦ Although the Duke of Clarence is no longer seriously considered a suspect, some insist that the murderer was indeed of royal British blood, and that Buckingham Palace has kept his identity secret for decades.
- ✦ Some swear that Jack was a demonic force of destruction who will one day return to continue his grisly work.
- ✦ The more superstitious East Enders claim that the spirits of Jack's victims still haunt the Whitechapel area. Supposedly, their soft wails, if clearly heard, identify the murderer.
- ✦ Jack did indeed kill more women; many more women. Those, however, were the ones who Jack had time to adequately dispose of. His flat has a bricked-up cellar with the molding corpses of several dozen women.

Powers

The scalpel, which was used to murder at least five women, carries the evil psychic residue of its former wielder. If the scalpel is kept in someone's house, the owner must make a Confidence check each month against a difficulty of 14. Passing the check means that nothing bad happens ... that month. Failing the check results in a random mishap occurring in the dwelling. This mishap takes the form of lost belongings, or a break-in by a petty thief, or even a small fire that ruins part of the house. Whatever the incident, it is mostly inconvenient, never life-threatening, and usually reversible by spending money on a solution (e.g. buying new furniture to replace old, hiring workmen to rebuild the room, etc).

Wanted By

Certain collectors want the scalpel out of historical interest, others out of morbid fascination. Occult society leaders, including Daryl Hammet of the Dark Pentacle, a group of warlocks living in the northern reaches of Canada, seek the scalpel for its latent powers.

Adventure Hooks

✦ A rash of murders of young women in Hamilton, Bermuda's capital city, sparks the characters' interest. The few witnesses who have come forward claim they saw a man skulking about looking for "Whitechapel." The police are baffled, and the body count is rising. A transient has found the scalpel in the scrap yard and, thinking it valuable, kept it.

An occult society from Britain has traced the scalpel to Bermuda, and are now in search of it in Hamilton and St. George. One of the characters, preferably a British-born one, recognizes society members in Bermuda. Since occult societies are not known for "going on holiday" together in the sunny tropics, the group bears watching. Within a day, the society members find the scalpel and book passage back to Britain on an ocean liner. The murders begin on the ocean liner, drawing the characters into the web of danger.

The Secret Diary of Leonardo DaVinci

Value: \$250,000

Mystical: No

Last Known Location: Amboise, France

Description: The diary looks like a small, leather-bound book embossed with the coat of arms of the town of Vinci, Italy.

History

Leonardo DaVinci was born on April 15, 1452, the bastard son of Piero DaVinci and a young lady named Caterina. He was apprenticed at the age of 17 to Andrea Verrocchio, a Renaissance master in Florence. Leonardo

The Mona Lisa

The Mona Lisa, which hangs in the Louvre in Paris, is one of the most famous paintings of all time. Also known as La Gioconda, it is supposedly a portrait of the wife of Francesco del Giocondo, painted by DaVinci between 1503 and 1505. The enigmatic expression of the Mona Lisa, including her famous smile, has been the subject of much debate over the centuries, but only DaVinci himself will ever truly know the heart of the maiden.

remained with Verrocchio until at least 1476, during which time he was extensively trained. He left Florence in 1482 and moved to Milan. His patron was Duke Ludovico Sforza, who employed Leonardo for 18 years. During this time, Leonardo began to acquire an interest in non-artistic fields, such as anatomy, biology, mathematics, and physics. It was also during this period that Leonardo painted the Last Supper.

When Milan fell to the French in 1499, Leonardo left the city, eventually winding up back in Florence in April of 1500. His stay in Florence was interrupted while he served Cesare Borgia as a mapmaker and military engineer in central Italy. Returning to Florence in 1503, he involved himself in a number of projects, including the painting of the Mona Lisa. His interest in the sciences also grew, engaging himself in the study of flight, and performing dissections to better study anatomy.

He eventually returned to Milan in 1506 to work for the French government. In 1513, he went to Rome with Pope Leo X's brother, Giuliano de' Medici. He remained in Rome for three years, doing theoretical research. Around 1517, he left Italy and went to France to become an architectural advisor to King Francis I.

Leonardo died at the age 67 on May 2nd, 1519 near Amboise, France. He generated thousands of pages of notes during his life, often writing them in a special code he devised to keep his work secret. He is credited with creating the ideas for the helicopter, the parachute, the submarine, and other inventions. Most of these notes became known only during the 20th century.

Rumors and Legends

✧ A few optimistic souls claim that Leonardo's secret diary contains chemical secrets that would greatly aid in the theories behind the development of the atomic bomb. Cooler heads consider this utter nonsense. Still, there is talk of Japanese, German, and American spies searching for the diary.

✧ The diary supposedly contains the true story behind the Mona Lisa, including where



Leonardo's Notes

DaVinci kept extensive notes written in an odd left-to-right script that could only be read by using a mirror. Most of his technical notes and illustrations comprise the Codex Atlanticus in Milan's Ambrosian Library, and more than 600 of his drawings have been added to the British Royal Collection in Windsor Castle. Two previously unknown notebooks were discovered in Madrid, Spain in 1965.

the woman is buried. This rumor has been spreading through the art world like wildfire.

✧ People of a more mystical bent claim that DaVinci dabbled in alchemy, and learned the formula for turning lead into gold, as well as the secret of the elixir of immortality. The fact that DaVinci is dead seems to rule out the latter, but who knows about the truth behind the lead-to-gold formula?

✧ The wildest rumor of all is that DaVinci did indeed practice alchemy, discovered the elixir of immortality, and is in fact alive, inventing new breakthroughs. These imaginative folk claim that he is living in seclusion somewhere in the French Alps near the Swiss border. They credit him with the invention of the steam engine, ironclad ships, tanks, the airplane, and helicopters.

Powers

The diary has no mystical powers. It is DaVinci's most comprehensive record of his more private thoughts, and contains the precise identity and burial place of the woman who posed for the Mona Lisa.

Wanted By

Art experts, museum curators, and millionaire art collectors would all fall over each other to possess the diary. The less ethical ones would use any means, fair or foul, to obtain it.

Adventure Hooks

✧ A shady underworld friend of the characters who happens to live in Paris has caught wind of an interesting develop-

ment out of France's Ministry of Culture. It appears that some documents from King Francis I speak of a diary that DaVinci kept, which was buried close to his final resting place. The diary supposedly records the last days of DaVinci, and contains secrets hitherto unknown.

The characters must travel to France, to the region around Amboise, and find Leonardo's grave. Once in the area, they must search for a small burial cairn. Set up by one of Leonardo's pupils, it contains dozens of mechanical traps to prevent grave robbers from intruding. The diary lies in a small chamber inside a sealed lead box that prevents its exposure to moisture and air. Unfortunately, the shady underworld friend of the characters has sold his information to some art-collecting mob bosses in France and the U.S., and they each have sent some muscle (and a few bribed or coerced scholars) to fetch the diary.

The Silver Hand of Nuada

Value: Priceless

Mystical: Yes

Last Known Location: The ruins of an ancient pre-Christian temple located in the catacombs beneath St. Paul's Cathedral in London

Description: This 15-centimeter long silver statue, which weighs seven kilograms, resembles a large human right hand.

History

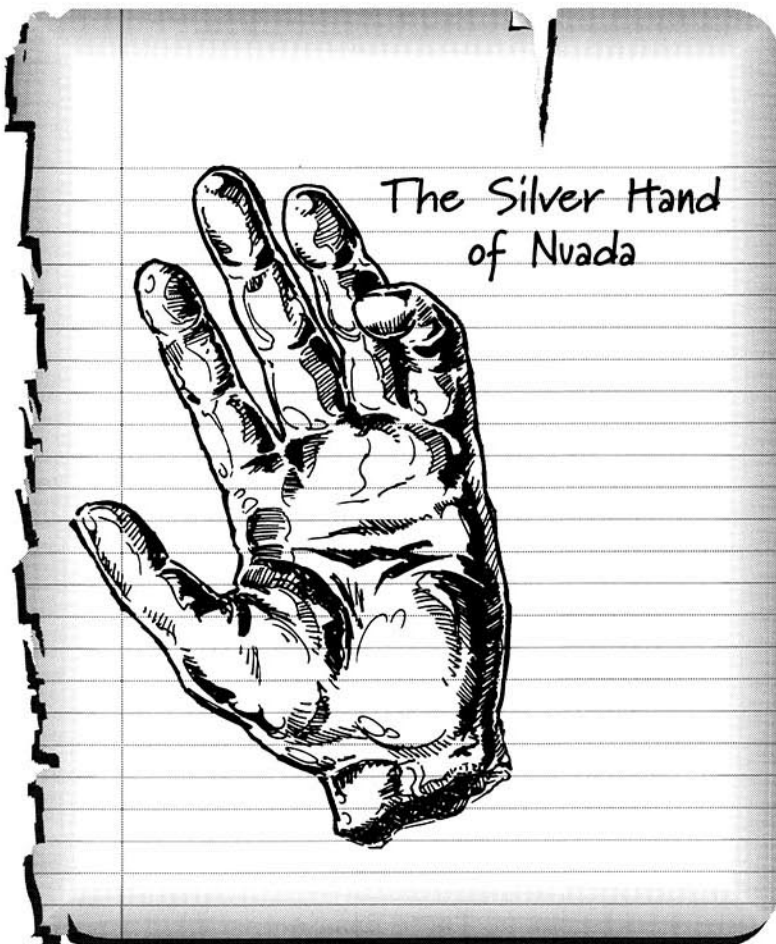
The legends of the Irish Celts are filled with tales of the Tuatha de Danaan, or the People of Dana, and of their arrival on the island. Upon landing they encountered those who would become their enemies: the Fir Bolg. Bres, a leader of the Tuatha de Danaan, met with Sreng of the Fir Bolg, proposing that both races share the island, dividing the land equally and uniting in defense against future aggressors. Exchanging weapons, they returned to their respective camps to speak with their own people. The Fir Bolg, unimpressed with the Tuatha de Danaan, refused the offer.

The Fir Bolg, led by their king, Mac Erc, and the Tuatha de Danaan, led by Nuada, joined in battle on the Plain of Moytura, in the south of what is now County Mayo. Great was the clash of arms, as many warriors on both sides fell, including Bres, who had been the emissary to the Fir Bolg. Nuada lost his hand, but Diancecht, healer of the Tuatha de Danaan, worked his powers and attached a hand of silver to Nuada's wrist, allowing him to rejoin the battle and win the day.

With the defeat of the Fir Bolg, Nuada should have been made king of the People of Dana, but his mutilation forbade his ascension to the throne, for no blemished man may rule as king in Ireland. In time, Nuada, his real hand restored by Cian, son of Diancecht, did become king, ruling until he fell at last in battle against Balor of the Fomorians. His silver hand disappeared upon his death.

Rumors and Legends

- ✧ Some say that the spirit of Nuada still exists, guarding his hand from any who would seek to use it. Should a non-follower of the old gods seek to use the hand, he will be destroyed by the spirit.
- ✧ The hand is reputed to grant immortality to its wearer. This legend is what has drawn the Germans to London in pursuit of it.
- ✧ The hand is said to lay in the ruins of an ancient temple buried deep beneath the streets of London. It is known that St. Paul's was built on top of one temple; perhaps there is something buried even deeper?
- ✧ Another rumor states that the Coronation Stone in Westminster Abbey covers a secret chamber wherein lies the silver hand. The Stone itself is the fabled Stone of Scone, or Lia Fail, the Stone of Destiny, upon which stood the High-Kings of Ireland at their crowning. It is said it roars when a rightful monarch steps upon it, thus confirming his sovereignty.



Powers

Left unattached to an arm, the hand exhibits no special powers. Should it be attached to a severed wrist, however, the magic of the hand flows through the owner, imbuing her with several astounding powers.

First, the hand must be attached in a surgical process, resolved as a *medicine* test against a DN of 13. After one hour, the owner can grasp with, flex, and twist the hand as though it were her own.

Nuada, as King of the Tuatha de Danaan, was capable of great physical feats and had great prowess in combat. The hand increases the character's Strength by 6 and gives a +3 bonus to the *melee combat* and *melee parry* skills. Once per day, beginning on the second day

after attachment, the hand begins to exhibit the cost that comes with wearing it: it begins to pulse with energy, sending rivulets of fire coursing through the wearer. The character must make a *will-power* check against a DN of 13. Failure results in five shock points of damage to the wearer. This manifests itself as a drained feeling that rushes through the character's body.

To remove the hand requires a *medicine* test against a DN of 13. Failure results in four wounds of damage.

Wanted By

Various British occult groups seek the hand to use as a symbol of their faith in the old gods. One group, the Order of the Tuatha de Danaan, wants to bring back the old gods for their own purposes, and they see the hand as a direct tie to these divine beings.

The Royal Anthropological Society wants to find the hand to validate the tales of Nuada and the Tuatha de Danaan.

The Germans, ever hungry for items such as this, have agents in Britain seeking any information on its whereabouts. The legend of immortality that surrounds the hand has piqued Hitler's interest: who better to rule his Thousand Year Reich than himself?

Adventure Ideas

✱ One of the adventurers knows a member of the Royal Anthropological Society, who asks for assistance in tracking down the hand. Play up the mystery and legends shrouding the hand; a chase through the catacombs beneath St. Paul's might end in the ruined ancient temple. Will the Tuatha de Danaan still have access to the temple, appearing and casting their faerie glamour over everyone present? Will ancient warriors rise from their graves to defend the hand against the intruders? Perhaps Nuada himself might take note of the removal of his hand ...

The Spear of Achilles

Value: Priceless

Mystical: Yes

Last Known Location: One legend puts the spear at Troy, where Achilles fell in battle to Paris, while another tale places it in the ruins of Ithaca in Greece, where Ulysses made his home.

Description: This two-meter long bronze spear has iron bands wrapped in spirals down its length. Its tip is made of a bright, silvery metal, the metallurgical nature of which remains a mystery. The spear weighs just over seven kilograms.

History

Achilles was the son of Peleus and Thetis. While Achilles was still a babe, Thetis had a premonition that her son would become a great warrior. Taking him to the banks of the River Styx, she plunged him into its waters, rendering all parts of his body invulnerable, save for his heel, by which she held him. Satisfied with the fruits of her journey, she returned home with the child.

A few years later, as Achilles grew, an oracle foretold that he would die beneath the walls of Troy from a wound in his heel, the only vulnerable part of his body. Vowing that her son would never meet such a fate, she entrusted Achilles to the centaur Chiron, who had been responsible for the education of all the great heroes.

From Chiron, Achilles learned all that a warrior was expected to know: music and song, poetry and wrestling, and the art of war. Once he had completed his studies, he returned to his father's court where his mother was heartened by his presence. But his mother's joy quickly turned to grief, as the winds of war began to blow between Greece and Troy. Knowing that Achilles would soon be summoned to join in the war, she sent him to the court of Lycomedes, where he assumed the guise of a maiden to hide from the impending call to arms. Many messengers were sent to find Achilles and summon him to the fleet at Aulis, but all returned without him or knowledge of his whereabouts. The Greeks despaired, for they had need of his skill at arms to succeed in the war.

