

and the *Lands of Adventure*



MASTERBOOK

GAME PRODUCT

INDIANA JONES™

and the

Lands of Adventure



INDIANA JONES™ AND THE LANDS OF ADVENTURE

DESIGN

Sanford Berenberg, Bill Smith, John Terra

ADDITIONAL MATERIAL

Greg Farshtey, Shane Lacy Hensley, Daniel Scott Palter

DEVELOPMENT AND EDITING

Greg Farshtey

COVER DESIGN

Stephen Crane

GRAPHICS

Steven Brown, Stephen Crane

COVER PHOTOGRAPH

Lucasfilm Ltd.

INTERIOR ILLUSTRATION

Steve Bryant, Paul Daly

Publisher: Daniel Scott Palter • Associate Publisher/Treasurer: Denise Palter • Associate Publisher: Richard Hawran
Senior Editor: Greg Farshtey • Editors: Miranda Horner, Bill Olmesdahl, Peter Schweighofer, Bill Smith, Paul Sudlow
Art Director: Stephen Crane • Graphic Artists: Tim Bobko, Steven Brown, Thomas O'Neill, Brian Schomburg • Sales Manager: Jeff Kent
Licensing Manager: Ron Seiden • Warehouse Manager: Ed Hill • Accounting: Karen Bayly, Wendy Lord, Kimberly Riccio • Billing: Amy Giacobbe

Printed in Canada

WEST END GAMES • RR 3 BOX 2345 • HONESDALE, PA 18431

TM & © 1995 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization.
MasterBook is a trademark of West End Games Ltd.



CONTENTS	
Introduction	4
Chapter One: Europe	7
Chapter Two: The Middle East and Africa	35
Chapter Three: The Orient and Australia	56
Chapter Four: The Americas	77

Introduction

One of the most important aspects of planning an *Indiana Jones* adventure is choosing a location for it. The entire flavor of the game is affected by where you set it — that determines the sort of artifact the characters are looking for (after all, you wouldn't set out to find a "lost city of gold" in the middle of France), the enemies they will encounter, and the kind of story you can best tell.

There are a number of important factors to consider when choosing a location for an adventure:

Does it Fit Your Plot?: The setting needs to fit the plot, both for practical reasons and for reasons of atmosphere. For example, if you want your player characters to uncover an Egyptian tomb, you don't want to set the adventure in the Amazon jungle. Even though a good adventure should always contain some of the unexpected, you don't want it grinding to a halt while your players go, "Wait a minute, that can't be here!"

In terms of atmosphere, there will times you want the characters to feel "at home" and be able to function without worrying about strange languages and customs. There will be other times when it's integral to the adventure that the characters not understand the culture — so keep in mind where the characters are from originally, and more impor-

tantly, where they have already been.

How Much Do You Know About It?: Your local library has reference material on all sorts of places, and you should try to familiarize yourself with the place you've chosen before running an adventure there. That doesn't mean be an expert on it — but you should at least know what the local language is, what the terrain is like, what some of the major cities are, etc.

What Time Period Is It?: As you'll see later in this book, the '30s was a turbulent period. What year your adventure is set in can make a big difference. For example, in 1934, Iran is called Persia — its name won't be changed until the next year. Ethiopia is an independent kingdom for the first half of the decade, and under the control of Fascist Italy for the second half. Checking the history section of a country in any encyclopedia will give you the basics you need to know to choose a time period.

How Will They Get There?: This is an important question. Some countries are easy to get in and out of — others, like Germany, Italy, Japan, and Spain are not so simple. Other places, like Tibet, are closed to foreigners, and special care will have to be taken to get across the border. Getting there might be

inconsequential to your plot or it could be an integral part of the adventure, depending on how you want to play it.

Party Stealth

The characters won't always be traveling down broad avenues in the hearts of cities. Sometimes, they might have to sneak through jungles loaded with Hovitos or other fierce natives; creep through the desert at night under the noses of Arab bandits; or slip into a castle without alerting Nazi guards. At times like this, a party is only as quiet as its loudest member.

To measure the amount of noise being made by a party you can use a new group "skill" called *party stealth*. To find the *party stealth* value, simply average the *stealth* values of each individual member. Don't forget to add in the *stealth* scores of any mounts they might be using (vehicles have no *stealth* score, as it is impossible to silence them). Once you have the average figured out, count how many characters and mounts are in the party. The more people and animals in a group, the more difficult it is to move quietly. The chart below shows the modifiers to add to the *party stealth* score.

Example: Bill is gamemastering for a party of five characters who are moving through a valley, trying to avoid rousing a nearby bandit camp. They are on foot, with no animals traveling with them. Their *stealth* values are 9, 8, 10, 7 and 8 respectively, producing an average value of 8 (8.4 rounded down).

Bill then looks at the chart — there are five characters in the party, so the *party stealth* value is modified by -1 and becomes a 7.

Party stealth is intended for traveling and shouldn't be used once an encounter has occurred. At that point, individual *stealth* skills are used normally.

Party Stealth Modifiers

# in Party	Modifier
1-2	+1
3-4	0
5-6	-1
7-8	-2
9-10	-3

A party traveling at "normal" speed (see below) subtracts -2 from *party stealth*. This takes into account normal conversation, moving through brush, and other common noises that the party makes as it moves. As long as the group moves at that speed, *party stealth* is at -2. When the group really needs to move quietly, it can creep. This eliminates the penalty, but cuts the party's speed in half.

Using Party Stealth

When it becomes important to know if someone hears the characters moving, the game-master should check the *party stealth* value of the characters. Pick a player at random and allow him to roll for the *party stealth*. Life Points and cards may be used to augment this roll. Other players may only support the roll by trading cards and playing *Supporter* cards.

Characters who make an extra effort to keep silent (by, say, securing loose items tightly) can add +1 to their *stealth* score. Keep this in mind when calculating *party stealth*.

Travel Rates

The movement rates listed below are the number of kilometers a group traveling twelve hours a day can expect to make through various types of terrain. There are three types of movement: *normal*, *creeping* and *pushing*.

"Normal Speed"

Travelers can take it fairly easy moving in this manner, using the numbers listed after "Rate" in the "Travel Types" section below. The number before the slash is the number of kilometers a party can travel on flat, easy terrain, and the number after the slash is the distance traveled through rougher terrain. Normal movement assumes the party is moving relatively quietly, but still makes some noise. Remember that *party stealth* is at -2 under these circumstances.

Creeping

If the party knows there's danger about, they might want to creep. This means they are being extremely quiet, covering their tracks, and stopping for long periods when they hear or see something strange.

Creeping eliminates *stealth* penalties for movement, but slows travel time to half the normal rate, rounded up.

Pushing

When it's more important to get there fast than quietly, the party can push. Forget stealth under these circumstances. Rules for pushing are on pages 89–90 of the *MasterBook*.

Travel Types

There are a number of different ways a party can travel by land. These include:

On Foot — 15/10

It's rough on the feet, and slow — but sometimes it's also the safest way to get from one place to another.

On Horseback — 30/25

Horses can go virtually anywhere and need only grass and water to keep going. If pushing, a horse carrying an average load (a rider and some gear) suffers two shock points per day until resting. Stats for horses can be found on page 58 of the *World of Indiana Jones*.

Motorcycle — 45/35

Motorcycles cannot be pushed, but they can travel at their top speed for weeks without suffering any noticeable wear and tear. They do require fuel, however.

If traveling off-road, the gamemaster should assign a difficulty number to the area and have the driver generate a *vehicle piloting*:

wheeled total every 12 hours of travel. Every point by which the roll falls short of the difficulty number should be considered a point of damage suffered by the bike.

Repairing the bike will require a successful *vehicle mechanic*: *wheeled* total of 8 plus the amount of shock suffered by the cycle. If the roll is failed, repairs may not be attempted again until the mechanic finds new parts.

Car/Truck — Variable

Vehicles can generally travel an average of 50 kilometers per hour on good roads. Four-wheeled vehicles may travel off-road on meadows, deserts, beaches and other unobstructed areas. In this case, they should be treated in the same manner as "Motorcycles," above.

This Volume

This book contains information on various sites around the world, from Europe to the Orient, as well as generic locations. Also included are historically accurate maps of the world in the era of Indiana Jones and multiple adventure hooks.

This volume is meant as a supplement to the *World of Indiana Jones*. You will need the *World of Indiana Jones* Worldbook, the *MasterBook* and two ten-sided dice to play. Use of the *MasterDeck* is optional.

Chapter One

Europe

Adventurers and archaeologists looking for fame and fortune didn't need to look any farther than Europe. Signs of ancient civilizations waited to be uncovered; great treasures lay hidden, waiting for the day their vaults would be unsealed; and countless plots and counterplots ensured that tensions in these tinderboxes would explode and engulf the world.

As the decade began, the last Allied troops were leaving the Saar and the Rhineland. When the decade ended, they would be massing to return to France and fight the menace of Nazi Germany. In between, there would be thousands of opportunities for adventure, in places large and small.

Running Europe

Gamemasters who are running their player characters in Europe in the '30s need to be aware of the feel of that continent. Politically and socially, nations are falling under the Fascist sway, most notably Germany, Italy and Spain. In Russia, Joseph Stalin is consolidating his power through purges of the Communist Party. All of these are places where characters can expect to run into an increasing presence of police (and secret police), undergrounds are already beginning to form, and those who see the disaster soon to come

are already seeking escape to America.

The operative word for Europe in this era is *tension*. Economic depression, racial prejudice, national hatreds are all swirling together, charging the air with the feeling one gets just before a violent storm hits. Players can expect to meet people already casting fearful eyes toward Nazi Germany, those living in a state of denial about Hitler and Mussolini's true intentions, and those so desperate they are willing to embrace any evil to get some relief from their national problems.

Traveling to and from Europe is still easy for player characters. Spain is at war as of '36, but the rest of Europe is peaceful until 1939. As the decade goes on, though, they can expect to be "asked for their papers" at more and more borders and covers may be necessary as they undertake their tasks.

And what will bring them to Europe? It might be an intelligence-gathering mission for their government, which is trying to prepare for the conflict to come; an effort to find some artifact of great power or value (or both) before war makes that impossible (and before the Axis powers get their hands on it); or simply a search for some great archaeological treasure or the solution to an age-old mystery.

What follows is a brief rundown of Europe in the '30s:

Great Britain: Drained of both wealth and manpower by World War I, Britain is an exhausted nation in the '30s. George V is king as the decade begins; he is succeeded by Edward VIII, who will abdicate in favor of George VI. Neville Chamberlain serves as prime minister for the latter half of the decade, pursuing a policy of appeasement with Germany which will ultimately fail. Chamberlain resigns in 1940 and dies shortly thereafter, to be succeeded by Winston Churchill. For more information on England and Scotland in the '30s, see *Indiana Jones and the Tomb of the Templars*.

Ireland: Divided into Northern Ireland and the Republic of Ireland in 1922, this country is just emerging from a civil war. Although official hostilities are ended, violence will continue for decades over British rule in Eire. Many Irish will serve in the British Army in World War II, but the country itself remains neutral, and anti-English sentiment will make Ireland a fruitful base for German agents in the late '30s. (Once the war gets underway, most German agents in the United Kingdom will be captured and/or turned.)

Norway: A rugged, mountainous country, Norway will be invaded and occupied by Germany in 1940 until the end of the war. Most of the country's economy is based on forestry and fishing, for oil will not be discovered there until the '60s. Like much of Scandinavia, Viking artifacts can be found here. Official languages are two forms of Norwegian, Bokmal and Nynorsk (*linguistics* difficulty of 15 to understand).

Sweden: Neutral in both World Wars, Sweden doesn't play a big part in the history of this era. It is, however, home to Gotland and other ancient sites (see below) that have archaeological interest. Official language is Swedish (*linguistics* difficulty of 15 to understand).

Finland: Largely an agricultural country at this time, there isn't a lot to draw the characters here, except perhaps a means of egress into Russia. Finland will be invaded by the Soviets in 1939, and will join in the German invasion of the USSR in 1941. Official language is Finnish (*linguistics* difficulty of 17 to understand).

Union of Soviet Socialist Republics: Under the iron rule of Joseph Stalin, the USSR is a grim place of fear, economic depression, and periodic and lethal purges of the Communist party. The Soviets will invade Poland in '39 and be invaded in turn by Germany '41. There are many interesting aspects of the nation for player characters (see below), but it is one of the more difficult nations to get in and out of. Official language is Russian (*linguistics* difficulty of 15 to understand).

Estonia: A small nation on the Baltic Sea, Estonia's economy is based on shipbuilding and fishing. Civilization in the region dates back to the first century AD and evidence of ancient cultures can be found here. Estonia is annexed by the USSR in 1940. Official language is Estonian (*linguistics* difficulty of 16 to understand).

Latvia: Another small nation with relatively little to attract player characters. Latvia will be absorbed by the USSR in 1940 and occupied by the Germans during much of the war. Official language is Russian (*linguistics* difficulty of 15 to understand).

Lithuania: Once one of the largest states in medieval Europe, Lithuania in the '30s is still recovering from German occupation in World War I. Primarily an agricultural country, civilization here dates back to 1500 BC. The USSR will annex it in 1940 and the Germans will occupy it again in World War II. Official language is Lithuanian (*linguistics* difficulty of 15 to understand).

Spain: Very unstable in the '30s, characters have a good chance of walking into the middle of a war here. King Alfonso XIII is deposed in 1931 in favor of a republic, but it's a shaky one at best. A civil war breaks out in 1936 between Loyalists and various conservative groups under Francisco Franco (with a little help from Germany's budding Luftwaffe), and lasts until 1939 when the Fascists take power. Spain is rich in both religious artifacts and archaeological finds (having been the site of Carthaginian, Greek and Roman colonies), and many people journey from America to Spain in the late '30s to fight for the Loyalists. Official language is Spanish (*linguistics* difficulty of 13 to understand).

Portugal: At one time, Portugal stood with Spain, France and England as one of the great maritime powers. But it enters a period of decline with the Spanish conquest of 1580 and never quite recovers. In 1932, Antonio de Oliveira Salazar becomes prime minister and virtual dictator. Treasures from around the world were brought to Portugal in its heyday, and may still be buried or hidden somewhere in the land. Official language is Portuguese (*linguistics* difficulty of 14 to understand).

France: The battlefield for much of World War I, France is a devastated nation. It watches with alarm Germany's build-up in the '30s, but is unable to convince Great Britain of the potential danger. France will be occupied by the Germans in 1940, and its government will split — Petain will lead the collaborationist Vichy government in unoccupied France while General Charles DeGaulle will lead the "Free French" resistance.

France is a treasure trove of ancient Roman artifacts, and forces within its government will probably be willing to bankroll espionage missions into Germany. Official language is French (*linguistics* difficulty of 15 to understand).

Italy: See "Trieste," below.

Belgium: Densely populated and heavily industrialized, Belgium will do its best to stay neutral in both World Wars and fail, being occupied by the Germans both times. Originally a Roman province, Belgium became a part of the Carolingian dynasty in the 3rd century AD, and remained so until the death of Charlemagne six centuries later. Official language is Belgian (*linguistics* difficulty of 15 to understand).

Switzerland: Beautiful and peaceful, Switzerland's very neutrality makes it a magnet for spies from all over the world, hoping to cull information from the international community that thrives here. German, French and Italian are the official languages. And as long as the wishes of the Swiss government regarding foreign entanglements are respected, the Swiss will not interfere with the doings of foreigners within their borders to any great extent. Characters who wish to slip in and out of Germany would be advised to take this route.

Germany: Smarting economically and socially after the loss of World War I, Germany is a bomb waiting for the Nazis to light the fuse. Suffering mass unemployment and staggering inflation, Germany is swayed by Hitler's promises to make the nation great again. Hitler is appointed chancellor in 1933 and essentially becomes dictator the next year. Opposition to his rule is crushed over the next six years; concentration camps are set up for "enemies of the state," which will become death camps for millions; anti-Semitism becomes the law. Germany takes advantage of France and England's reluctance to stand firm and begins to seize territory, dismembering Czechoslovakia and incorporating Austria into the "Third Reich." In addition to information gathering, player characters might be drawn here by Hitler's desire to acquire powerful artifacts that can be used to advance his mad dreams. Characters might well have to risk their very lives to keep such relics from falling into Hitler's hands.

Official language is German (*linguistics* difficulty of 16 to understand).

Austria: Like Germany, Austria is staggered by the loss of World War I. The Treaty of St. Germain in 1919 fixes its borders and strips it of much of its population, markets and raw materials. Austrians are looking for someone to blame for their loss and are more than willing to listen to Hitler's claims of a "great betrayal." Austria becomes part of the Third Reich in 1938. Official language is German.

Hungary: See "Budapest" below.

Yugoslavia: One of the new nations formed in the wake of World War I, Yugoslavia is made up of Serbia, Montenegro, Croatia, Bosnia, Slovenia and Hercegovina. Tension is everywhere in the '30s — Croatian and Macedonian nationalists are demanding autonomy and the conflict leads to the assassination of King Alexander in 1934. Border disputes with Italy, Hungary and Bulgaria take up much of the rest of the decade. Yugoslavia briefly joins the Axis, and then is invaded and occupied by the Germans in 1941, who remain until 1944. Official language is Serbo-Croat (*linguistics* difficulty of 15 to understand).

Rumania: The '30s in Rumania was marked by tension, violence, and corruption, and assassination was considered an instrument of political change. The Fascist Iron Guard, an anti-Semitic terrorist organization, came into being — and though officially banned in 1933, it continued under different names. Rumania worked with the Axis in World War II. Official language is Rumanian (*linguistics* difficulty of 15 to understand).

Albania: A grim, mountainous country, Albania is the scene of warring between European and Balkan forces after World War I. From 1928 until 1939, it's ruled by the self-proclaimed King Zog. Italy invades in 1939 and Albania fights for the Axis until 1945. Official language is Albanian (*linguistics* difficulty of 17 to understand).

Czechoslovakia: Another new nation formed after World War I, Czechoslovakia was undermined by the agitation of German and Magyar minorities demanding autonomy, and Hitler took advantage, demanding the return of the Sudetenland. The Munich Pact gave it over to Germany in 1938, and in 1939 Germany dissolved Czechoslovakia and made Bohemia and Moravia protectorates. Official language is Czech (*linguistics* difficulty of 15 to understand).

Poland: This nation begins the decade under a dictatorship, moves on to a military junta, and ends the decade with a successful invasion by Germany. It is largely an agricultural country, with little to attract the player characters. Official language is Polish (*linguistics* difficulty of 15 to understand).

Greece: The period between the World Wars was marked by turmoil in Greece — the republic proclaimed in 1924 collapsed in 1935, and a dictatorship was established in 1936. Greece is a wonderful place for characters with an archaeological bent to visit, as it has a rich and fascinating history and the nation is loaded with ancient treasures. Germany invades in 1941 and occupies the country until 1944. Official language is Greek (*linguistics* difficulty of 15 to understand).

Budapest

Though much of it will be destroyed by the Soviets in World War II, at this time Budapest

is still a thriving city in a largely rural country. The anger just beneath the surface throughout all of Europe is very evident here — the Hungarians saw their country devastated and their monarchy overturned in World War I. Their territory and population has been severely decreased by treaty. It is a country ripe for revolution, and indeed the Communists did briefly seize power in right after the war.

Capital of this discontented land, Budapest has largely escaped the global economic depression. And amidst its ancient buildings and gleaming spires, plans are even now being brewed that will affect the destiny of nations ...

Located in the north central part of the country, on the banks of the Danube, Budapest is the largest city in Hungary. Although the regions of Buda, Obuda and Pest would only join to become a city in 1873, the area has been settled since the Neolithic era. Add to this centuries of Roman occupation, and you have a gold mine for archaeologists.

Why would your player characters visit Budapest? Well, keep in mind that it is something of a crossroads. To the southeast lie the Balkans and Turkey; to the east, the Soviet Union beckons; to the north, Czechoslovakia and Poland and to the west, Austria. Travelers from (and agents of) all of these places can be expected to pass through Budapest, something of neutral territory for the spy community.

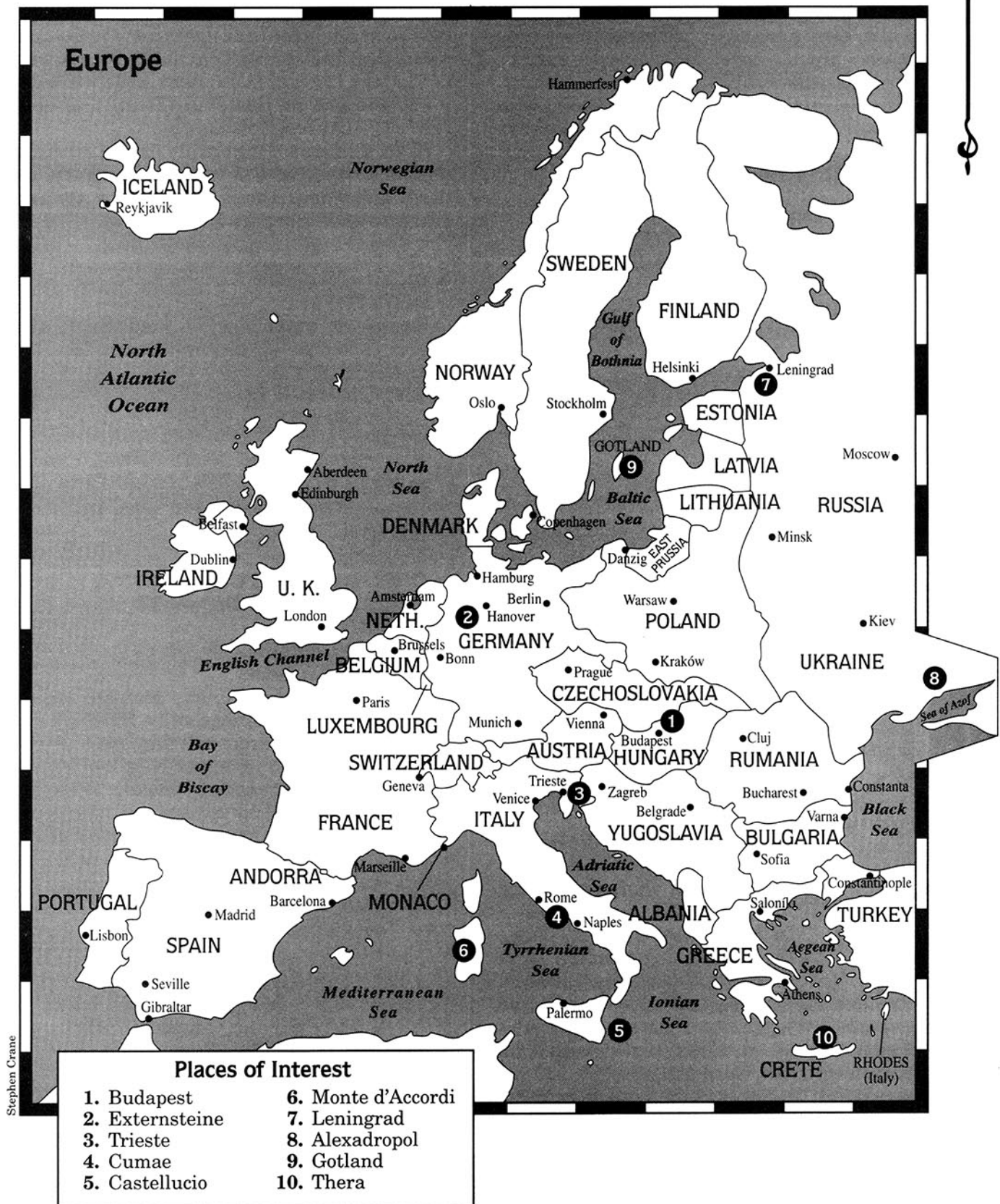
The language of Hungary is Hungarian (*linguistics* total of 11 to understand).

History and People

The area now known as Hungary originally boasted within its environs the fortress city of Aquincum. But with the fall of Rome, Aquincum was conquered by the Magyars, who remain the dominant people today. The first of three major settlements, Obuda, was built on top of the abandoned Roman fort, with Buda constructed nearby. The third village, Pest, sat on the left bank of the Danube. The cities would be destroyed by a Mongol invasion in the 13th century, and later fall to the Turks. (During World War II, they would be occupied by the Nazis.)

Hungary, along with much of the rest of Central Europe, was a haven for gypsies, nomads who traveled in caravans. Most earned their livings as musicians, horse-traders,

INDIANA JONES™ and the Lands of Adventure



metalworkers and fortune-tellers. Gypsies can be excellent sources of information — they can also provide cover for player characters who need to get out of the country in a hurry. (Gamemasters running adventures dealing with the Nazis should keep in mind that gypsies have no love for them, and were one of the groups consigned by Hitler to the death camps.)

Standard Gypsy

AGILITY 8

Beast riding: horse 9, melee combat 9, unarmed combat 9

DEXTERITY 8

Prestidigitation 9, vehicle piloting: beast-drawn 9

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

First aid 10, perception 9, tracking 9, trick 9

MIND 8

CONFIDENCE 9

Con 10, intimidation 10, survival: forest 10

CHARISMA 10

Charm 11

Life Points: 2–6

Mark of the Vampire

Think Hungary, and it is hard not to think vampire. Bram Stoker's novel, *Dracula*, opens with a trip by Jonathan Harker through Hungary and into Transylvania. Budapest Harker sees as being the boundary between the "civilized" West and the East.

But in fact, Hungary actually has very few vampire legends of its own. Just as the association of the bat to the vampire was an invention of Stoker's, so too was the prevalence of the creatures in Central Europe. Most vampire stories in the Carpathians were brought from Greece or Slovakia by travelers.

Instead, the Hungarians feared the *liders*, an incubus/succubus creature that could appear as a woman, a man, an animal, or a shining light. Interestingly, it could not shapeshift, but appeared in all the forms at the same time, using magic to let its victims see one or the other. *Liders* could be repelled by the use of the garlic.

It's possible that your *World of Indiana Jones* player characters might have encoun-

tered vampires before coming to Hungary (see West End's *Indiana Jones and the Golden Vampires*). Indy himself challenged the power of Vlad the Impaler in January, 1918 while on a spy mission in Romania (*Young Indiana Jones Chronicles*, Episode 28).

Your players will probably expect a brush with the supernatural while in Hungary, so don't disappoint them. Stats for a typical vampire and *liders* are listed below:

Standard Vampire

AGILITY 13

Dodge 16, maneuver 17, stealth 17, unarmed combat 17, unarmed parry 16

DEXTERITY 8

ENDURANCE 12

Resist shock 14

STRENGTH 14

TOUGHNESS 13

INTELLECT 9

Perception 11, tracking 12, trick 13

MIND 8

Hypnotism 13

CONFIDENCE 11

Intimidation 17, willpower 17

CHARISMA 10

Charm 11, disguise 11

Life Points: 5–10

Natural Tools: Fangs, damage value STR+2/16; claws, damage value STR+3/17

Description: European vampires are traditionally pictured as upper class noblemen or women, well-dressed and urbane. They can be recognized by their excessively pale complexion and their inability to function during the day — they normally spend the daylight hours resting in their coffin.

Vampires must drink Human blood to survive. Those who suffer a vampire bite fall partially under the creature's influence — the vampire gets a +3 to efforts to *hypnotize* that character in the future. Legend has it that a person killed by a vampire will rise again as one.

Special Abilities: Vampires have the ability to drain Attribute Points from a target's physical stats (AGI, DEX, STR, END and TOU). To use this ability, the vampire must make a successful *unarmed combat* attack on the target. The result points of the attack are read on the Damage column of the Success Chart and on the General Success column.

INDIANA JONES™ and the Lands of Adventure

For every success level obtained, the character drains one point off each of the target's relevant Attributes. If any of the target's Attributes ever go to zero, the target dies. If the target survives, he will regain one Attribute Point (to each Attribute affected) every hour after the attack.

The vampire will not gain any Attribute points if the target survives. However, if the target dies before the Attribute points were returned to him (from any cause), the vampire gains one Attribute Point per successful attack he committed that he can apply to his physical Attributes.

Attribute Points gained in this manner go away at a rate of one per hour.

Standard Liderc

AGILITY 8

Dodge 9, melee 10, stealth 9

DEXTERITY 7

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Linguistics 9, perception 9, trick 10

MIND 7

CONFIDENCE 10

Alteration 12, streetwise 11, willpower 12

CHARISMA 12

Charm 18, persuasion 14, taunt 13

Life Points: 5-10

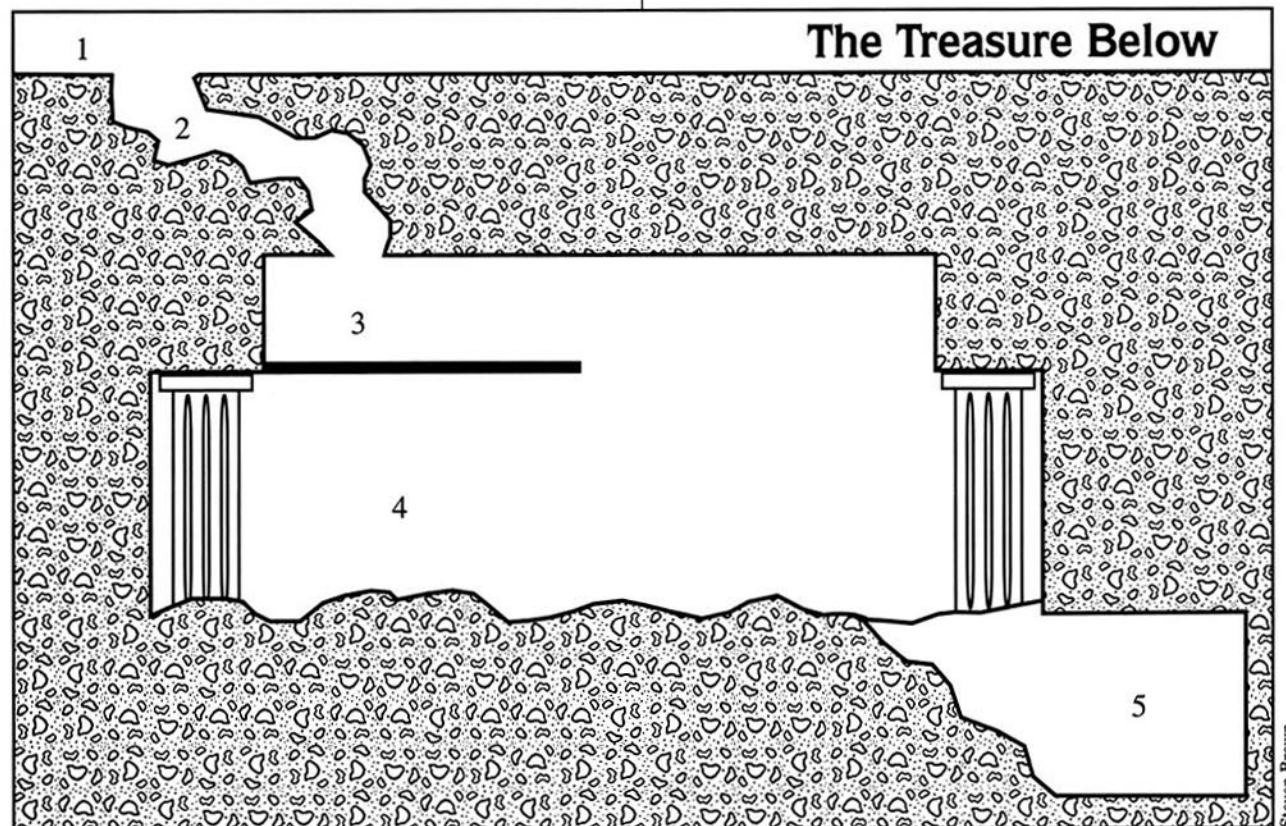
Description: Liders drain Mental Attributes (INT, MIN, CON and CHA) in the same manner that vampires drain Physical Attributes, save that instead of making an *unarmed combat* attack, they make a *charm* attempt. Other than that, the rules are the same as above.

Liders have four different forms and are in all four at all times. To appear in an appealing form to a potential target, the liderc must make a successful *alteration* total against a difficulty of the target's Intellect or *perception*.

Adventure Hooks

The Treasure Below

In the Buda section of the city, in a rubble-strewn courtyard that is one of the few areas of the city not yet repaired of damage from the Great War, lies a tunnel which leads underground. The tunnel gives access to buried build-



Steven Brown

ings, some dating back to the Crusades and others as far back as the Roman occupation. See the map on pg. 13 as you read this section:

1. Courtyard. This walled area is bounded on three sides by the backs of other buildings, and a stone wall on the fourth side. Entry is through a small stone archway in the wall. The courtyard is filled with bricks, timber, and other debris from wrecked buildings. An *Intellect* or *perception* total of 15 or an *Alertness* card reveals a section of ground that seems unstable (optionally, a *setback* in the courtyard could cause the ground to collapse, dumping the characters down the hole).

2. Tunnel. This unstable tunnel goes down at a 45 degree angle. It requires three rounds to descend, with three *climbing* totals of 12 for safe passage. Anyone falling down the tunnel lands in area 3, suffering damage value 12. A *setback* in the tunnel causes it to collapse (damage value 20).

3. Semi-Intact Building. A *scholar: archaeology* total of 12 reveals that this building dates from the time of the Crusades (13th century). The tunnel from area 2 leads into the building via the ceiling. It's a 2.5 meter drop to the floor from the ceiling hole.

The building has a small altar, a wooden cross, the remains of benches, and frescoes on the walls showing knights fighting Arabs, with the souls of dead knights ascending heavenward. A few yellowed sheets of parchment written in Latin can be found here (a *linguistics* total of 14 or *language: Latin* total of 10 reveals them to be excerpts from the Book of Revelation).

The only other prominent feature to this chapel is the gaping hole in the floor. Each person who climbs out of the hole in the ceiling and drops to the floor must make an *Agility* total of 10 or lose their balance and plummet down the hole, suffering damage value 15.

4. Shrine to Mars. In a case of supreme historical irony, the priests who built the Christian shrine for warrior knights built it on the ruins of a Roman shrine to Mars, god of war. The remaining walls and ceiling are marble, as are the now uneven blocks that make up the floor.

Several marble columns seem to be still holding up the ceiling. However, the north-eastern column doesn't reach the ceiling, though this isn't obvious unless the characters are really looking (or an *Alertness* card is

activated). Pushing aside the column (Strength total of 14) reveals a hole in the floor, which leads into a deeper chamber.

5. Secret Chamber. This musty, claustrophobic chamber contains numerous ancient Latin inscriptions. A *linguistics* total of 12 or *language: Latin* total of 8 reveals one of them to read "Dedicated to Mars, lord of battles, whose aid forged our Empire. Let all who reject his ways be cursed!"

The room contains a ceremonial mask made of solid gold (\$5000 value), and a bronze dagger with a blade permanently stained red. A *scholar: archaeology* total of 11 reveals that they date from around 30 AD.

There are a number of other things that can be thrown into this adventure to make it more exciting for the players. Perhaps there is yet another treasure hidden within the altar — or perhaps a parchment detailing how the Romans transported gold given in tribute down the Danube, only to have the vessel sink and the precious cargo be lost. The characters might choose to pursue this, unknowingly being tailed by either unscrupulous treasure hunters or agents of the Austrian Nazi Party, who wish to add the gold to their war chest.

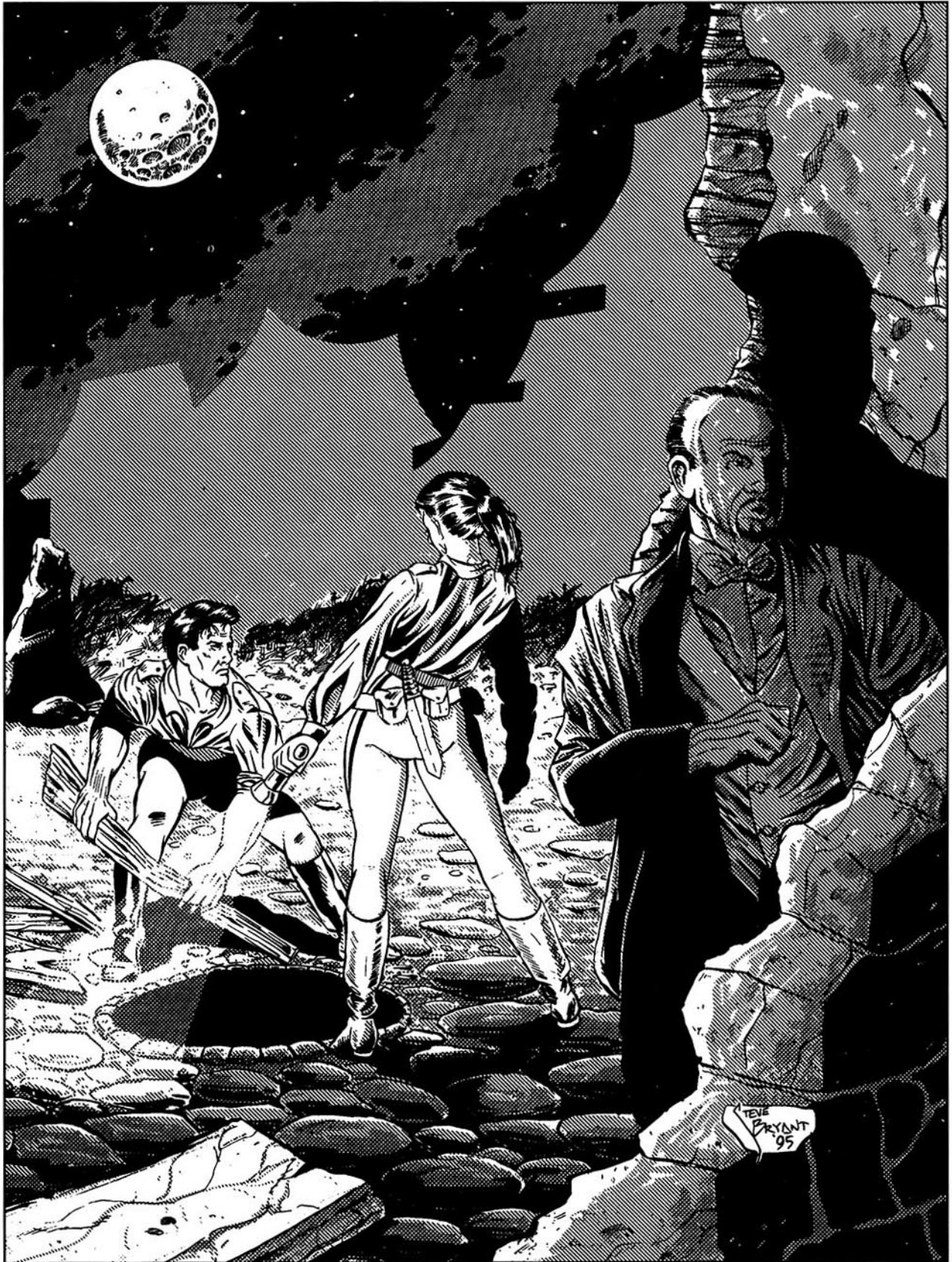
Sign of the Scepter

The characters encounter a band of gypsies in a clearing a few kilometers west of Budapest. Although dismissed by some of the locals as thieves, it is in fact the gypsies who are the target of theft: specifically, someone has tried to steal a chest of apparently worthless family heirlooms from one of the wagons.

But are they all worthless? In fact, the thief's target was a scepter, held by a few leather thongs, said to belong to the Holy Roman Emperor Charlemagne himself. It is said that it was this item which gave him the power to forge his mighty empire — the power to dominate men's minds and make them serve him.

Who is the thief? Another gypsy, perhaps, who is ignorant of the true worth of what lies in the chest? Or someone who knows well what the scepter can do, and intends to use it to reclaim some of his nation's past glory? If he gets his hands on it, the characters may find themselves in the hunt to stop a would-be world conqueror.

INDIANA JONES™ and the Lands of Adventure



Steve Bryant

Castles

A fixture of many an adventure story is the castle, and they are a fixture of Europe as well. Castles combine the mystique of the ancient past with a structure that is imposing and intimidating. While each castle's particular history will have to be customized on a case-by-case basis, there are several specifics that can be applied below.

The older the castle, the more simple the construction. While the term "castle" typically conjures up images of majestic palaces with several towers, these particular architectural styles are common only to later European castles. Earlier castles were much simpler in design, with shorter and thinner walls, a lesser number of internal chambers (used to bottle up invading troops) and simpler buildings inside the castle walls. The reason for this is simple — castles are, ultimately, fortified bases. Earlier castles were less elaborate because the weapons available to any attacker were less sophisticated. As more effective means of assault were developed, castles builders had to respond with higher and thicker walls, more numerous intermediary wall sections (giving defenders several "fallback" locations should one defended area be breached) and larger, more elaborate grain and food storage buildings so that the castle's inhabitants could withstand longer sieges.

Castle sites were normally selected for their ability to be defended: often they were built on the highest site in the area. Additionally, a moat was dug around the outside of the castle walls for added defensibility. The proliferation of castles was essential in supporting the feudal system of the Middle Ages — nobles needed a base from which to control their territories and a place from which to resist aggressors. Germany alone had nearly 10,000 stone castles.

Adventure Hooks

Once the gamemaster has an idea of what type of castle will be used in the adventure, there now comes the question of what exactly the characters will do at the castle. Below are a number of adventure ideas, suggestions and notes that can be used in castle-based adventures.

As castles were of prime importance in their historical era, they are a likely source of "lost

artifacts" and other items which may be of interest to modern archaeologists (and various less noble folks). Castles were the social, economic, political (and often religious) centers of life for many miles around and the nobles, clergy and court hangers-on lived there; wealth and valuable objects were hoarded in castles.

Many castles have been used in modern times. Often, they are turned into museums, maintained as government "national treasures" or purchased as private estates. In the case of a museum, characters may be able to get a tour by contacting the curator. After a few hours in the archives, they may uncover the evidence they need.

Example: The characters are looking for a sword belonging to a French noble; they believe it was lost during the Crusades. While they have not been able to find any evidence regarding the sword itself, they do know something about the noble, and that his family built a castle in Normandy. The castle is now a museum.

They are allowed to search the archives. First, they encounter his name mentioned in many documents, which leads them to finding his family crest. In that crest, a depiction of the sword is very prominent. While they are searching, the curator mentions that several gentlemen with "thick German accents" were researching this very same information just three or four days ago. After some more searching, they learn that the noble died in a small village in Bavaria. They also learn that his body was never returned to Normandy and he was presumed buried in Germany.

The curator mentions that the German gentlemen left immediately after reading this, but the curator seems to recall one additional document — the prior inquiry piqued his curiosity — which indicates that the noble's body was brought to the court of the local German noble and buried with honors in that castle's cemetery. This castle is about 20 kilometers from the town. While this not a concrete lead, it is as good a place to start as any — and it also increases the tension for the characters because they know they are racing someone else to get the sword.

Abandoned Castles

There may be many former castle sites which now are little more than ruins. With abandoned castles — which may have burned

INDIANA JONES™

and the
Lands of Adventure

to the ground, been destroyed in warfare, evacuated due to plague or disease, or allowed to fall into disrepair after the noble family of the time died or left — objects may have been lost or partially destroyed. In fact, entire castles may have been forgotten (this isn't as unlikely as it sounds — historical fact indicates that entire towns have died out and been forgotten within just a few decades; it's not so implausible to suggest that such places could be lost 300 or 400 years after they were left behind). While virtually nothing in a castle ruin will remain in pristine condition, characters may be able to find valuable clues to their quest from anything that does survive.

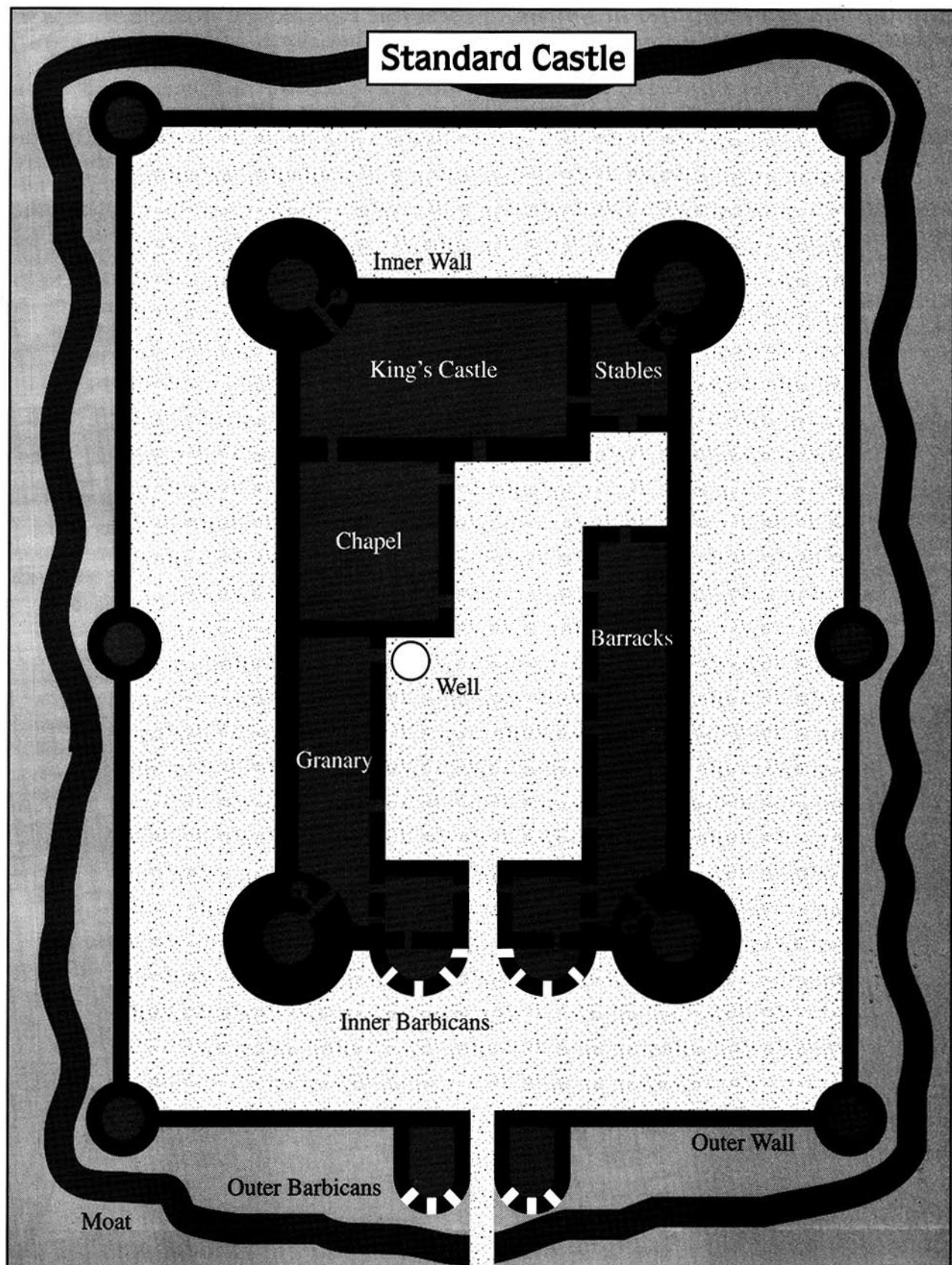
Lost artifacts can include family crests, armor, weapons, medallions, pendants, books and manuscripts. The most likely adventure use is that these objects provide a valuable clue to a current adventure — if the characters are looking for a specific artifact, one of the items reputed to be in the castle provides specific hints as to the location, appearance or origin of the object in question.

Of course, “ghost stories” are common to ancient castles. Whether or not characters

believe in supernatural elements, there is no denying that stories of “strange footsteps,” “ghostly apparitions” and inexplicable movements of objects are traditional parts of castle lore. Characters venturing to a castle will no doubt hear some strange stories about mysteriously appearing lights, cold chills that seem to sweep a room and other oddities. Depending upon how much of a supernatural bent the gamemaster wants, a number of minor, but unsettling encounters can occur while characters are in a castle. The gamemaster is encouraged to have these encounters happen without offering an explanation; perhaps, if enemies of the characters are also in the castle, a ghostly apparition or the inexplicable movement of an object can save a player character from an ambush!

A final, if familiar, use of a castle is for the “hidden enemy base” (as shown in *Indiana Jones and the Last Crusade*). While the particular use of the castle can range from a hideout for terrorists on up to disguised government research bases, the result can be the same. The characters end up stumbling onto the castle or deliberately intervene — and





Steven Brown

must find a way to accomplish their objectives without being captured or shot.

Castle Set-Up

The following representative castle set-up can be used on short notice. The actual use of the castle — museum, base, or ruin — will require customization of the layout to fit the adventure. Castles were designed for siege warfare: the defenders expected to be able to hole up inside the castle grounds, for months if need be, to wait out the defenders.

Outer Wall and Moat: The moat and outer wall are the primary defense of the castle. Some castles had large villages outside the outer walls and some of these villages had a series of formidable walls as well.

Gate and Barbican: The main gate has a drawbridge. The gate itself has a portcullis (immense iron grating) on either end of the gate house. In the case of attack, either portcullis can be dropped from the barbican tower above and to the sides of the gate house.

Inner Wall: The courtyard inside the outer wall has nothing to offer invaders; it is merely another line of defense. Defenders on the outer and inner walls could drop boiling oil and rocks on invaders. The gate through the inner wall runs through an immense tower. The gate passageway has numerous slits so that archers outside the passageway can fire through these “murder holes” and kill attackers.

Inside the inner wall are the main buildings of the castle. The stables hold the war horses and any livestock which may be held on for food. The granary holds all the grains for bread and any vegetables. The king's castle will most likely be the main target, but it will also have the most defenses. The castle will have spiral staircases and boobytrapped floors for slowing attackers.

Dungeons were often built below the castle for prisoners. These dreary catacombs were filthy, disease infested caverns, but sometimes they were also used as hiding areas for valuable goods if it was thought that attackers were likely to overrun the castle.

The Externsteine

A towering outcrop of five enormous limestone pillars, the Externsteine rises some 30 meters from the forests of the Teutoburger

Wald in Lower Saxony, Germany. A natural place of power, the Externsteine has been a site of German pagan worship since the Stone Age.

Over the years, the caverns in the rocks, some natural and some man-made, have served as chapels and a stronghold against enemies. The Externsteine is a collection of mysteries — steps that lead nowhere, platforms, slots, niches, and carvings of grotesque faces — with no accepted explanation.

Carved into the rock near the top of one of the pillars is the chapel, accessible only by rock-cut steps and a precarious footbridge. It is roofless and designed so as to be able to see the sunrise at the midsummer solstice. The Externsteine pillars are located on the same latitude as Stonehenge, and some believe they may have been constructed by an ancient “light cult.” (Also like Stonehenge, these pillars are said to lay at the nexus of a collection of ley lines, magnetic lines of force which run through the Earth.)

Many of the chambers carved into the rock and earth are believed to have been created so that men could get closer to these magnetic energies. But could there be another explanation — one your player characters could discover? In the years between World Wars I and II, German motorists avoided a stretch of road between Hamburg and Bremen because of mysterious “terrestrial rays” said to cause accidents there. Some high-ranking German military officials believed that an advanced civilization actually existed beneath the Earth.

Could the Externsteine hold the answers? Could it be a secret entrance to the world below? Player characters there to study the ancient carvings and mysterious chambers might well stumble upon more than they bargained for!

Trieste

Trieste is the capital of the Friuli-Venezia region in northeastern Italy. Originally under the dominion of Austria, Trieste became a free port in the 18th century, and remained so until 1919. At that time, it was annexed by Italy and will be a part of that nation when the player characters visit it.

Trieste is a cosmopolitan city, enjoying a diversity of languages and cultures to rival virtually any other city on the Continent. The

INDIANA JONES™ and the Lands of Adventure



primary language spoken here is Italian (*linguistics* difficulty of 12 to understand) and some of the Slavic tongues (*linguistics* difficulty of 14 to understand).

Why would player characters come here? It is a center for research and learning, especially on matters relating to southern Europe; it is also a center for trade (and thus the black market), where goods (and people) can be expected to be smuggled on a regular basis. Finally, Italy is under Fascist rule (as of 1922), and in 1936, Mussolini has invaded Ethiopia. Numerous holy relics may have been carried away from that land during the invasion (see "The Sword of Prester John" in

Chapter Two, "The Middle East and Africa"). Recovering them would be both dangerous and highly profitable for the player characters.

Trieste at this time is a mixture of old and new. In the suburbs, particularly, many crafts are still done by hand, as they have been centuries. Fishermen still ply the Adriatic (although their holds may contain things far more valuable than fish, anything from spies escaping Italy to black market medicines or stolen art treasures). Down the road, ultra-modern machinery is at work producing war material.

Miramar Castle

This fortress, one of the landmarks of Trieste, was constructed by the Austrians in 1470. The castle's original purpose was to protect against both Turk and Venetian assaults. During its construction, the city fell into Venetian hands and several corresponding architectural modifications occurred, although the Venetians were also unable to complete the castle before Austria retook the city, allowing the latter to finally complete construction.

Over the years, the castle was occupied by Austrian soldiers, Napoleon's forces and later Nazi troops would take control. In its long history, the castle served as prison, barracks and ultimately a museum.

The fortress is constructed completely of stone, with the outside extremely weathered. Both the Austrian and Venetian influences can be seen in its architectures, with only the towers being distinctly Venetian in style. Dozens of works of art, much of it left behind by previous owners or occupiers, fill the rooms.

During the period in which most *World of Indiana Jones* adventures take place, the castle is occupied by Italian troops.

Adventure Hooks

What Waits Within?

In this adventure, the characters have received a tip that a small cobbler's shop on a back street in Trieste conceals a treasure of great value, if only symbolic. The exterior of the building has no windows, and a colorful sign over the door proclaims the nature of the

owner's business. A *scholar: archaeology* or *scholar: architecture* total of 12 reveals that the building dates back to the ninth century.

1. Shop Interior: The interior of the shop is sparse and simple, with shoes and boots scattered about and the tools of the cobbler's trade in evidence. The interior walls are made of wood, and rapping on them (with a *perception* total of 11) reveals that there is empty space between the interior and exterior walls.

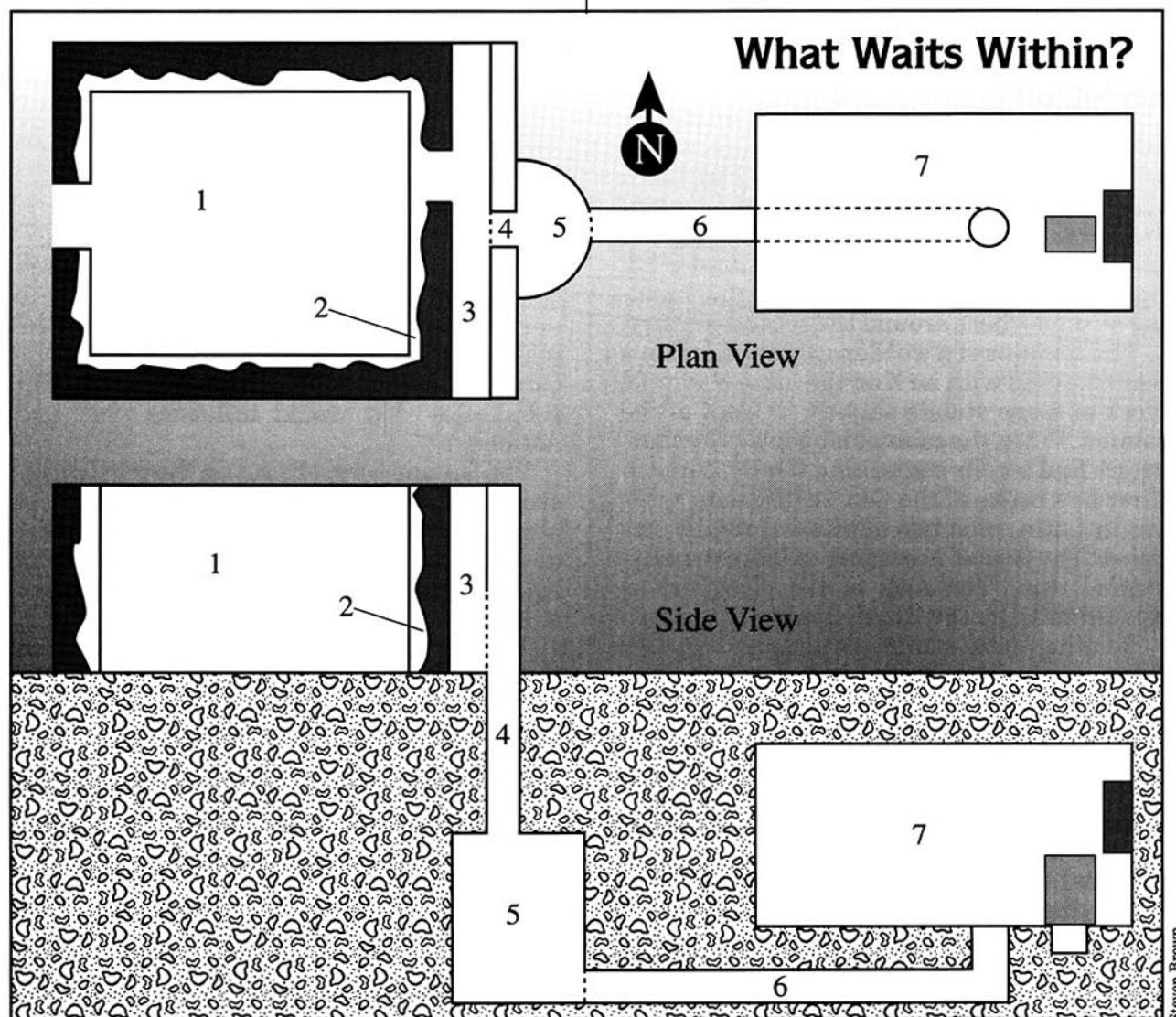
Convincing the owner, Alberto Feducci, to allow his shop to be searched will not be easy. Feducci has a *willpower* value of 10 and the characters will need a Spectacular success to persuade him to let them pry the walls apart. (A little *lira* might not hurt here.) Even if they get permission, the characters can expect

Feducci to keep a close eye on them.

2. Beneath the Walls. Stripping away the wood reveals gorgeous murals dating back to the Roman Empire, exquisitely detailed. In the eastern section of the shop, the characters can take the walls apart and find a stone archway leading to a darker compartment.

3. Compartment. This crawl space can fit six people, but only if they stand sideways. The far wall conceals a 1.5 meter high, 0.9 meter wide smooth stone panel. An *Intellect* or *perception* total of 14 is required to spot the stone panel, and a *Strength* or *lifting* total of 14 to remove it from its grooves. When this is done, it exposes a shaft leading downwards.

4. Shaft. This smooth shaft was bored through solid rock. The sides are cool and damp. Climb-



ing down takes three *climbing* totals of 12 — failure means the victim falls 10 meters down the shaft to land in mud (no damage).

5. Muddy Bottom. This is a circular brick wall 1.5 meters high, with a very muddy bottom. An *Intellect* or *deduction* total of 12 reveals it to be an old well. A *perception* total of 15 on the eastern edge shows the characters that the bricks here are of a slightly different texture. They can be removed by one person in five minutes, exposing a tunnel one meter high. Time to crawl.

6. Tunnel. Major claustrophobia, and several rats, make this tunnel an unpleasant experience. It takes two minutes of careful crawling to negotiate the full length. The shaft then curves upward, about two meters.

7. Chapel. The shaft ends flush with a stone floor. Flagstones surround the lip of the shaft's exit, making it obvious that this was a water source.

The walls of this crude stone building are decorated with drawings of anchors, ships, and fish. Some graffiti on the wall in Latin tells the visitor that they are in the house of Justinus, a Roman Centurion. Reading the graffiti requires a *language: Latin* total of 13. A *scholar: archaeology* total dates this building at somewhere around the second century.

The remains of a wooden cabinet hang on a wall (marked with an X on the map). A simple block of stone stands slightly in front of the cabinet. When the cabinet is opened, the characters find scrolls containing the Pentateuch (first five books of the Old Testament), written in Latin, plus two additional scrolls, entitled "The Gospel according to Luke the Physician," and "The Acts of the Apostles, as related to Luke the Physician."

Reading these scrolls requires a *language: Latin* total of 13. It should be obvious that Justinus was a Christian who had to conceal the scrolls for his own safety.

But that is not all the characters can find here. Beneath the stone podium is hidden a *fascies*, a bundle of rods tied with an axe in the middle, a symbol of Roman authority. Perhaps its being placed here was Justinus' way of burying his past profession in favor of his newfound faith.