Suspecting that Achilles had hidden himself in the court of Lycomedes, Ulysses journeyed there disguised as a peddler. As he offered his trinkets for sale, Ulysses noted one maiden who seized a weapon from the cart and wielded it with great skill. Realizing this must be Achilles, Ulysses spoke with great eloquence, finally convincing Achilles to journey with him to Aulis, and thence to Troy. It was on this journey that the powers of the spear manifested themselves.

When the Greeks landed on the shores of Mysia en route to Troy, Telephus, King of Mysia, sought to battle them. Taking a terrible wound from Achilles in the battle, Telephus lived from then on in great pain, for the injury would not heal. He pleaded with Apollo for healing, but received only the response, "He that wounds shall heal." Thus it was that Telephus entered the Greek camp outside Troy and sought out Achilles, who created an ointment containing rust from the

spear and applied it to the wound, healing it.

Many legends sprang from the war with Troy; those that deal with Achilles make up but one part of the complete saga. Other heroes, such as Ulysses and Ajax, also performed great deeds during the long war, a devastating confrontation that bore tales of great victories and horrible defeats, of great cunning (the Trojan horse) and loves lost and restored.

But for Achilles, the war brought great sorrow and ultimately, tragedy. After seeing his dear friend Patroclus — who was wearing Achilles' armor — fall to Hector in combat, Achilles renewed his own involvement in the war, slaying Hector in revenge. Priam, Hector's father, came to Achilles' tent with the aid of Mercury to claim the body of his son. The two met, and agreed to a truce, which would allow for the dead to be honored and buried.

When hostilities resumed, Achilles stood at the forefront of the Greek assault. He spied a lovely woman, Polyxena, the daughter of Priam. Though he sought her hand, he knew he would not be able to wed her until the war ended. As Achilles rode from the gates of Troy newly betrothed, Paris, brother of Polyxena, took aim and fired a poison-tipped arrow, hitting him in his one vulnerable spot, his heel.

Thus was the premonition of Thetis brought to fruition, as Achilles died from the wound. Ulysses and Ajax, both eager to own the weapons of Achilles, fought over them, with Ulysses triumphant. Ajax, overcome with grief and sorrow at losing both his friend and the spear, killed himself. Polyxena, herself overwhelmed with anguish at the loss of her betrothed, slew herself on top of Achilles' tomb.

What became of the spear remains speculation. Did Ulysses carry it with him back to Ithaca, or did he put it inside Achilles' tomb, to lie there for all the ages? No legends speak of it after the battle between Ulysses and Ajax, leaving it one of the many mysteries of the Trojan war.

Rumors and Legends

✱ In Turkey, rumors have begun to



The Spear of
Achilles

circulate about the discovery of the remains of Troy in the hills near Antalya. Artifacts of Greek origin have been unearthed, many of them weapons and armor. These items of war have led scholars to believe that Troy might be nearby.

✦ The ruins of Ithaca have long been combed for items of value, but the residence of Ulysses remains undiscovered. If found, it would lend historical credence to Homer's tale, along with perhaps the unearthing of several items associated with Ulysses.

✦ The tomb of Achilles is supposedly guarded by the gods themselves, who have laid down many wardings to ensure that the final resting place of one of the greatest warriors in the history of humankind is not disturbed.

Powers

The spear has a damage value of STR+12/30 when wielded in combat. Wounds created by the spear do not heal by normal means: injuries only begin to mend after treated with an ointment containing rust from the spear. A character must first succeed in a *scholar: Greek mythology* test against a DN of 12 to even be aware that such a treatment exists. A *Good* or better success indicates that the character also knows what ingredients are needed for the ointment.

To create the ointment, the character must generate a *medicine* total of at least 13. Failure means that the ointment does not possess the healing properties. Once the ointment is applied, the wounds caused by the spear heal at a rate of one wound or three shock points per day.

Wanted By

A cabal of officials in the Greek government, seeking to return Greece to its glorious past, has been surreptitiously following up leads surrounding the spear in hopes of using it as a symbol to stir up nationalistic feelings and unite the people under a single banner.

The Nazis have an interest in the spear as a weapon of war, noting its powers of dealing wounds that cannot be healed. The U.S. government, having caught

wind of German activities surrounding the spear, is anxious to retrieve it, if only to keep it from German hands.

Adventure Ideas

✦ The party starts in Athens, hired by officials of the Greek government to seek out information regarding the possible resting place of the spear. From there, the plot can hop around the Aegean as the characters walk in the footsteps of those who fought in the Trojan War. If the spear lies in Ithaca, the spirits of warriors from Greek legend may stand ready to defend it.

The Staff of St. Patrick

Value: \$20,000

Mystical: No

Last Known Location: A monastery in the hills south of Limerick, Ireland, where it was carried by St. Patrick's followers after his death

Description: This two-meter long staff of yew is inscribed with intricate Celtic-style spirals and weaves of gold and silver and weighs two kilograms.

History

St. Patrick, the patron of Ireland, is believed to have lived from 391 to 461 AD. Though British by birth, he was enslaved by Irish pirates while still young. During his captivity, he spent most of his time contemplating and consolidating his spiritual beliefs while tending herds for his master.

After many years, he escaped to England and entered the priesthood. Though his training was sparse at best, he vowed to return to Ireland and evangelize its people.

During St. Patrick's time, Ireland had many monks who quietly preached the word of Christ to the pagan people of the land. It should be noted that "pagan" means, "of the country." The religious beliefs of the people were in harmony with the land and sea and sky, the three main elements of Celtic cosmology. Many of the Irish people resisted conversion to this new, upstart faith.

Patrick returned to Ireland, and by assimi-

lating many of the Celtic cultural, religious, and druidic themes into his evangelizing, he was able to slowly spread the faith across the island. One tale has Patrick traveling to the plain of Mag Slecht in Ulster, where he faced Crom Cruach, a pagan idol made of gold and silver that the people worshipped as a god. Upon hearing of this idol, Patrick sought it out, intent on destroying this example of idolatry that reminded the people of their pagan ways. Once on the plain, he faced the statue and raised his staff high above his head. So great was his piety that the statue bent down before him and was overcome, sinking back into the earth, never to be seen again.

Another legend of Patrick has him expelling the snakes from Ireland. On a literal level, this would seem unlikely. On a metaphorical level, however, if one understands the usage of snake to mean pagan, then the legends gains some semblance of credibility. Ireland slowly embraced the new religion, turning their backs on the old gods. Though their conversion seemed complete, there still remained remnants of the old pagan ways. Irish gods and goddesses were assimilated into Christianity — St. Brigit being the most recognizable one. Old customs and beliefs were given a new meaning, allowing the people to retain some essence of their old ways while following the new faith.

Other tales of Patrick include his using the shamrock to explain the Trinity theologically to the people. His breastplate, or lorica, prayer was used by warriors to invoke Christ as their armor, protecting them from those who would bring evil upon their people. This is but one example of the combining of existing Celtic invocations with Christian themes.

By the time Patrick died in 461, Christianity had a definitive hold on the Irish people. His personal belongings were carried off by the most devout of his followers to a monastery somewhere south of Limerick. It is this monastery, still in use, that holds the staff.

Rumors and Legends

✧ There have been tales of an old evil walking the lands. Some speak of dark sacrifices being held on nights of the full-moon, and the name Crom Cruach has been heard whispered in the streets.

✧ When Patrick died, his few worldly possessions were buried with him. His staff was reputed to have wondrous powers, including the ability to smite unbelievers. If the staff were to be found, its powers might still be usable by its wielder.

✧ Local covens of witches, the descendants of the old pagans, still worship the old gods. They quietly go about their business, making the required obeisance to Christ. But when they are gathered together, they practice rites long-thought lost.

✧ There is a monastery somewhere south of Limerick, where a traveler will never be turned away, but where none may stay for more than one night. The cares and concerns will be lifted from the traveler after a night's rest. Some say this is a magical place, the source of its power stemming from something old and powerful.

✧ Irish nationalists have been funding teams of researchers who are charged with discovering certain relics of Irish history. The name of St. Patrick has been rumored to be one associated with these teams, as they quietly dig through the few records remaining from a thousand or more years ago.

Powers

The staff has a damage value of STR+6/19.

Wanted By

Irish nationalists, desiring a symbol that can be used to rally all of Ireland under one banner, are actively seeking out clues to the staff's whereabouts. The Germans, eager to sow discontent among the British, are quietly assisting the Irish.

Followers of the Old Ways in Ireland (people who still worship the old gods) want to use the staff as a symbol to show that they will never be permanently driven from the Isles.

Church officials at the Vatican are interested in this relic, for its historical and religious value.

Adventure Ideas

✧ A political adventure built around the

February 9, 1932

The story of Jeanne D'Arc is one of the most tragic of all of history. Her liberating of France from British rule was rewarded with cries of heresy and witchery, and eventually burning at the stake. This brave woman forfeited her life for her country, sacrificing everything and relying only on her faith.

Unfortunately, most of her possessions were most likely burned along with her, and whatever remains has been since lost. I hope to uncover some information that will lead to her most valuable belonging — her sword.

My first stop in this quest is Rouen, France, where Joan was killed. The town seems to exude melancholy, as if the streets and buildings themselves still mourn her death. I have already felt my spirits fall, and I hope to spend as few days as possible here, for I do not know what sort of long-term effect this may have on me.

it's currently held by the rightful heirs of St. Patrick. Perhaps the adventurers will actually find themselves required to protect the staff, preventing it from falling into the hands of unbelievers.

The Sword of Saint Joan

Value: \$200,000

Mystical: Yes

Last Known Location: Rouen, France

Description: This unremarkable steel longsword has a one-meter long blade and weighs approximately 10 kilograms.

History

Joan of Arc, or Jeanne D'Arc in French, was a peasant girl born circa 1412 AD in Domremy, Champagne. When she was about 13 years old, she began to hear voices, voices she later identified as those of Saint Catherine, Saint Margaret, and Saint Michael. These saints told her that she was to liberate France from English domination.

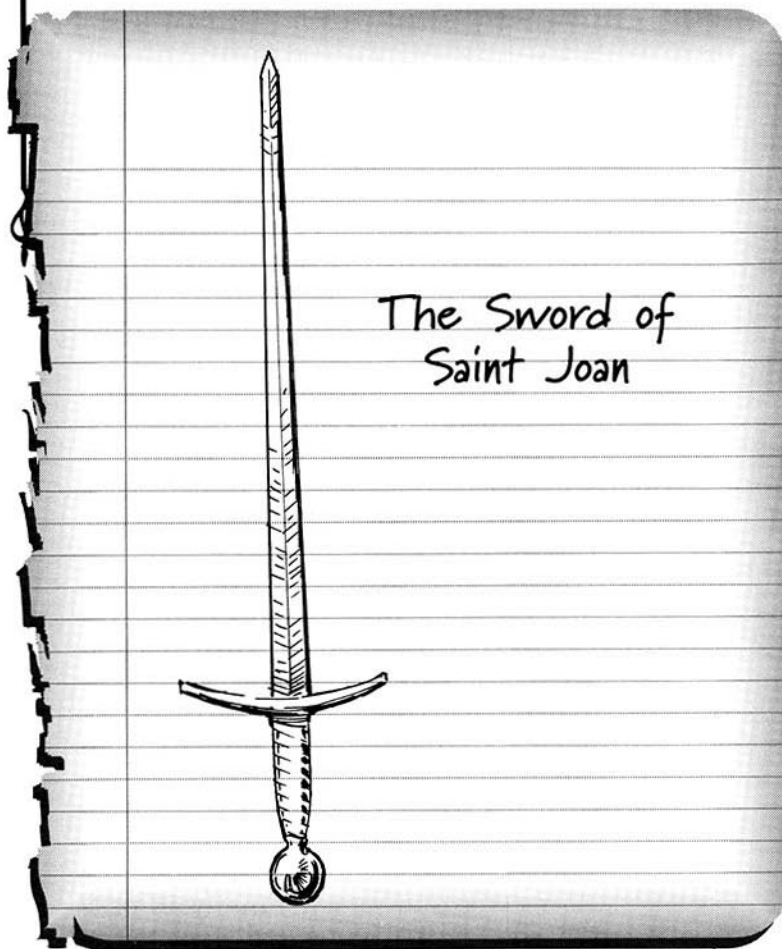
For the first five years, Joan kept the voices' words to herself. Finally, in 1429 AD, she left her home and went to the court of the dauphin, later known as Charles VII. This was during the Hundred Years War, and England was besieging Orleans. Joan announced to Charles that she was commissioned to drive out the English, and that she would need horses and men. Charles was less than impressed, and threw her out. Joan tried a second time, this time with a less brash approach. After a group of theologians interviewed her about the voices, it was decided to assemble the army and let Joan lead it in an attempt to break the siege of Orleans.

In May, 1429, Joan and her troops broke the siege of Orleans in eight days. The following month, her forces broke through to Reims, where she persuaded Charles to be crowned King of France. Despite her opposition, the military ceased pressing the English, but in May of 1430 she resumed the campaigns. While trying to relieve the city of Compiègne, she was captured by the Burgundians, who sold her to the English. The English inter-

Irish search for the staff can be colored with various shades of grey. The Germans, eager to stir up difficulties for the British, might have agents working with the Irish. The Irish, distrustful of their newfound allies, seek to keep their information hidden from the Germans as well as the British.

It should be noted that the Irish retained a semblance of neutrality during World War II — adding hints of this into play should help keep the adventurers on their toes. The pagan aspect lends another, mystical side to the adventure. While most pagans are not evil and are incapable of summoning demons, the adventurers don't know this, which can lend an air of possible horror to the adventure.

Getting the staff should present some ethical dilemmas for the adventurers, since



The Sword of Saint Joan

viewed her, and even though they wanted to kill her, they didn't want to be associated with such a deed, so they turned her over to an ecclesiastical court in Rouen.

Joan was tried on charges of heresy and witchcraft, and it was decided that her visions came from the Devil. During the following interrogation, Joan was tricked into admitting her "guilt." She retracted her confession, but on May 30, 1431 she was burned at the stake in Rouen as a lapsed heretic.

It took until 1456 for Joan's name to be cleared at a formal trial called for by Charles VII, who had not lifted a finger to help her during her trials. A statue was erected on the spot in the Rouen marketplace where she was executed. Joan was canonized as St. Joan in 1920 and given the feast day of May 30th, the day of her death.

Joan's sword was lost, with no importance being placed on an item that was owned by an alleged heretic. By the time her name was

cleared, no one would be able to track the whereabouts of the sword even if they wanted to.

Rumors and Legends

✱ Some farmers outside Rouen claim that a shepherd found an ancient well filled with old rusted armor, helmets, shields, and swords. One of the blades seems to take on a strange glow every May 30th. The well is dry, but it is also deep, and the stonework is crumbling. No one dares go down there.

✱ Some say that, like King Arthur of Britain, Saint Joan will return to help France in its darkest hour. These folk insist, however, that Joan's sword must be placed at the foot of her statue in Rouen for this to happen.