But getting these artifacts is only half the adventure. An authentic *fascies* is of great

symbolic value, especially to a Fascistic government trying to paint itself as the natural descendant of the Roman Empire. Feducci can be expected to share the tale of what was found beneath his shop, and the characters may find themselves being shadowed and attempts made to steal the item.

No Honor Among Thieves

Mussolini himself is paying a visit to Trieste, and so the city is swarming with Black Shirts and Italian troops. Unfortunately, this is also the moment that a notorious art thief has chosen to abscond with a 9th century painting of the Madonna and Child from the Trieste Museum of Antiquities. He hopes to take advantage of the confusion engendered by the dictator's visit to slip out of the city via train.

The characters are alerted to the theft by the museum curator. They and the local authorities launch a hunt for the thief, eventually tracking him to a train bound for Brussels. The stage is set for an exciting fistfight aboard the roof of the moving train!

Cumae

The ruins of Cumae, oldest of the Greek colonies in Italy, lie roughly 20 kilometers northwest of Naples. It was from here that the most famous oracle of the ancient world — the Cumaean Sibyl — held forth and made her prophecies that would influence men and nations.

The Cumae acropolis sat on the northwestern tip of the Bay of Naples. At its highest point rested the Temple of Jupiter; lower down on the hill, the base of the Temple of Apollo is still visible; and lower still is the cave of Sibyl.

Though by no means the only oracle in these times, the Cumaean Sibyl is one of the best known today, largely because of her appearance in Virgil's *Aeneid* and various works of art based on that epic. According to legend, Sibyl came from the East and Apollo offered her whatever she desired to become his lover. She asked for as many years of life as there were grains in a handful of sand. But she forgot to ask for eternal youth, so wound up looking every day of her thousand years.

The cavern of the Sibyl was believed to have been found by archaeologists in 1932. The

— Ancient Mysteries: Italy

Castelluccio, Sicily, Italy: Castelluccio is a prehistoric village lying between Syracuse and Ragusa in Sicily. Into the face of one of the cliffs on which it rests have been cut 200 of what are believed to be tombs. Pottery and various other debris has been found here by archaeologists — but no human bones or other remains. If these are not tombs, what are they? And if they are — where are all the people who were buried there?

Monte d'Accordi, Sardinia, Italy: One of Italy's more mysterious places, Monte d'Accordi is a sacred mound roughly 12 meters high, dating from about 1700 BC. What makes it so unusual is that archaeologists have never been able to find an entrance to it or any sign of a chamber, which is common in such mounds all over the world. A strange, egg-shaped boulder with a curve cut through it rests nearby. What strange purpose was behind the creation of this mound?

approach is a gallery 107 meters long, with 12 shorter side galleries that opened to form light shafts. The main gallery ended in a vestibule with stone benches upon which petitioners waited for the oracle to present herself.

Adventure Hook

According to history, the Cumaean Sibyl gathered her prophecies into nine books and offered them for sale to the last of Rome's seven kings, Tarquin the Proud. When Tarquin turned her down, she is said to have burnt the first three. When he refused a second time, she burnt three more. Finally, he gave in and bought the remaining three. These were kept in the Capitoline Temple in Rome and consulted by the Senate in emergencies. They burned along with the Temple in 83 BC.

But ... what if the first six books were never destroyed? What if, out of wounded pride, the Sibyl lied about the fate of her prophecies? Could the books still exist, hidden somewhere

in her cavern at Cumae? Who knows what secrets they might hold — secrets, perhaps, that others would kill or die to possess?

Jazz Club

Although jazz clubs were most prominent in America during the early 20th century, Europe — particularly Paris and London — had their share as well. These clubs were social centers, and though often frowned upon by the "respectable," they were an extremely important part of the culture at the time. You could meet almost anyone of importance in a city in a jazz club, and in America, it was one of the few places where people of different ethnic backgrounds and races mixed freely.

Jazz was a distinctly American music form and it swept the country by the early 1920s. Major cities boasted several night clubs featuring jazz bands, and even many smaller cities had similar clubs. They were places where trendy collegiate and young professionals went to socialize and where the working classes could go out for some frantic dancing. The "Roaring Twenties" were just that! Eventually, the craze spread overseas.

Jazz clubs were set up similarly to traditional taverns. An entrance way was normally well guarded, with bouncers on the lookout for potential troublemakers. Once inside, patrons had to scramble to get one of the good tables near the bandstand. Individuals could also belly up to the bar. Often, dart boards or billiards tables were in a corner.

Standard Bouncer

AGILITY 9

Dodge 10, unarmed combat 11, unarmed parry 11

DEXTERITY 9

Vehicle piloting: wheeled 10

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

First aid 9, perception 9

MIND 8

CONFIDENCE 8

Intimidation 11, streetwise: (local city) 10

CHARISMA 8

Persuasion 10

Life Points: 1-5

Equipment: Club, damage value STR+5/20; cigarettes

Description: A bouncer will normally be tall and look like he can hold his own in a brawl. He will not hesitate to evict troublemakers, but most will back down as soon as knives or guns are brought into combat. Jazz clubs run by gangsters will often have better-armed bouncers.

The bandstand itself was normally cramped, with barely enough room for the musicians. The musicians themselves were often self-taught or informally instructed, with little traditional schooling; often, they were on the verge of poverty.

Much of the personality of a given jazz club came from the bartenders and the waitresses. Regulars were on a first-name basis with the owners of the taverns and a good word from a trusted customer would get strangers access to information or privileges they would otherwise have no chance of getting. Likewise, it was common for a strong rivalry to exist between local groups of musicians — everyone wanted to be “the best” and competition for steady work was keen.

As a result, player characters will often overhear customers and employees of jazz clubs talking about the bands and how they stack up; additionally, characters can encourage musicians to divulge useful information by favorably comparing them to a rival band.

Standard Jazz Musician

AGILITY 8

Stealth 9

DEXTERITY 9

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 9, performance arts: musician 11, trick 10

MIND 9

Artist: composer 11

CONFIDENCE 10

Streetwise 12

CHARISMA 8

Persuasion 9, taunt 10

Life Points: 1-5

Equipment: Instrument; cigarettes and lighter; \$20

Description: Musicians in this era struggle to make a living, but their contact with the seamier side of life makes them potentially valuable sources of information. They may be able to put the characters in contact with the “right” person for a few dollars (on the other hand, their true loyalties may lie elsewhere, so characters may also be “set up” from time to time). Musicians tend to be vain when it comes to their talents, and colorful characters to boot (see “Musicians”). They liberally employ colorful slang, always have a few interesting stories to tell, and tend to take advantage of gullible strangers (i.e., characters).

Musicians

Here are a few “snap-shot” musician personalities that can be dropped into a game adventure.

“Smokin’ Tommy”: Known for his everpresent cigarette and his incredible saxophone licks, “Smokin’ Tommy” is a rough, young kid eager to live the good life of women, booze and music. He’s an African-American of thin build who smiles easily and talks freely, although he won’t tell you very much that’s useful. However, if you talk with him a few times and let him know that you are trustworthy, he may save your hide when you least suspect it.

Mac: A big, burly Irishman with thick red hair, Mac seems unlikely to be the soft-spoken master musician that he is. On the stage he is confident and talented; off-stage, he seems withdrawn. He knows many of the local gangsters and has to report anyone suspicious to his bosses. Although he would prefer not to do so, he owes far too much money to his bosses and wants to keep his family safe from any potential threats.

Amanda: This sultry siren captures the attention of the crowd before she opens her mouth; once the first notes are sung, she plays the audience like a fine-tuned instrument. With long, flowing black hair, she is a stunning woman. Her on-stage and off-stage personalities are identical: flirtatious, friendly and superficial. And far too alluring for those inclined to have a weakness for pretty ladies ...

Prohibition Clubs

Prohibition (1920–1933) was in effect only in America, but there is always the chance

that an adventure will carry characters from Europe to the U.S. and back again. Many people in the U.S. didn't give up alcohol — they simply went to different, seedier sources to get their booze. Back alley gin joints and "speakeasies" were the order of the day.

Speakeasies were set up similarly to gambling dens — there was normally a false door or a business that "fronted" for the gin joint and customers often had to take elaborate precautions before being allowed into the club. In many cases, the clubs had to legitimately fear police raids, but in other cases, speakeasies were given a silent blessing by local police forces on the take. In some cases, one "mole" in a police department could protect these clubs with a quick phone call or message just before the raid was launched. In other cases, discreet payments to judges or politicians allowed club owners to retrieve confiscated alcohol stills or gambling equipment. As one might suspect, behind-the-scenes threats, beatings and murder were not unknown — after all, fortunes were at stake.

Prohibition clubs offered expensive drinks, gambling and many other vices. They were also much more dangerous than legitimate jazz clubs — a problem customer was more likely to receive a severe beating at the hands of the bouncers who were more or less low-level gang stooges. It was common knowledge that many of these places were run by gangsters or had strong gang connections.

Leningrad

The second largest city in the Soviet Union, Leningrad is a must stop for player characters visiting that nation in the turbulent '30s. At this time, it has only borne the name for a little over a decade — its name was changed from Petrograd to Leningrad in 1924, following the death of Soviet leader Vladimir Lenin.

Leningrad has a long and rich history. Construction began on what was then St. Petersburg in 1703, during the reign of Peter I. From its completion until 1918, it would be the Russian capital city.

Why would player characters visit there? It is, and always has been, one of the centers for education and scientific research in the Soviet Union; it is a cultural center; and, in addition to being a major avenue of trade, its



Paul Daly

status as a port means it is relatively easy for characters to get into (if not always out of).

Among the landmarks in Leningrad are the deposed Czar's Winter Palace; the Cathedral of St. Isaac; the Alexander Nevsky monastery; and the Hermitage Museum. Hermitage is one of the foremost art museums in the world, and since 1917, art other than that owned by the Czars has been allowed in. It contains thousands of drawings, engravings and paintings — both an excellent target for thefts and a potential market for artifacts found by the characters, or a patron for their expeditions. (The most popular section is entitled "The Heroic Past of the Russian People," which includes the War Museum and a tribute to Peter I. Most of the art exhibited here is foreign in origin (French, Dutch, Spanish, Flemish, and Italian).

American player characters or those from other Western powers may find themselves getting a frosty reception here (though not as bad a one as they would receive in other, less cosmopolitan cities in the Soviet Union). An abortive Allied invasion of the northern reaches of the USSR in 1920 (ostensibly to protect Allied supplies during the Russia's civil war) is still fresh in the memory of the Soviets. The official line is that this was an attempt by the Allies to crush the Bolshevik government, and so Western visitors are often suspected of being spies.

(Note: Indiana Jones spent some time in Leningrad — then called Petrograd — in 1917, while working with the French Embassy. *Young Indiana Jones Chronicles*, Episode 13.)

— Ancient Mysteries: Alexandropol

If the characters are visiting the Soviet Union, archaeologists and treasure hunters among them will certainly want to visit Alexandropol. Located in the Ukraine, it is the site of a massive funeral barrow built in the 8th century BC by Scythian nomads. This particular barrow rises some 18 meters high, and is said to contain vast amounts of gold jewelry.

Adventure Hooks

The Chalice from the Palace

An artifact dealer from Vienna contacts the player characters. He's interested in a rare golden chalice said to have been used by a Polish king in the 14th century. The chalice is large and ornate, with rubies embedded in the sides. According to the legend, an Arab sheik offered to trade something of equal value for the chalice, and the king agreed, sending it in a caravan to the East. But the caravan was attacked by bandits and the chalice disappeared.

The dealer has traced the cup as far as Russia and believes someone at Hermitage may know more. The characters investigate, finding not only information, but the chalice itself — or is it? In fact, they have stumbled upon a ring within Hermitage which is forging rare artifacts for sale on the "art black market." The characters shouldn't be surprised if efforts are made to ensure their silence.

Sacred Cargo

In another adventure involving Hermitage, the characters are approached by one of the museum officials on the sly. He has in his possession a number of artifacts, including an illumined Bible penned by St. Nicholas, that he wishes to see safely out of the country before they are destroyed by the government.

Unfortunately, he is already under suspicion and an NKVD (secret police) agent has been assigned to watch him. The characters will have to trick or lose her and her colleagues if they hope to get their cargo (and themselves) out.

Katya Turgarin — NKVD

AGILITY 10

Beast riding: horse 12, dodge 13, maneuver 11, running 12, stealth 14, unarmed combat 13

DEXTERITY 10

Fire combat 14, lock picking 12, thrown weapons 11, vehicle piloting: wheeled 13

ENDURANCE 10

STRENGTH 9

TOUGHNESS 10

INTELLECT 10

Camouflage 11, deduction 13, demolitions 13, espionage 16, forgery 13, first aid 12, linguistics 12, navigation (land) 12, perception 15, photography 13, radio ops 11, safe cracking 12, science: electronics 12, tracking 12, trick 14, vehicle mechanic: wheeled 11

MIND 9

Cartography 10, language: English 12, research 11, scholar: Russian history 11, scholar: Communist party doctrine 12

CONFIDENCE 13

Con 15, interrogation 16, intimidation 16, streetwise 14, survival: forest 15, willpower 18

CHARISMA 12

Charm 14, disguise 15, persuasion 14, taunt 14

Life Points: 6

Equipment: Walther PP08 pistol, damage value 17, ammo 8; knife, STR+4/13; purse with makeup kit.

Description: Katya is a tall, athletic, graceful woman with high cheekbones, almond eyes, and long brown hair. However, she excels at disguise, and can radically alter her appearance; her favorite disguise is a local peasant girl.

Military Camps

Small Camps: Small military camps will range from squad to platoon level (depending upon army organization, anywhere from eight to nearly fifty men). This is the type of camp most commonly encountered in wilderness areas or on or near combat front lines. The camp may be performing perimeter sentry duty (sweeping the area for signs of enemy soldiers) or may be in transit to a more secured area (possibly with a valuable cargo in tow, such as a lost artifact or a high profile prisoner).

A specific camp's layout will vary depending upon a given situation, but the following layout will serve in most circumstances. This is for a temporary camp — tents will be used if the commander expects to be there all night or is using this as a semi-permanent encampment. If the commander expects to move quickly or expects to encounter enemy fire

and may be forced to retreat, sleeping bags will be more likely (some soldiers will ditch all other supplies in favor of carrying more food and ammunition, so there may not even be sleeping bags).

Command personnel (a lieutenant in case of a platoon or sergeant for a squad) will be in the center of a roughly circular encampment; if there is an important cargo or prisoner, it/he will typically be here as well. There is not likely to be a campfire or any other readily visible light source that would be a beacon for enemy soldiers. There are likely to be anywhere from four to six soldiers on patrol, who circle the encampment, looking for signs of intrusion; patrols may be wandering or soldiers may simply "stand watch." There are standard checkpoints and checktimes if the patrol is to be at all lengthy. The system is simple, but difficult to bypass: a single scream for help or any unusual activity will cause a full alert to be raised — and all of the sleeping soldiers, taking advantage of "combat reflexes," will rise quickly, weapons in hand. Small camps often have portable radios for reporting disturbances to headquarters.

Small camps will often use any available cover, such as forest clearings or farm buildings. By use of special call signals, especially when secrecy is not necessary, small military forces can hold much larger amounts of territory, such as small villages. Lookouts climbing to the tops of buildings, rock outcroppings or any other high, stable platform can keep a much better eye on the surrounding territory, making it much harder for groups to infiltrate a military camp. Some camp commanders, especially those intent on holding specific territory, will ring their camps with a series of landmines, leaving only a small clear path through to the camp itself. In this manner, enemy soldiers can be significantly slowed or even stopped with a minimum of manpower.

Medium and Large Camps: Larger military camps start to take on appearances of military bases. With hundreds and possibly thousands of soldiers on hand, they are difficult to infiltrate and even harder to escape from. Most of these camps will look like semi-permanent installations. Tents and supply vehicles will abound; a large command tent

INDIANA JONES™

and the
Lands of Adventure

for the coordination of the various officers will be near the center of the encampment.

There will normally be several groups of patrolling soldiers, as well as lookouts (possibly in sentry towers). Aside from the minefields around the perimeter of the camp, trenches may also have been dug and bomb shelters will be near most tents. The camp may have anti-aircraft artillery (if the adventure is set in the 1930s) or vehicle- or horse-drawn cannon. During daytime hours, the camp will be a hive of activity; at night, the camp will quiet down a lot, but there may be campfires.

Most large camps will have a thorough patrol system, so infiltrating the camp by "sneaking in" will be fairly difficult. Characters may be better off to create a distraction (such as by lobbing a grenade into the camp perimeter or rigging a transport truck to explode) and then take advantage of the ensuing chaos to get into the perimeter of the camp. Granted, anyone not in uniform during this kind of activity will almost always be shot on sight, so characters are advised to acquire uniforms first.

Gotland

One of the proposed sites of ancient Atlantis (see "Thera" below), Gotland is the largest island in the Baltic Sea and a paradise for archaeologists. Amidst its forests and rolling hills can be found 400 Bronze Age cairns; 70 Iron Age forts; a host of stone ships; and an intriguing stone maze, said to be the passage to the Underworld.

Gotland was the home of the barbaric Goths. Legend states that it was originally ruled by an evil spirit who made it sink by day and rise at night, until a Goth named Tjelvar used fire to drive the spirit away. In ancient times, Gotland was a center of trade, beginning with the export of stone axeheads. Its capital, Visby, still looks as it did in medieval times, with massive walls surrounding it and multiple towers.

But Gotland's most interesting site is Trojeborg, the great stone maze that lies just outside of Visby. Such mazes are a common sight in Scandinavia, but this is the largest known, and it's believed it was used for a magical ritual. Sailors would pass through it, symbolically moving into the world beyond the grave, and thus protecting themselves from death on the coming voyage.

Of course, as followers of Indiana Jones know, most legends have some basis in fact. Is there really some connection between Trojeborg and the world beyond? And could it have something to do with the fact that the island seems unchanged after so many centuries? Player characters visiting there might find that the power of the maze might well be affecting time itself on the island!

Thera

Ever since Plato first wrote of the continent of Atlantis, men have been fasci-



nated by the legend. A vast continent, rich in natural resources, gold and jewels, Atlantis was said to dominate the Mediterranean. Ten kings ruled the ten regions of the island, and the world had never seen a civilization quite like it.

Atlantis was created by Posiedon, and a temple of silver and gold in honor of the sea god sat in its center. Within the temple stood a golden statue of Posiedon in his chariot driving six winged horses.

But it couldn't last. A great natural disaster struck, sinking Atlantis beneath the waves, never to be seen again ...

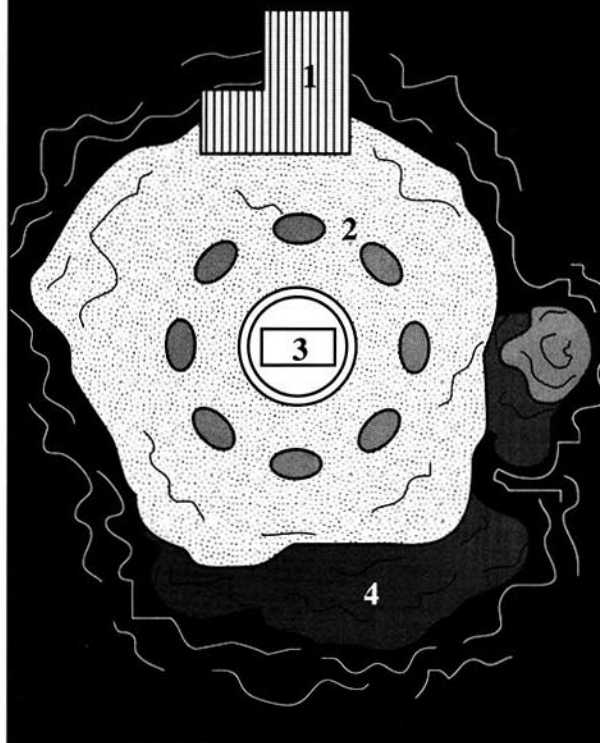
Over the years, a number of sites have been identified as possible locations of Atlantis, among them the volcanic island of Thera, north of Crete in the Mediterranean. Thera, also known as Santorini, is in the shape of a crescent with one large island to the west and three smaller ones in between. Between the two larger islands, Thera and Thirasia, is a vast bay. The three smaller islands — Palaea, Mikra and Nea Kameni — are recent land masses forced up by subterranean volcanic activity.

Like Atlantis, Thera was once home to a great civilization, the Minoan. The Minoans were shipbuilders and artisans and built a rich and thriving culture. And then, disaster: Thera's volcano erupted with a force four times that of Krakatoa. Almost 83 square kilometers of land sank beneath the sea. Tidal waves 65 meters high threatened to destroy Crete itself. In one crushing blow, the Minoan civilization here was gone.

But was it Atlantis? According to Plato, Atlantis lay beyond the "Pillars of Heracles" (the Straits of Gibraltar), which would rule out Thera. But regardless, it is a treasure trove of Minoan, Greek and Roman artifacts, and the myths and legends associated with both Atlantis and the Minoans themselves.

(For more information on the legend of Atlantis, see the LucasArts computer game, *Indiana Jones and the Fate of Atlantis*, and the Dark Horse comic series of the same name.)

Risen Island



Adventure Hook

Bull By the Horns

An earth tremor shakes Thera, prompting some panic but doing no real damage. The next morning, excited fishermen return to announce that they have seen an island which rose from the sea! It is a small island, true, but they could make out upright stone structures in a pattern on the rocky island. No one was brave enough to venture there.

What the sailors saw was an island which had once been populated but sank during the Thera eruption of 1500 BC. The underwater seismic disturbance forced it to the surface.

What is needed now are adventurers and scholars to explore and catalogue this find. The player characters will be recruited, as will one other: Dr. Albert Ortelius, a treasure hunter seeking proof of the existence of the legendary Minotaur.

INDIANA JONES™ and the Lands of Adventure



Dr. Albert Ortelius

AGILITY 10

Climbing 12, dodge 14, running 12, stealth 12, swimming 11, unarmed combat 12

DEXTERITY 10

Fire combat 12, lock picking 13, vehicle piloting: wheeled 12

ENDURANCE 11

STRENGTH 11

TOUGHNESS 11

INTELLECT 10

Counterfeiting 12, demolitions 11, forgery 13, first aid 11, linguistics 11, navigation: sea 12, perception 12, trick 12

MIND 8

Language: English 12, research 10, scholar: archaeology 12

CONFIDENCE 12

Bribery 15, con 16, interrogation 14, intimidation 13, streetwise 15, survival: desert 15, willpower 13

CHARISMA 9

Charm 11, etiquette 12, persuasion 12, taunt 14

Life Points: 7

Equipment: Luger P08, damage value 17, ammo 8.

Description: Ortelius is an extremely thin, wiry man, with slicked-back black hair and beady eyes. He chain-smokes foul-smelling Turkish cigarettes. As he's interested more in profit than science, his digs are notoriously reckless, and he often ruins more than he finds. His methods are questionable and his ethics nonexistent.

On the island, the characters find:

1. Landing. This marble landing was meant for boats to dock at, and it appears to still be intact. Stone pilings with iron rings wait to secure the craft.

There is one gruesome feature to the landing: two lumps of cooled magma, in vaguely humanoid shape, lie on the cracked marble floor. Their arms are raised as if to ward something off. If the rock is chipped away (a painstaking process that could take up to three hours per figure), the characters will find the preserved bodies of two young men slain by the volcanic eruption.

INDIANA JONES™

and the
Lands of Adventure

The ground beyond the landing is extremely slick and uneven. An Agility or *maneuver* total of 10 is required every round if trying to move at anything faster than a cautious walk. Failure means the character falls — he suffers no damage but spend a round getting up.

2. Ring of Stones. A series of eight stone heaps, perfectly lined up with the eight cardinal points of the compass, are set up in a circle. Each heap is actually three stones, two upright and one across both of them. If the characters have ever been to Stonehenge or any other standing stones site, a Mind total of 7 will reveal the similarity between that and this.

Anyone walking into the circle should make an Intellect or *perception* check. A 9 will allow them to sense an odd feeling, almost as if they are receiving a very minor electric shock. Within the circle, compasses go crazy, watches and radios will not work.

3. Central Altar. In the precise center of the stones is a squat altar with a bronze sighting device on it. The settings on the device enable the viewer, at night, to see Polaris (the North Star), Alpha Draconis (the brightest star in the constellation Draco), and Vega (the brightest star in the constellation Lyrae). A *science: astronomy* total of 12 reveals what they have in common: due to the wobbling of

Earth's axis, the degree of tilt changes over thousands of years; eventually, Polaris will no longer be the North Star. Alpha Draconis will become the new pole star, then Vega. The phenomenon is called precession. The implications that the Minoans knew of this so many centuries ago would be profound.

4. Sea-Cave. The cave's exterior is covered with seaweed and other marine-based slimes. The entire cave is decorated with unsettling drawings in some indelible red stain, drawings of a bull-headed man devouring victims. There is also a mural of a warrior tearing an amulet off the man-beast while within the circle of standing stones. Amid the clumps of seaweed and other marine debris lie human bones.

By far the most bizarre artifact here is a stone sarcophagus three meters long, with a bas-relief of a minotaur. One minute after the characters have entered the room, the stone lid scrapes slowly off the huge slab, and a massive human form swaddled in linen burial wrappings sits up. The head is covered with a gold mask fashioned in the likeness of a bull.

This is the Minotaur (or perhaps there is more than one), and this cave was apparently its tomb. The island rose again, and so, it seems, did the Minotaur. Around the creature's neck is a bronze amulet. The amulet holds a beautiful piece of volcanic rock, polished to a high degree of brilliance.



The Minotaur will pursue the characters with the intent of devouring them. If its mask is removed, they'll see a bull's skull with two living eyes in the sockets.

The enchantment of the amulet gives the Minotaur some protection against fire combat and melee combat attacks. The surest way to destroy it is to lure it inside the circle of stones and remove the amulet (a successful *unarmed combat* attack is required to do this).

There is always the possibility that Ortelius will attempt to stop the characters from killing the Minotaur — it would, after all, be a huge moneymaker as an exhibit.

The Minotaur

AGILITY 13

Dodge 14, maneuver 15, running 15, stealth 16, unarmed combat 17, unarmed parry 16

DEXTERITY 12

ENDURANCE 14

STRENGTH 14

TOUGHNESS 14

INTELLECT 8

Perception 11, tracking 17, trick 15

MIND 4

CONFIDENCE 13

Intimidation 19

CHARISMA 5

Life Points: 10

Natural Tools: Horns, damage value STR+6/20; teeth, damage value STR+3/17

Equipment: Amulet, provides TOU+5 protection against *fire combat* and *melee combat* attacks.

Description: The Minotaur is a powerful man with the head of a bull, supposedly the son of the Cretan bull and a Minoan queen. In ancient times, it lived in a vast labyrinth, until supposedly slain by Theseus. It is possible, of course, that this is not the original Minotaur.

Once the Minotaur is killed, the characters will be able to claim unopposed possession of the island. That's the good news.

Then the island will start to sink. That's the bad news.

The island will sink in five rounds. It takes six rounds to go from inside the circle of stone to the landing at a walk, and obviously less if

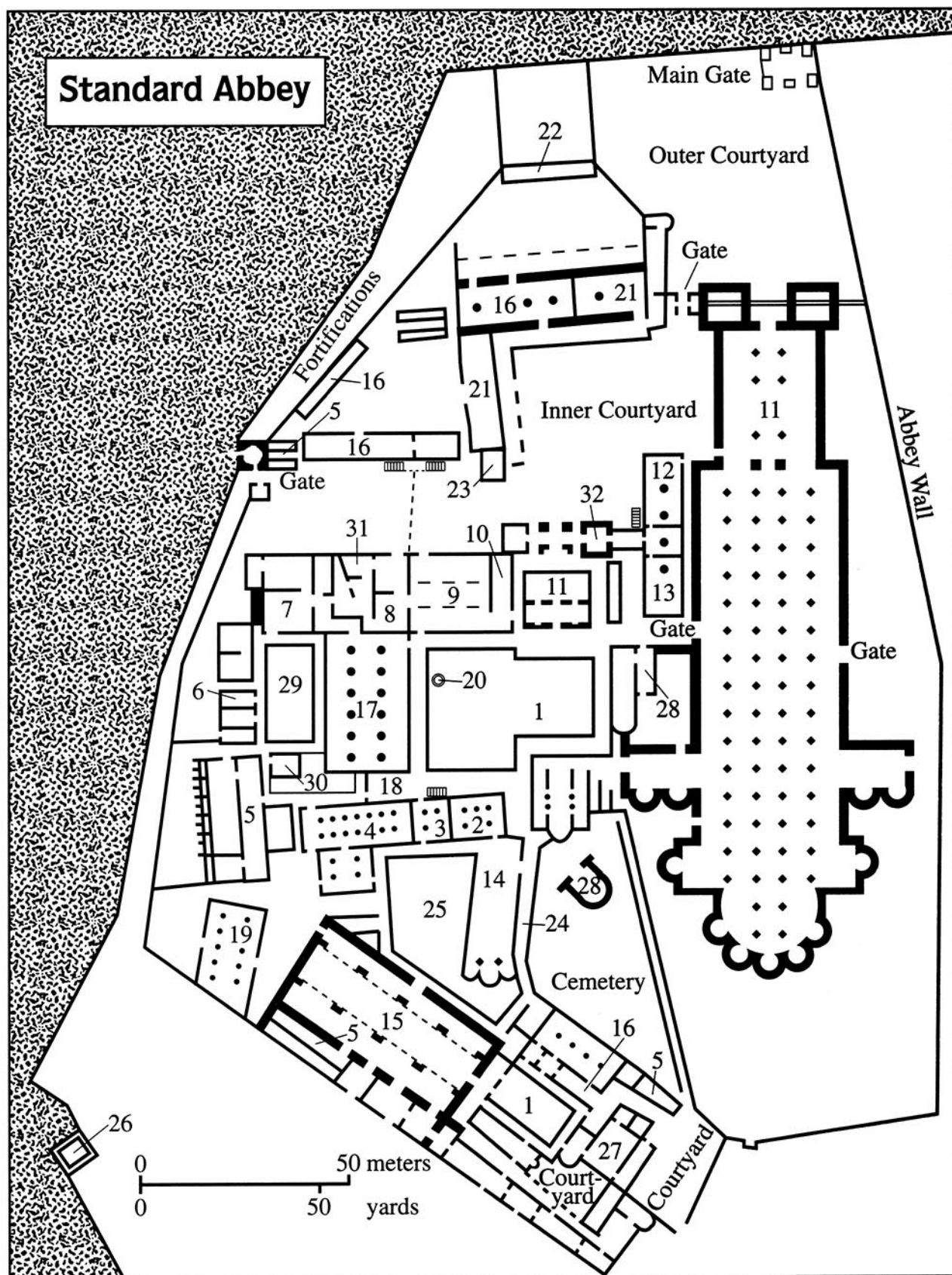
you run. But remember the dangers of running on the island's surface.