✱ A group of bizarre French scholars are trying to turn Joan's sword into the French version of Excalibur. They claim that the sword's first owner was Julius Caesar, who wielded it in the campaigns in Gaul (the ancient name for France). The next owner was Charles the Great, otherwise known as Charlemagne. Then came Joan of Arc, and her great adventures. After this, the scholars insist, it was wielded by the Musketeer known as D'Artagnan. The sword's final owner was Napoleon. If anyone wishes to believe this, they should bear in mind that if Caesar wielded a sword, it would have been a gladius (short sword), a Musketeer would have carried a rapier, and Napoleon would have used a sabre. The scholars insist that the form doesn't matter; the sword's magic enables it to alter its shape to something useful to the wielder.

Powers

If wielded by someone of French descent (at least one parent) who has at least one add in *faith*: *Christian*, the sword has a damage value of STR+15/30. It gives an *Up* condition to the user's side once every melee battle, and an *Inspiration*. once per day

Otherwise, the sword is unremarkable and has a damage value of STR+8/23.

Wanted By

Who wants the sword and why depends on the time frame of the campaign. In the '30s, the sword is sought by a group of far-sighted Frenchmen who know that their nation is ill-prepared for a future conflict with Germany. They want the sword safely in French hands, hidden away. A small group of snotty British noblemen who sympathize with Germany and despise the French want the sword in order to gloat over the French. Their extensive resources have allowed them to hire several scholars and strongarms to find the sword and keep it safe. Mussolini wants the sword as well because, like Hitler, he has decided to collect artifacts of importance in case they can somehow offer additional power to his forces.

In the '40s, during World War II, the French Resistance (the Maquis) wants the sword in order to rally the people against the Nazis. This becomes critical as June 6, 1944 rolls around. The Nazis want it for precisely the opposite reason: to keep the French people cowed.

The Vichy French, under Marshall Petain, want the sword because they feel that possessing it will give their government legitimacy in the eyes of the French people.

Adventure Hooks

✧ Crackpot French scholars hire the characters to find the sword, offering two possible leads: Orleans and Rouen. A team of bungling Italian Black Shirt archaeologists are also trying to get the sword. The characters must deal with befuddled old professors, overeager but incompetent Fascists, and stubborn farmers who don't want to see anyone injured in the well.

✧ During World War II, members of the French the Resistance — a woman friend of Dr. Jones, specifically — sends a telegram to the characters asking them to sneak into Nazi-occupied France to help search the area around Rouen for the

sword. The Resistance has provided papers that will allow the characters to pose as medical personnel so they will have a better chance of reaching the city.

In addition to the Nazis, the Vichy French are nosing around Rouen as well, trying to get the sword. During the course of the adventure, the characters encounter General Charles De Gaulle, the Free French leader.

✧ Rouen has a 13th century cathedral which may possess some clues to the whereabouts of Joan's sword. Old (and hard to find) church records allude to the sword's burial in a tomb beneath the cathedral.

The tomb actually contains only Joan's armor. Upon careful searching, however, the characters discover inscriptions inside the armor that place the sword in Orleans. Which makes sense since one of Joan's sobriquets is "The Maid of Orleans." The sword was brought there after Joan's death by a grateful citizen intent on preserving her memory.

Whatever the hook, it is important to note that the Germans capture Rouen in 1940, and the allies liberate it in 1944.

Tyring

Value: Priceless

Mystical: Yes

Last Known Location: The tomb of Angantyr, original owner of the sword, thought to be located somewhere in the vicinity of Trondheim, Norway.

Description: This two-meter long, silvery greatsword has a hilt made of hammered gold encrusted with brilliantly gleaming gems, and weighs 15 kilograms. Runes denoting the sword's name run down both sides of its thick blade.

History

Ages ago, the kingdom of the dwarfs lay beneath the jagged spires of the Scandinavian mountains. Ruled by their king, Alberich, they mined the deep places, bringing forth untold riches of gold, silver, and precious gems. A clever people, they were smiths of

unparalleled mastery, fashioning marvelous jewels and weapons from the bounty of the mountains. Alberich bestowed these wonderful items upon favored mortals, as symbols of friendship.

Having befriended a man named Angantyr, Alberich ordered his craftsmen to forge this wondrous blade as a gift for him. Invincible in combat since the blade fought by itself and had the power to cut through stone and iron, Angantyr grew in fame and glory — but it came with a heavy price. Along with his vanquished foes, many of his friends fell to the sword's bloodlust, for Angantyr could not control the urges that flowed from the sword to him. Even though he realized his failings and the blade's devilish properties, his pride in the sword was so great that when his death neared, he ordered that it be buried with him in his tomb.

There are other tales of Tyrting. In one, two brothers, both seeking the powerful sword, fought a vicious battle to the death, overseen by their father. When one brother finally

triumphed, their father unsheathed the blade to hand it to the victor, only to watch in horror as it buried itself in his son's breast. Because of this story, many believe the blade was created to teach the ancient Danes that a murderer or traitor must die by his own sword.

Rumors and Legends

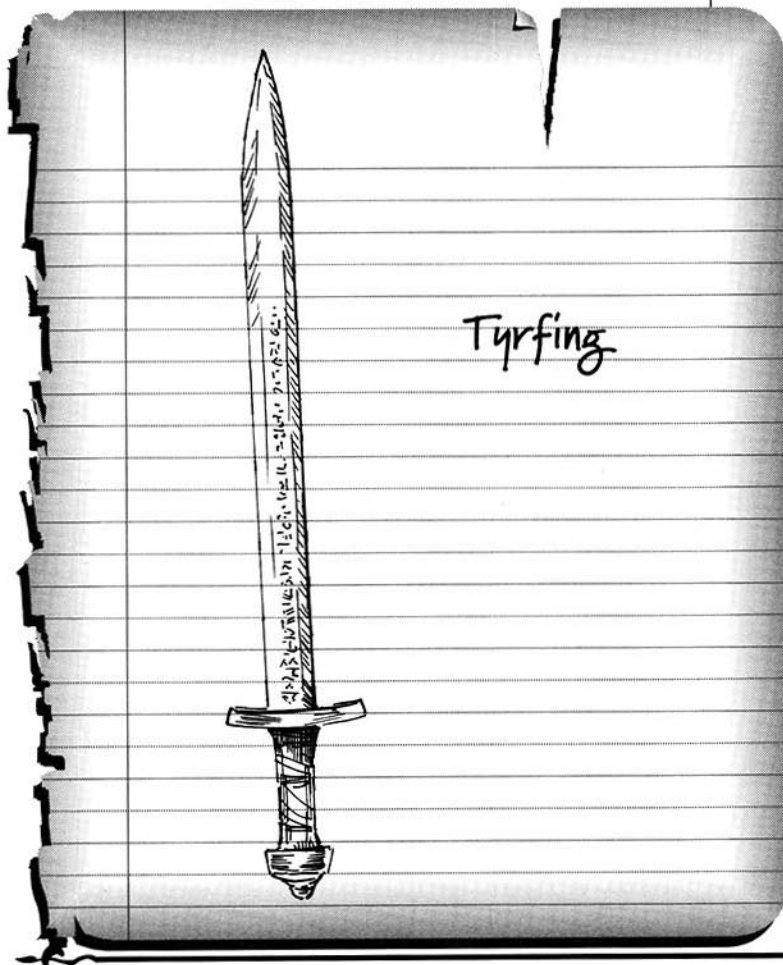
✧ The legends say that the dwarves departed from the Northlands when the people stopped worshipping the old gods. They left behind whatever treasures they could not carry, one of which was a vast cavern fashioned as a subterranean palace with gems lining the walls, which supposedly lies somewhere west of Trondheim. Every so often some unfortunate treasure hunters disappear while searching for this chamber on the cold, unforgiving mountains that overlook the fjord.

✧ There are those who think that the tomb of Angantyr lies atop the southern reaches of the Trondheimsfjorden, somewhere west of Trondheim. Legends suggest it is protected by great magics, and that only an heir to Angantyr can safely enter the tomb to retrieve the blade.

✧ It is also said that if Angantyr is disturbed from his slumber, he shall rise in wrath, wielding Tyrting once again against those who seek to take it from him.

Powers

One of the great magic swords of Norse legend, Tyrting has a damage value of STR+12/30. Forged by dwarves, it is reputed to be indestructible. Once drawn from its sheath, the dull runes along the blade glow a bloody red as it leaps from the hands of the wielder and moves of its own volition toward the closest opponent. All foes of the wielder must resist against an *intimidation* of 14 at the sight of the floating blade, as fear courses through their veins. The sword then begins fighting on its own with a *melee combat* skill of 14 and a damage value of 30. Dancing about with impunity, it will not return to the hand of the wielder until it has



tasted blood (i.e., until it has scored a wound on an opponent).

Once blood has been drawn, the wielder must make a *willpower* test against a DN of 18 to command the sword to return to him. Failure means the sword attacks the next nearest foe of the wielder. Should there be no foes left standing, the sword advances on the closest friendly person, continuing its relentless attacks until either none are left standing or the wielder regains control of the blade.

If the sword does run out of enemies, the *intimidation* attack is rolled again, this time against those who still stand as allies of the sword's owner. Once the sword returns to the hands of the wielder, it may be sheathed if desired, its thirst for blood sated for the moment. The sword has a terrible history of slaying its own wielder after all others have fallen to its blood-thirsty magics—it is truly a double-edged blessing.

Wanted By

Rumors of an undefeatable weapon have brought the inevitable German interest to Norway. Hitler is filled with visions of the blade being carried in the vanguard of German assaults, leaving a bloody swath in its wake. As a result, several teams of archaeologists, accompanied by military personnel, have been sent to Norway in hopes of retrieving the sword for the Reich. Publicly they have stated that they are doing historical research of the land surrounding Trondheim, and have not acted in any way that might warrant such suspicion.

The Norwegian government, wary of the German presence, has discretely begun trying to ascertain their true objectives. Their own historians and archaeologists have been quietly studying the local histories, in hopes of beating the Germans to whatever it is they seek.

Adventure Ideas

✱ The adventurers are asked by the U.S. government to assist the Norwegians in seeking the sword. Between German

agents and the possibility of facing creatures from Norse mythology, the stage is set for some epic confrontations. Are there giants guarding the tomb? And what of the dwarves? Maybe they all didn't flee, as legends have said. The heirs of Alberich might not appreciate someone plundering the tomb of Angantyr ...

Untitled Self-portrait of Rembrandt

Value: \$500,000

Mystical: No

Last Known Location: The study of a small church in Johannesburg

Description: This portrait of the artist comes from the period near the end of his life. Rembrandt is gazing into the mirror at himself, with a little white cotton cap on his head and a shawl thrown over his bent shoulders. His face is wrinkled and puffy, though he still has that penetrating, compassionate, and soul-searching gaze for which he was known. Framed, the painting weighs 25 kilograms.

History

Rembrandt van Rijn, considered the greatest painter ever by many art historians, was born on July 15, 1606, in Leiden in the Netherlands. His parents wanted him to become a politician, or "city leader," but he pestered them endlessly to send him to study with a painter until they finally gave in. While still young, he was sent out of Leiden to study painting, since no one in that city was good enough to teach him.

His career as a painter began in 1632, when he unveiled "The Anatomy Lesson" upon the world. His fame soared quickly, with demand for his art growing quickly among the elite circles. Over the course of his life, he was thought to have painted over 700 pictures, which by the late 20th century, had diminished to roughly 300 (though the authenticity of many of those are still in question). Many paintings originally attributed to him have since been proven to have been done by artists mimicking his renowned style or forgers out to make a profit.

Rembrandt's career fluctuated with his

personality; at times, when he found himself currently out of fashion, he was forced to scrape by with little income. His ego was enormous, as evidenced by his numerous self-portraits. One painting, done near the end of his career, shows him relating to the great painter Apelles (thought by artists in the 17th century to be the greatest painter of his time). The connective imagery in the painting clearly shows that Rembrandt considered himself the greatest living Dutch artist.

Rembrandt died on October 4, 1669. One theory alleges that he died of the plague, which had taken his son and daughter-in-law the previous year. He was buried somewhere in the Westerkerk, in an unmarked and unrecorded grave. To this day, art historians seek out the grave to put an end to the last mystery of the great painter.

As to the painting in question: there were no self-portraits in the house at the time of Rembrandt's death. What befell them remains conjecture, for he is known to have painted two in his last year. This work appears to be from the same time-frame, as his body appears puffy and his eyes watery, coinciding with his condition near the end of his life. This painting therefore, if original, is one of the last pieces he completed.

Rumors and Legends

✧ In recent years, there has been a renewed interest in finding the grave of Rembrandt. The Dutch, wishing to at last honor the painter, have been unearthing old records in their attempts to locate and mark his burial site.

✧ Original works by Rembrandt are becoming harder to find. With art historians growing even more skilled at their profession, many paintings previously thought to have been done by the painter have been discounted as forgeries. Those who paid large sums of money for the paintings have been left all the poorer as a result. If a new painting were discovered, it would come under intense scrutiny for decades.



Untitled Self-portrait of
Rembrandt

✧ Rembrandt's grave is said to hold one final secret — several previously unknown paintings — thereby accounting for the mystery of its location. The discoverer of such a treasure could become immeasurably wealthy.

Wanted By

"Little" Joe Detillio, a mafia boss in Chicago, has always had an interest in works of art, especially those that belong in museums. Recent rumors of Rembrandt's last self-portrait have piqued his curiosity, and he plans to hire some researchers to locate it and bring it back to him — without anyone else knowing about it.

Museums around the world crave a self-portrait of Rembrandt from his last year of life, and can offer hundreds of thousands of dollars for its recovery.

Adventure Ideas

✱ An adventure built around the portrait could deal with forgeries, murders, and double-crosses as the characters seek to untangle the truth of the painting. Perhaps its true secret is that its frame conceals a map to Rembrandt's grave. And if it does, what other of the painter's secrets might await discovery there?

Wagner's Untitled Last Work

Value: \$15,000

Mystical: Yes

Last Known Location: The Black Forest, Germany

Description: This thick stack of sheet music written in German is tied together with a silver wire.

History

Born in Leipzig, Germany on May 22, 1813, Richard Wagner was the youngest of nine children. Influenced early on in life by the works of Shakespeare and Goethe, Wagner wrote his first work in 1828, a non-musical tragedy called Leubald and Adelaide. Looking to add another element to his work, he decided that he must learn music, and so he began to teach himself the fundamentals. He supplemented his self-learning with a six month training period in 1831 under the tutelage of a famous Leipzig singer.