Have some fun with the sinking of the island — maybe it creates a whirlpool as it goes, and the characters must struggle to keep their boat from being pulled in. If they have held on to the amulet, they can sell it to a collector or museum or keep it for themselves. This could be the launching point of a whole new adventure — what if, for example, the creature the characters fought had not always been a Minotaur? What if the power of the amulet caused some sort of slow transformation?

Key for Standard Abbey

1. Cloister
2. Chapter-House
3. Monk's Parlor
4. Monk's Common Room
5. Latrines
6. Noviciate
7. Bakery
8. Kitchen
9. Storehouse
10. Almonry
11. Narthex (Endtrance Hall)
12. Men's Guest Room
13. Women's Guest Room
14. Lady Chapel
15. Infirmary
16. Stables
17. Refectory
18. Warming Room
19. Granary
20. Fountain
21. Hospice
22. Hayloft
23. Chapel
24. Cemetery Cloister
25. Infirmary Cloister
26. Mill
27. Priory
28. Sacristy
29. Novice's Cloister
30. Baths
31. Pantry
32. Abbot's Palace

INDIANA JONES™ and the Lands of Adventure



INDIANA JONES™

and the
Lands of Adventure



Monasteries

Centers of learning and home to many holy relics, monasteries were a fixture of medieval Europe. For the most part, they were built in secluded areas, far from major cities — forest clearings, islands, etc. In part, these places existed as sites for pilgrimage, since many could not make it to the Holy Land. For those who tried to make that arduous trip, the abbey was a place to find food and lodging for the night.

Monasteries supplemented their incomes (usually culled from farming nearby land)

through donations of property and wealth by local noblemen. These were given in exchange for assurance of a burial plot within the confines of the abbey and continuous prayers by the brothers for his soul.

The abbey detailed on the map on page 33 is an unusually large one, of the sort built over many centuries. Many of these monasteries are still in operation in the '30s, and characters might come here to seek clues to ages-old mysteries or return stolen relics to their rightful resting place.

Chapter Two

The Middle East and Africa

Mysterious — dangerous — magical — all of these describe the Middle East and Africa. From the great pyramids to flying carpets, desert raiders to treasure-laden oases, savage natives to mountains of gold, few areas promise quite so much to the would-be adventurer. In this chapter, we'll take a look at some of the places no Middle Eastern/African campaign should be without.

Running the Middle East

Like Europe, there was a great deal of instability in this region in the '30s (even as there still is today). The easiest way to approach this, without going into exhaustive detail, is a set of thumbnail sketches of the nations of the Middle East. Consult the map on page 36 while reading this section:

Egypt: Probably the site for *Indiana Jones* adventures in the Middle East. Look at it first from a historical standpoint: civilization existed along the Nile as far back as Neolithic times. It was here that the Pharaohs ruled and built their famed pyramids; here that the Sphinx was constructed; here that Caesar wooed Cleopatra, and Alexander led his armies to victory (among other places).

Want more? Egypt is a British protectorate until 1937, and even after that, the Union

Jack is very much in evidence. Although it has no oil, its access to the Red and Mediterranean Seas makes it strategically vital. And German agents will spend a good part of the late '30s trying to turn disaffected Egyptians into a fifth column who will bring down British rule here. If your characters can't find adventure here, they're just not looking!

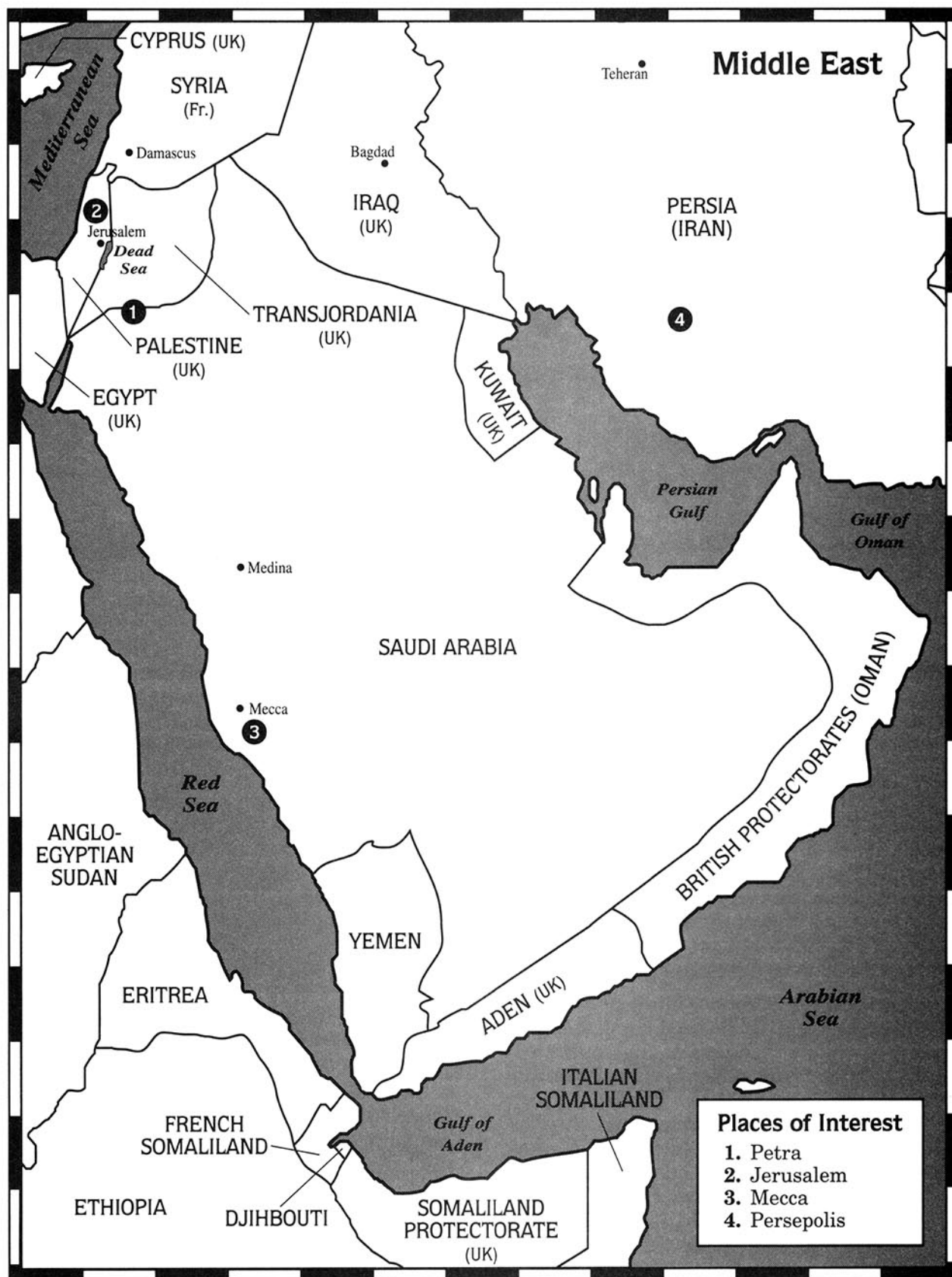
Official language is Arabic (*linguistics* difficulty of 15 to understand).

Persia/Iran: Once a mighty empire that stretched as far east as modern Afghanistan and as far north as the Danube, Persia in the early '30s has only recently emerged from under the heel of the British and the Russians. Oil was discovered there in the early years of the century, bringing European interest, but in 1921, Reza Khan overthrew the government and established the Pahlevi dynasty. He continued to work with the Europeans to exploit the oil resources, and in 1935, the name of this country is officially changed to Iran. Official language is Persian (Farsi) (*linguistics* difficulty of 15 to understand).

Iraq: This is one of the more unstable and dangerous countries to adventure in, but also rich in history and almost irresistible to treasure-hunters. Founded on the site of ancient Mesopotamia, this land was once home to the

INDIANA JONES™

and the
Lands of Adventure



INDIANA JONES™

and the
Lands of Adventure

great civilizations of Sumer, Akkad, Assyria and Babylonia. A British mandate over the country was abolished in 1932, but British military bases can still be found here during the *Indiana Jones* era. The country will see seven military coups between 1936 and 1941. Oil production is underway in 1934, so there is a fair amount of money floating around Iraq at this time. Official language is Arabic.

Oman: Neither a rich country nor one real likely to draw player characters' attention in this era, it is a place they can go to rest and recuperate. A British mandate is in place until 1951, so the government can be expected to be friendly to Westerners, but oil won't be discovered here until 1964. Their dates, however, are much better than the ones Indy almost sampled in *Raiders of the Lost Ark*!

Palestine: One of the holiest regions on Earth; site of the Biblical city of Jericho; having as its capital in the '30s the city of Jerusalem, sacred to three of the world's major religions. For those of the Jewish faith, Palestine is the Holy Land, promised them by God; for Christians, it is the site of Jesus' birth and life; for Muslims, it is the site of Muhammad's ascent into Heaven. Today, what was once Palestine is divided between Egypt, Jordan and Israel — but at this time, it was under a British mandate and Jews had begun to immigrate there despite Arab opposition. This is a major problem for the British at the time. Like Transjordan, there are no oil resources here to be exploited (though some will be discovered in 1994), and even the agricultural economy is weak at this time. But its theological importance cannot be underestimated, and this makes it a difficult spot for treasure hunters: there is much to be found here, but it may be extremely hard to get any of it out of the country.

Saudi Arabia: As we know it today, this nation came into being in 1932. Although a center of Islam, this area had been fragmented since the 7th century. In 1902, Ibn Saud began his conquest of the Nejd, Al Hasa and Hedjaz regions and he proclaimed himself king as the '30s began. Oil is discovered in Saudi Arabia in 1936 and commercial production starts in 1938. Because of this, it should be fairly easy for characters to get in and out

of the country — Western interests start moving in with the discovery of oil and it's not unusual to see Europeans or Americans there. Official language is Arabic (*linguistics* difficulty of 15 to understand). Saudi Arabia is a fairly stable base from which to launch Middle Eastern adventures, but keep in mind that it is not the rich country we know today. Prior to the discovery of oil, most of the country's revenue came from pilgrims traveling to Mecca.

Syria: Looking for a country loaded with archaeological treasures? Syria is a good bet, given the number of conquerors it has known in its history: the Hittites, the Assyrians, the Babylonians, the Persians, the Greeks, the Romans, the Byzantines, Muslim Arabs, the Turks, the Mongols and the Mamelukes. At this point in its history, it's under the rule of France, which has received a League of Nations mandate over the "Levant States" (Syria and Lebanon). Syria's oil industry has not yet gotten underway, so it's still mainly an agricultural country in the '30s. Official language is Arabic.

Transjordan: Yet another British mandate during the time your adventurers will be kicking around the Middle East, the country we now call Jordan was known as Transjordan until 1949. Jordan has no oil resources (even now), and relies mainly on agriculture (bad news, since only 10 percent of the land is arable). Characters will most likely want to take note of the "trans" in the name and pass through it on their way from Saudi Arabia to Palestine. Official language is Arabic.

Yemen: Like Transjordan, this is a country your characters might wind up in — but their reasons probably won't be very pressing. Yemen is an independent kingdom, relatively recently free of Turkish rule. The British recognize its sovereignty, in part because there's nothing here they want. Cotton and salt are the cash crops, and there's plenty of both elsewhere at this time. Official language is Arabic.

Petra

Deep in the secluded valley of Wadi Mousa — the "Valley of Moses" — lies an ancient city carved from pink and red sandstone cliffs.

INDIANA JONES™ and the Lands of Adventure

Called Petra (Arabic for "rock"), the beauty and mystery of this place has drawn treasure-hunters, archaeologists and romantics for years.

The first Westerners to lay eyes on this amazing spot were Crusaders, who occupied it briefly in the 12th century. But after they were gone, the place was forgotten until rediscovered by a Swiss explorer in 1812. The city is believed to have been built by an Arabic tribe called the Nabataeans in the 4th century BC, who lived there for 700 years. They excavated throughout the cliffs and carved into the rock walls the facades and entrances of thousands of tombs, temples, and dwellings.

As they travel through the Wadi Mousa, characters will reach a point where their way will be blocked by what seems solid rock. A *perception* total of 10 will enable them to spot a cleft in the rock. This is the entrance to a winding gorge known as the Siq, which allows access to the city.

After about a twenty-five minute walk (obviously, no vehicle could get through the narrow cliff opening), the characters will come to a spot from which they can see the facade of a building in reddish-pink stone, nearly 30 meters high. This is the Khasneh al Faroun, or "Pharaoh's Treasury," perhaps the most famous building in all of Petra.

Why? Well, no one knows quite what the building was used for. But the local Bedouin tribes believed that an urn on top of a second story pavillion contained treasure, and would often shoot at it in hopes of shattering it and revealing the treasure. Their bullets never succeeded in doing that, so what may wait inside the urn (if anything) remains a mystery. Unless, of course, the characters care to find out ...

Moving further into the city, the characters



would see the facades of massive tombs, temples and dwelling places. East of the central portion of the city are the four Royal Tombs. Most famous of these is the Silk Tomb, so called because of the many colors that streak the rock from which it was made. Scholars don't know for whom the tombs were built.

Characters will need to work up a believable cover story before venturing into Petra. Remember that the locals covet it for the treasure they believe lies therein, or fear it as a "city of the dead." They will be suspicious of those who take too keen an interest in the place. Remember, also, that the massive rock chambers make excellent hiding places if the characters are being pursued.

Jerusalem

Holiest of holies, Jerusalem is still a part of Palestine in the era of *Indiana Jones*. The Old City, site of three of the Middle East's wonders, is situated in the hills, some 64 kilometers from the shores of the Mediterranean. It is a city sacred to three of the world's major religions, and already a subject of controversy

as different groups seek to gain control of this place. It is rich in history — it is also rich in danger for characters who seek treasure here.

A tour of the city must begin with the Dome of the Rock, site of one of the most beautiful Moslem mosques in the world. It gets its name from the rock, visible within the mosque, upon which Abraham is said to have prepared to sacrifice his son for the glory of God. It was upon this mount that King Solomon built his temple, Herod the Great built his, and the

— Djinn

Gamemasters who want to add a little *Arabian Nights* flavor to their campaign might want to think about bringing in *djinn*, or genies. In Islamic folklore, djinn are thought to be the offspring of the Devil. They are divided into different classes: the lowest and weakest and the jann; djinn proper are next, and often appear as animals; the shaitan or sayatin; and the marida, most powerful of djinn. One account says there are in total roughly 60,000 djinn.

According to legend, King Solomon was horrified by the sight of the djinn and used his magic ring to force them to help build his famous temple. The Koran states that Muhammad was able to convert some djinn to Islam and these now act as "household serpents," protecting families that live within a dwelling.

Shaitan are a more dangerous breed of djinn. Shaitan have hooves instead of feet, feed on excrement and other waste and prefer to live in the shadows. Every man, it is said, has a personal shaitan.

Ifrits are even more dangerous than shaitans. They are powerful and malicious djinn, and often the only way to stop their rampages is to imprison them in a bottle. Once released again, they may choose to serve the one who freed them — or they may look to destroy him and revel in their powers. There's no way to tell until you open the bottle.

Of the other demons in Arabic lore, the most feared is the Ahl-at-Tral, said to live below the Sahara and cause terrible sandstorms.

Knights Templar would build near this site. It was from this rock that Mohammed is said to have ascended into Paradise. Some believe Armageddon itself will take place here. For many years, it was believed that Solomon had hidden the Lost Ark of the Covenant within the rock itself, and it's now known that the Knights Templar excavated a portion searching for that holy relic (see *Indiana Jones and the Tomb of the Templars*).

Although unbelievers are allowed within the mosque, they are watched most carefully. An English expedition at the turn of the century which actually tunneled into the rock resulted in the unscrupulous archaeologists being mobbed and driven out of the city.

When the Jews were forced from the Temple Mount by the Moslems, they sought a new site for their devotions. They turned to the western wall of the Old City, originally believed to be made from stones of Solomon's temple. Today, it is known as the "Wailing Wall," for Jews traditionally come here to grieve over the loss of the Solomon's temple.

Finally, the most revered Christian site, the Church of the Holy Sepulchre, can also be found in Jerusalem. Outside the Old City, it marks the spot where Christ was buried. The Sepulchre is divided between the Greek Orthodox, Roman Catholic, Armenian, Syrian and Coptic Churches.

Adventure Hook

The Madaba Map

A rubbing of the Madaba Map has been sighted at a Transjordan bazaar. The map dates back to the 6th century and is said to be part of a mosaic in a church at Madaba, Transjordan, a chart of Roman Jerusalem — but this rubbing is a little different. Marked upon it is the site of a treasure — golden coins hidden by Herod from the Roman tax collectors, for his own purposes. Herod died before the small fortune could be recovered and the secret went with him.

The characters can track the map down to a gang of thieves hiding within the stone chambers of Petra. If they can wrest the rubbing away from them, they must still outwit the rest of the gang and recover the treasure. Getting it out of Jerusalem is another

story altogether, as all three major factions will want to claim the gold.

Massacre at the Mount

While on a British-funded expedition in Jerusalem, the characters learn of a foreign plot to blow up the Islamic mosque atop the Temple Mount. This act would be certain to divide the city even worse than it already is, with all three faiths blaming each other's adherents for the death and destruction. This would effectively distract the British from other espionage in the region, perhaps designed to weaken their war effort in the desert in years to come. Unfortunately, the authorities seem unwilling to listen to the characters — they will have to stop the bombing by themselves, without being arrested for profaning a sacred site.

Mecca

The most sacred site in the Moslem faith rests in the heart of Mecca in Saudi Arabia. Located some 64 kilometers from the Red Sea and 320 kilometers south of Medina, Mecca is the birthplace of the Prophet Mohammed, and only Moslems may enter here. In the center of the city lies the Great Mosque, which can be visited only by those in a state of ritual purity.

As you can see, it may not be easy for characters to get in and out of here — if they are not Moslems, they will need to be disguised as pilgrims. If they are discovered, they may face *extremely* severe penalties.

Mecca's entire economy is built around its pilgrims, millions of whom come every year to worship at the Great Mosque. Within the courtyard of the mosque is the Ka'ba, a grey stone and marble building 12 meters long, 10 meters wide and 15 meters high. The building sits on a platform and is covered in black brocade. A pair of great brass doors, half-covered by a beautiful tapestry, lead inside. Inside, gold and silver lamps are suspended, but attention is inevitably drawn to the Black Stone.

This sacred relic is said to have fallen from Heaven to the Garden of Eden, intended as a vessel to absorb the sins of Adam. It was white when it originally appeared, but turned black after taking in so much sin. Later, the angel

Ancient Mysteries: Persepolis

Situated on a high plateau in the mountainous countryside of Iran, Persepolis was once a great city. Built by Darius the Great and his son Xerxes, Persepolis was a vast place of wondrous buildings, including a number of palaces. Strangely, though, despite 50 years of construction, no temples were ever built here. And what is the secret of the mysterious fire-altar in the center of the city?

Gabriel passed the Stone on to Abraham, who used it as the cornerstone of his temple. Later, Mohammed would purify the Stone and it would become the most revered artifact in all of Islam. Moslems who worship in Mecca must circle the Stone and kiss it seven times.

There are a number of mystic legends associated with Mecca. The Black Stone is said to have power over the forces of nature. According to one story, an Abyssinian warrior once arrived at the gates of the city, determined to destroy it. But his elephant knelt before the power of the Stone and refused to carry him inside, and a flock of birds pelted his army with rocks until they retreated. The nearby Well of Zemzem, once the only source of water in the whole city, was once believed to have the power to bestow life.

Although unbelievers are not welcome here, a number of Western adventurers have slipped in and out over the years. They deemed it worth the risk because this is a place unlike any in the world, both in its importance to countless millions and its mystery.

Adventure Hook

The Black Stone

Incredibly — impossibly — the Black Stone is missing. While the characters were visiting Mecca, somehow the holy relic was made to disappear. Was it stolen? Is this some trick by foreign powers seeking to disrupt the Arabian peninsula for their own reasons? Or is this some new manifestation of the power of the Stone? Regardless, it is only a matter of time before the characters are exposed as nonbe-

INDIANA JONES™

and the
Lands of Adventure



Paul Daly

lievers, which would make them likely suspects. The gates of Mecca have been closed — the characters only chance for survival lies in finding the Stone and returning it to its rightful place in the sacred precincts of the Great Mosque.

Dig Sites

Dig sites are where major archaeological excavations take place. The size of a dig site can range from a few square meters (for when a specific area is being excavated slowly) to digs that occupy several square kilometers (such as the dig at Tanis, where the Lost Ark of the Covenant was discovered). Most fall somewhere in between, perhaps large enough to excavate a small village or temple site. The determining factor is a simple one — archaeologists are limited by the amount of money they have, and that more often than academic or historic merit determines how much attention a dig site receives. Most digs are funded by sponsors, such as a major university or museum. In rarer cases, governments, companies or wealthy individuals may sponsor dig sites, but sometimes their motives are less scholarly (such as in the case of Hitler's quest for the Ark of the Covenant and the Holy Grail). In most cases, the funding is proportionate to the expected value of the find (note that "value" may be in terms of historic knowledge rather than sheer monetary worth) — digs for important religious artifacts tend to be larger and better funded than inquests into the history of "minor" tribes that few outside of a small circle of scholars have heard of (a judgment based on the more prejudiced views of the day).

The resources needed to excavate a specific area for one or two artifacts are much different than the resources and personnel needed to uncover a lost city. While a small dig may have only an archaeologist and a few students and assistants, large digs seemed to be as large as small cities, with hundreds of workers, assistants and specialists of every kind, and bountiful supplies and equipment. Digs this large are relatively rare and unless the archaeologists are very careful, will draw a rather large amount of attention from curious locals.

Dig sites typically are isolated. The reason is simple: locations near civilized areas tend to be looted, so the sites in the best shape are off the beaten path. Most dig sites are in

remote areas, far from good roads (in some cases, the archaeologists have to build roads), ready supplies of food and purified water (characters drinking unpurified water risk contracting several diseases), and phones. The only contact the dig may have with the outside world are transport vehicles and, if the dig has military connections, bulky portable radios. Large digs may have a landing strip for cargo plans, but this is rare. This isolation makes for good adventuring — half the challenge can be getting to the dig site in the first place. For characters taking part in a dig, they will soon realize that they are truly alone ... and if anything unexpected happens to them (such as Nazis or angry natives arriving, natural disasters, and so forth) no one will come to help.

Any time the characters are working on or attempting to infiltrate a dig, this complication can come into play. Some sort of natural disaster strikes the dig site. Depending upon the locality, it may be a flood, earthquake, fire, typhoon, hurricane, blizzard — whatever fits the situation. The end result is chaos, but it can be as destabilizing for the villains as for the characters. If the characters have been taken prisoner or are trying to escape with a valued artifact, this event may give them the break they need provided they act quickly.

Non-natural disasters can include attacks by hostile native tribes, the sudden and unexpected arrival of a government official, or even an attack by a dangerous animal such as an alligator or cobra.

Of course, this being the *World of Indiana Jones*, it would only be appropriate for the characters to think they've gotten away, only to learn that someone in the enemy camp has noticed their efforts and is closing in for the kill ...

Dig sites often rely on local "assistants." Rather than pay the high cost of transporting workers and students to dig sites, archaeologists conducting digs typically assemble a small core team of reliable workers. The balance of the workers are recruited locally. While the sponsor of the dig saves a great deal of cash (always an important objective in financially-strapped academic circles), there are problems with worker reliability, education, and, of course, the language barrier. Hiring locally also gives opposing interested parties

the opportunity to infiltrate a dig site and find out what's really going on. Characters, presumably of a higher moral fiber than their opponents, may get the chance to prove themselves to workers who may be as motivated by fear of their employers as by money. On the other hand, characters who brazenly venture into a dig area may be in for a rude awakening if they expect cooperation just by asking for it — they would be well-served by using any local contacts to meet trustworthy people with friends or family working on the site. With a local guide, the characters may be far more successful than they would be by trying to sneak into a dig.

Smaller Digs

Smaller digs may only have one or two archaeologists and a few workers. There may be a couple of armed guards if it is considered likely that robbers would attempt to infiltrate the site. However, most small digs will not require that kind of protection, making do with guard dogs or a single watchman (often a native) to keep an eye out for suspicious goings-on at night.

The encampment will consist of little more than a couple of tents, a transport vehicle and several crates of tools and whatever artifacts the archaeologists intend to take back for further study. There may be oil lamps or torches around the dig site to keep away animals. There may not even be a permanent camp; instead, the operation moves from site to site, or is close enough to "civilization" that the archaeologists do not stay "on-site" at night.

These smaller operations are normally privately funded (by a private foundation, a college, or even out of the archaeologist's own pocket). What these digs lack in resources, they tend to make up for in enthusiasm — normally such an operation will be mounted as part of a preliminary investigation and the head archaeologist will be working based on a "strong hunch" that something valuable remains waiting to be found.

The small digs are going to experience extremes — either the dig uncovers very little and is a waste of time, or the dig may uncover strong evidence of a very important find (some of the most important archaeological finds were discovered by small groups or even by pure coincidence)! A sponsor won't commit a huge amount of people and money to a dig

without a strong suspicion that it will pay off and small digs are ways of finding out which larger digs are worth financing.

Sam McLaughlin, Small Dig Archaeologist

AGILITY 8

Beast riding: camel 10, climbing 9, dodge 9, swimming 9

DEXTERITY 8

Vehicle piloting: wheeled 11

ENDURANCE 7

STRENGTH 8

TOUGHNESS 9

INTELLECT 10

Deduction 14, first aid 11, linguistics 12, tracking 11

MIND 11

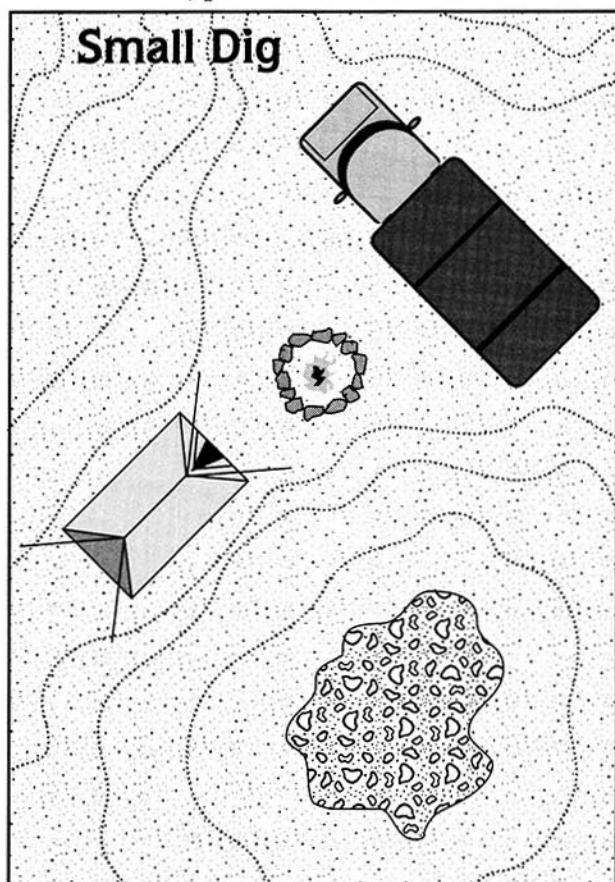
Language: Spanish 13, language: Arabic 13, scholar: archaeology 15, scholar: history 14

CONFIDENCE 10

Con 11

CHARISMA 9

Charm 10, persuasion 12



Steven Brown

Life Points: 3

Equipment: Pens; notebook; pen knife, damage value STR+2/17; backpack; binoculars; flashlight; cigarettes

Description: Sam is a young archaeologist who projects the image of the flashy playboy; in reality, he takes his work quite seriously. It just seems that things always happen to him. From outracing Italian Fascists in the jungles of the Yucatan, to witnessing the uprising in Morocco, McLaughlin seems to make friends quickly and then get thrown into the middle of whatever mess happens to be brewing at the time.

Sam has only been out of school for three or four years (he graduated from St. John's University in New York; anyone with a contact there will be greeted with open arms), but he's learning quickly. He has ambitions to become one of the best archaeologists in the world. He is a cheerful fellow and is very trustworthy. His weakness is fine Cuban cigars — something anyone who wanted his help would be advised to remember. After his experiences, he is extremely distrustful of Musolini and the Italian Fascists.

Sam is the type of character who can turn up unexpectedly anywhere, anytime, always ready to lend the characters a hand (if they've played things straight with him).

Typical Dig Assistant**AGILITY 8**

Acrobatics 9, beast riding: (local animal) 9, long jumping 9, running 9, swimming 9

DEXTERITY 8

Vehicle piloting: wheeled 9

ENDURANCE 9**STRENGTH 9****TOUGHNESS 9****INTELLECT 8**

First aid 9, perception 9, tracking 9

MIND 8**CONFIDENCE 9**

Faith: (local religion) 11, survival: (local terrain) 11

CHARISMA 9

Persuasion 10

Life Points: 1-3

Equipment: Flashlight; cigarettes; lighter; watch; pocket knife, damage value STR+2/17

Description: Local assistants will range from men hired for brute strength and knowledge of

the local environment to students from local colleges. In general, characters can be expected to be treated coolly unless they show enough respect to learn and follow the local culture.

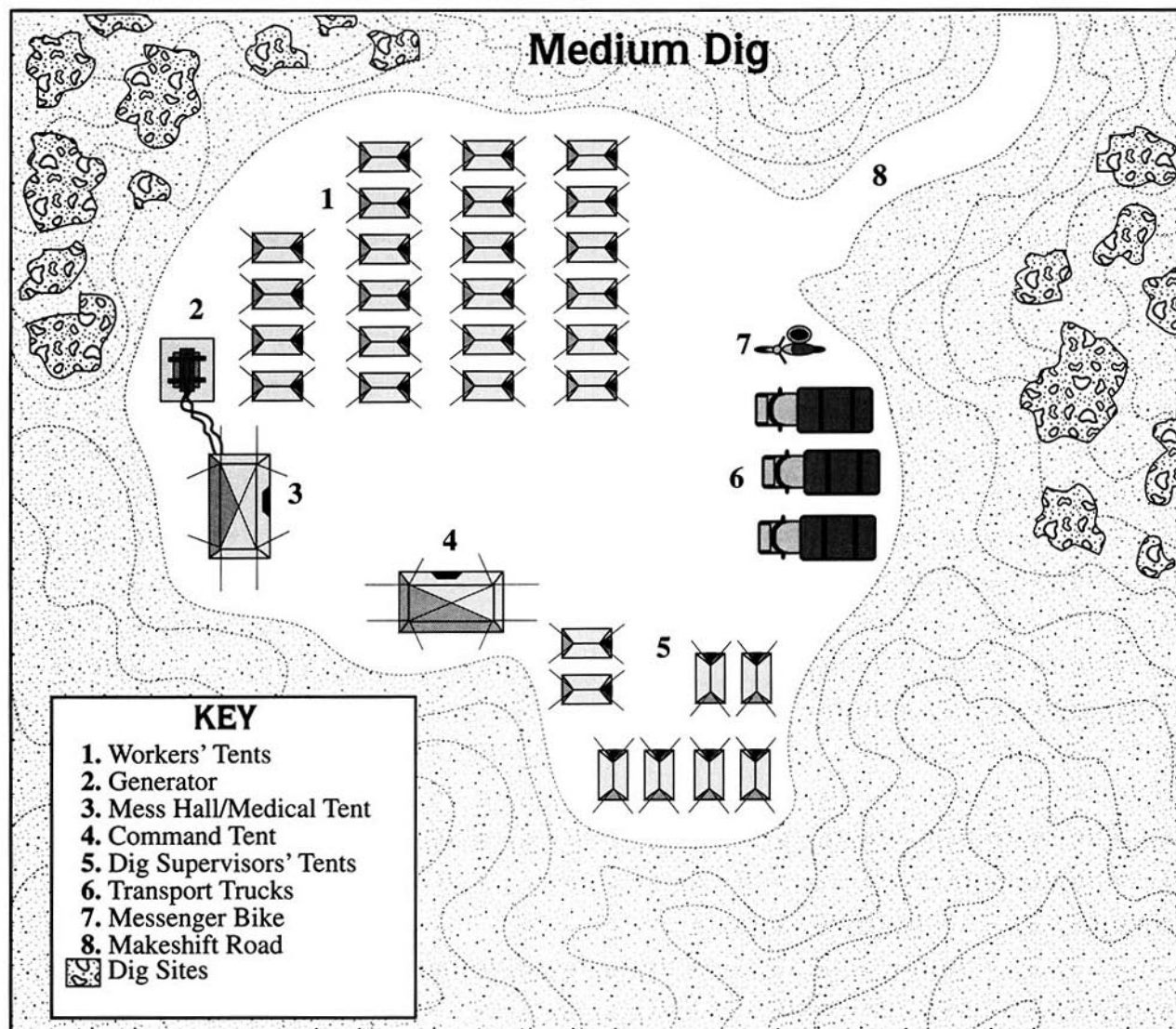
Local assistants are generally assigned to excavate areas and then report to higher supervisors if they find anything unusual. Of course, no group of people will be uniform — some will be friendly, some distant, others will be honest while some will steal objects when no one is looking.

Moderate Digs

More moderate sized digs will have a head archaeologist directing the dig, as well as several senior archaeologists who will supervise specific operations within the dig site. Dozens or even hundreds of assistants will be on hand — normally archaeology students or local helpers with some working knowledge of archaeological procedures. In addition, a large number of common laborers will be on hand to move supplies, assist in digging, prepare meals and take care of the mundane aspects of the dig. A modest dig will have several sleeping tents for the workers, a central command tent (where the head archaeologist keeps track of results and plans future operations), a power generator and normally several transport trucks. A well may be dug, or several tanks for water will be built.

A modest-sized dig will normally have several distinct operations going on at once. The site of such a dig is normally an area of modest significance, and therefore will have several possible sites of excavation. Each senior archaeologist will be responsible for running a specific site's operations. Often, "teams" of diggers and researchers will be involved — as soon as a discovery is made, a more thoroughly trained team will be assigned to the area to finish the excavation.

The dig site on the map covers an area about the size of a football field and has a modest sized crew. There is normally a head archaeologist, five senior archaeologists controlling each dig site, and about a hundred common laborers doing the majority of the work. A dozen large tents have been set up as sleeping quarters, with a command tent (where notes on the dig are kept), a mess hall and medical tent, private tents for the head and senior archaeologists, a diesel-burning power generator, three trans-



port trucks and a messenger motorcycle. Guards are posted around the tents and the major dig sites at night, but they have only a flashlight or lantern and a weighted club.

Dig Guard

AGILITY 9

Climbing 10, melee combat 10, melee parry 11, running 10

DEXTERITY 9

Thrown weapons 10, vehicle piloting: wheeled 11

ENDURANCE 9

STRENGTH 10

Lifting 11

TOUGHNESS 11

INTELLECT 8

Deduction 9, perception 10

MIND 8

CONFIDENCE 10

Streetwise 11, survival: (local terrain) 11

CHARISMA 8

Life Points: 1-3

Equipment: Flashlight; club, damage value STR+3/13; lantern; hemp rope

Description: Dig guards, unless specifically warned by the archaeologist, will tend to not be expecting trouble. They may be easily avoided, allowing characters fairly easy access to a dig site (or in the case of guards working for characters, they may easily allow others to infiltrate a supposedly secure camp). However, if they do encounter anyone, dig guards will instantly raise an alarm.

Large Digs

Larger digs more closely resemble large towns than small field research outposts, but it should be noted that digs of this size are extremely rare. With hundreds or thousands of workers, characters may have a much easier time infiltrating such camps. Workers will not expect to know everyone, so it's much easier for characters to adopt disguises and fit into the work site, giving them a chance to get up close views of any uncovered artifacts. There will normally be two or possibly even three shifts of workers, with constant guard patrols and the possibility of encountering an overly curious archaeologist at any time.

Because of the immense size of such digs, it will probably be easier to get information from the dig site by talking directly to workers off-duty or by using local connections. There is probably going to be a good mixture of rumor and wild conjecture in any information, but talking to workers is a good starting point. Local connections may also allow characters to get workers' badges or even have a small artifact or two stolen.

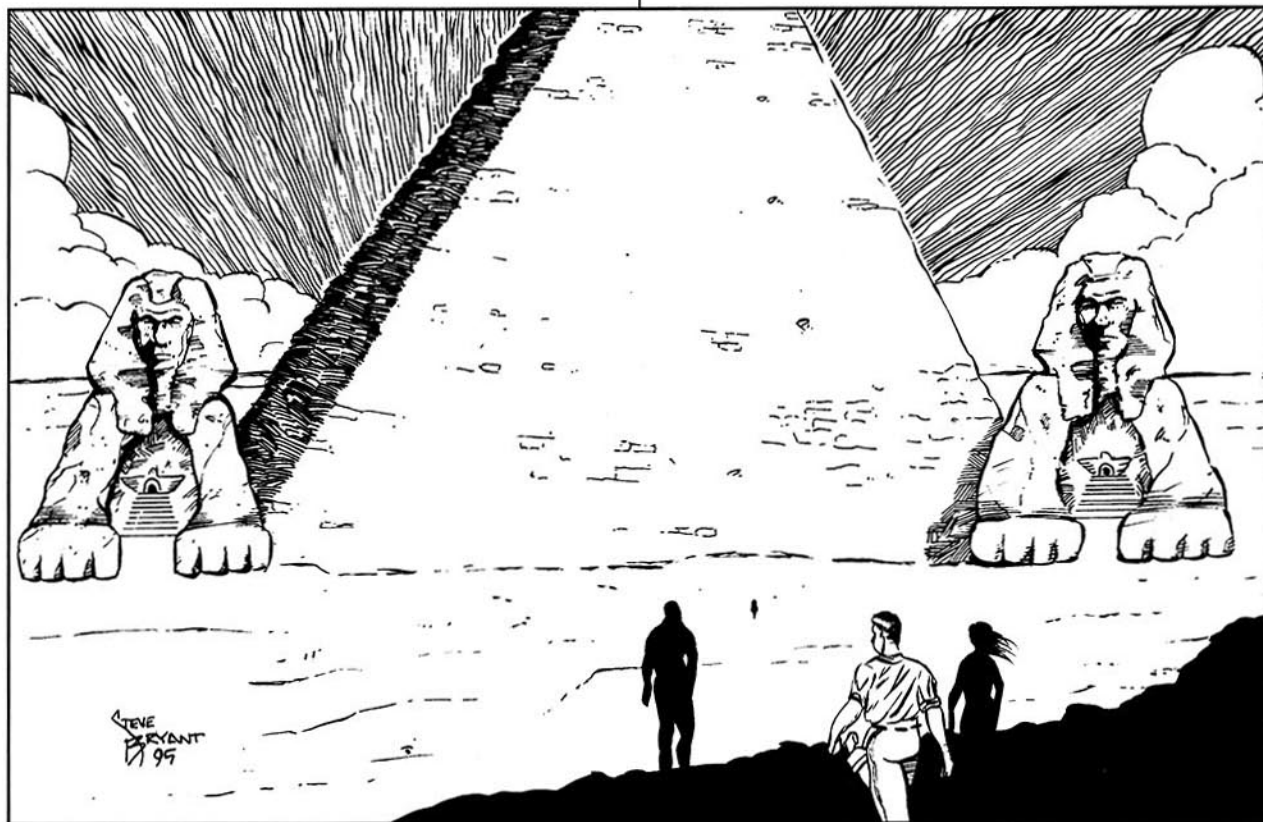
Complications

The dig could be placed in a desert, field, forest or jungle, but each different terrain will have its own problems.

With a desert area, canvas cloth will have to be secured and draped over each dig site at night to prevent sand from blowing into and disturbing the site. In addition, workers will have to be on the lookout for poisonous snakes and spiders.

In a forest dig, the biggest problem will be visibility — typically, the archaeologists cannot fell the trees in the area because that might disturb any remaining artifacts. A series of paths will connect each dig site.

Jungle digs will be among the most difficult and dangerous — typically, the road to the dig will have to have been cut out of the jungle itself. Mosquitos carry deadly malaria, so workers will have to constantly be on the lookout for insect bites; impure water can also cause dangerous infections. Guarding the site will be difficult because the thick jungle will provide ample protection. Poisonous snakes and spiders and large predators pose a very real threat and guards may be given guns.



STEVE
BRYANT
95

Steve Bryant

The Pyramids

Of all the ancient artifacts of the Old World, few so captured the imagination of the people of the late 19th and early 20th centuries as did the ancient pyramids of Egypt. Dating back up to six millennia, pyramids symbolized the essence of mystery and wonder of the ancient world. Egyptology became a subject of popular fancy, and the exploration of the tomb of Tutankhamun, found in the Valley of Kings (near Luxor) was a grand adventure. The mysterious "fulfillment" of Tutankhamun's curse gave the myths about the pyramids power to those inclined to believe in the supernatural.

Historically, pyramids are the burial tombs of pharaohs, the rulers of ancient Egypt who were believed to derive their power directly from the divine. Pyramids also symbolize the immense wealth of the kingdom of Egypt and are a testament to its history and legacy — consider that the Egyptian pharaohs ruled their land for longer than the modern (AD) calendar has been in use. Characters who walk among the pyramids and temples of ancient Egypt are walking among monuments that have lasted 30 times as long as the modern United States! It is important that gamemasters use this sense of history, of the ancient world, and of the sheer size of these constructs to instill a sense of wonder in the players.

The late 19th and early 20th centuries were the great eras of Egyptian excavation. A number of archaeologists entered known pyramids and tombs for the first time; others discovered pyramid complexes or tombs, buried in the sand for hundreds of years, almost by chance. As this time period covers the heart of the *World of Indiana Jones* roleplaying game, characters stand a good chance of taking part in some of the most exciting finds of the era.

The excavations of the pyramids and tombs also helped the development of "modern" archaeology as it is known today. Even in the 1800s, archaeology often consisted of little more than organized (if well-intentioned) looting. Archaeologists, eager to claim the most valued prizes for their country or university, often thought nothing of destroying walls or passageways to get at the sculptures, treasures and sarcophagi within. In the process however, many of these acts destroyed countless clues as to the

life and times of that era. As more and more of the Egyptian pyramids were investigated, archaeology evolved into a true science, with professors studying every possible object, wall or other element of the pyramid in search of clues regarding ancient Egypt.

In all, more than 80 pyramids are known, although most are in ruins and the few that remain intact are likely to have been robbed at some point. It was not unknown for the pyramids to be defaced (in some cases, graffiti on the pyramids or surrounding structures dates back thousands of years as well!).

While archaeologists have found pyramids dating back over six millennia (going back to Egypt's Old Kingdom), the largest date from much later — the Great Pyramid of Cheops dates back to "only" the second millennium BC, during the Middle Kingdom. The mammoth structures defy description and must be visited to be truly appreciated. At nearly 152 meters tall and over 228 meters to a side, the Great Pyramid, found in Giza outside of Cairo, is a truly awe-inspiring construct.

There are many known sites of pyramids, with Giza featuring the largest. More pyramids, though older and smaller than those at Giza, are to be found at the site of Memphis, approximately 20 kilometers south of Cairo, and the capital of ancient Egypt. Saqqara, not far from Memphis, houses the Step Pyramid.

Each pyramid was an individualized work of art, with unique design elements. Pyramids, as memorials to the pharaohs, were one of the most important elements of any pharaoh's reign. Pyramids reflected the conditions of the era, as pharaohs were considered responsible for the wealth of the land: when the land prospered, the pharaoh could afford a larger pyramid. Each pyramid has its own "personality" as it were, from the older Step Pyramid of Djoser-Netcherikhe to the Great Pyramid of Cheops to the Abusir pyramids. Each had a distinct interior design, with the king's greatest treasures contained within (presuming the pyramid had not been robbed). Many pyramids featured immense complexes surrounding the site, although many of these complexes have been obscured by drifting sands. Some complexes feature statues, additional temples, open courtyards, additional pyramids and other tombs.

While popular myth has encouraged people to believe that pyramids were riddled with poison, deathtraps and such, historically this is incorrect (at least among the pyramids that are known — how many others could remain undiscovered?). In the era of Indiana Jones, the pyramids offered more than sheer size — they were a symbol of vast power and, to the superstitious, magic. Characters exploring pyramids (or other temples and tombs of the era) may be expecting any number of supernatural phenomenon, from mysterious curses to visions of ancient spirits and Egyptian gods. While gamemasters may be tempted to dish up such encounters, it is suggested that suspense be built up by merely hinting at what may lie ahead rather than giving in to the players' desires immediately. Allow the characters to have several encounters that seem mystical — such as mysterious shadows or movements of objects, traps that seem to trigger spontaneously, and so forth — yet the true origin of these events might lie in decidedly mundane events.

While exploring pyramids and tombs, characters will encounter numerous inscriptions on the walls — they are instructions for prayers that will resuscitate the body of the pharaoh, as well as accounts of great past deeds. These inscriptions were intended to help assure the pharaoh continuing life. As living divine beings, pharaohs were the ones to assure eternal life for all Egyptian subjects.

Standard Pyramid

The pyramid depicted on page 49 is not a specific site from Egypt, but rather is representative of the pyramids and can be incorporated into a *World of Indiana Jones* roleplaying session (certain liberties have been taken for dramatic impact).

In order to justify the pyramid remaining undisturbed, it is suggested that part of the adventure revolve around an excavation of the base of the pyramid in order to find the entrance. The characters may also discover an elaborate pyramid complex, with additional tombs, chambers and perhaps even rich treasures ...

Temple: The temple served a dual purpose. During construction, it ended upon a canal. The massive stone blocks for the pyramid were brought to the site on the canal, and

then moved on the temple landing to the broad causeway. The temple also served as a monument to the pharaoh, with extensive hieroglyphics depicting the afterlife and showing the pharaoh in the company of the gods. The temple has immense columns supporting a partially decaying roof (excavating the area is extremely dangerous because of the possibility of collapse).

Courts: The open air courts are believed to have been used for the pharaoh's physical tests (necessary to prove his worthiness to rule). However, they may have been used for religious worship after the pharaoh's death, possibly even for memorial festivals and prayers to the pharaoh's favored personal gods.

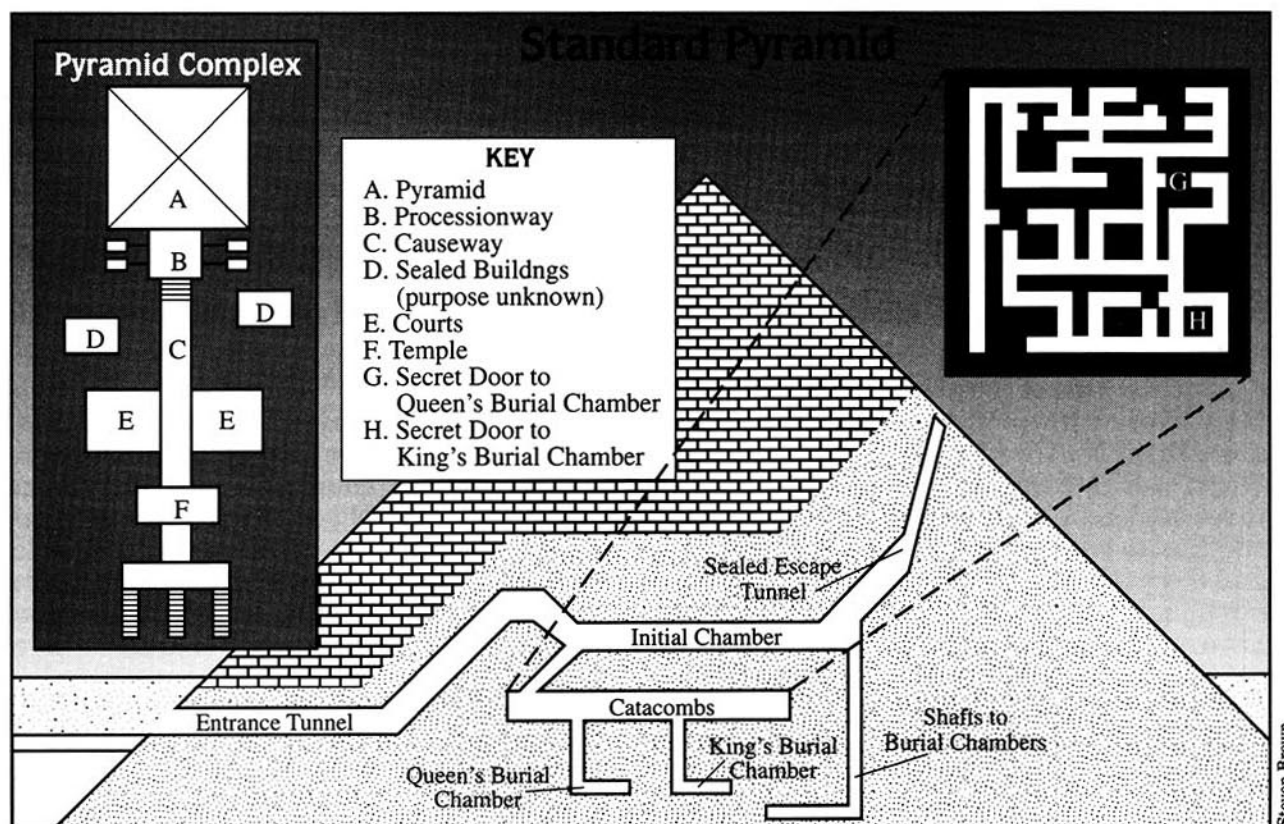
Buildings: It is believed that the dual buildings could have been additional temples or tombs, or that the tools used for the pyramid's construction or the pharaoh's mummification were buried here. The truth is unknown because no entrances have been, as yet, discovered. Perhaps once inside characters may discover secret passages leading to underground tunnels and chambers.

Processionway: The final grand walkway, which leads down to the pyramid's entrance. Several side buildings are believed to be storage areas for the artifacts of servants who were buried after the pharaoh was buried. The servants are likely to be found in tombs in these buildings as well.

The Pyramid: The pyramid itself is massive, yet there is surprisingly little inside it. The entranceway has a low, sloping passageway. The passageway eventually winds to the initial chamber, which is filled with statues and paintings of "relatively" minor worth (although they would be incredible treasures to any serious archaeologist).

Sealed Escape Tunnel: A very narrow tunnel which leads to a small, sealed entrance on the north face of the pyramid. It may be partially collapsed.

Small tunnels lead to a series of shafts which bore down nearly 30 meters into the rock. At the bottom of the shafts are the bodies of the sons and daughters of the pharaoh, as well as their personal treasures. The small, narrow and cold shafts could easily bring about a feeling of claustrophobia in many beings.



The passageway leading from the initial chamber leads to a solid stone block. After getting by the block, characters will encounter a series of catacombs. The catacombs are intended to confuse any robbers who get this far (the stone block is intended to trap robbers in the catacombs). Characters may encounter a crumbling skeleton or two amid the amazing hieroglyphics along the walls. Two false doors lead to separate passages. The pharaoh and queen have separate burial chambers, and provided they remain intact, house incredible troves of wealth and artifacts.

Mummies and Treasures

There is a tendency for people to underestimate the extent of the treasures of ancient Egypt. For example, it is widely believed that only nobles were mummified. In truth, millions of people were mummified in ancient Egypt: very few of them were of noble blood. Additionally, there are quite literally thousands of statues and other artifacts that remain undiscovered and hide incredible secrets of this fascinating era.

Valley of the Kings

During the New Kingdoms, Egyptian pharaohs turned away from pyramids in favor of underground tombs. They were easier to hide, and therefore less prone to being robbed. A site which came to be known as the Valley of the Kings was selected for many of these tombs, and in all, nearly 60 different tombs are known (about half of them are for pharaohs, while the rest are for nobles, workers and seemingly minor individuals). Some of these tombs survived in fine shape (such as the tomb of Tutankhamun), but others were as despoiled as the pyramids. Grave robbers often destroyed irreplaceable objects in their quests for quick riches. The Valley takes advantage of the natural nooks and crannies of the terrain to provide ample hiding spots. Many tombs remain at least partially unexcavated.

Africa

The "Dark Continent" — long after Europeans had landed in the New World, Africa remained unexplored. Its harsh climate, dense jungles, and formidable natives were enough to

discourage any number of explorers. Over time, though, the lure of gold and diamonds brought the French, British, Italians, Portuguese, Spanish, Belgian and Germans to this mysterious land. During the era of Indiana Jones, the Germans have lost their hold over their African colonies, forced to surrender them to the British and French. Virtually all of Africa is under European domination, and its map is quite different from the one we know today. Listed below are the nations of 1930s Africa:

Algeria: One of the gateways to Africa for the player characters, and the future site of the Allies' North African headquarters in World War II. Algeria has a number of things to recommend it as a source for adventures: in addition to its association with ancient Rome and Carthage, the Algerian coast was once a stronghold for pirates plying the Mediterranean. Under French domination, roughly 10 percent of the population is European, with both French and Arabic widely spoken. It's largely an agricultural country, but its ports make it of great strategic value.

Morocco: Like Algeria, this too was a colony of ancient Rome. In later years, it would be a subject of dispute between the French, the Spanish and the Germans, with France emerging victorious. In the 1930s, though, nationalistic feelings are rising to the fore and European player characters might encounter some hostility. Casablanca, in Morocco, will become a link in the European refugee chain during the early years of World War II. Arabic is the official language, but Berber, French and Spanish are also spoken.

French West Africa/French Equatorial Africa: This massive French protectorate encompasses the countries now known as Mauritania, Mali, Niger, Chad, Benin, Senegal, French Guinea, the Central African Republic, Gabon and the Ivory Coast. Although there is a fair amount of gold in the current Mali region, there isn't a lot to draw player characters here. The French established military bases here, but did little for the economy, and much of the land is taken up by the Sahara.

King Tut's Tomb

Although King Tutankhamun's tomb was discovered in 1922, its story can give gamemasters some insights into how to run such an expedition by player characters.

The first thing the characters are likely to encounter is a sealed door. At this point, the characters would be well-advised to do what they can to check the interior before opening the door. One way to do this is to poke a hole in the door and slip a bar or rod through to make sure there are no obstructions. Once this is done, a candle should be used to test for noxious gases.

The door will most likely be plastered over and sealed. Beneath the plaster will be inscriptions with the name of the worthy buried within. Beyond the door will be a passage, possibly clogged with dirt and rubble (a common practice to deter robbers).

Traveling through this passage will bring the characters to an antechamber, where the objects the deceased would need in the afterlife would be stored. There will then be an-

other sealed door, leading to the burial chamber itself. In addition to the sarcophagus and mummy case, characters can expect to find more treasure here. Tut's tomb contained, among other things, miniature boats, statuettes, vases, chests full of bracelets, rings, pendants, earrings, and all sorts of precious materials.

If the deceased was wealthy enough, the body might well be nested within multiple shrines of gold. It's unlikely there will be much of a corpse left — the oils used to anoint the body after mummification would have destroyed most of it. An exception might be the face, commonly protected by a death mask.

Many tombs are protected by curses — inscriptions relating the horrifying fates awaiting those who robbed or desecrated the tombs. Most Western scientists dismiss these as mere superstitious nonsense, but who can truly say? If, as a gamemaster, you wish to see a curse levied on the player characters for entering a tomb, feel free.

Rio de Oro: Later known as Spanish Sahara and Western Sahara, this land is mostly sand and stones. Very little of interest to adventurers.

Tripoli: Now known as Libya, this country is rich in archaeological finds and the site of a struggle between local freedom fighters and Italian Fascists. At various times ruled by Carthage, Rome, Arabia, Morocco, Egypt, Spain and the Ottoman Turks, remnants of a number of different civilizations can be found here. It was coveted for its ports and had a long history as a pirate base. Seized by the Italians in 1911, the Libyans put up a fierce resistance which waned in the late '30s. It would become one of the main battlegrounds of North Africa in World War II. Both Arabic and Italian are spoken here.

Gambia: A British protectorate in the '30s; the official language is English.

Sierra Leone: Another British protectorate, and an important source of diamonds. English is the official language.

Liberia: One of three fully independent countries on the African continent (the others being South Africa and Ethiopia, at least initially), Liberia was originally founded as a haven for slaves emigrating from America. Liberia has close ties with the US, but is unstable in this period — 1930 saw a revelation that the Liberian government was involved in a new slave trade. The Liberian merchant marine is huge, for the country registers foreign ships under extremely flexible rules, and the activity of the port makes it a great entry-exit point for characters. Official language is English.

The Gold Coast: Despite its name, this British protectorate is known more for cocoa than gold. Now known as Ghana, there's little to attract characters' interest here. Official language is English.

Togoland: Once a German protectorate, it passed over to France after World War I, but is still a hotbed of German agents prior to World War II. Official language is French.

Nigeria: A British protectorate dating back to 1906, Nigeria is the most populous country on the continent. Official language is English. Not very much to attract characters here.

Anglo-Egypt Sudan: This region was originally known as Nubia and was colonized by the Egyptians in 2000 B.C. Remains of Egyptian tombs, etc. can still be found by enterprising archaeologists. The British and the Egyptians are supposed to share authority here, but in fact it is the British who call the shots. Northerners speak Arabic; southerners speak tribal languages.

Eritrea: Although very small and sparsely populated, this country is important for one reason: in 1935, it will be the base for Italy's invasion of Ethiopia. (Eritrea no longer exists as a nation, having been absorbed into Ethiopia in the '60s.) Characters can expect to run into Fascist elements if operating near here.

Ethiopia: According to legend, Ethiopia was founded in the 10th century by Menelik, son of King Solomon and the Queen of Sheba, who brought the Ark of the Covenant there when he went (although Indy found the Ark elsewhere, some Ethiopians believe to this day that the relic is there). Ethiopia was also believed to be the kingdom of the legendary Crusader, Prester John (see below). Italy invades Ethiopia in 1935–36, and it becomes a part of Italian East Africa until 1941. Ethiopian resistance groups will welcome any help they can get from characters in sabotaging Italian equipment or striking other blows for freedom. Amharic (*linguistics* difficulty of 15) is the official language, though English is widely spoken.

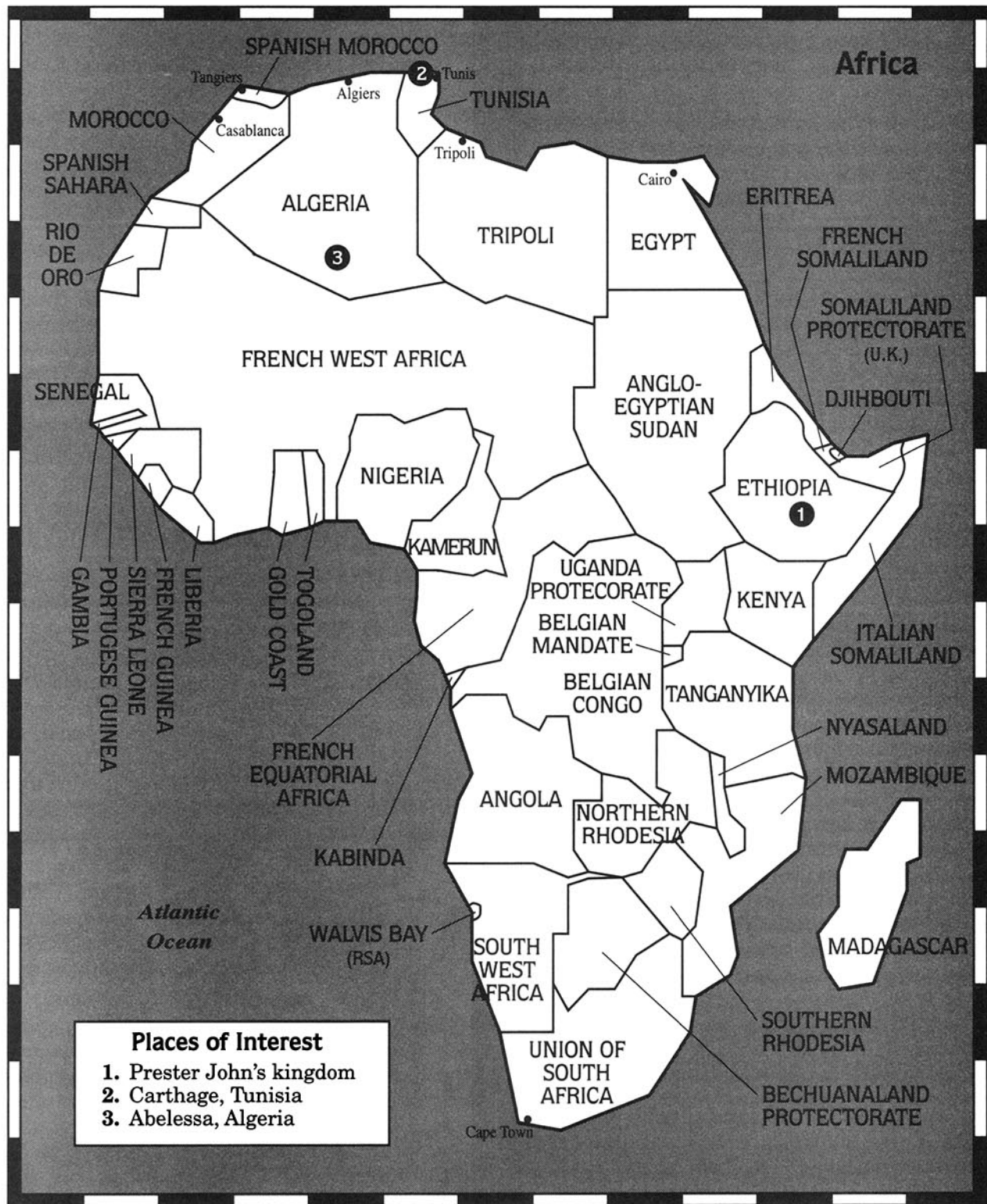
Italian Somaliland/Somaliland Protectorate: Poor and largely arid, this area is divided between Italian and British influence. Italian Somaliland will merge with Ethiopia as Italian East Africa after 1936. Official language is Somalian (*linguistics* difficulty of 15 to understand).