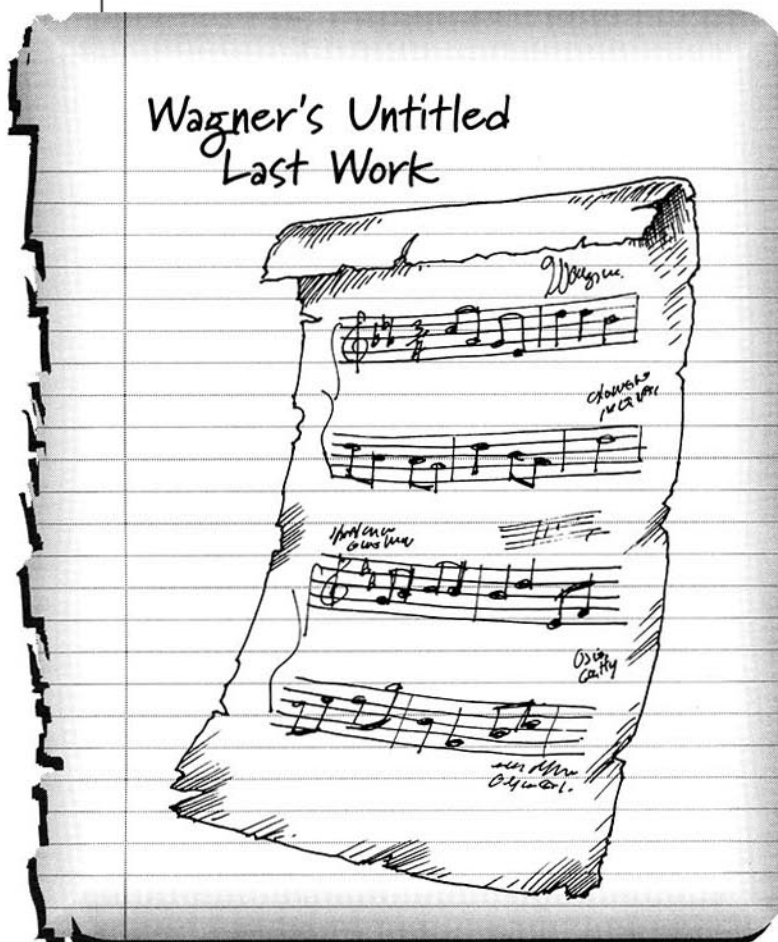
It was Wagner's third and fourth operas, Rienzi in 1842, and Der Fliegende Hollander (The Flying Dutchman) in 1843, that established his fame and led to his appointment to a conducting post in Dresden. Wagner fled Germany due to political upheavals, living in Switzerland from 1849 to 1860. During this time, he began his most famous work, Der Ring des Nibelungen (The Ring of the Nibelung), a cycle of four operas: Das Rheingold (The Rhinegold), Die Walkure (The Valkyrie), Siegfried, and

Götterdämmerung (Twilight of the Gods). He worked on the Ring cycles from 1853 to 1874.

Halfway through Siegfried, Wagner's work on the Ring operas was interrupted for 12 years while he composed Tristan and Isolde (1857-1859), and Die Meistersinger (1862-1867).

Wagner was called to Munich in 1864 by Ludwig II, King of Bavaria. Ludwig was an eccentric, and was also called the Dream King and Mad King Ludwig. When he was only a prince, he had become enraptured with Wagner's opera Lohengrin, the story of a German knight guided to a damsel in distress by a beautiful swan. When Ludwig became king, he also became Wagner's patron for the rest of the composer's life. With Ludwig's backing, Wagner built a musical performance house in the city of Bayreuth, 166 kilometers north of Munich.

The theater was of extravagant design, with staggeringly expensive sets. It opened in



1876 with the first complete production of the Ring. Bayreuth became the center of the promotion of Wagner's music and beliefs. His last opera, Parsifal, opened in 1882.

On February 13th, 1883, Wagner died. Unfortunately, he was an anti-Semite, and after his death his second wife continued to promote those hateful ideas along with his music. Wagner's music soon symbolized Germany's nationalism, and after the Great War it was enthusiastically embraced by Adolf Hitler. Hitler considered Wagner's works to be the perfect background music for his ideas of Aryan superiority.

Wagner's wife hid his untitled last work according to his wishes, and no one has yet found it.

Rumors and Legends

✧ The Black Forest has long been associated with strange creatures, odd enchantments, and dark dangers. If a traveler sleeps in

certain areas of the forest, he will hear strains of Wagner's operas played by an unearthly orchestra. A gate to Helhiem (the Norse version of Hell) will then open up, and fell creatures will drag the sleeper away forever.

✧ Hitler has become convinced that if the music is played in a certain way on a certain day, an army of phantoms of long-dead Teutonic knights will appear and fight for Germany.

✧ The original manuscript of Wagner's last work lies hidden in a natural amphitheater in the Black Forest, and is guarded by a pair of valkyries.

Valkyries

AGILITY 11

Beast riding: winged horse 15, maneuver 13, melee combat 17, melee parry 16, stealth 18, unarmed combat 16

DEXTERITY 9

Missile weapons: spear 12, thrown weapons 12

ENDURANCE 13

Resist shock 17

STRENGTH 13

Lifting 16

TOUGHNESS 13

INTELLECT 10

Perception 13, tracking 12, trick 15

MIND 11

CHARISMA 14

Charm 18, persuasion 15, taunt 20

CONFIDENCE 12

Faith: Norse 14, intimidation 20, willpower 16

Life Points: 5

Equipment: Sword, damage value STR+8/21; spear, damage value STR+5/18; chain mail, armor value TOU+6/19

Description: The valkyries are beautiful blonde warrior-maidens who take the souls of brave warriors to Valhalla. In this particular instance, however, they do not have their winged steeds.

Powers

This odd composition of Wagner's has the power to open a gateway to Valhalla, bringing forth a horde of valkyries. It must be played by a full orchestra on

January 19, 1932

My research on Wagner has thrust me into the heart of the Nordic mythos. Of primary interest to Wagner seems to be the Valkyries (also called Wælcyrgean), the Choosers of the Slain.

These young warrior-maidens are attendants of Odin, one of the Norse gods. The Valkyries seem to have two main duties: to select valiant Norse warriors for admittance into Valhalla, and to serve those who have already crossed over the Rainbow Bridge (Bifrost).

On the day of a battle, the Valkyries would fly forth on their brilliant, bone-white winged steeds. They would search the field of combat and note which warriors fought bravely and honorably. At sunset, they took the spirits of those courageous men who had fallen to the Hall of the Slain.

I have also discovered references to several errands performed by the Valkyries apart from their normal duties. During these errands they would take the form of swans to mask their true identity.

Some accounts of Wagner's life mention a fondness for swans, and I find myself wondering if this man was the last to make contact with these creatures of Nordic myth.

midnight of February 13th, the date of Wagner's death.

Wanted By

Adolf Hitler personally wrote the orders for the acquisition of this artifact. He appointed three scholars to verify its existence, and when it was proven to be real, Hitler had all three arrested and shipped off to a concentration camp so they would not be able to tell anyone else of their findings. Nobody else knows of its existence, so there is not yet anyone to compete with for its acquisition. Hitler lusts after this item with an intensity that rivals his desire for the Ark of the Covenant.

Adventure Hooks

✧ A message smuggled out of Dachau, the

first established concentration camp (1933), was written by one of the professors who researched the existence of Wagner's last opera. The note provides the approximate location of the opera in the Black Forest, and begs the characters to get it before Hitler's lackeys do ... and to burn it.

✧ While visiting Ludwig II's castle Neuschwanstien (New Swan's Crag) in the Alps, the characters happen upon a secret passage. Exploring the tunnel leads them to a small chamber set up as a shrine, Ludwig's tribute to his musical idol Wagner, which contains a copy of Wagner's last opera.

The Germans arrive soon thereafter to find the manuscript missing, and begin a search for the "thieves." They have orders to continue the pursuit at all costs.

Chapter Five

The Middle East

July 11, 1932

As I travel across the Mediterranean toward the Middle East, I find myself drawn to preponderances of religion. Three of the world's largest religions found their birth in this relatively small area. Judaism, Christianity, Islam — like well-springs suddenly uncovered in the midst of a desert.

These lands have fallen under the domination of the Romans at one time, the Ottomans at another. And I believe disputes over this territory will continue for untold years. What else can one expect when three of the most powerful forces in the world clash?

My first stop will be Jerusalem, and from there I will journey through Transjordan, Saudi Arabia, Iraq, and finally, Persia. The thousand tales of the Arabian Nights spring immediately to my mind. I only wish I had the use of a magic carpet.

Aaron's Rod

Value: \$400,000

Mystical: Yes

Last Known Location: A sealed cave on Mt. Hor in Palestine

Description: This two-meter-long, five-kilogram staff is made from the branch of an almond tree, with inlays of sapphire that create ten sets of markings in Hebrew (Kabbalistic). Each marking represents one of the Ten Plagues of the Old Testament.

History

Aaron, the first high-priest of the Hebrew people, became the spokesman for Moses, his younger brother. It was he who stood with Moses before Pharaoh, trying to convince him to release the Israelites. With his rod, cut by Moses from the Tree of Knowledge, Aaron performed magical feats that defeated the sorcerers of Pharaoh and led to the release of his people.

Calling upon its powers, Aaron brought forth the first three of ten plagues that descended upon Egypt. When Pharaoh demanded a sign from Moses and Aaron as they stood before him, Aaron cast his rod upon the ground, transforming it into a snake. The assembled sorcerers of Pharaoh

gathered their wits, causing their own staffs to be transformed into snakes. Seeing this, Pharaoh was pleased, until Aaron commanded his rod-snake to swallow whole the snakes of the sorcerers.

Of the 12 rods of the 12 princes of Israel, only Aaron's blossomed and bore almonds. This flowering validated Aaron's priesthood, and that of his descendants.

When at last Aaron went to his final resting place, he climbed Mt. Hor accompanied by his son Eleazar and his brother Moses. Coming upon a cave, they entered it, finding within a divine couch made to Aaron's proportions. With his dying breath, he lay on the couch and handed his vestments and office of high-priest to his son. God then obliterated the cave, leaving behind no sign that it had ever existed.

Rumors and Legends

✧ Rumors have been coming out of Jerusalem saying that teams of German archaeologists have been surveying several sites, ostensibly

for biblical studies. One large dig in the vicinity of Mt. Hor, now called Jabel Haroun, has recently become the center of attention, though no information has come forth regarding what has been discovered there.

✧ Some say the rod was never lost and that it now rests in Jerusalem in the hands of rabbinical purists who will do anything to keep it from falling into non-consecrated hands. They are supposedly keeping it for the return of the descendants of Aaron.

✧ For years archaeologists have sought the cave where Aaron was buried. If found, it would lend validity to the biblical tales.

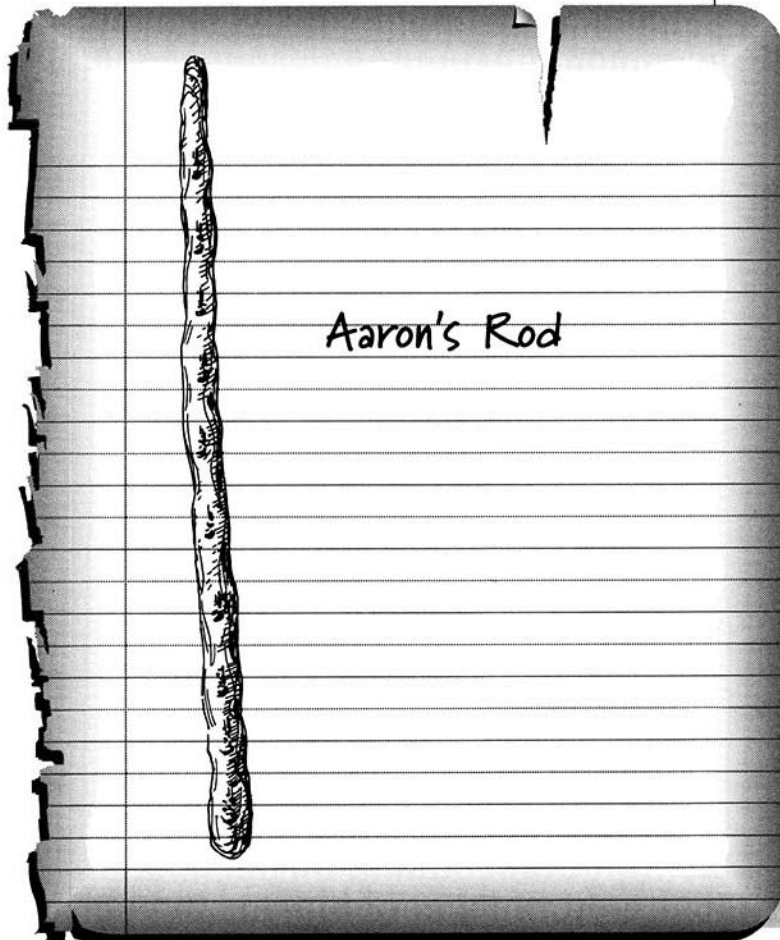
✧ Legends say that if someone who does not follow the teachings of Aaron tries to hold the rod, his soul shall be consumed by the wrath of God. If he is a true, devout follower, however, then the rod will grant him immortality.

✧ A prominent rabbinical scholar, Mordechai Kargman, known as an expert on Moses and his life, was recently reported missing from a dig on the Turkish border. Since he had just taken a sabbatical from his university to join the dig, his family members in Jerusalem have not yet learned of his disappearance.

Powers

Three powers are historically attributed to the rod: the ability to transform into a snake, the summoning of the first three plagues on the Egyptians, and the power to blossom and bear ripe almonds when planted in the ground. To wield these powers, the user must undergo tests of faith each time he wishes to use an ability. Failing a test causes a burning aura to envelope the wielder, inflicting a damage value of 20 every round until the wielder either lets go or dies a painful death.

To transform the rod into an asp-like snake, the wielder must place it on the ground and succeed in a *faith: Judaism* test against a DN of 20. The wielder must then call forth the snake and succeed in a *language: Hebrew* test against a DN of 10.



Rod-Snake

AGILITY 12

Maneuver 14, stealth 14, unarmed combat 16

DEXTERITY 1

ENDURANCE 9

STRENGTH 12

TOUGHNESS 12

INTELLECT 6

Perception 11, tracking 12

MIND 4

CONFIDENCE 14

Intimidation 16, willpower 16

CHARISMA 4

Life Points: 2

Natural Tools: Fangs, damage value STR+4/16. Whenever the snake inflicts one wound or better on an *unarmed combat* attack, it injects venom into its victim. The venom does damage value 18 every round until the victim dies or receives medical treatment (a successful *medicine* roll against a difficulty of 10).

Description: The rod-snake is the perfect specimen of an asp. Its greater-than-normal statistics come from its divine origin. Quick and deadly, the rod-snake can, on top of killing beasts and men, swallow other snakes whole if it does four wounds of damage in one round.

To make the rod blossom and bear ripe almonds, the wielder must succeed in a *faith: Judaism* test against a DN of 24. Upon success, the rod transforms into a quickly growing almond tree. Eating one of the almonds heals all damage so far taken by the character, and instills in her a sense of peace and understanding that lasts until the next sunset.

The staff also has the ability to summon three of the biblical plagues: the rivers of blood, the frogs, and the lice. Only one plague may be called upon at a time. To bring forth a plague, the wielder must first succeed in a *faith: Judaism* test against a DN of 22 while holding the rod above her head. Next she must succeed in a *language: Hebrew* test against a DN of 14, representing a combination of the correct pronunciation of the plague in Hebrew and the grasping of the appro-

priate Kabbalistic marking on the rod.

If the river of blood is called forth, a trickle of dark-red blood wells up from the ground beneath the rod and gushes forward, growing to flood the area. The river's Strength begins at one and increases by one point per round, until it reaches a total of 12 (treat the Strength score as a value on the Value Chart to determine the length of the river in meters, and half the Strength score on the Value Chart to determine its width). Failure to resist against the river's Strength, i.e., losing an opposed Strength contest, causes the character to lose her footing and be swept away in the current. A successful *swimming* test against a DN of 8 each round allows the character to avoid drowning. One round after it reaches its maximum Strength, the river loses one point of Strength per round until it reaches zero and disappears.