Kenya: Anthropologists and archaeologists can have a field day here, where many believe the first humans lived. It's a British protectorate, run mainly by English and Indians, which doesn't sit well with the native population. Swahili (*linguistics* difficulty of 15 to understand) is the official language.

Tanganyika Territory: Gold, diamonds and ivory can be found here in abundance, and it's yet another site of German activity. It had been a German protectorate until World

INDIANAJONES™

and the
Lands of Adventure



Stephen Crane

War I, when it fell under the influence of the British. Official languages are Swahili and English.

Belgian Congo: One of the most European of African colonies, the Belgian Congo is a place of great plantations and vast mines. With the number of diamonds in the ground here, characters can count on running into smugglers and thieves everywhere they turn. French is the official language.

Angola: If the characters are on the outs with the English and the French, they might want to run here, one of the two Portuguese colonies on the continent. With the slave trade over, they really aren't doing much with it, so other than a refuge, there's little to keep characters here. Most of the people speak Portuguese or a Bantu language (*linguistics* difficulty of 15 to understand; characters who know Spanish can understand Portuguese on a *linguistics* difficulty of 12).

South West Africa: A former German protectorate occupied by South Africa in World War I, this is another rich source of diamonds. There is probably a good chance of characters running into German agents here or in the general vicinity.

Bechuanaland Protectorate: With diamonds and gold, in great abundance, this area has been coveted by both the Dutch and the Germans, inspiring the British to make it a protectorate. English and Tswana are the official languages.

Northern Rhodesia: Now Zambia, this area has just started feeling the effects of serious European colonization in this era. A British protectorate, copper is discovered here in the '20s and foreigners pour in, growing rich while the local laborers stay poor. This leads to periodic strikes, sometimes violent ones, that the characters might well get caught in the middle of.

Southern Rhodesia: One of the places that should be on the characters' itinerary, Southern Rhodesia (now Zimbabwe) is a self-governing British colony and the supposed site of King Solomon's Mines, a treasure trove of gold to rival El Dorado. Although the mines have never been found ... that doesn't mean they aren't there. Civilization in the region

dates back to the Iron Age, and ancient cities are waiting to be found beneath the earth here. Official language is English.

Portuguese East Africa: Now Mozambique, this country is ruled with an iron fist by the Portuguese, and there is a great deal of disaffection among the native population. Europeans are viewed with suspicion and hostility, something the characters will rapidly become aware of. Gold and ivory brought colonists here and keep them here, but the country is mainly agricultural. Portuguese is the official language.

Union of South Africa: Founded by the Dutch and claimed by the English after the Boer War, this is an independent nation as of 1931. Rich in gold and other minerals, it would become famous for its suppression of nonwhites. Economically, it's prosperous and its cities have a European flavor, for those adventurers who long for a taste of home. South Africa will join the Allies in World War II, so there is already a fair amount of intelligence gathering going on here. Official languages are English and Afrikaans.

— Ancient Mysteries: Africa

Abalessa, Algeria: Deep in the Sahara lies the tomb of Queen Tin-Hanan. A stone building with a number of rooms, one of them contains the skeleton of Tin-Hanan, clad in leather with gold and silver jewelry. Roman coins rested beside her. But no record exists to identify who she was or what land she ruled.

Carthage, Tunisia: High above the Gulf of Tunis lie the remains of a haunted city. It was here that the Greeks defeated the Carthaginians in 310 BC — desperate to stave off disaster, the Carthaginians sacrificed 500 children by fire to their gods. Archaeologists have found the small enclosure in which the atrocity was committed, and it's said that dark and powerful forces were drawn to this site by the murders done here.

The Sword of Prester John

Know ye that in the Year of Our Lord 1159, there did rule a wise king by the name of Prester John. His domain stretched far and wide, encompassing the heart of the African continent. He was a powerful ruler and it was whispered that his strength lay in the secret of immortality, which he had happened upon in his wanderings.

Indeed, seven centuries later, men still spoke of Prester John's kingdom, a place where the "land streams with honey, and is overflowing with milk." And it was said that John still sat upon the throne, guarding the secret of eternal life and holy treasures too numerous to count ...

The Legend of Prester John

According to legend, Prester John was a Crusader who tired of battle and began to wander the Earth. He journeyed south from the Holy Land into the jungles of Africa, and there discovered a kingdom beyond his wildest dreams. Blessed with fertile soil and an abundance of riches, this land lacked only a king — and the people looked to this stranger who had appeared among them as a gift from the heavens.

Prester John became the king of this land (which scholars would later claim was Ethiopia, reputedly the first Christian kingdom in Africa). The people would gift him with a great sword, which protected its wielder against the ravages of age and disease. As long as a king ruled wisely and well, guarding against war and betrayal, he could well live forever.

Although the legend of Prester John was still alive and well in the 1700s, when pirates began to raid the western coast of Africa in earnest, Marco Polo writes that the man himself perished in the 13th century before the blade of Genghis Khan. What became of Prester John's miraculous sword is unknown ...

The Sword of Prester John

Damage Value STR+12/27

The wielder of this blade is granted END+20 against disease or poison, and the sword also prevents its user from aging.

Illustration by Tim Bobko

Chapter Three

The Orient and Australia

For Westerners, the East has always been a place of wonder and mystery. It is a great unknown, despite the presence of so many Europeans there over so many centuries. Visit any port in the Pacific and you'll hear legends of strange practices, bizarre magic, and long-hidden secrets said to come from the Orient. The vast majority of these tales are untrue — but that doesn't mean all of them are.

Here is a brief primer on Asia in the '30s:

China: At this point in its turbulent history, China is under the leadership of Chiang Kai-Shek. The country is wracked by civil war, and Chiang has begun the "Long March," forcing his Communist foes to flee to Shaanxi, where they will eventually establish a base. In 1931, Japan attacks Manchuria and mounts a full-scale attack on China in 1937 (for more information, see *Indiana Jones and the Rising Sun*).

China is a wealth of archaeological treasures — modern man first appeared there 20,000 years ago and the first documented Chinese civilization began in 1523 BC. Chinese artifacts are among some of the most valuable in the world, and as the war with Japan begins, more Westerners are able to get into the country for the purpose of aiding the Nationalists.

The basis of the national language is the

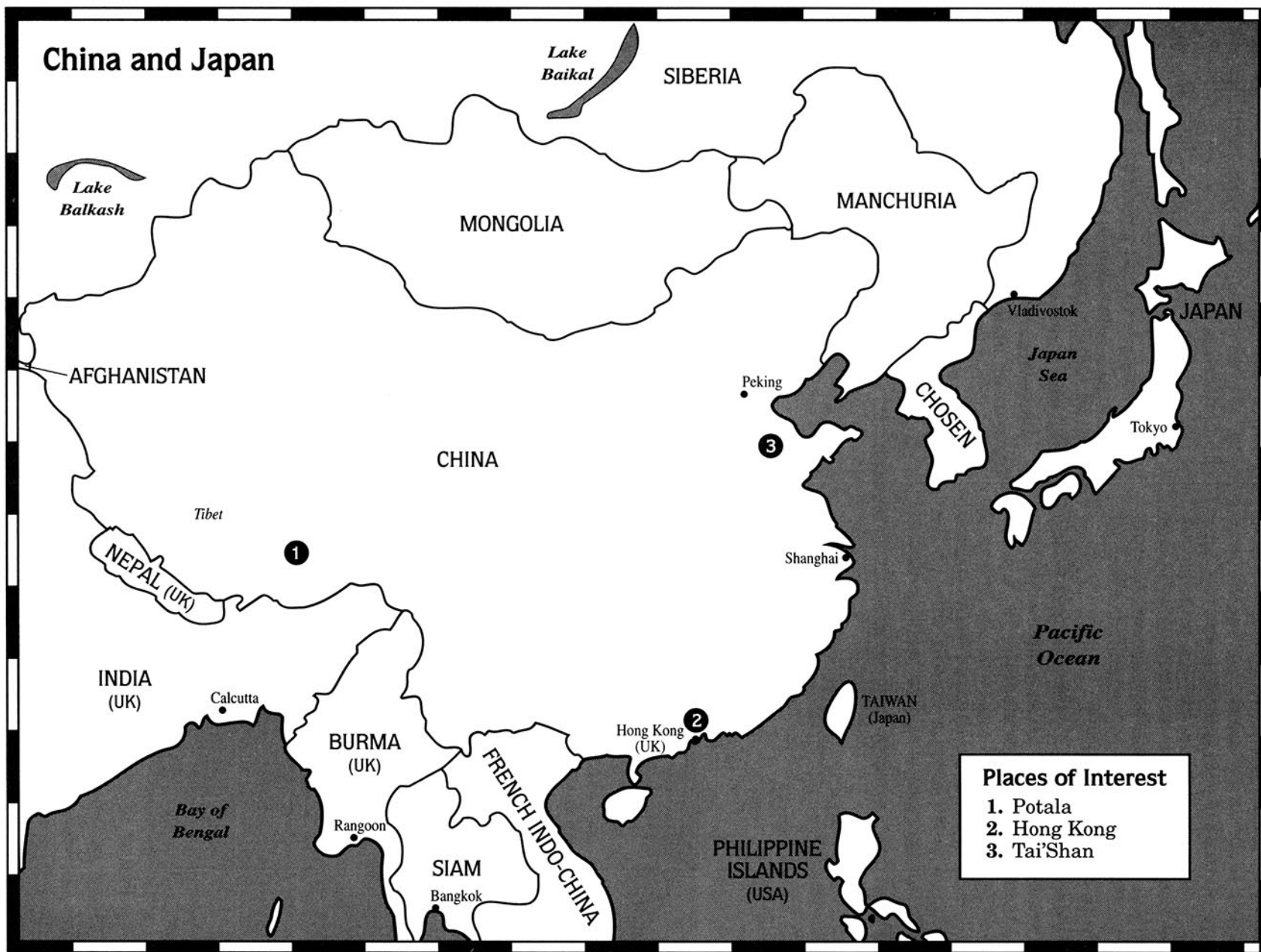
Mandarin dialect, but other dialects, including Cantonese, Wu and Hakka are also spoken. For the sake of simplicity, consider them all to have a *linguistics* difficulty of 16 to understand.

Japan: See *Indiana Jones and the Rising Sun*.

French Indochina: This nation comprises modern-day Vietnam, Kampuchea, and Laos. It was made a French protectorate in 1887 and occupied by the Japanese in World War II. Tropical jungles might conceal hidden cities (as they did Angkor — see below), so if they can take the heat, the characters might want to spend some time exploring this region. Official languages are Khmer, French and Vietnamese (*linguistics* difficulty of 16 to understand).

Siam: See "Bangkok," below.

Federated Malay States: A British protectorate, this tropical, densely forested land will be occupied by the Japanese in World War II. There isn't a lot here in this period to draw the player characters, although they might wish to stop over in Singapore. Official language is Bahasa Malaysia (*linguistics* difficulty of 16 to understand), but Chinese and English are also spoken.



Stephen Crane

INDIANA JONES™ and the Lands of Adventure

Sumatra: Sparsely settled, this is the second largest island in Indonesia. It's known for its large supplies of gold and silver and its rubber and coffee plantations, but it's probably not someplace the characters will be likely to visit. Official language is Bahasa Indonesia (*linguistics* difficulty of 16 to understand), but English and Dutch are also spoken.

Borneo: The world's third largest island, Borneo is a place of dense jungle and fierce monsoons. The interior is occupied by a primitive tribe called the Dyak, who are known to still practice head-hunting and whose weapon of choice is a blowgun loaded with poison darts. Characters would be well-advised to

watch their step here. Official language is Bahasa Indonesia (*linguistics* difficulty of 16 to understand).

Java: A Dutch protectorate, Java is a densely populated area that was the center of a thriving Hindu culture in the 10th century. It's largely agricultural, thanks to rich volcanic soil. Official language is Dutch (*linguistics* difficulty of 15 to understand).

Sarawak: Now a part of Malaysia, Sarawak was ceded by the Sultan of Brunei to Englishman James Brooke in 1841, as a reward for his helping the sultan suppress rebel tribes. The land became a British protectorate ruled by the Brookes, until it was officially ceded to Britain

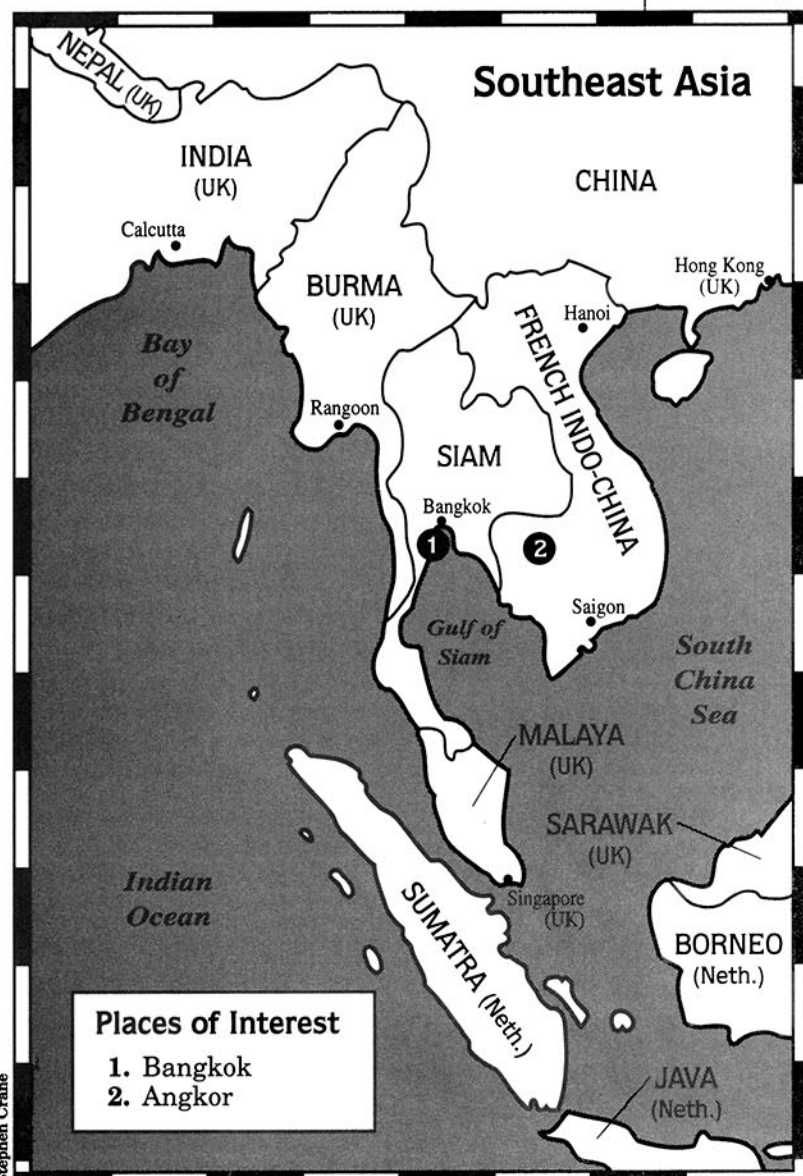
in 1946. There isn't a lot here to draw the characters, but if they are looking for a place to hide in Southeast Asia, the Brookes might well give them shelter. Official language at this time is English.

Philippines: This island chain is controlled by the US until 1934, when the Commonwealth of the Philippines was established. Plans to turn it into an independent state will be interrupted by World War II. The economy is largely agricultural. Official language is Philippino (*linguistics* difficulty of 16 to understand), but English and 70 native dialects are also spoken.

Bangkok

The "Venice of the East," Bangkok is one of the biggest and busiest cities in the Orient, second only to Hong Kong. A mix of ancient and modern structures, Bangkok is built on a series of canals, most which were paved over around 1900.

Bangkok, and the country of which it is the capital, Siam, are both in a state of flux in this era. Siam had been an independent monarchy for centuries before a constitution was adopted in 1932, so the experiment with democracy is just beginning. In 1939, the



INDIANA JONES™ and the Lands of Adventure



country's name will be changed to Thailand; in 1941, it will fall to the Japanese and remain under their influence throughout World War II.

Like Hong Kong, Bangkok is a cosmopolitan port city, the center of trade for Siam. The major industries in the land are rice mills and sawmills, but silks, spices and many other goods pass through the docks. It is also a hotbed of political intrigue at this time — the Japanese invade Manchuria in the early '30s, and both Japanese and Chinese can be found in this city. The maneuverings that lead to war has already begun, and many of them are first felt here.

Bangkok makes an excellent first stop for characters traveling to the Orient. A shadow battleground as Japanese covert operations increase, the possibility exists for adventures built around artifacts, intrigue or both.

Temples

Buddhism is the primary religion in Siam, as in many other Asian nations. There are over 300 temples in Bangkok alone, of which three are the most prominent. The first, the Wat Pho, is part of the Royal Palace and contains the massive reclining Buddha. In the inner sanctum of this temple are hundreds of silver and gold Buddhas, some so old they cannot be dated.

The second temple, Wat Suthat, contains finely crafted wooden doors and many ancient frescos within its walls. The Wat Benchamabopit, the third temple, is mainly constructed from marble. Its central Buddha is a reproduction of the famous Phitsanulock

Buddha, an immense bronze statue found in the temple of Wat Phra Si Rattana Mahathat in the city of Phitsanulock in northern Siam.

Were any of these Buddhas to be stolen or come to any harm, the city would be in an uproar.

The Grand Palace

The Grand Palace (not to be confused with the Royal Palace) covers over 2.5 square kilometers of land, and is filled with magnificent architecture from varying periods. Included within the confines of the palace are the Wat Phra Kaeo temple and the Dusit throne hall, within which rests the Emerald Buddha. This statue is carved from a single huge chunk of green jasper and mounted on a multi-tiered golden altar. Statues of half-man, half-bird creatures, called Kinnari, guard the temple and the palace grounds.

Each of these buildings (the temples and palaces) were built under King Rama I. The edifices contain a fusion of both traditional Buddhist style and more modern architectural styles found throughout the Orient at the time. Rooftops contain either tall slender spires or sloping pitched roofs that seem to layer upon one another. The latter gives the appearance of three or more roof edges stacked, one slightly smaller than the other.

Throughout the city streets can be found countless statues and other monuments dedicated to Buddha and Buddhism. This includes golden statues, bronze artifacts and the like. Anywhere one travels, symbols of Buddhism



proliferate. Be it in statuary, or in soothsayers spreading words of wisdom, there is an undeniable spiritual presence here.

The Siam Culture

The Siam Culture is an organization formed in 1904. Its purpose is to study and chronicle the art, science and culture of the nation. Characters who need to do research may contact them for aid.

It's also conceivable that Siam Culture may hire the characters (if their reputation has already been established as trustworthy, competent individuals) to undertake certain excavations for them. The Culture could not only be a starting point for many adventures in this corner of the world, but also become a valuable source of information, contacts, and funding.

The Red Light District

In addition to its thriving businesses and incredible art, Bangkok has a darker side. With the numerous ships sailing in and out of Bangkok, there is obviously a waterfront trade that has sprung up to accommodate sailors on leave. The district is located at the waterfront, and lined with warehouses, tattoo parlors, seedy bars, massage parlors, pawnshops, small secret buildings which host cockfights and dog fights, brothels, and opium dens.

These are the places characters can find snitches, fugitives, or henchmen of their foes. Many illegal transactions occur in the Red Light District, and a few of them are bound to involve the illegal sale of rare archaeological items.

Standard Waterfront Tough

AGILITY 9

Dodge 10, maneuver 10, melee combat 11, stealth 11, swimming 10, unarmed combat 10

DEXTERITY 8

Fire combat 10, thrown weapons 10

ENDURANCE 9

STRENGTH 10

Lifting 12

TOUGHNESS 11

INTELLECT 7

Trick 9

MIND 7

CONFIDENCE 8

Gambling 10, interrogation 10, streetwise 10

CHARISMA 7

Taunt 9

Life Points: 1-3

Equipment: Club, damage value STR+5/15, or broken bottle, damage value STR+3/13, or jackknife, damage value STR+4/14; one out of four have a .38 pistol, damage value 17, ammo 6).

Description: These toughs are local criminals and out of work dock workers. They delight in robbery and murder, though they also are used to shanghai people onto vessels that need crews. Some also kidnap victims for slave rings. They are found in groups of 4-12.

Working Girl

AGILITY 10

Dodge 13, maneuver 11, stealth 11, unarmed combat 12

DEXTERITY 10

Lock picking 12, prestidigitation 11

ENDURANCE 8

STRENGTH 7

TOUGHNESS 9

INTELLECT 8

Trick 10

MIND 7

CONFIDENCE 9

Bribery 10, con 10, streetwise 11

CHARISMA 11

Charm 13, persuasion 13, taunt 14

Life Points: 1-3

Equipment: Purse, with either a knife, damage value STR+4/11, or a .22 pistol, damage value 15, ammo 6; makeup, chewing gum.

Description: The average Bangkok working girl is a sassy, streetwise opportunist who is perfect as a source of information/rumor, an innocent bystander caught in the middle of a firefight, or as a potential hostage of a villain trying to get the advantage.

Secret of the First Folio

Bangkok has many canals that have been drained, filled, and/or paved over as more room was needed for municipal expansion. In one small area, something rather precious was buried, and Japanese agents in the city intend to find it: Sun Tzu's *Art of War*, first folio.

Sun Tzu was a Chinese military genius who wrote a brilliant treatise on how to successfully wage war. The Japanese are following a lead that General Taksin, a Siamese military leader in the 18th century, possessed a first folio. He resided in Thonburi (present day Bangkok). It's believed the folio was stolen by a group calling themselves "The Jade Hare." The Hares were a band of Chinese ultranationalists who wanted to preserve all aspects of Chinese culture. The folio was concealed in a network of secret tunnels which were buried when a canal was paved over in 1920.

The Jade Hare still exists, still safeguarding their treasure. Since the canal was paved over, they have maintained a watch on the neighborhood. They are prepared to return the folio when they feel China is ready for the wisdom it contains.

Captain Hehichiro Matsumori

AGILITY 11

Dodge 12, martial arts: jujitsu 14, melee combat 12, melee parry 12, stealth 13

DEXTERITY 12

Fire combat 15, thrown weapons 13, vehicle piloting: wheeled 15

ENDURANCE 11

STRENGTH 10

TOUGHNESS 11

INTELLECT 11

Camouflage 13, deduction 14, demolitions 12, espionage 14, first aid 12, perception 13, photography 12, radio ops 14, trick 13



Paul Daly

MIND 10

Cartography 12, research 13, scholar: Chinese history 12

CONFIDENCE 12

Interrogation 14, intimidation 14, willpower 15

CHARISMA 10

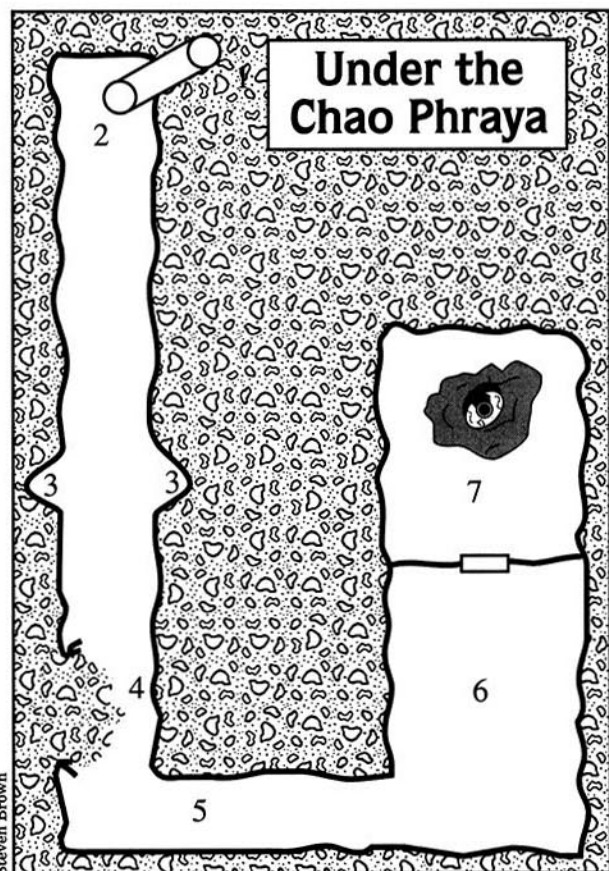
Charm 12, disguise 12, etiquette 14, persuasion 11, taunt 12

Life Points: 8

Equipment: Dress uniform; suit; Taisho pistol, damage value 16, ammo 8; katana, damage value STR+7/17

Description: Matsumori is an Imperial Japanese Army officer, here as a sort of diplomatic attache. His mission, on the outside, is to attempt to bring Siam into the Asian Co-Prosperity Sphere, a Japanese alliance. Matsumori is an athletic man with a small, trim moustache.

Matsumori is an honorable man, loyal to nation and Emperor. He was chosen for this



post precisely because of his strong character. He admires some aspects of Western culture, but is confident that it will collapse quickly. In his mind, Japanese culture is superior, followed by Chinese culture, followed by the rest of Asian cultures, then finally comes Western culture.

Standard Jade Hare

AGILITY 13

Acrobatics 16, climbing 15, dodge 18, long jumping 16, maneuver 16, martial arts: kempo 17, melee combat 15, melee parry 15, running 18, stealth 16, swimming 17

DEXTERITY 12

Missile weapons 16, prestidigitation 15, thrown weapons 16

ENDURANCE 10

Resist shock 14

STRENGTH 11

TOUGHNESS 11

INTELLECT 11

Camouflage 13, first aid 12, perception 14, tracking 12, trick 15

MIND 12

Scholar: Chinese history 13

CONFIDENCE 12

Faith: Zen Buddhism 14, interrogation 14, intimidation 15, willpower 16

CHARISMA 9

Taunt 12

Life Points: 2-4

Equipment: Bo staff, damage value STR+5/16; robes.

Description: The Jade Hares travel in groups of four to eight. They do not stand out in any way from those around them, so there is nothing to tip characters off that they are near.

Under the Chao Phraya

The sealed up canal was paved over and became Chao Phraya Street. The only clue to its former condition is a stone nautical marker indicating a docking area, at the corner of the street, where it meets with a main avenue. Chao Phraya is a dead-end street.

Access to the under area is difficult. At the far end of the street, an Intellect or *perception* total of 15 (or an *Alertness* card) will reveal a series of loose street bricks. Removing the bricks takes one minute, revealing a passage heading down. Consult the map for further details.

The Jade Hares (assume two per character) watch the street. Unless the party is taking measures not to be seen, the Hares spot them on a *perception* total of 10. The Hares attempt to generate a *perception* total every other round.

1. Entryway: Climbing down into the passage requires a *climbing* total of 12, with a +6 bonus due to hand and foot holds dug in the landfill. Falling results in damage value 12.

2. Start of Passageway: Once the climb is over, the passage becomes a four meter wide tunnel with wooden timbers bracing it. The ceiling is 2.5 meters high.

3. Alcoves: This pair of alcoves house statues of warriors. A *scholar: archaeology* total of 14 reveals that the statues are Chinese, from about 300 BC (Sun Tzu's time).

4. Partially Collapsed Area: The timbers here are rotted, and the tunnel is only two meters wide, as debris has come crashing down, sealing off half the tunnel. A *setback* could bring the rest of the debris raining down, sealing the tunnel in two rounds.

5. Trap: When an intruder turns the corner, he runs into a thin wire, which pulls down a small rusted gong, clanging onto the ground. An Alertness card reveals the wire just in time, or a *perception* total of 15 (if the character announced that he was actively looking for traps). This is meant as an alarm, to tell the Jade Hares that intruders are underground. A series of small holes in the ceiling allows the noise to travel up to the surface, to a building from which the Jade Hares watch the street. They arrive in 3–5 rounds.

6. Antechamber: This room is well-braced with bamboo poles. An Intellect or *perception* total of 14 reveals various small bits of litter from the turn of the century. A doorway leads to a deeper chamber.

7. Folio Chamber: Bamboo poles brace the walls here. A large stone holds a sealed ceramic vase. Removing the vase causes a bamboo portcullis (TOU 20) to slam down on the doorway, and numerous small cymbals and gongs fall out of hidden recesses and make a horrific din, summoning the Jade Hares in 4–6 rounds. If the portcullis is destroyed, it sets off a chain reaction which causes areas 7, 6, 5, 4, 3, then 2, to collapse, one per round.

The characters can find the folio inside the vase.