The plague of frogs calls forth thousands of frogs, which infest the area for one week per result point of the *faith: Judaism*. The frogs swarm over everything and everyone within a 100-meter radius, adding +3 to any DN involving an Agility (or Agility-based skill) test attempted within that area.

The plague of lice invokes a summoning of lice that infests a village (and its residents) for one week per point of success of the *faith: Judaism*. The plague should be described in revolting detail: a wave of lice crawling everywhere the characters look. To determine whether a character has become infected with lice, have her roll an Intellect test against a DN of 8 on a weekly basis until the plague passes. Failing the test reduces the character's Agility and Endurance attributes by four for the duration of the plague.

Wanted By

Two main groups are looking for the rod: the Germans, in their quest for ultimate power, and the Hebrew people, who want to keep its powers hidden from those who would use it for their own

purposes, not for God's.

Adventure Hooks

✱ The Nazis have a dig in progress on the slopes of Jabel Haroun, the modern name for Mt. Hor. Having failed to ascertain the exact location of Aaron's resting place, they have kidnapped Mordechai Kargman in hopes of forcing him to reveal the site. Preventing the Germans from gaining possession of the staff is the primary concern; freeing Kargman can also be worked into the story, perhaps allowing the characters to use his knowledge to stymie the Nazis.

The Dagger of Sinan, the Old Man of the Mountain

Value: \$100,000

Mystical: No

Last Known Location: The ruins of a fortress near Damascus

Description: This steel dagger has a gold hilt embedded with brilliant sapphires. Etched into the blade in Arabic is the name "Allah." The dagger weighs 1.5 kilograms.

History

Founded in the late 11th century by the warrior and mystic Hasan-i-Sabah, the Assassins were an extremist form of Shiite Islam that believed in domination through murder. Their main stronghold was Alamut, the Nest of Eagles, in the Elburz Mountains in what is now Iran.

Sinan ibn Salman, the Old Man of the Mountain, journeyed to Alamut as a young man, seeking education from the master of the Assassins, Kiya Muhammad. Swearing undying allegiance to Muhammad, he was raised and educated with the man's heirs. In 1162, pleased with Sinan's beliefs, Muhammad sent him to Syria with the mission of spreading the faith.

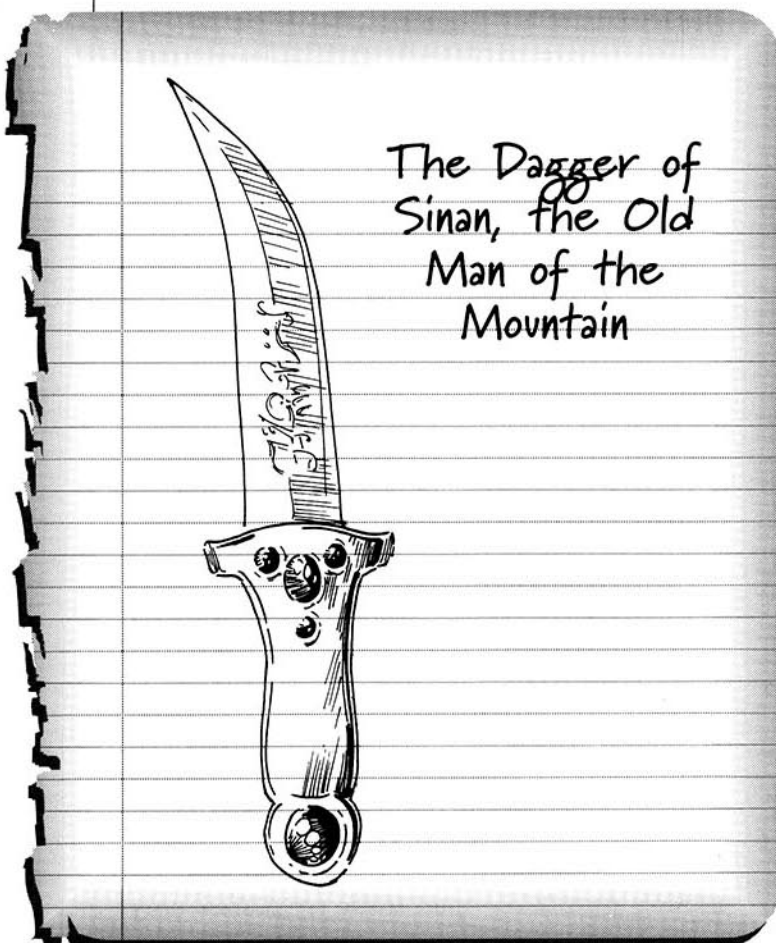
After Muhammad's death, Sinan assumed leadership of the nation and ruled with an iron hand for the next 30

years. His last deed was the murder of Conrad of Montferrat, a would-be claimant to the throne of Jerusalem and purportedly an ally of Richard the Lionheart of England.

Sinan's orders were always carried out by his subordinates without question, for they believed the killing of their victims a meritorious deed, and they believed that to die on such an errand would bring them to paradise.

So it was that Sinan waged war with the crusaders, as well as with other followers of Islam. He became a symbol of slaughter and power, giving orders to slay on a whim, often without providing his followers with any information other than the name of their target.

Sinan also crossed paths with Saladin, who had laid siege to Aleppo, a city that supported the Assassins. Sinan, outraged that Saladin (a Sunni Muslim) had killed the Shiite caliph of Cairo in the conquest of Egypt (a Shiite country), saw Saladin as a dangerous enemy. The Shiite viewed the Sunni as heretics, which



exacerbated the situation between the two men.

At Aleppo, Saladin twice faced murder squads sent by Sinan. Though both assaults failed, Saladin was scarred on the cheek. Fearful of further attacks, he finally laid siege to Sinan's headquarters in the city of Masyaf and ordered him to surrender. Barely two weeks into the siege, Saladin inexplicably withdrew his forces. Legends say that Sinan threatened to start murdering Saladin's family one by one.

The descendants of the Assassins tell a different tale, however. One night Sinan was observed moving between outposts of his fortress, surrounded by a brilliant halo or aura of some kind. So frightened of the aura were Saladin's soldiers that they turned back in terror.

Regardless of what truly happened, Saladin broke the siege and made a truce with Sinan. After Sinan's death, the sect was thrown into disarray. Crusaders, ravaging the lands in their characteristic style, somehow came into possession of his dagger.

The dagger eventually arrived in Damascus, where it lay unused, its history unknown. When the crusaders finally fled the region, it was left behind and lost sometime during the next few centuries.

Rumors and Legends

✧ There are rumors that the Assassins have returned to Damascus. Several prominent officials have been murdered, with no evidence to be found. Remembering the bloody history of the sect, more conservative leaders of the local mosques have taken to curtailing their public appearances. It is thought that security has also been tightened around these men.

✧ The Dagger of Sinan is reputed to be imbued with the power of Allah. Should it be held by a true believer, then it will always strike true. Should an unbeliever even touch its hilt, he will be burned by the glorious light of Allah.

✧ Several ruins of Crusader keeps dot the countryside around Damascus. Though looted centuries ago, some are thought to have secret chambers holding great treasures that could not be carried back to Europe. Tales are told of men stumbling upon these treasures, only

to be killed by the spirits of the Christian knights still guarding them.

✧ The spirit of Sinan is said to walk at night, appearing in cities in Syria, Iran, and Palestine. His aura still shines brightly as proof of his holiness.

✧ A quote of Sinan's, supposedly relayed to Saladin when he laid siege to Masyaf, is as follows: "An upstart who tries to undermine a great master is like a frog who tries to pluck out a deep-rooted stone. We have allowed you to wear the attire of life thus far; be grateful or we will strip it from you."

Powers

The dagger has a damage value of STR+4/21.

Wanted By

The descendants of the sect of Hasan-i-Sabah, the modern Assassins, seek this symbol of their greatest leader: Sinan ibn Salman. With it once again in their possession, they will ignite the world of Islam in a jihad that will return Syria to their control. From there, they will expand their jihad until all of Islam bows to them.

Certain Sunni leaders, descendants of Saladin, seek the dagger to deny the Assassins their symbol, and to prevent the war.

The Germans, while not necessarily seeking the dagger itself, are attempting to create unrest in the region. They wish to make contact with the Assassins, in hopes of using them in their cause.

Adventure Hooks

✧ Contacted by U.S. agents, the adventurers are asked to travel to Damascus to track down the Dagger of Sinan. The U.S. government, fearing that the outbreak of a holy war could jeopardize the region, is hoping to divert the growing tensions before the Germans intervene. Armed with what knowledge there is about the sect, the adventurers find themselves in the Middle East, hoping to find the dagger before anyone else. Once there, they face the Assassins, the Sunni, and German agents. While some Sunni lead-

ers quietly fear the resurgence of the Assassins, they also do not look kindly on foreign unbelievers meddling in their affairs.

Standard Assassin

AGILITY 10

Dodge 12, maneuver 12, melee combat 14, melee parry 14, stealth 13, unarmed combat 13

DEXTERITY 9

Fire combat 12, missile weapons 12, thrown weapons 12

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 10, trick 10

MIND 7

CONFIDENCE 10

Intimidation 11, willpower 12

CHARISMA 8

Disguise 12, persuasion 10

Life Points: 1-4

Equipment: Sword, damage value STR+8/21; dagger, damage value STR+4/17

Description: One never knows what form an assassin may wear. As masters of disguise, they could be anyone. Though they can use any weapon, they prefer traditional weaponry over modern firearms.

The Hanukkah Lamp

Value: \$25,000

Mystical: Yes

Last Known Location: Rome

Description: This candelabra, beaten out of solid gold, consists of a base and a shaft with six branches. Pure olive oil was used in the lamps, which burned from evening to morning. The lamp weighs about 30 kilograms.

History

Originally, King Solomon made 10 lamps. Five were set on the left of the Oracle, and five on the right. During the Babylonian occupation of Jerusalem, however, they were carried away to Babylon.

Zerubbabel, who led the Jews back to Israel

The Temple of Jerusalem

King Herod the Great began rebuilding the temple in 20 BC, but the lamp was lost by then. The temple was completed in 46 AD, only to be destroyed again in 70 AD. The Muslims built a mosque, which remains to this day, on the site of the temple.

Today Jerusalem is a holy city of three of the world's largest religions: Judaism, Christianity, and Islam. There is continuing tension between Jews and Muslims over control of the city. Some say the Jews want to rebuild the temple on its original site.

after the Babylonian exile, brought one lamp with him. Between the years of 168 and 164 BC, the armies of the Syrian Greeks, led by Antiochus IV, made a determined effort to destroy the Jewish faith. Antiochus dominated Israel, killing many of the faithful, and set himself up as an equal to God, ordering the daily sacrifices to end.

In December 165 BC, the armies of Judas Maccabeus, leader of the revolt against Antiochus, recaptured Jerusalem and the temple. The lamp in the temple burned for eight days despite the fact that there was only enough oil for one day — clearly a miracle of God.

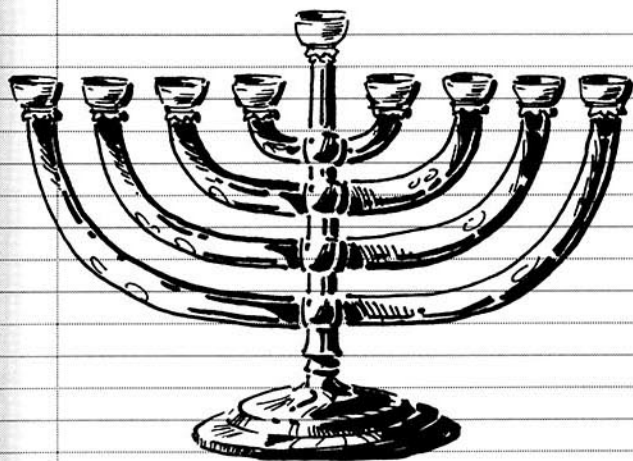
Titus took the Hanukkah Lamp to Rome when the Romans captured Jerusalem in 63 BC. No known records mention the lamp from this point on.

Rumors and Legends

* During the siege of Jerusalem, a loyal Jewish officer realized that the temple would fall. He then spirited the lamp from the temple and fled to Egypt, settling in Giza. When he died, it was buried along with him in an ancient graveyard between Giza and modern-day Cairo.

* Legend has it that the lamp can only be lit when the temple is restored and re-dedicated.

* Some rumors insist that the reconstruction of the temple in Jerusalem will not begin



The
Hanukkah
Lamp

anew until the lamp is recovered and restored to the Jewish people. Another legend claims that the rebuilding of the temple is a sign that the world has reached its final days.

Powers

The powers of the lamp may only be wielded by a character with at least one add in *faith: Judaism*. Lighting the lamp requires a *faith: Judaism* test against a difficulty of 18. Each level of success (one for *Minimal*, two for *Solid*, etc.) keeps the lamp lit for one day, even if it has no oil!

If wielded against a sworn enemy of the Jewish people, the lamp flares out with bright light once per day. Those enemies within 100 meters of the lamp must make Confidence checks against a DN of 20. For each level of success, the

enemy is blinded for one combat round.

Wanted By

Many Zionist groups in Palestine see the lamp as a way to bring the Jewish people together as a nation. And for the same reason, many Arab groups have started to invest in preventing the lamp from falling into Jewish hands.

Adventure Hooks

✧ The characters learn of the Jewish officer who fled to Egypt with the lamp, and head to that area to investigate. As they search the area between Giza and Cairo, they happen upon a lost traveler whose truck broke down several days ago. The balding man has a swarthy complexion and a thick Arabian accent. Overjoyed at his rescue, he offers the characters a piece of the treasure he has discovered.

The man, who calls himself Mohammed ibn Sala, leads the characters to a deep, dried-up gorge 34 kilometers outside of Cairo. A narrow crack in the northern cliff wall of the gorge runs several hundred meters straight into the rock, opening into a conical chamber lit by sunlight filtering through a small, circular hole high above.

Unfortunately for the characters, they have walked into a trap. Sala, an agent of Palestine charged with removing the characters, pulls a stone from the wall, releasing a cascade of rock. As the tunnel fills with rubble, Sala escapes to freedom.

A large rock in the cavern floor hides an entrance to an underground labyrinth. The characters may explore the passageways for as long as they wish — a triangular split in the rock about 100 meters in opens back into the gorge. The characters must now track down Sala, who has apparently absconded with their vehicle.

✧ Recently, Italian archaeologists funded by Benito Mussolini have unearthed the remains of a villa on the northern out-

skirts of Rome. Early reports identify the villa as the house of Titus, who led the assault on Jerusalem in 63 BC. The lamp lies in a cellar of the old villa, in a chamber rife with unsafe stonework.

Zionists, Arabs, and Mussolini's Black Shirts are all after the lamp. The characters' best bet may be to get the lamp to Rabbi Prohaska in Warsaw (see *Moses' Pentateuch* for more details).

The Judas Silver

Value: \$30,000

Mystical: Yes

Last Known Location: Hungary

Description: This ancient sack of brown cloth contains thirty silver Roman coins that were minted over 2,000 years ago. The pouch itself is small, brown, and unremarkable, and the coins within total 120 denarii.

History

When Jesus Christ of Nazareth walked the earth, he had chosen twelve Apostles. One of them, Judas, agreed to betray Jesus to the chief priests of the Temple in Jerusalem. In return for the betrayal, the priests paid Judas thirty pieces of silver, a total of 120 denarii. One denarius was the equivalent of a day's wage for a laborer or a Roman soldier.

According to the account found in the Gospel of Matthew, after Jesus was arrested and condemned, Judas was seized with remorse and tried to return the money to the priests. Judas claimed that he had sinned and had betrayed an innocent. The priests refused to have anything to do with Judas or his apparent act of repentance. Judas threw the money into the temple, then ran off and hung himself.

The chief priests picked up the coins and said "It is against the law to put this money into the treasury, since it is blood money." Instead they used the coins to buy a potter's field as a burial place for foreigners. From

this point on the whereabouts of the money were lost in time. If anyone could piece together the path that the money took, however, they would find a trail of sorrow and misfortune, all brought about by greed.

Rumors and Legends

✧ It is rumored that the coins were owned by certain historical figures who had bad reputations — earned and undeserved alike. Scholars speak of Nero, Niccoló Machiavelli, Cardinal Torquemada, Baron Munchausen, the Borgias, Vlad the Impaler, and Genghis Khan as personalities who at one time or another had the coins in their possession.

✧ Some church mystics claim that the only way to remove the curse of the coins is to spend all of them in a week. The spender must purchase goods or services for others, and each purchase must be a charitable act to a needy soul.



✧ Another legendary means of removing the curse is to find the field that was bought with the coins and bury them in it, thereby laying the curse to rest.

✧ A band of numismatists who have rather unusual, esoteric collections of coins claim that a mysterious baron in Hungary has the Judas Silver in his collection.

Powers

The Judas Silver isn't so much filled with magical powers as it is cursed. First of all, the coins can never be separated. Even if someone were to throw one of the silver pieces into a river, it would somehow, through the most amazing set of coincidences, find its way back to the owner within a week's time.

Second, when someone claims the coins, the only way to get rid of them is to give them to someone who accepts them voluntarily. Even if the coins are stolen, they will find their way back to the rightful owner.

Last, the coins have the power to adversely affect the owner and his family. Once per month, the coins "attack" the owner with a power of 18, which the owner can resist with his Confidence, or *faith* if he has one. A *Minimal* success (from the coins' perspective, i.e., against the character) results in a minor mishap (e.g., a prized possession is lost, the owner gets sick for a week with a nasty flu). A *Solid* success indicates a major mishap (e.g., the owner loses his job, the owner breaks an arm or a leg). A *Good* success is a serious mishap (e.g., the owner's house burns down, his wife leaves him, the owner is unjustly accused of a serious crime, the owner gains a disfiguring wound). A *Superior* result indicates the death of a family member or a very close friend, while a *Spectacular* or better result means the death of the owner.

Wanted By

Certain private collectors of antiquities would pay handsomely for the silver, as would the more intense numismatists

(coin collectors), especially one General Maximillian Narechenov of the Russian army.

Adventure Hooks

✧ While adventuring in Egypt, the characters are approached by a somber band of Coptic Christians. They claim to have aided an archaeologist in some digs around Jerusalem, and have unearthed the plot of land purchased by the priests with the Judas Silver. They know that this is the right plot of land since it is a burial ground for foreigners, which is what the priests used the ill-purchased land for.

The Coptic Christians claim that the coins are in the hands of a Baron Joseph Dygar, an eccentric Hungarian nobleman who lives in a castle just outside of Budapest. Dygar is a wealthy man of middle-age, with a horribly scarred face. He has a vast fortune, and he is using it to support Hitler's rise to power.

In 1941, Hungary joins the Axis powers, and it could be that Dygar's efforts were instrumental in this alliance. The characters will have to find the castle, get past the numerous sadistic bodyguards, and take the coins.

But that is only the beginning: the characters now have only seven days to return the coins to Jerusalem and bury them before they magically return to their "rightful" owner. Naturally, the well-connected Baron and his agents will chase the characters from Hungary to Palestine.

✧ Alternately, the characters hear that the Baron intends to travel to Berlin to offer the coins to Hitler as a token of his esteem. The characters must interrupt the meeting and take the coins away, then flee across Germany and the Balkans to Jerusalem and bury them. In this case, not only would the Baron's men be after them, but so would Hitler's SS troops.

The Lamp of Aladdin

Value: Priceless

Mystical: Yes

Last Known Location: Buried in the ruins of a palace near an oasis south of Casablanca

Description: This small, brass oil lamp of few distinguishing characteristics has become tarnished over the centuries since the time of Aladdin. It weighs approximately half-a-kilogram when not filled with liquid.

History

The tale of Aladdin and the Wonderful Lamp has long been a supplementary tale to the Arabian Nights Entertainments. As the story goes, Aladdin was the son of a Chinese tailor who was tricked by a Moroccan magician into entering a cave to retrieve a lamp. Knowing that Aladdin had no innate magical skills, the magician gave him his signet ring to keep him from injuring himself or succumbing to fears that might arise within the darkness of the cave.

Once he found the lamp and was making his way back out of the cave, Aladdin passed through a forest of trees that bore jewels instead of fruit, which he loaded into his pockets until they were overflowing. When he finally reached the part of the cave where he needed the assistance of the magician to help him out, the magician refused until Aladdin handed over the lamp. When he would not turn it over, the magician sealed the cave, trapping Aladdin within its dark, gloomy recesses.

Despair overcame Aladdin as he sat trapped in the subterranean prison. By accident, his finger accidentally rubbed against the lamp, and the magician's signet ring briefly touched it. The spirit of the ring appeared before him and at Aladdin's request, transported him to the surface above. It was also this chance rubbing that released the djinni of the lamp, whose power was at the whim of the lamp's owner.

Having discovered the usefulness of the lamp, Aladdin used the djinni to provide for



The Lamp of Aladdin

the comfort of himself and his mother. Soon after, Aladdin met and fell in love with Lady Badr al-Budur, daughter of the Sultan. The Sultan, who disapproved of Aladdin, laid out a series of demands that a mere commoner would never be able to fulfill, among which included the construction, in a single night, of an elaborate pavilion containing twenty-four windows made of precious stones. Calling upon the djinni of the lamp, Aladdin was able to easily finish each of the tasks demanded of him. Thus did Aladdin win the hand of Lady Badr.

Meanwhile, the magician who had trapped Aladdin in the cave discovered the boy had escaped, and began his quest to retrieve the lamp. Cloaking himself in the guise of a peddler, he walked the streets, crying out, "Old lamps for new! Who will exchange old lamps for new?" until at last he came to the pavilion the djinni had constructed. The princess, thinking to please Aladdin, gave the magician the old rusty lamp in exchange for a new one,

not knowing the true value of the lamp.

Rubbing the lamp with glee, the magician called forth the djinni, commanding that the pavilion and the princess be transported back to Africa. Upon learning of the deed, Aladdin called forth the spirit of the ring and followed the magician, whereupon he slew him and rescued both the lamp and the princess.

Rumors and Legends

✱ Stories swirl about the marketplaces of Casablanca, telling of men from Arabia who are said to be followers of the ways of Solomon. They are seeking an item of great importance that is buried in the sands to the south.

✱ Whispered voices tell tales of imps and other frightful beings roaming the streets and rooftops of the city at night, seeking something unknown.

✱ Aladdin is still hailed as a local hero by the people of Casablanca. They claim the story is true, and that Aladdin finally settled in this region once he had rescued Lady Badr from the clutches of the magician.

✱ One legend speaks of an oasis five days to the south, where Aladdin supposedly made his home.

Powers

Most school children have heard the wondrous story of Aladdin and his magical lamp: rub the lamp and a djinni will appear, granting three wishes to whom-ever possesses it. Unfortunately, the truth of the matter is much darker.

While there is indeed an entity trapped within the lamp, it is not a djinni who grants wishes. Rather, it is a malignant spirit that was ensorcelled and trapped by Arabian mystics using magics ascribed to Solomon. The spirit has brooded for centuries, longing for its release from within the confines of the lamp's enchantments.

Should a character rub the lamp, the spirit will be released, whereupon it will revel in its new-found freedom as it coalesces into a solid form. It is unaware of the length of time it has been trapped and it will use great cunning in its at-

tempts to gain control of the lamp. Should that fail, however, it will resort to physical means as it strives to gain its freedom. If the spirit does indeed gain control of the lamp, it will grab it and leap into the air, disappearing in a blaze of crimson light. Commanding the spirit in the name of Solomon will force it to return to the lamp and its imprisonment.

Spirit of the Lamp

AGILITY 10

Unarmed combat 16

DEXTERITY 8

Prestidigitation 11

ENDURANCE 20

STRENGTH 22

TOUGHNESS 25 (30 when semi-corporeal)

INTELLECT 7

MIND 8

CONFIDENCE 11

Con 13, intimidation 14, willpower 14

CHARISMA 13

Charm 15, persuasion 15

Life Points: 5

Natural Tools: Claws, damage value STR+3/25; hide, armor value TOU+6/18. When first released from the lamp, the spirit is semi-corporeal. It is possible to strike it when it is in this form, but after one minute has passed, it will have assumed the form given above.

Description: Standing over two meters tall, the spirit of the lamp has the appearance of a balding, dark-skinned man with his hair pulled back in a single braid. It has dark, piercing eyes that can raise one's hackles if the spirit wills it so. Bright red silk pants and a dark leather vest are the only clothing it wears.

Wanted By

The Germans want the lamp for its reputed powers; Hitler would be able to fulfill his grandest schemes with the legendary power of the lamp at his disposal.

Arab mystics have their own purposes as they seek out the lamp: they wish to rediscover the long-lost powers Solomon used to bind the spirit into the lamp. Certain Arab nationalists, desiring inde-

pendence from France, would go to great lengths to acquire Aladdin's lamp if they caught wind of its existence.

Adventure Hooks

✧ Casablanca is a perfect setting for adventures during the '30s and early '40s. The Germans are becoming bolder, not showing discretion as they might have in times past. Sure in their power, they are relentless in their quest for the lamp. The mystics add a unique feel to the plot, with visions of imps, djinn, and other strange powers manifesting themselves as the adventure grows more dangerous.

Moses' Pentateuch

Value: Priceless

Mystical: No

Last Known Location: Babylon

Description: Each of these five large papyrus scrolls is bundled in a linen shroud dyed a deep royal blue. Each scroll weighs 10 kilograms and has two cedar handles that enable the scroll to be rolled up.

History

The Pentateuch (meaning "five-volume book") consists of the first five books of the Bible: Genesis, Exodus, Leviticus, Numbers, and Deuteronomy. Jews and Christians alike ascribe authorship of the five books to Moses.

Some biblical scholars date the writing of the Pentateuch to the time of the Israelite's 40 years of wandering in the desert, which lasted from 1446 to 1406 BC. In the last two hundred years, however, there have been many scholars who claim that the Pentateuch was written by up to four different authors, one of which may or may not have been Moses. These scholars pointed to writing styles which seemed to be different from each other, proving that one man did not write all five books alone.

Jerusalem fell to the Babylonians in 586 BC. The plunder, as well as Israelite captives, was taken to Babylon. It is conceivable that if there was ever a complete collection of the Pentateuch personally written by Moses, it could have been taken at this time. Even

though many of the exiles eventually returned to Israel, the treasures never did.

If the original Pentateuch does exist, the implications are staggering. These original scrolls would then be tangible proof that the first five books were indeed written by a single author — Moses. It would also mean that the owner of the scrolls would hold in his hands the actual words of God as dictated to his spokesman.

Rumors and Legends

✧ Old legends say that Israel will not be a nation again until the original Pentateuch is found. As a result, many Zionist factions are searching for the scrolls.

✧ In occult lore, there is a book of magic called the Sixth and Seventh Books of Moses. Allegedly, they are books of forbidden occult lore considered dangerous to read. Some hermetic societies claim that the original Pentateuch contains both of these books as annotations.

✧ There are curses attached to the Pentateuch, or at least rumors of curses. Some scholars claim that since the scrolls were handled by Moses himself, some of Yahweh's glory has been translated into them. If a non-believer touches the scrolls, he will either be immediately struck down or will die a slow, lingering, ignominious death. Critics claim that since the Babylonians stole the scrolls, the curse's existence is unlikely. The scholars who support the idea of a curse simply ask "And where is the Babylonian Empire today?"

Wanted By

Jewish scholars and proponents of the Zionist movement seek the Pentateuch as a focus for nationalistic pride as well as the theological legitimacy that ownership of the scrolls would grant. The Vatican sees the scrolls as invaluable to Biblical studies and translations, not to mention their sheer historical value. The British and the French, with their extensive colonial holdings in the Middle East, are naturally curious about the scrolls, mostly from an archaeological point of view.

Adventure Hooks

✧ The characters are contacted by Rabbi

Prohaska in Warsaw, possibly a friend or contact of someone in the group. The Rabbi shows the characters an old map of the area around the excavated city of Babylon. According to Prohaska, the map was hidden in an old book purchased in a bazaar in Damascus. He is convinced that the original Pentateuch is buried at a certain spot designated by the map. He wants the characters to get the scrolls and bring them to him, whereupon he will see that the scrolls are made accessible to all Jewish temple leaders.

Unfortunately, both the British and the French have caught wind of the Pentateuch's existence. Iraq, currently under British control, now occupies the lands once belonging to Babylon. Britain and France have sent archaeological teams to find the scrolls, though the French team's presence is actually illegal. If the scenario takes place before Indy's adventures with the Ark of the Covenant in 1936 (*Raiders of the Lost Ark*), Belloq is the leader of the French team.

The Scimitar of Suleiman I

Value: \$30,000

Mystical: No

Last Known Location: Istanbul

Description: This traditional curved sword has a single-edged blade and a gem-encrusted, gold-plated handle. The scimitar weighs about three kilograms and measures one meter long.

History

Suleiman I (alternate spelling: Sulayman), also known as Suleiman the Magnificent, was sultan of the Ottoman Empire during its glory days. Born in 1494, son of sultan Selim I, he ruled the Ottoman Empire from 1520 to 1566.

A man of great wisdom, Suleiman reformed the taxation and justice systems, and created a balanced budget and a sensible system of legislation. The arts flourished in the empire under his patronage, but Suleiman was first and foremost a military man. He forced the Knights Hospitallers out of Rhodes in 1522, though he was unable to remove them from

the island of Malta. Next came his wars against the Habsburgs of Austria, with Hungary and the Mediterranean Sea as the main battlegrounds.

After defeating the Hungarian feudal army at the Battle of Mohacs in 1526, the Ottomans gained control of Hungary. The Habsburg Archduke Ferdinand I, later to be called Holy Roman Emperor Ferdinand I, seized the northern and western strips of Hungary and declared the entire nation now his. Suleiman defeated the Habsburgs and actually laid siege to Vienna in 1529. Although the siege was unsuccessful, it still gave the Austrians such a bloody nose that Suleiman was able to turn his attention to new conquests in the east.