Adventure Hook

Ashes of Enlightenment

Spoken in whispers, there is a legend among the scholars of Siam that there exists a path to enlightenment far easier than those traditionally proscribed. This route would not take countless lives of learning — indeed, so easy would it be that many would risk all to learn its secret.

According to the tale, the ashes of an ascended master have been preserved and hidden somewhere. If one handful of these ashes are added to green tea and sipped on the day of Buddha's enlightenment, a pathway toward enlightenment will open for the imbibor. Since there is only a limited supply of ashes, only so many people could benefit from the ritual.

This has enjoyed the status of a colorful legend, but not regarded as more than that. But now reports are that a Professor Niarim has somehow found the ashes and performed the ritual. He has since disappeared, only to

be seen in visions by three of his dearest friends and colleagues.

A scramble to find the ashes is underway. While some have been lured to India by false clues, a friend of the characters has uncovered a memo by Niarim hinting that he was planning to search a scuttled junk in the Bay of Siam.

Competing parties include certain unscrupulous Siamese crime lords, the Japanese, Chinese power groups, and one or two Occidental archaeologists and/or fortune hunters.

Gambling Den

Hesitantly, Christopher rapped on the wooden door. A panel slid aside, revealing only a pair of brown eyes. A quick voice spoke rapidly; Chinese was the language of choice. "What is it you want here?" Christopher chose his words carefully. "I come seeking games of chance. And people to talk to. I mean no problems." The anonymous eyes took him in for a second, and then the muffled voice announced, "Three pounds, now!" Christopher slowly pulled his wallet from his jacket and pushed the English notes through to the man behind the door.

As the door slid aside, Christopher could smell the cigar smoke thick in the air. Laughter could be heard in the distance. Walking down a darkened hallway, he thought he saw the gleam of a knife blade going back into its sheath as the man with the widened eyes quickly closed the door behind him. Christopher thought to himself, "Ah, Shanghai! How I love her and her gambling dens ..."

Gambling dens can be found in dense and dangerous inner cities throughout the world. In an era where many things are taboo, gambling dens are among the most infamous and most dangerous. Driven to back alleys and dark corners, they are the domain of the gangster and criminal; the anonymous financial backers are the same ones who finance drug, alcohol and prostitution rings. Characters looking to win fortunes in these places are likely to find themselves facing down a gun in a nearby alley. However, if they come to dens seeking contacts and information, they may get what they want (provided they are willing to lose a few precious dollars in exchange for their information).

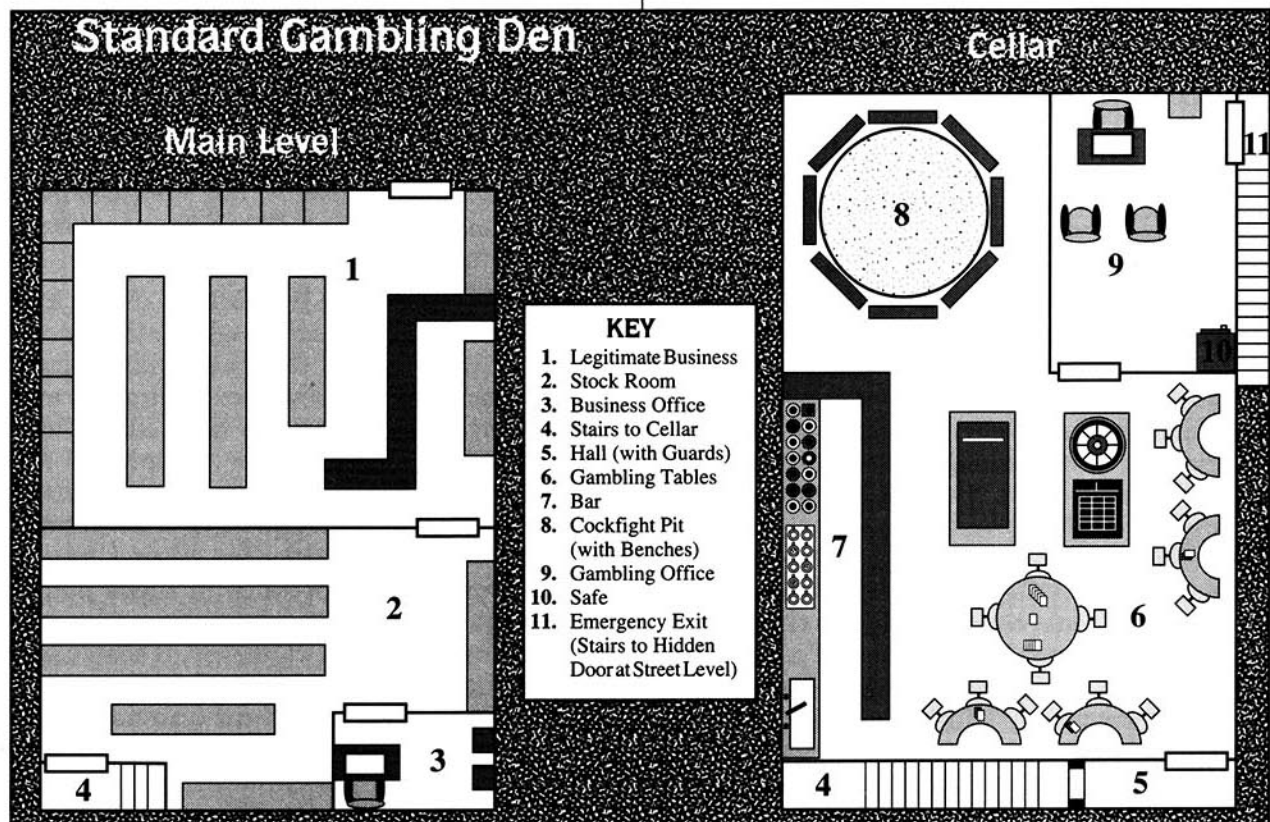
Characters will have to use any contacts they have to find an active den. Normally, they are hidden places where only a select few are welcome. Local residents may be allowed in if they are known, but most respectable locals steer clear of these places because of their reputations for deadly confrontations.

Entrances to these places are hidden; normally, a character has to go into the business in question and inquire, offering the proprietor a tip. Often, the character will be told to come back in a few days, giving the den owners a chance to "check out" the character. If the owners decide to allow the character access, a simple hallway leads to the backroom where the den is located. Bodyguards, often equipped with knives and guns, are in plain view so no one will cause trouble.

The dens themselves are small, isolated affairs, often in the basement or backroom of a seemingly respectable business or private residence. They normally have three or four tables (for a small den), but sometimes upwards of two dozen (if in the basement of a large factory or somewhere else that offers a lot of space). Games run the gamut, from

poker and blackjack to roulette. Liquor runs freely and prostitution is one of the major attractions. It is not uncommon to find truly reprehensible activities, such as cock fighting, also going on. Drinks run about a quarter, and gaming bets are normally at least fifty cents or more. The tables are almost always rigged. Arguments are resolved quickly, with a firm grip on the shoulder of the troublemaker, followed by a sound beating in a back alley if the customer doesn't calm down.

Dens are normally smoke-filled, claustrophobic places. Aside from the main gaming room, there is a back-office where the gangsters running the show can observe what is going on. There may be exclusive, private gambling going on here, as well as several attractive "gang molls." There is normally a safe, a very well-stocked liquor cabinet, and an emergency escape route should a police raid occur (in the sample gambling den presented below, a hidden door leads to a stairwell that goes up to ground level, where it opens to a hidden door; the building's design is such that the stairwell and door are not apparent from the inside or outside).



Standard Gambling Den Thug

AGILITY 9

Dodge 11, melee combat 11, stealth 10, unarmed combat 11

DEXTERITY 9

Fire combat 11, vehicle piloting: wheeled 10

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Trick 10

MIND 7

CONFIDENCE 10

Con 11, intimidation 12, streetwise 12

CHARISMA 7

Taunt 9

Life Points: 2-5

Equipment: .45 Automatic, damage value 19, ammo 7; cigarettes; \$10; club, damage value STR+5/20

Description: A tough thug who won't think twice about messing up anyone who gives him any lip. While not too bright, he generally doesn't need to do much thinking on his own, as his bosses know not to give him too much freedom.

Gambling Den Patrons

Gambling dens are more important for who can be encountered there, as opposed to what may be found. Dens are best for getting information on underworld activities (not many respectable people will come to these places). Here are some sample patrons; their profiles should be altered to fit the needs of the story.

Starlet: A young "actress" with not a bit of talent, but who is nonetheless attractive. She hasn't been able to get the attention of any of the gangsters, but she would consider becoming the companion of one of the characters. She is vain and interested only in getting rich. She has no interesting information to offer, but may accompany the characters "for the adventure."

Dock Worker: A strong, imposing man who labors at the port. This man could be a first generation immigrant, so he may have problems with English (characters fluent in his native tongue would be accepted by him instantly). The dock worker might also live in a "ghetto" populated by people from his native



country; he may be a good source of information or contacts in neighborhoods that are very resistant to outsiders. He may be in a good mood and offer information about unusual cargoes that have recently come into port, or may be drunk and surly, looking for a fight.

Gang Stooze: A low-level informant or employee of a gang. This person dresses poorly and, due to his poor education and bad family background, probably has very bad hygiene (bad teeth, very noticeable body odor and so forth). However, he thinks he's an important part of the gang and will brag about his past accomplishments given a chance. Characters

are wise to steer clear of him — if challenged, he is more than eager to fight, confident that his “friends” in the gang will back him up. A thorough thug.

Bar Girl: A once-innocent woman with a pretty face. She wanders the tables looking for customers. If characters get a chance to talk with her, they’ll find a kind-hearted but jaded person who’s very unlikely to speak out against the gang, but may have overheard rumors about different criminal activities (or happenings on the street).

Common Person: Most of the patrons of gambling dens will be like this person. Their occupation and background will differ, but in general, they will probably not have much to offer characters in terms of information. However, talk of their jobs, local gossip, politics and so forth can certainly liven up adventures. Gamemasters are encouraged to throw in “overheard comments” that give player characters a reason to get into the conversation or listen further; perhaps one of the conversations going on will give characters the information they need or tell them what various groups (criminal, business, civic, etc.) are up to.

Reporter: A newspaper scribe who is working undercover for various purposes (no reporter in his right mind will dare talk about his real job in such an establishment). The reporter will be putting on an act — either as the gregarious life of the party or the quiet heavy drinker — but it’s all just so he can find out more for his story. Careful characters may earn his confidence (perhaps they will be following the same story).

T'ai Shan

High above the floodplain of the Yellow River sits the most sacred mountain in all of China, T'ai Shan. In ancient times, it was believed that magicians lived beyond the mountain, magicians who knew the secrets of eternal life and communed with the gods. Later, this mountain, some 1524 meters in height and among the five most venerated by Taoists, would be said to be the home of the gods.

In the 1930s, up to 10,000 worshipers a day visited the mountain. It takes six to seven hours to climb the 7000 steps that lead from the base of the mount to the Temple of the

Ancient Mysteries: Anuradhapura

The ancient capital of Sri Lanka, Anuradhapura was built in the 1st century BC by King Dutthagamani. Among its wonders was a building said to contain 900 rooms, filled from top to bottom with gold and silver furnishings. Yet, despite this obvious wealth and grandeur, this city was deserted by its people over 14 centuries ago. No one knows the reason why.

Jade Emperor at its summit. At the foot of the peak, characters will see the Temple of the Peak, which is dedicated to the God of the Mountain, believed to be the “judge of the dead.” Further up, they will pass two more temples, one dedicated to Wang Mu Chi, Empress of the West, and Tai Mu, Goddess of the North Star. The final ascent to the summit will bring the characters through the South Gate of Heaven to the temple in honor of Pi Hsia Yuan Chun, Goddess of the Dawn.

At the end of their climb, the characters will reach the Temple of the Jade Emperor, most powerful deity in the Taoist pantheon.

In addition to its mystical significance, there are two important artifacts to be found here: a slab of “magical” jade presented to the mountain by Emperor Chien Lung in 1836; and the Diamond Sutra, a slab of rock with Buddhist scripture inscribed upon it, found near the Temple of Tai Mu.

The Potala

Nestled high in the Himalayas above the city of Lhasa in Tibet, the golden palace called the Potala has stood for 300 years, home, temple and fortress for the Dalai Lamas. Few Westerners have ever laid eyes upon its magnificence — Tibet was closed to foreigners in 1904, and even were this not so, the mountains make formidable barriers. This seat of Tibetan Buddhism is a gem in the silver setting of the snow-capped peaks.

Legend says the Potala appeared overnight, created by the gods. It would be the base for the Dalai Lamas, the god-kings of Tibet, for

INDIANA JONES™

and the
Lands of Adventure



more than three centuries. (In 1959, the Fourteenth Dalai Lama would be forced to flee to India by Chinese occupation.) The Potala is a massive complex, a collection of palaces and stupas (funerary pagodas housing the embalmed corpses of some Dalai Lamas). The most famous of these is the fifth stupa, covered in four tons of gold studded with diamonds, sapphires and rubies. The Potala also features the White Palace (so called because of its whitewashed walls), the Red Palace (the religious center of the complex), and the lake known as the Dragon King Pool.

Characters who travel to the Potala will first have to scale the Himalayas to reach Lhasa, which at this time is still known as the "Forbidden City." Lamaist clergy are extremely hostile to foreigners, so the characters may need to adopt disguises or somehow convince the monks that they have good reason to go to the Potala.

What might this reason be? Perhaps while working in Chinatown, the characters caught wind of a plan by a bandit chieftain to invade and sack the Potala. Not only would the loss of human life be horrendous, but with over

200,000 statues within the complex, countless priceless pieces of art would be destroyed. The characters might well be retained by a wealthy Chinese sympathetic to the Buddhist cause to travel to Asia and attempt to convince the Dalai Lama of the threat.

Hong Kong

Hong Kong is a British Crown Colony located in southeastern China on an estuary of the Pearl River. Controlled by the British since the "Opium War" in the 19th century, Hong Kong has long been considered the gateway to southern China. Although the most common languages are Cantonese (*linguistics* difficulty of 16) and English, the true language of the city is money. Goods and services from all over the world are bought and sold in this free port, and fortunes can be made and lost in a very short time.

Hong Kong's total land mass is about 1035 square kilometers, but the majority of the population is squeezed into a mere 39 of them. It is a trade center, a shopping and banking hub, and one of the busiest ports in the Far East.

Why would the characters come here? Well, to buy or sell equipment or artifacts; to get information; or, if they're being pursued, to lose themselves in Hong Kong's teeming masses. Remember that there are a large number of Europeans and Americans here in this era, so the characters could easily travel inconspicuously. They should beware, though: Hong Kong is not without its dangers, most notably a formidable amount of organized crime.

Chon Li (Mob Boss)

AGILITY 8

Dodge 10, maneuver 9, stealth 10, unarmed combat 12

DEXTERITY 9

Fire combat 14, prestidigitation 13

ENDURANCE 11

STRENGTH 10

TOUGHNESS 11

INTELLECT 10

Counterfeiting 13, deduction 13, forgery 14, linguistics 11, perception 14, safe cracking 12, trick 14

MIND 9

Scholar: Chinese history 13

CONFIDENCE 13

Bribery 18, con 17, gambling 15, interrogation 17, intimidation 19, streetwise 16, willpower 18

CHARISMA 9

Charm 10, etiquette 13, persuasion 15, taunt 17

Life Points: 8

Equipment: Luger P08, damage value 17, ammo 8; throwing knife, damage value STR+4/14

Description: Chon Li is a well-dressed Chinese man in his late 40s, slightly husky but still capable of moving fast when he has to. His voice is always calm and smooth, even when he's angry.

Chon Li is a minor crime lord who wants to hit the big time. He dabbles in gambling, the opium trade, slavery, prostitution, fencing goods, and protection rackets. Chon is always looking for an angle, a way to make a profit. He is actually very reasonable, and may become an honored enemy of the characters.

Chon Li is never without six bodyguards, each armed with a Thompson SMG. His en-

tourage usually also includes Tiger Eyes (his favorite girl), Dr. Ho (a master of torture, herbal medicine, and drug creation), and Mr. Lu (a deformed, muscular dwarf who bites the heads off live chickens).

The Kowloon Port O' Call

This seedy bar is located in near the docks, and is quite possibly one of the most dangerous bars in Hong Kong. Its clientele boasts the worst lowlife scum and criminals, many of whom would do anything for a buck.

The bartender/owner is named Mae, a heart-breakingly beautiful Oriental woman in her early 30s, with a very curvaceous figure in a very tight silk dress. If one wonders how Mae has managed to survive among this crowd of degenerates, perhaps one of her four brawny bodyguards, each one 113 kilos of solid Cantonese muscle, can explain. The four bouncer/bodyguards sit in a room immediately off the bar, and arrive in the same round as trouble starts.

The Port O'Call is the perfect place to hide out, find information, or seek out a fence. A *streetwise* total of 14 will usually yield what the character wants, though a failure may mean a bad beating from the crowd.

Mae

AGILITY 13

Acrobatics 15, dodge 18, maneuver 18, melee combat 15, stealth 17, unarmed combat 16

DEXTERITY 12

Fire combat 16, lock picking 14, prestidigitation 16, thrown weapons 14, vehicle piloting: wheeled 15, vehicle piloting: motor boat 14

ENDURANCE 10

STRENGTH 8

TOUGHNESS 10

INTELLECT 10

Deduction 12, espionage 11, first aid 14, perception 14, performance arts (dance) 14, performance arts (singing) 12, safe cracking 12, trick 17

MIND 9

Business 15

CONFIDENCE 11

Bribery 15, con 14, gambling 14, intimidation 15, streetwise 17, willpower 15

CHARISMA 13

Charm 19, disguise 15, etiquette 17, persuasion 18, taunt 18

Life Points: 6

Equipment: .38 revolver, damage value 17, ammo 6; switchblade, damage value STR+3/11

Description: Mae is statuesque, well endowed, and has long black hair. She smells faintly of pechule, and has a very inviting smile.

Mae is a businesswoman who runs the bar and brokers information. She is very jaded, and doesn't fall for just any stranger who walks in the door.

Mae's Bouncers (4)

AGILITY 10

Dodge 12, maneuver 11, melee combat 15, unarmed combat 15

DEXTERITY 8

Fire combat 10, thrown weapons 11

ENDURANCE 13

Resist shock 18

STRENGTH 13

Lifting 17

TOUGHNESS 12

INTELLECT 8

Perception 11, trick 9

MIND 7

CONFIDENCE 12

Interrogation 16, intimidation 18, streetwise 17, willpower 15

CHARISMA 7

Persuasion 14

Life Points: 4

Equipment: Club, damage value STR+5/18

Description: Each of these Chinese men is bald, horrendously muscular, dressed in black pants and black turtlenecks, and with dark glasses. They are almost always frowning.

Mae gives them one of two coded orders: "lotus" (beat victim until unconscious and toss him out), and "jade" (kill victim, then toss him out).

The House of Lost Sunrises

This run-down building is an opium den, one of many in Hong Kong. Two generic gangster types watch over the proceedings. For a few bucks, a wretch can buy a pipe of opium and a patch of floor. This obviously is not a place for

characters to indulge (and gamemasters should consider a Life Point award penalty at the end of the adventure for any who do!), but there are many here who may have seen or heard something that might be important to the characters. If the characters ask too many questions, the gangster types will move in and attempt to eject them. If combat breaks out, six more thugs appear, as the clients either stagger out, pass out, or tune out.

The Marshes

Northeast of Hong Kong, along the stretch of shore on the Kowloon Peninsula, lies some saltwater marshes that lead out to sea. This area has been a navigational hazard for centuries, causing many boats to run aground (but that was due to a reason which becomes clear when the area is explored in greater detail). Eventually, the citizens put the area to use as a graveyard for ruined sampans (junks). As time went by, it became a general refuse dump.

The land here is treacherous; the air is clammy and a low-lying, cloying mist hangs low in the air. The air stinks of low tide on a humid day. Flies and mosquitoes buzz persistently around.

Walking through the marsh is a treacherous undertaking. In essence, everything from your waist on down is hard to see because of the mist. The ground is wet and shifts often underfoot, making disgusting squishing and slurping sounds from the muck.

There is a small river nearby that empties into the sea. In order to reach the marshes, characters must walk or drive on a road leading out of the city and heading towards mainland China. Before reaching the checkpoints, the characters turn off the road and walk down a gently sloping incline towards the sea. The terrain gradually turns from normal soil and scrub plants, to the muck of the marsh.

Once in the marsh, all movement rates are halved. Every five minutes, each character must generate an Agility total of 12 or fall into the muck. Any actions taken in the marshes which cause a *setback* to occur means that the victim has fallen into a sinkhole, and will drown in muck unless pulled out.

It would not be at all surprising to find a dead body or two in the junk piles. This is a

INDIANA JONES™ and the Lands of Adventure

perfect place for gangsters to dispose of annoying individuals.

1. The Autumn Dream. This sampan is 83 years old. In order to get to it, the characters must wade into the water, which reaches about 1.5 meters deep.

The Dream contains a small chest with 40 jade statuettes from the first century BC, as a scholar: archaeology total of 12 will reveal. The statuettes resemble ancient Chinese warriors, and would be a coveted prize to the British and Chinese authorities, as well as to private collectors.

2. Huge Pile of Scrap Lumber. This three meter high mound is composed of molding timbers, pulled off of sampans that ran aground. The lumber pile is now home to a very large colony of rats.

Rats (120)

See stats on pages 59–60 of the *The World of Indiana Jones*.

Description: The rats will swarm and attack anyone who disturbs the lumber.

3. Ancient Tower. This is a small, squat stone tower, three meters high, slightly tilted as it has settled in the muck. There is a single doorway, facing south, and arrow slits on all four walls.

The interior has a large brazier that seems to have tipped over and crashed on the floor. The roof is made of bamboo, with a large ragged hole in it (a *deduction* total of 12 tells the characters that the brazier fell through the hole). A bamboo

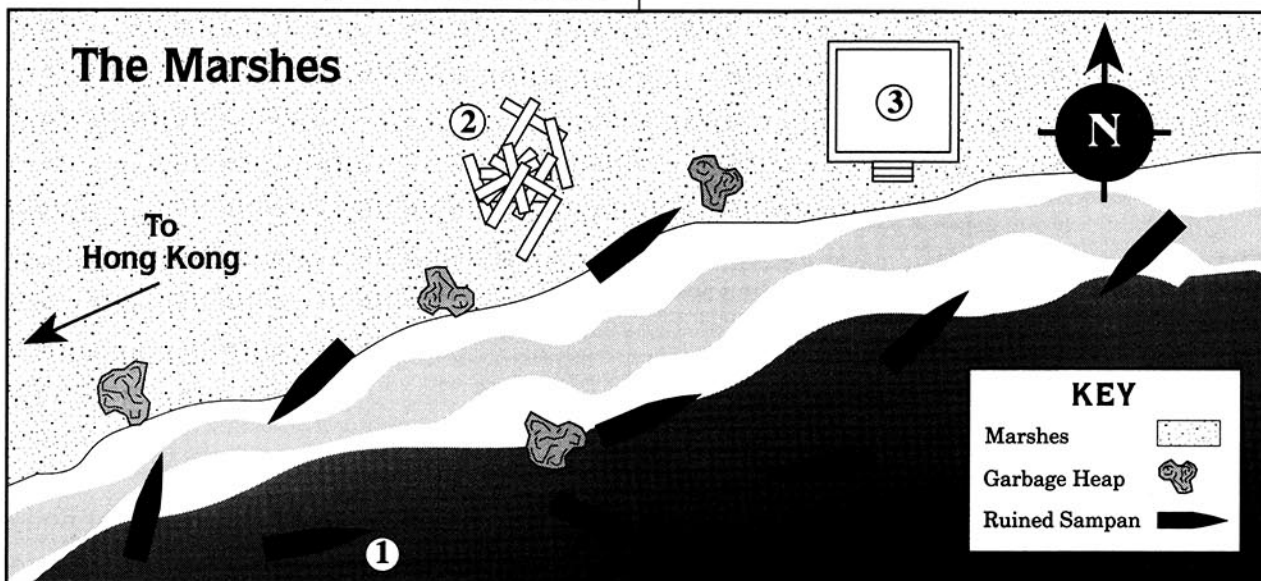
ladder lies propped against the wall, and there is an open trap doorway in the ceiling.

Atop the wooden platform, one can see the ocean, the lights of Hong Kong, and the Chinese mainland. A *deduction* total of 14 uncovers the purpose of the tower: bandits used it as a false beacon, to lure ships into what the sailors thought were safe waters. When the ships ran aground, the bandits would swarm over the stricken vessel, slaughtering the crew, and taking the cargo for their own (characters can expect to find loot scattered here and there about the tower — and who knows, maybe some modern day bandits are planning to revive the practice).

Adventure Hooks

Heart of Glass

A relic dug up in the Samoan Islands by a university team in the early 1930s has gone missing. The head of the team, Dr. Heim, told the academic community that he wished to find a particular relic which would confirm the existence of an ancient people who lived in that part of the world. His team set out in 1931 and had been working for a better part of a year when they uncovered a Neolithic village. The site contained pottery and other utensils, but by far the most significant find was a large clear quartz crystal, shaped like a heart. Heim immediately radioed his university of the find, then shipped the crystal via ship to San Francisco. Unfortunately, it never arrived.



INDIANA JONES™ and the Lands of Adventure



Paul Daly

Heim feels that someone came aboard the ship and took the crystal mid-voyage on its way to the United States. If it were taken somewhere in the Pacific, there is only one place it would go to: Hong Kong is large enough to pull big buyers, and mysterious enough to keep people looking the other way.

Heim is looking for people to go to Hong Kong and find any sign of the crystal heart. He mentions that not only his university, but most of the academic community would be interested in getting this find into a setting where it can be properly studied. A large reward is being offered for its return.

The heart is indeed in Hong Kong, in the hands of Chon Li's mob, but the lid is clamped shut on the city. The characters' best chance to find the artifact is to pose as collectors with big money to spend and hope they get invited to the sale.

The Princess Bribe

The characters are approached in a Hong Kong bar by an agent for an international jeweler. His client is willing to pay well for the right items, and it's his job to find the right items for him.

Unfortunately, this field is full of unscrupulous types and cutthroats. His last assignment was to recover a cache of jewels stolen many years back from Princess Elizabeth of England. He was able to get his hands on the priceless baubles, but had to hide them and now needs couriers to get them to Brisbane.

He offers to pay the characters to recover the jewels and make the trip, and his client will no doubt slip them some cash as well. If they have any interest in getting into this business for themselves, this would be a great first step.

Before the man can say any more, a group of hooded gunmen burst into the bar and shoot him down. As he dies, he whispers, "Full moon ..."

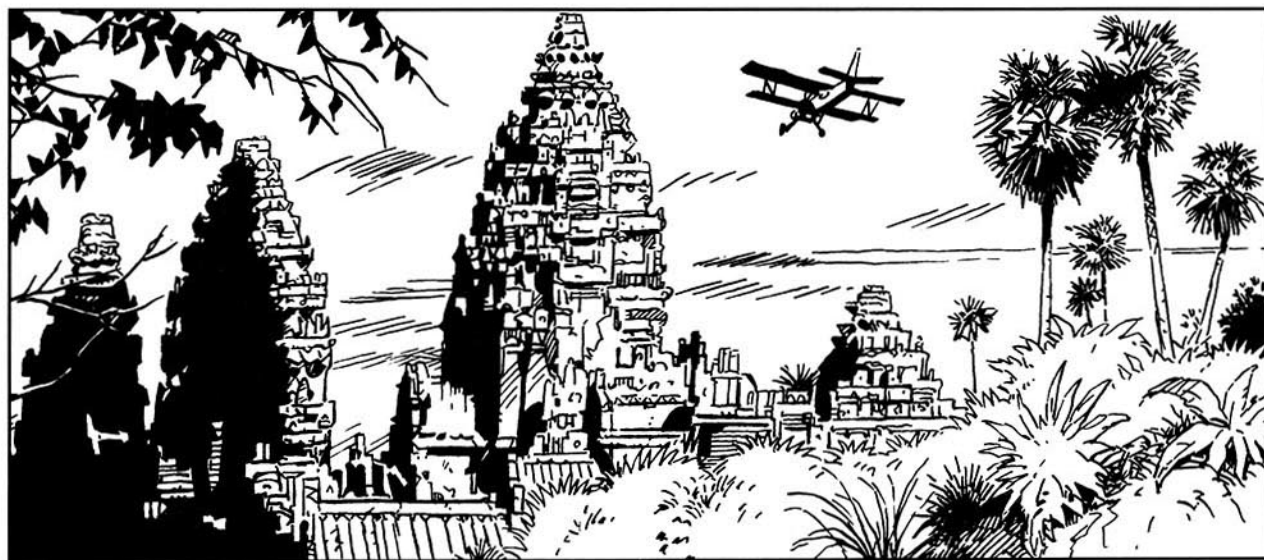
The characters will have to do some investigating to discover the location of the jewels. They are hidden in a wooden box inside a crate of ostrich eggs. The crate is on a junk called the *Full Moon* in the harbor above Hong Kong. The junk is owned by a woman who sells bamboo baskets and who is unaware of what is hidden in the crate.

Unfortunately, there are a few complications: the gunmen are Irish nationalists who wish to grab the jewels for themselves; and there is a second junk in the harbor called the *Full Moon Fever*, owned and operated by a group of heavily armed opium dealers.

Angkor

For four centuries, one of the world's most wondrous cities was hidden by the jungles of Southeast Asia. In 1861, French explorers stumbled upon the ruins of Angkor, a Hindu temple city that extended for over 104 square kilometers. Filled with temples, shrines, houses, reservoirs and irrigation canals, Angkor had once been the capital of the Khmer Empire, but for reasons still unknown, was

INDIANA JONES™ and the Lands of Adventure



Paul Daly

abandoned by its people.

Most of what archaeologists know about Angkor comes from inscriptions on the walls of the temples and Chinese and Indian histories. The Khmer did all their writing on animal skins, which rotted away centuries ago. According to what has been pieced together, Angkor was founded by Yasovarman I, who worshipped Shiva the Destroyer and built the city in honor of that deity. Later, Suryavarnam II would build Angkor Wat, the most beautiful of all the temples in the city. A virtual labyrinth of chambers and corridors inside, it covers 2.5 square kilometers and has towers as high as 61 meters.

The city is laid out in a five concentric rectangles, and reaching the center of the city requires walking along a 305 meter long stone causeway. It's believed that, in addition to being a holy city and the capital of the empire, Angkor was intended for use as an astronomical observatory as well.