But when John I, the ruler of Hungary and vassal of Suleiman, died in 1540, conflict over the rulership of Hungary forced Suleiman to occupy it. With this move, the buffer between the Ottoman Empire and the Holy Roman Empire was gone, and the two powers began a series of battles that ended inconclusively. The action shifted to the sea, with the Habsburg fleet raiding Suleiman's holdings, forcing the sultan to build a new navy to challenge the aggressors.

Through the power of the fleet, Suleiman brought Tunisia and Algeria under Ottoman control. Aggression by the Safavids forced him to launch a series of offensives into northwestern Iran. In 1535, he conquered Mesopotamia, thereby securing his domination of the Arab world.

In his last years, Suleiman withdrew from rulership, and his three sons fought bitterly over succession. The weakest son, Selim II, succeeded his father, and brought about the decline of the Ottoman Empire.

Suleiman I died on September 5, 1566. His scimitar was lost during the fall of the Ottoman Empire, never to be seen again...

Rumors and Legends

* Suleiman's scimitar is hidden in a ruined royal armory in Istanbul, buried under centuries of rubble and trash.

* Rumor has it that there are numerous old buildings in Istanbul lying just beneath the surface of the ground, waiting to be dug up and plundered.

✧ Some say that the Ottoman Empire will return if Suleiman's scimitar is found and wielded by one of his bloodline. There are several upper-class officials and merchants who claim this honor.

✧ The talk on Istanbul's docks is that Germans have been spotted wandering around Istanbul with old maps, looking for something. Most of them seem well-educated, either scholars or professors, who are being accompanied by several large, battle-hardened "assistants."

Wanted By

Many private collectors want the scimitar (see *The Saber of Simon Bolivar*) for its aesthetic and monetary value. The Turkish government wants the scimitar because of its historical significance. The Nazis, anxious to have Turkey as an ally, would love to get the scimitar and use it as a bargaining chip for an Axis alliance.

Adventure Hooks

✧ While in the Soviet Union, the characters are arrested, although the charges are not specified. They are incarcerated in Moscow, and one day later, are taken to a special interview with Joseph Stalin.

Stalin is concerned about Turkey and its possible relationship with an increasingly powerful Germany. After all, Turkey allied itself with Germany and Austria-Hungary in the Great War. Why would it not do so again? Stalin's spies have heard about German attempts to find certain Turkish artifacts in exchange for political concessions, which most likely include airfields and U-boat bases in the Black Sea.

Stalin wants to put an end to this development, and he's willing to hire the characters to beat the Germans to the foremost artifact on the list, Suleiman's scimitar. Throughout the adventure the characters have to dodge Nazis, Turks, and the constant Russian tail that Stalin has secretly set on them.

✧ While in Istanbul, a grubby street

July 29, 1932

Constantinople juts out from the eastern coast of Europe, nestled between the Sea of Marmara (Propontis) on one side and the Golden Horn on the other. The city has changed in architecture and layout many times over its lifespan, but several ancient buildings still remain.

According to one account, Suleiman's belongings were housed in the Great Palace for several years after his death. With the fall of the Ottoman Empire, much of the sultan's treasures disappeared. I would suggest beginning any quest for Suleiman's possessions in the area of the Palace and the hippodrome, or possibly at the old beacon that once stood prominently at the southeastern corner of the city, warning ships of the coastline, for some legends say that Suleiman's ghost was seen ascending the structure on the night of his death.

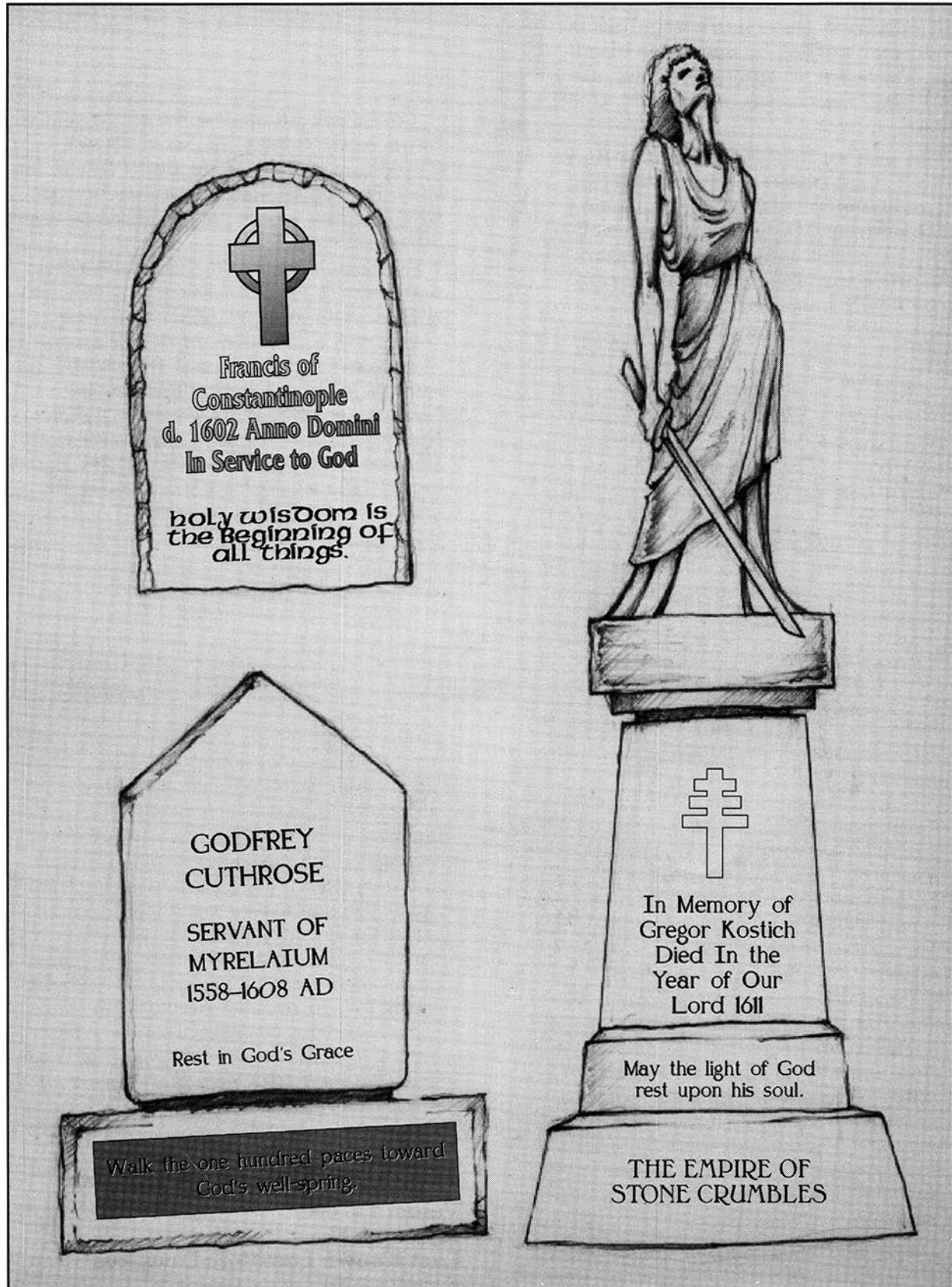
urchin approaches the characters and tries to sell them some worthless junk, stuff that he scrounged up. Amid the junk, however, is a genuine Ottoman dagger, 16th century make. If asked about where he got it, the boy hems and haws until paid some cold, hard cash. He then leads the characters to a decrepit, abandoned building in an old Istanbul slum. In the cellar of the building lies a passageway into an even older building right below it — an ancient guard house at one time connected to the royal armory. Once again, the characters will have to deal with Nazis, Turks, and this time, possibly hostile Russian agents.

The Star Map of Baghdad

Value: \$10,000

Mystical: No

Last Known Location: Damascus



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Using the Map

The grave markers of each of the three monks of Myrelaium hold the key to locating Suleiman's scimitar. Each bears one line from a riddle that leads to the sword's resting place in Istanbul. In 1593 the monks relocated from Constantinople to other parts of the world, where they died several years later, apparently of natural causes.

Grave One (Athens): *Holy Wisdom is the beginning of all things.*

Grave Two (Rome): *Walk the one hundred paces toward God's well-spring.*

Grave Three (Antioch): *The empire of stone crumbles.*

The first grave indicates the church of St. Hagia Sophia, also known as the cathedral of the Holy Wisdom, which stands northwest of the Great Palace near the eastern end of Istanbul. Standing in the bell tower of the church affords a view of almost all of the city. On a hill just outside the city's western wall is the Pege monastery fountain, which is the second clue (God's well-spring). Walking 100 paces from the cathedral in the direction of the fountain leads to the Milion, the Empire's milestone (indicated by the third clue), in which the scimitar has been sealed. Only by destroying the Milion can the sword be freed.

Of course, this area of Istanbul is flooded with traffic for most of the day, making it difficult to extract the sword without drawing attention. Anyone caught vandalizing the Milion will be immediately arrested and sentenced to a minimum of three years in jail.

July 28, 1932

Istanbul. Once Byzantium, and then Constantinople, it is a city between two worlds, the West and the East. In the 13th century it was hailed as the richest and the most populous city in Christendom.

On my first day after arriving I visited the monastery of Myrelaium near the center of the city. The monks maintain a massive collection of old tomes, and I immediately lost myself in the city's history. Before I realized the time, it was approaching midnight.

The most interesting bit of information I discovered was the journal of a monk from the early 16th century. Apparently, he and two of his fellow monks stumbled upon the location of the scimitar of Suleiman, the sultan of the Ottoman Empire from 1520 to 1566. Fearing that the return of the sword might increase the strength of the Ottoman's rule yet unwilling to destroy any historical data, the monks divided the information into three parts and each kept one until he died.

This leads me to wonder whether there is anything to be learned at the gravesites of these monks. Perhaps next year I will find time to investigate the matter further.

Description: This map, made from lamb skin dyed a midnight blue, is a beautifully rendered map of the constellations. Each star is a tiny gem fragment and the lines connecting them are gold wire. The map is one meter long and a half-meter wide and depicts the following constellations: Orion the Hunter, Canis Major the Big Dog, Canis Minor the Little Dog, Lepus the Hare, Taurus the Bull, Aries the Ram, the River Eridanus, Hydra the Serpent, Monoceros the Giraffe, and Auriga the Charioteer. The names of the constellations and the prominent stars are written in gold ink, in Arabic. The map is kept rolled up in an airtight tube made of ivory, inlaid with gold and precious stones, and sealed by a solid gold plug.

History

The Arabs of medieval times spent much time studying and mapping the heavens. As a result of their extensive records, some con-

stellations, like Betelgeuse and Aldebaran, retain the names given them by Arabian stargazers. It therefore stands to reason that a star map of great workmanship should have its origins in Arabia.

The Star Map of Baghdad is the creation of three astronomers and two craftsmen, their names lost to obscurity. Fashioned in the city of Baghdad in the late 8th century, it was impounded by the Caliph Harun Al-Rashid for tribute. When the map's creators objected, they were arrested and put to death.

The map was taken when the Turks sacked Baghdad, and brought to Istanbul, where it was soon stolen by a disloyal civil servant of Suleiman I.

The civil servant fled to Syria, where he met his end at the hands of assassins sent to track him down. The assassins, unaware of the importance of the map, failed to recover it.

The map fell into the hands of a wealthy merchant, and it was handed down for several generations until it was buried in the tomb of the last of the merchant's line in the year 1804.

Rumors and Legends

✱ The map has a cunningly crafted riddle built into the constellations. If solved, it will lead the reader to a vast treasure cave in the deserts of Iraq.

✱ Placing the Dream Map of the Aborigines and the Star Map of Baghdad side by side, with the constellations of the Northern and Southern Hemispheres in their true positions, creates a completely accurate fortune-telling device. Anyone who gazes into it sees visions of events to come.

✱ A curse comes upon whoever tries to remove the gold wire and the gem chips from the map. When the stars of those constellations rise in the sky at the right time of year (for people living in the Northern Hemisphere, it's in late autumn), the spirits of the offended constellations fall from the sky and wreak bloody vengeance on the defiler.

October 28, 1932

I received a strange missive this evening. The envelope was made of some odd rough paper and bore no markings—not even postage. As I wondered how someone had managed to get into my locked room, I opened the envelope and slipped out the single sheaf of beige paper.

The letter, written in shaky handwriting, contained no salutation; it began straight away with the body. The author claimed that the Star Map of Baghdad never left the city. Just before the caliph confiscated it, its creators switched the original with a fake. In an effort to throw off suspicion, they argued with the caliph's tax collectors, and eventually got themselves killed.

The author goes on to say that the Star Map heralds some coming meeting between humanity and otherworldly beings, and that the Iraqi government has recently begun an intense search for the artifact.

Between the contents of the letter and its odd method of arrival, I do not believe any of it, and I would urge anyone seeking the map to pursue this rumor only as a last resort.

Wanted By

Various museums, including the British Museum, the Louvre in Paris, and the Smithsonian in Washington, D.C., would pay handsomely for such an exquisite star chart. Several Arab sheikhs as well as the heads of Arab states, see the map as a direct link to the glory days of Arab culture.

Adventure Hooks

✧ The insidious French archaeologist Belloq has been officially hired by the Louvre to find the map in Syria, currently controlled by France. Indiana Jones sends the characters a telegram, asking them to “keep an eye on Belloq,” and possibly intervene if they suspect foul play. Indy doesn’t know what Belloq is up to, nor what the Frenchman is after,

but he has a bad feeling about it.

Belloq is in Syria with the permission of the French government, and he has papers to prove he’s working for the Louvre. To make matters worse, some Turkish officials have heard rumors of the map’s location, and have sent their agents to retrieve it. They have done this without official Turkish government sanctioning for they feel that the map belongs to Turkey, since all treasures plundered from Baghdad by the Ottoman Empire became Turkish property.

✧ For a more eerie adventure, the characters are haunted by dreams of constellations in the night sky demanding rescue. The clues should lead them to Syria, where opposition varies according to the gamemaster’s whims. This scenario can segue into a search for the Dream Map of the Aborigines.

West End Games MasterBook/D6 System Conversion

This system converts *MasterBook* characters and adventures to the *D6 System* rules (used in other roleplaying games produced by West End). Of course, since the conversion translates logarithmic values to linear values, you have to exercise good judgment. If something doesn't look right after you convert it, alter the value or die code to what seems more realistic.

The conversion involves one simple formula: divide the *MasterBook* value by three. The quotient becomes the *D6* die code and the remainder becomes the number of pips. For example, a *MasterBook* value of 14 becomes a *D6* code of 4D+2 ($14/3 = 4$, remainder 2). Using this equation allows you to convert statistics on the fly. You don't have to convert all the numbers in a particular adventure beforehand. For example, your characters encounter a thug who immediately opens fire. You convert the thug's *fire combat* skill value of 8 to a die code of 2D+2 and start rolling.

To convert from *D6* to *MasterBook*, simply multiply the die code by three and then add the pips. For example, a *D6 planetary systems* skill of 4D+2 has a *MasterBook* skill value of 14 ($3 * 4 + 2$).

The main sections of conversion are characters, difficulty numbers, modifiers, and damage values.

Characters

MasterBook and the *D6 System* have different character Attributes. The first task in translating a character, then, is mapping the Attributes from one system to the

other. The chart below shows the correlation between the two sets of Attributes.

Attribute Values/Die Codes

In instances where multiple Attributes in one system convert to a single Attribute in the other system, the Attributes are averaged. For example, the *MasterBook* Strength and Endurance Attributes translate to the *D6* Strength Attribute. To determine the *D6* Strength, first determine the average of the two *MasterBook* Attributes and then convert using the standard conversion formula.

Note that the *MasterBook* Intellect Attribute is used to determine the *D6* Knowledge and Technical Attributes.

To convert Attributes, divide the *MasterBook* Attribute value by three. The quotient represents the die code and the remainder represents the number of pips. For example, a *MasterBook* character with a Mind of 11 would have a *D6* Mechanical of 3D+2 ($11/3 = 3$, remainder 2).

Skills

There is no direct correlation between *MasterBook* skills and *D6 System* skills. First, try to find a skill with a similar name. For example, the *MasterBook energy weapons* skill would translate to the *D6 blasters* skill. If you can't find a match, just list that skill beneath whatever *D6* Attribute seems appropriate. For example, the *MasterBook archaeology* skill would fall under the *D6* Knowledge Attribute since the *D6 System* does not have a corresponding skill.

Example: Using the conversion formula, a *MasterBook espionage* skill of 10 becomes a *D6 espionage* skill of 3D+1.



Attribute Conversion

<u>MasterBook Attribute</u>	<u>D6 Attribute</u>
Average of Agility & Dexterity	Dexterity
Average of Strength & Endurance	Strength
Intellect	Knowledge
Intellect	Technical
Mind	Mechanical
Average of Confidence & Charisma	Perception

Below you'll find the *MasterBook* skills currently extant and their *D6 System* equivalents. Where no *D6* skill matches, the skill and/or its base Attribute (if different from the *MasterBook* Attribute) are listed in parentheses. Skills placed under a different Attribute in *D6* than in *MasterBook* are indicated by an asterisk (*).

Miscellaneous Character Information

MasterBook Life Points equate to *D6* Force Points, and *MasterBook* Skill Points equate to *D6* Character Points. Bonuses or penalties resulting from *MasterBook* Advantages and Compensations can be converted using the standard conversion formula.

Difficulty Numbers

Since there is no linear formula that will accurately convert difficulty numbers, use the chart above to translate them between systems.

Modifiers

Divide the *MasterBook* modifier value by three. Treat the quotient as the die code and drop the remainder. For example, a *MasterBook* trick shot has a modifier of -4, which translates to a *D6* modifier of -1D (-4/3 = -1, remainder 1).



Difficulty Conversion

<i>MasterBook</i> Difficulty Level	<i>D6</i> Difficulty Level
Routine, Nearly Routine (1-2)	Very Easy (1-5)
Very Easy, Easy (3-5)	Easy (6-10)
Average, Complicated (6-10)	Moderate (11-15)
Difficult, Hard (11-13)	Difficult (16-20)
Very Hard, Extremely Hard (14-18)	Very Difficult (21-30)
Incredible, Nearly Impossible (19+)	Heroic (31+)

Damage Values

Since *MasterBook* damage values tend toward the high side, you must first subtract five from the *MasterBook* value and then apply the conversion formula. For example, a light rifle in *MasterBook* has a damage value of 16. In the *D6 System*, the damage value is $3D+2$ ($(16-5)/3 = 3$, remainder 2).

Miscellaneous

Conversions for other areas of game play (vehicle and starship combat, magic, psionics, *et cetera*) are left to the gamemaster. In each case, the standard conversion formula should provide you with a basis for translation. For example, characters from the *Bloodshadows™* game who have magical spells at their disposal may attempt to cast a spell by generating a skill total and comparing it to the spell's difficulty (the skill value and the difficulty number can both be converted using the guidelines presented above).

Refer to the following two pages for charts of converted skills and damage values.

MasterBook Games

Bloodshadows™
Indiana Jones™
Necroscope™
Shatterzone™
Species™
Tales From The Crypt™
Tank Girl™
The World of Aden™

D6 System Games

Star Wars®,
the Roleplaying
Game

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D6 System Damage Chart

FIREARMS			
Weapon	D6 Damage Value		
Holdout pistol (.22 caliber)	3D	7.62 "Chain Gun"	7D
Small pistol (.25 caliber)	3D+1	GE Minigun M134	7D+1
Light rifle (.22 long)	3D+2		
.38 Special	4D	MELEE WEAPONS	
Ingram SMG	4D+1	Weapon	D6 Damage Value
Colt .45	4D+2	Pocketknife	STR+1
.44 Magnum Pistol	5D	Small knife	STR+2
.30-.30 Lever Action Rifle	5D+1	Knife	STR+1D
AK-47 Assault Rifle	5D+2	Dagger, Club	STR+1D+1
M16 Assault Rifle, Grenade	6D	Short sword, baseball bat	STR+1D+2
7.62 HK21 Machinegun	6D+1	Quarterstaff, rapier	STR+2D
7.62 Maremont Lightweight M60	6D+2	Light sword, warhammer	STR+2D+1
		Broadsword	STR+2D+2
		Morning-star, pike	STR+3D
		Two-handed sword, battle axe	STR+3D+1

MasterBook/D6 Skill Conversion

MasterBook Skill	D6 Skill Equivalent	MasterBook Skill	D6 Skill Equivalent
AGILITY		<i>Security</i>	<i>Security (Technical*)</i>
<i>Acrobatics</i>	<i>(Acrobatics /Dexterity*)</i>	<i>Thrown Weapons</i>	<i>Thrown Weapons, Grenade</i>
<i>Beast riding</i>	<i>Beast riding (Mechanical*)</i>	<i>Vehicle Piloting</i>	<i>Archaic Starship Piloting, Capital Ship Piloting, Ground Vehicle Operation, Hover Vehicle Operation, Repulsorlift Operation, Space Transports, Starfighter Piloting, Swoop Operation, Walker Operation</i>
<i>Climbing</i>	<i>Climbing/jumping (Strength*)</i>		
<i>Dance</i>	<i>(Dance/Dexterity*)</i>	ENDURANCE	
<i>Dodge</i>	<i>Dodge (Dexterity*)</i>	<i>Resist Pain</i>	<i>Stamina (Strength*)</i>
<i>Escape Artist</i>	<i>(Escape Artist/Dexterity*)</i>	<i>Resist Shock</i>	<i>Stamina (Strength*)</i>
<i>Flight</i>	<i>(Flight/Dexterity*)</i>	STRENGTH	
<i>Improvised Weaponry</i>	<i>Melee Combat (Dexterity*)</i>	<i>Lethal Strike</i>	<i>Strength*</i>
<i>Long Jumping</i>	<i>Climbing/jumping (Strength*)</i>	<i>Lifting</i>	<i>Lifting</i>
<i>Martial Arts</i>	<i>Brawling (Strength*)</i>	INTELLECT	
<i>Maneuver</i>	<i>Maneuver (Dexterity*)</i>	<i>Apportation</i>	<i>(Apportation/Knowledge*)</i>
<i>Mechanical Maneuver</i>	<i>Powersuit Operation (Mechanical*)</i>	<i>Camouflage</i>	<i>Hide (Perception*)</i>
		<i>Cantrips</i>	<i>(Cantrips/Knowledge*)</i>
<i>Melee Combat</i>	<i>Melee Combat (Dexterity*)</i>	<i>Computer Hacking</i>	<i>Computer Programming/Repair (Technical*)</i>
<i>Melee Parry</i>	<i>Melee Parry (Dexterity*)</i>	<i>Computer Ops</i>	<i>Computer Programming/Repair (Technical*)</i>
<i>Running</i>	<i>Running (Dexterity*)</i>	<i>Counterfeiting</i>	<i>(Counterfeiting/Perception*)</i>
<i>Stealth</i>	<i>Sneak (Perception*)</i>	<i>Counter-Intelligence</i>	<i>(Counter-Intelligence/Knowledge*)</i>
<i>Swimming</i>	<i>Swimming (Strength*)</i>	<i>Data Analysis</i>	<i>(Data Analysis/Knowledge*)</i>
<i>Unarmed Combat</i>	<i>Brawling (Strength*)</i>	<i>Deduction</i>	<i>Search (Perception*)</i>
<i>Unarmed Parry</i>	<i>Brawling Parry (Dexterity*)</i>	<i>Demolitions</i>	<i>Demolitions (Technical*)</i>
DEXTERITY		<i>Divination</i>	<i>(Divination/Knowledge*)</i>
<i>Energy Weapons</i>	<i>Blaster</i>	<i>Espionage</i>	<i>(Espionage/Knowledge*)</i>
<i>Exotic Weapons</i>	<i>Lightsaber, Bowcaster</i>	<i>First Aid</i>	<i>First Aid (Technical*)</i>
<i>Fire Combat</i>	<i>Archaic Guns, Firearms</i>		
<i>Gunnery</i>	<i>Vehicle Blasters, Capital Ship Gunnery, Starship Gunnery</i>		
	<i>Blaster Artillery</i>		
<i>Heavy Energy Weapons</i>	<i>(Heavy Weapons)</i>		
<i>Heavy Weapons</i>	<i>Security (Technical*)</i>		
<i>Lock Picking</i>	<i>Bows, Missile Weapons</i>		
<i>Missile Weapons</i>	<i>Pick Pocket</i>		
<i>Prestidigitation</i>			

D6 System Damage Chart

RANGED WEAPONS

Weapon	D6 Damage Value
Small Rock	STR+1
Throwing stars	STR+2
Throwing knife	STR+1D
Small slingshot	STR+1D+1
Sling, short bow	STR+1D+2
Medium bow, throwing axe	STR+2D
Composite bow	STR+2D+1
Long bow	STR+2D+2
Light crossbow	STR+3D
Heavy crossbow	STR+3D+1
Compound bow	STR+3D+2

ARMOR

Type	D6 Armor Add
Heavy "adventurer's clothing"	+1
Heavy furs	+2
Heavy padding, metallic woven fabric	+1D
Leather armor	+1D+1
Leather armor with metal links	+1D+2
Chain link, "light" bulletproof armor	+2D
Light Kevlar	+2D+1
Plate & chain armor, flak jacket	+2D+2
Plate mail, standard Kevlar	+3D
Plate armor, Kevlar ceramic	+3D+1

MasterBook/D6 Skill Conversion

MasterBook Skill

D6 Skill Equivalent

<i>Forgery</i>	<i>Forgery</i> (Perception*)
<i>Inventor</i>	(<i>Inventor</i> /Knowledge*)
<i>Journalism</i>	(<i>Journalism</i> /Knowledge*)
<i>Linguistics</i>	(<i>Linguistics</i> /Knowledge*)
<i>Navigation</i>	<i>Astrogation</i> (Mechanical*)
<i>Perception</i>	<i>Investigation</i> (Perception*)
<i>Performance Arts</i>	(<i>Performance Arts</i> /Knowledge*)
<i>Photography</i>	(<i>Photography</i> /Knowledge*)
<i>Psionic Manipulation</i>	(<i>Psionic Manipulation</i> /Knowledge*)
<i>Radio Ops</i>	<i>Communications</i> (Mechanical*)
<i>Safe-Cracking</i>	<i>Security</i> (Technical*)
<i>Science</i>	<i>Sensors, Capital Ship Shields, Starship Shields, Computer Programming/Repair, Droid Programming, Droid Repair, Armor Repair, Blaster Repair, Capital Starship Weapon Repair, Starship Weapon Repair</i>
<i>Smuggling</i>	<i>Business</i> (Knowledge*)
<i>Super-Science</i>	(<i>Super-Science</i> /Technical*)
<i>Teaching</i>	(<i>Teaching</i> /Perception*)
<i>Tracking</i>	<i>Search</i> (Perception*)
<i>Trick</i>	<i>Con</i> (Perception*)
<i>Vehicle Mechanic</i>	<i>Capital Starship Repair, Ground Vehicle Repair, Hover Vehicle Repair, Repulsorlift Repair, Space Transports Repair, Starfighter Repair, Walker Repair</i>

MasterBook Skill

D6 Skill Equivalent

MIND	
<i>Artist</i>	(<i>Artist</i> /Knowledge*)
<i>Bureaucracy</i>	<i>Bureaucracy</i> (Knowledge*)
<i>Business</i>	<i>Business</i> (Knowledge*)
<i>Conjuration</i>	(<i>Conjuration</i> /Knowledge*)
<i>Hypnotism</i>	(<i>Hypnotism</i> /Knowledge*)
<i>Language</i>	<i>Languages</i> (Knowledge*)
<i>Medicine</i>	<i>Medicine</i> (Technical*)
<i>Research</i>	(<i>Research</i> /Perception*)
<i>Scholar</i>	<i>Alien Species, Cultures, Law Enforcement, Planetary Systems, Value</i> (Knowledge*)
CONFIDENCE	
<i>Alteration</i>	(<i>Alteration</i> /Knowledge*)
<i>Con</i>	<i>Con</i> (Perception*)
<i>Curse</i>	(<i>Curse</i> /Knowledge*)
<i>Faith</i>	(<i>Faith</i> /Perception*)
<i>Interrogation</i>	(<i>Interrogation</i> /Perception*)
<i>Intimidation</i>	<i>Intimidation</i> (Knowledge*)
<i>Psychology</i>	(<i>Psychology</i> /Knowledge*)
<i>Streetwise</i>	<i>Streetwise</i> (Knowledge*)
<i>Survival</i>	<i>Survival</i> (Knowledge*)
<i>Willpower</i>	<i>Willpower</i> (Knowledge*)
CHARISMA	
<i>Charm</i>	(<i>Charm</i> /Perception*)
<i>Disguise</i>	<i>Con</i> (Perception*)
<i>Persuasion</i>	<i>Persuasion</i> (Perception*)
<i>Summoning</i>	(<i>Summoning</i> /Knowledge*)
<i>Taunt</i>	(<i>Taunt</i> /Perception*)

INDIANA JONES™

D6 SYSTEM

Player Name: _____

Character Name: _____

Type: _____

Gender: _____

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____

Perception _____

Knowledge _____

Strength _____

Mechanical _____

Technical _____

Special Abilities

Move _____

Life Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Equipment: _____

Background: _____

Personality: _____

INDIANA JONES™

Artifacts

By Scott Baron and John Terra

Archaeologists, historians, and treasure hunters have long sought the ancient artifacts of the world. But many who ventured too close to such treasures never returned from their quests, for they fell victim to dense jungles, fanatic cults, or strange, mystical forces. Recently, however, the journal of one such archaeologist has been unearthed, and its secrets are revealed here for the first time.

Each artifact's entry contains its description, value, last known location, history, and powers. In addition, the gamemaster will find a list of parties currently seeking the artifact, rumors and legends concerning its whereabouts, and adventure ideas for integrating it into a campaign.

Artifacts is an invaluable asset to any who dare to seek the great treasures of history. But be warned, for many who delve into the realms of the past never return ...

Artifacts is a supplement for the Indiana Jones roleplaying game. You need the *MasterBook* and *The World of Indiana Jones WorldBook* to use this companion piece effectively.



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