No one is quite certain why the city fell, though there are many theories. The most interesting is a legend that a king of Angkor drowned the son of a priest in the lake called Tonle Sap. The snake-god who dwelt in the lake was so angered by this that he caused the city to be flooded and the people driven out.

Australia

The world's smallest continent, Australia is flat and dry, with two-thirds of it being desert or semiarid. Much of the plant and

animal life is unique to Australia, including the koala bear, the platypus and the kangaroo.

The first peoples to settle on this continent were the Aborigines, who are believed to have come here roughly 20,000 BC. In the 18th century, Captain James Cook sailed into

The Dreamtime

According to Aboriginal lore, the Dreamtime was an era when the Earth was still in the process of coming into being. Animal-human heroes carried out heroic quests in this age, leaving tracks that can still be followed by those who are aware of their existence. Waterholes were formed by their passing, and it was knowledge of these trails that allowed the Aborigines to find water and survive. This knowledge was passed down in the songs and stories of the Dreamtime. But the mythology is far more complex than that—outsiders have at best seen only glimpses and much of it remains a mystery.

What is known is that there are some places in the outback that are considered to be off-limits to non-Aborigines. There have been reported cases of outsiders who violate taboos being threatened with death if they ever do so again. Characters should take the Aboriginal mythos and its restrictions very seriously if they are going to adventure in Australia.

INDIANA JONES™

and the
Lands of Adventure

Botany Bay and claimed Australia for Britain. The first European settlements here were penal colonies. The various regions were federated as states in the Commonwealth of Australia in 1901, and fought on the side of Britain in both World Wars. (It's believed an Allied victory in the Battle of the Coral Sea was the only thing that prevented a Japanese invasion of Australia, so characters might encounter Japanese agents, or those in their employ, in the latter years of the decade.)

There are perhaps 250,000 Aborigines still in Australia at this time, many of them settled in the cities. Though there has been a fair amount of assimilation, their rich culture and mythology has not been completely lost, and characters could be introduced to some fascinating mysteries through them, among them the Dreamtime.

Official language is English.

Brisbane

Located on the eastern coast of Australia, and serving as the capital of the state of Queensland, Brisbane is a sprawling city. It covers over 970 square kilometers, making it

the fifth largest city in the world in terms of area.

Though it might seem off the beaten track, Brisbane is an excellent launching point for outback adventures. In addition, it's an area rich in minerals and gemstones — the great Anakie gem fields, with their abundance of sapphires, lie only 160 kilometers northwest of the city. Queensland is also rich in uranium, something coveted by both American and German scientists as both begin work on creating a nuclear bomb. Survey parties from either nation might be found here.

Sheila Logan

AGILITY 12

Beast riding: horse 14, climbing 13, dodge 15, maneuver 14, melee combat 15, melee parry 14, running 15, stealth 15, swimming 15, unarmed combat 14, unarmed parry 13

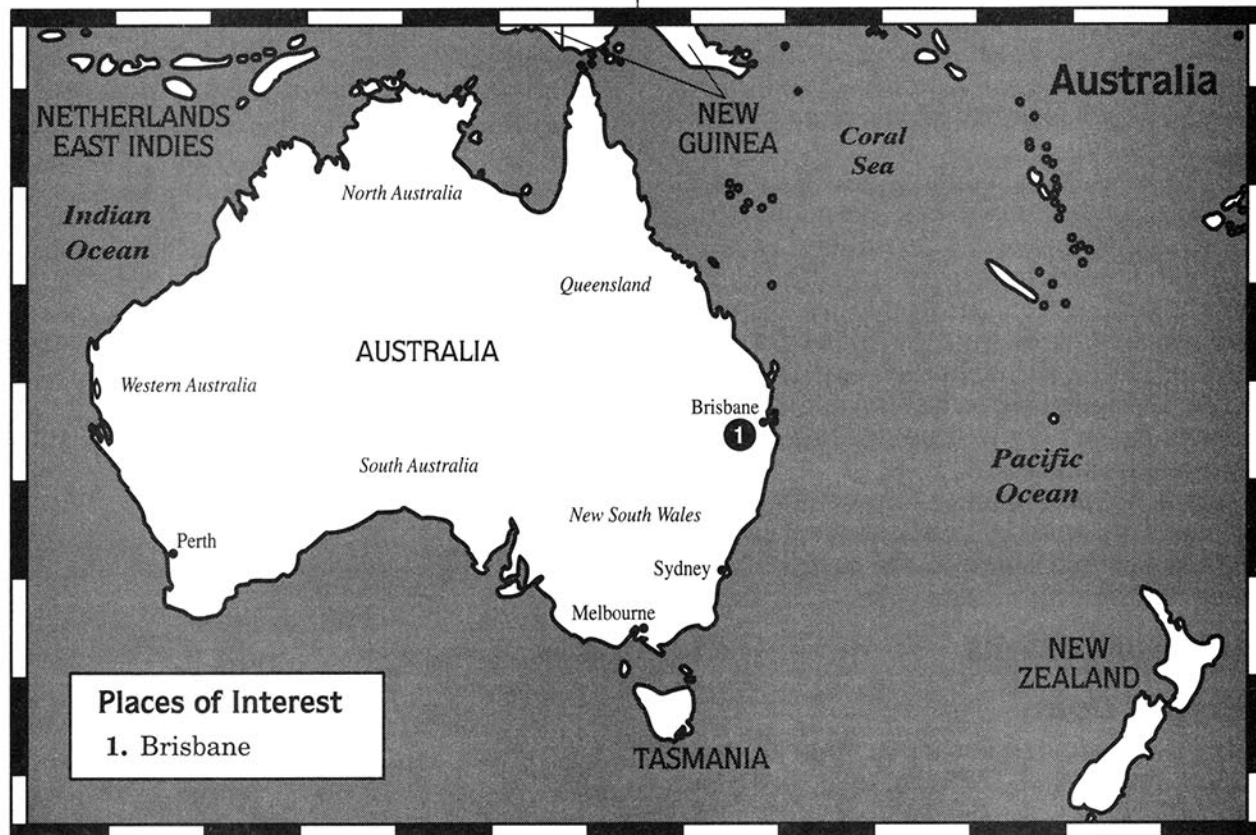
DEXTERITY 10

Fire combat 13, lock picking 12, thrown weapons 11, vehicle piloting: wheeled 12

ENDURANCE 10

Resist shock 13

STRENGTH 10



INDIANA JONES™

and the
Lands of Adventure

Lifting 11

TOUGHNESS 11

INTELLECT 9

Camouflage 11, first aid 11, perception 11, tracking 13, trick 12, vehicle mechanic: wheeled 11

MIND 8

Cartography 11, scholar: archaeology 9

CONFIDENCE 13

Bribery 16, con 17, gambling 16, intimidation 15, streetwise 15, survival: outback 16

CHARISMA 10

Persuasion 11, taunt 12

Life Points: 8

Equipment: Colt .45 Peacemaker, damage value 19, ammo 6; Enfield .30 rifle, damage value 21, ammo 5; hunting knife, damage value STR+4/14; binoculars; flashlight; canteen; bottle of beer.

Description: Sheila is a gorgeous Australian woman who lies as easily as the rest of the world draws breath. Even though she is a good guide, and knows much about survival in the outback, she vastly exaggerates her competency, even to the point of claiming to have made discoveries that she never did.

Sheila is a brawler, who is overly fond of beer and has a very quick temper. In fact, her name is also Australian slang for an attractive woman, and if a man brings that up to her as some sort of pickup line, she often punches his lights out.

Despite her lying, drinking, gambling, quick temper, excessive brawling, and general lack of morals, principles, and manners, Sheila is a valuable asset to any party going out into the outback. As long as people who hire her play straight with her, she won't let them down or desert them. In fact, that is her one virtue: she will never betray anyone who hires her and doesn't try to take advantage of the business arrangement.

Sheila has met Indiana Jones — if by “met,” one means “passed by him in an airport once.” To hear her talk about it, she taught him all about archaeology ... and a few other things.

Adventure Hooks

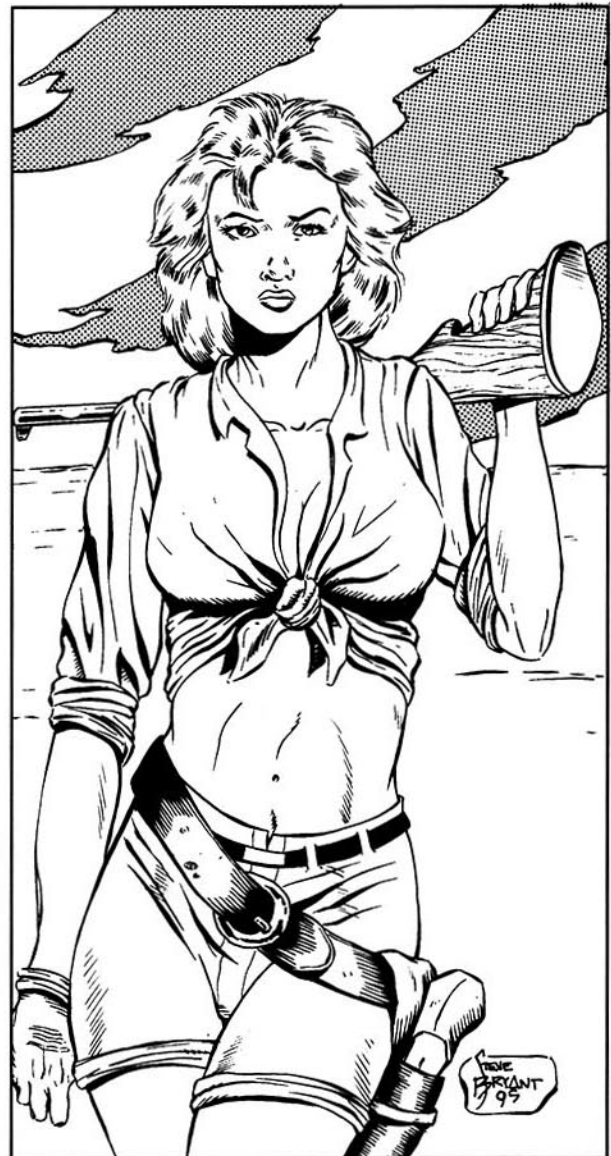
Colony of Death

Brisbane started out as an English penal colony, founded in 1823. In 1833, five years

before the penal colony shut down, a group of 20 prisoners bolted for the outback. The escapees consisted of 12 men and eight women, all of them doing time for first degree murder, each murder committed in a particularly brutal fashion.

After five days of running, the prisoners encountered some Aborigines, who helped them to survive the outback and actually set up a very tiny settlement. The settlement was located in a hilly area, with several caves and hot springs. A year later, the prisoners showed their gratitude by slaughtering the Aborigines and taking four of their women for their own.

In the next few years, the prisoners built up their settlement. Sometimes, an escaped pris-



Steve Bryant

oner would wander into the site, and join up (or die). Children were born, bolstering the population further. The "colonists" lived off the land, supplementing this with occasional raids on isolated settlements, but doing them in such a way as to leave no trace of the attack.

As of 1930, the descendants of these original colonists still thrive in their lawless fashion. Their population numbers about 70, and they are beginning to grow concerned about their declining birth rate (the last child was born in 1919). The reason for the decline in births is that the nearby mineral springs contain radioactive elements that have built up in the colonists until infertility is the result. Local Aborigines, among the few who know of the colony's existence, believe the Earth is punishing them for their brutal ways.

Numerous legends have sprung up about the original escaped prisoners, including:

- The prisoners lasted a week in the outback, then died. Their restless spirits now haunt the outback, killing anyone they find.
- The prisoners found a major gold strike, and now their descendants live like kings in a secret valley.
- The prisoners waged war on local Aborigines, but were struck down with an ancient curse.
- The prisoners found their way to a boat and eventually made it back to England, where their descendants now live in luxury.
- The original prisoners are still alive, made immortal by the springs near their colony.

The colony's current leader is Evan Muldoon IV.

Evan Muldoon IV

AGILITY 9

Beast riding: horse 12, climbing 11, dodge 14, long jumping 10, maneuver 11, melee combat 12, stealth 12, unarmed combat 13

DEXTERITY 9

Fire combat 11, thrown weapons 10, vehicle piloting: wheeled 11

ENDURANCE 13

Resist shock 15

STRENGTH 11

Lifting 12

TOUGHNESS 12

INTELLECT 9

Camouflage 13, first aid 12, perception 10, tracking 12, trick 14

MIND 8

CONFIDENCE 12

Interrogation 15, intimidation 15, survival: outback 17, willpower 15

CHARISMA 9

Persuasion 12, taunt 14

Life Points: 9

Equipment: Webley Mark 6 pistol, damage value 19, ammo 6; Remington Mod 31 shotgun, damage value 22, ammo 5; hunting knife, damage value STR+4/15; horse; canteen.

Description: Muldoon is in his early 40's, with dark brown hair going gray at the temples. He's deeply tanned by the sun and his gray eyes shine like cold steel. Muldoon's word is law.

Standard Colonist

AGILITY 8

Beast riding: horse 10, dodge 9, melee combat 10, stealth 10, unarmed combat 11

DEXTERITY 9

Fire combat 11, missile weapons (bow) 10

ENDURANCE 10

STRENGTH 10

TOUGHNESS 11

INTELLECT 8

Camouflage 10, perception 9, tracking 9

MIND 7

CONFIDENCE 8

Intimidation 10, survival: outback 10

CHARISMA 7

Persuasion 9, taunt 9

Life Points: 2-4

Equipment: .38 revolvers (2), damage value 17, ammo 6; hunting knife, damage value STR+4/14; horse; canteen.

Description: These outlaws all look weather-beaten and scruffy. Their English is rather bad, with many archaic 19th century slang terms thrown in. They travel in groups of 4-6.

The Dream Map

An Aborigine walks into Brisbane and goes straight up to the characters unerringly, as if he knew they would be here. He says he has come to get their aid in recovering the Dream Map.

Ancient Mysteries: The Cape York Peninsula

The peninsula is located north of Brisbane, and is the site of over 400 drawings rendered in stone. The drawings depict kangaroos, crocodiles, humans, and odd creatures whose likenesses have not been seen by Western man. An Aboriginal myth claims that the world was created in Dreamtime, and that these drawings are from that time (perhaps as models or blueprints?). These rocky sites are perfect for archaeological digs, or perhaps even as a moody, atmospheric site for a meeting.

The Dream Map is a roll of cured animal hide colored dark blue as the midnight sky. On the blue field is an uncannily accurate map of the stars visible in the Southern Hemisphere. The map is supposed to be a method of focus, enabling the viewer to easily enter Dreamtime.

The Aborigine, who goes by the name of Tjor, says that two of his tribe had taken the map without permission and run deep into the outback. There, the two were waylaid by robbers, killed, and the map was stolen. Mind you, Tjor never saw it happen ... he simply knows it happened. Tjor says the attack occurred four days walk northwest of Brisbane. He wants the characters to fetch the map and bring it back to the aborigines at their settlement. After saying

that, Tjor smiles and leaves Brisbane.

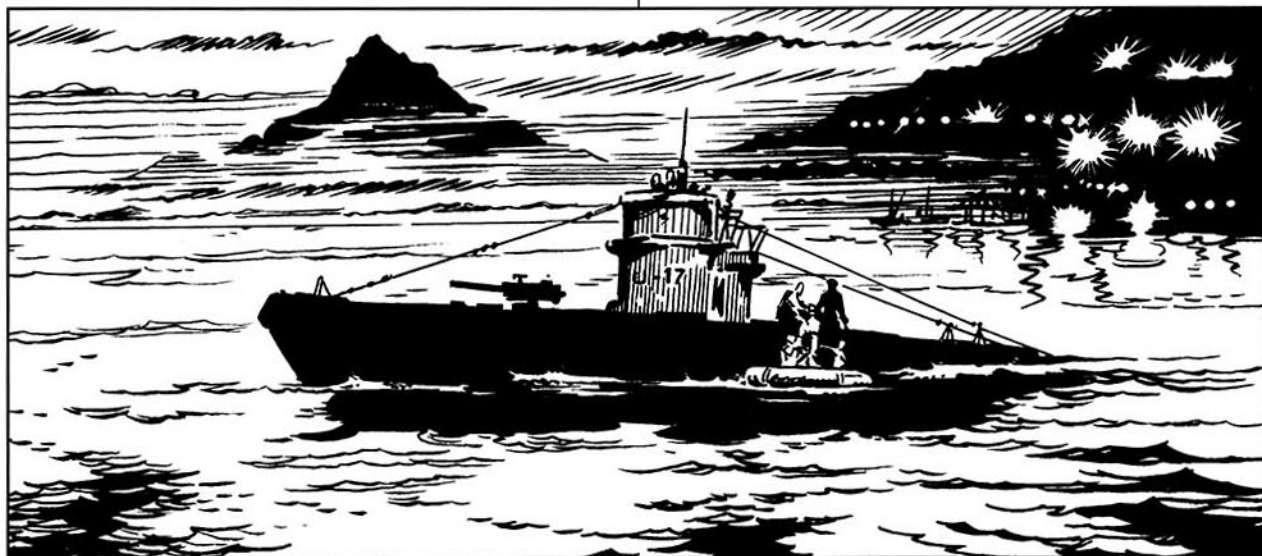
Treasure Hunt

A few locals have noticed an increasingly large number of German sailors in Brisbane — not terribly unusual, except that they are a little evasive about what ships they came in on, and no one seems to remember ships of German registry entering the harbor recently.

The explanation of the mystery is the Germans have been arriving on U-Boats, which the Nazis are using to search for treasure off the Australian coast. A number of ships loaded with valuable cargo sank off Australia in the 17th and 18th centuries. Loot recovered from these will go to finance German military research.

The submarines come in during the night and leave in the morning. Half the crew remains on land, while the rest go back with the sub. This rotation keeps the sailors rested and prime should they be needed. While the ships are out at sea, the German sailors talk among themselves of their finds as they kill time in the bars.

Overhearing these tales of sunken ships and treasures just crying out to be found can be dangerous. The Nazis don't like their secrets being known, even if they're responsible for leaking them. The Nazis could inadvertently lead a group of ambitious adventurers to the site of many sunken ships, even those not looted before being scuttled. This is a dangerous mission, but could be an exciting one culminating with a dramatic struggle on the deck of a U-Boat.



Paul Daly

Chapter Four

The Americas

The Spanish Main

When the Pilgrims landed on Plymouth Rock, the Spanish were already into their third Carribean century. Bold adventurers led forays, both public and private, into the trackless mainland. Vast wealth and strange objects flowed back into the islands. Not just gold and gems, but ancient idols with rumored occult powers; scrolls of the Incas, Mayans and Aztecs hinting of the wise and powerful ones who preceded them; and fragments from the legends of those early ones who came from beyond the sunrise ... or maybe beyond the stars.

From the other direction came wonders as well. Christopher Columbus made vast, secret researches in the eastern Mediterranean prior to his voyage. Legend hints that he located accounts of the voyages of Phoenicians, Carthaginians, Greeks, Egyptians, Africans and more. In fact, it's said he based the plan for his voyage on the existence of trade winds — trade winds that do not appear until one is days past the Canary Islands — and days past where it was said a ship would drop off the edge of the world. Somehow, Columbus knew they were there. What other secrets did he hide beyond the reach of his enemies among the islands of the Western Sea?

Indeed, the whole wave that flowed out of Spain with and behind Columbus is not quite as legend would have it. Tradition states that the gentleman explorers/border warriors were men who had been left unemployed by the final expulsion of the Moors, men who headed west to seek out gold and glory. True, but far from the whole truth. Medieval Spain had been a very tolerant place — early modern Spain was not. Many Catholics who had chosen to explore other avenues — followers of the Jewish Kaballa, Freemasonry, or other, older theologies — found it convenient to be two steps ahead of the Inquisition. With them went objects and manuscripts filled with occult and arcane lore.

To this merry mix was added two other strains. The buccaneers who swarmed around the Spanish Main brought with them from the wilds of the Celtic regions of France and England the last of the Druidic tradition, buried under a very thin varnish of Christianity. And swirling into all this were devotees of the strange and fierce spirit magic of west Africa. Many strange crossbreeds results. We know of a few — voodoo and Santeria. Indiana Jones and the rest of the adventuring fraternity knew of far stranger ones and still stranger objects that the right man can have, has he but the nerve to pay the price.

Antigua

Indy usually chooses to base himself out of Antigua when on quests in this region. The island is small enough to let him organize expeditions from while being a very pleasant place to wait for the right moment to strike. Between its sugar plantations and tourist exterior exists a substratum of adventurers, drifters, fugitives from debt and justice, freebooters of all nationalities, smugglers who'll turn pirate for a night if the opportunity is right, and paper merchants who can provide proof of ownership or citizenship in a night.

Antigua is a British protectorate in the West Indies, which was discovered by Columbus in 1493. The island was settled by the British in the 17th century, who started the first sugar plantations. When slavery was abolished a hundred years later, the industry started to decline, but sugar and cotton are still cash crops.

Antigua's capital is St. Johns, a city that shows many British influences. English Harbor, on the south shore of the island, is home to a dockyard named for Admiral Horatio Nelson. A Royal Navy base can also be found here. Official language is English.

The first thing characters coming here will need is a good guide. But they'll probably have to settle for Ernie Flatts.

Ernie Flatts

AGILITY 12

Acrobatics 14, climbing 14, dodge 17, maneuver 14, melee combat 15, running 16, stealth 17, swimming 17, unarmed combat 14

DEXTERITY 10

Lockpicking 14, prestidigitation 14, thrown weapons 14

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 7

Perception 8, trick 10

MIND 7

CONFIDENCE 10

Con 13, gambling 12, streetwise 16

CHARISMA 10

Charm 11, taunt 15

Life Points: 4

Equipment: Slingshot, damage value STR+2/10; pocket knife, damage value STR+4/12; chewing gum; British sailor's cap (*HMS Sheffield*); pair of dice; dead rat; deck of cards.

Description: Ernie is a scruffy street kid with baggy shorts, a ratty cotton shirt, dishevelled black hair, tanned complexion, and a cocky grin. He's wiry, and his eyes dart around, taking in everything. Ernie is 13 years old, but looks younger. He is illiterate.

Ernie lives on the streets, surviving by his wits. Always on the lookout for a scam, Ernie is good at cards, dice, and evoking sympathy from naive people. Ernie's favorite scam is to allow himself to get jostled by a group of

Voodoo

Although the religion known popularly as voodoo is most often associated with Haiti, it is practiced throughout the Indies. The word comes from the Creole French term *vaudou*, which means sorcerer or witch doctor.

Voodoo actually got its start in west Africa and was spread through the slave trade, as tribes sold the priests and wizards of their enemies to Europeans. These wizards founded a cult based on the worship of *loas*, spirits who can help or harm humans.

The priests of voodoo are called *houngans* and the sorcerers *zobops*. Their powers are said to be similar to those of witches: they can raise the dead, fly, appear as animals or birds, and create all sorts of potions.

There are many *loas*, led by Papa Legba and Maitre Carrefour. Some have very specific functions, and others perform much more general tasks. They can be both good and evil and the protection of a *houngan* is required against the more demonic ones.

Voodoo rituals are traditionally done in secret, sometimes by *houngans* alone, other times by the priests and their entire community of followers. Outsiders are traditionally warned to stay away from these rites, for no one knows what might happen to one caught spying on the summoning of a *loa*.

INDIANA JONES™

and the
Lands of Adventure

tourists, then fall to the ground, while pulling the dead rat out of his pocket. He then wails and screams that he was pushed and fell, crushing his beloved pet rat. A *perception* total of 12 reveals that the rat has been dead for a while, though.

He loves to attach himself to island visitors, claiming that he's "the best tour guide on the island." He is also an incurable pickpocket.

Ernie has only to see player characters walking around the island with concealed weapons and such, to get his curiosity going full strength. He will never let up, asking questions like, "Hey! Why you packin'? Hey! Whaddya mean 'keep quiet'? Hey!"

For gamemasters, Ernie is the perfect lead-in to adventure. The boy could have accidentally heard something he shouldn't have, or perhaps picked the wrong pocket. He may have snatched a document or map, and since he can't read, may not be aware of the significance of it.

Areas of Interest

On the extreme eastern tip of Antigua lies a small grotto called the Sink. The Sink is a rocky strip of coast, lined with hazardous rocks and numerous small caves. The waves that hit the shore conceal a savage undertow,

and offshore, reefs pose a navigational hazard to ships. Mariners avoid the Sink, and, since there is no real beach there, locals and tourists have no interest in visiting.

Twice in a leap year, the Sink has an extremely high tide and an extremely low tide. During the extreme low tide, rocks 60 meters offshore are laid bare, revealing a ship wreck that has been lying there since 1730. If the characters visit Antigua in 1934 or 1938, they might have a chance to catch a glimpse of it.

The wreck is that of the Spanish treasure ship *Trinidad*, which was blown off course by a storm and then pursued by English pirates. Although it escaped the plunderers, it was dashed against the sink, killing the entire crew. (See "The *Trinidad*" below for more information.)

Besides the shipwreck, the Sink is a perfect place for a secret meeting with some mysterious stranger who has information or goods to exchange.

The *Trinidad*

The *Trinidad* was a Spanish treasure vessel that made numerous Atlantic crossings until she went down at the Sink in 1730, while attempting to retrace a path that Christopher Columbus took in his journeys.



Paul Daly

INDIANA JONES™ and the Lands of Adventure

The captain of the *Trinidad*, Estafano De Cordoba, had stumbled upon a map and a few pages of a diary, all attributed to Columbus. The pages spoke of a small island rich with veins of gold ore and raw emeralds, an island that Columbus deliberately left off his charts so that he could explore it at his own leisure (something he never got the chance to do). Cordoba went in search of this island and perished in the attempt.

Ironically, the wreck contains no treasure, at least none that can be measured in monetary value. But the hand-drawn map and journal pages from Columbus are a true find, almost priceless, regardless of whether or not the story of the island was true.

There is not much left to the *Trinidad*. Consult the map and the key below for details.

1. After Deck: This weather-beaten fragment of the ship has four skeletal remains lashed to the railings (in order not to be washed overboard). The deck is tilted at a crazy angle; if efforts are not made to secure characters as they walk, they slip down the deck and fall to the rocks below (suffering damage value 15). The stump of the aft-most mast juts up at a sharp angle. The door to the captain's cabin is still on its hinges, and an open hatchway beckons to belowdecks.

2. Belowdecks: Due to rocks and debris, the only access to this area is from the After Deck. Coming down the hatchway requires a *climbing* total of 10, or suffer a damage value of 10. A jumble of six more skeletons lies here, plus the rusted remains of four cutlasses. An *Intellect* or *perception* total of 12 reveals four Spanish reals (pieces of eight). Each is worth about \$100 US currency.

3. Captain's Cabin: The floor is slick with seaweed (*Agility* or *maneuver* total of 12 every five minutes or character loses footing and falls. He sails right out the door and onto the Af-

ter Deck. He gets one chance to grab hold of something (*Agility* total of 8) and, failing that, plummets to the rocks below (see "After Deck").

The rear windows have been smashed out by the raging tides. The room is a major mess. Still seated, secured by rotting rope, at a desk which had been nailed down to the deck, is the skeleton of Captain Cordoba. His bony fingers clutch a small cedar box that was sealed with wax to keep it waterproof.

Inside the box are four pages of a journal, and a map of the Caribbean, all written in the same handwriting, all in Spanish (a *linguistics* total of 12 or *language: Spanish* total of 8 allows characters to read the contents).

A *perception* total of 10 turns up the captain's ruined flintlock pistol, and a second total of 13 turns up a dozen Spanish reals.

4. Bow Remains: The only other part left of the *Trinidad* is the bow and bowsprit. While the upper deck portion is inaccessible, the forward compartment can be explored.

Unfortunately, the only thing of note is a strange species of aquatic snake, which lurks in the remains of the head, waiting for food.

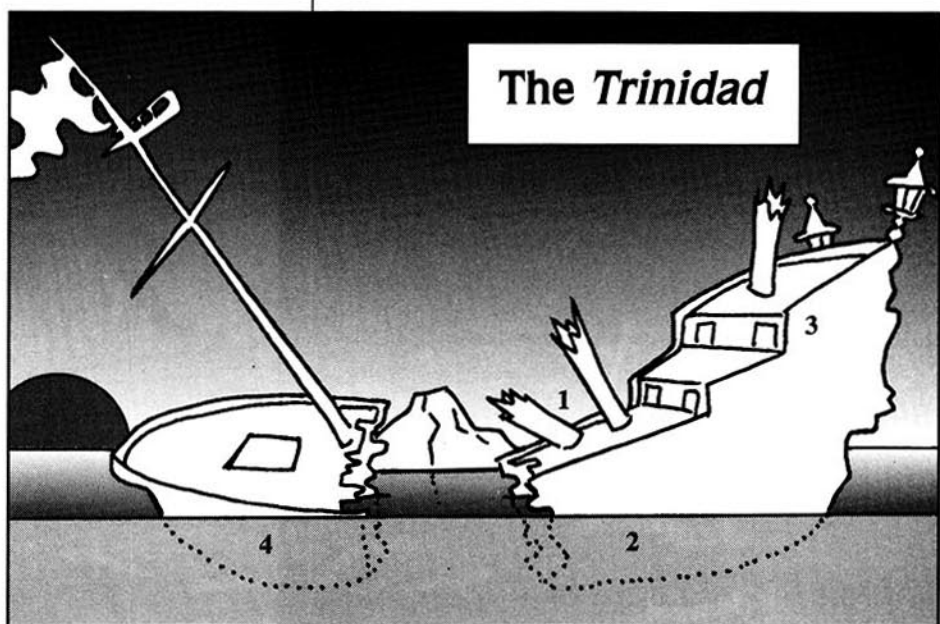
Sea Snake

AGILITY 10

Climbing 12, maneuver 12, stealth 14, swimming 15, unarmed combat 12

DEXTERITY 1

ENDURANCE 9



STRENGTH 12

TOUGHNESS 13 (11)

INTELLECT 6

Tracking 10

MIND 4

CONFIDENCE 7

Intimidation 10, willpower 10

CHARISMA 3

Life Points: None

Natural Tools: Hide, armor value TOU+2/13; fangs, damage value STR+3/15, venom injected on an *unarmed combat* attack that results in at least 1 Wnd. Venom causes damage value 15 every 10 minutes unless antidote is given, or victim dies.

The sea snake also has a constriction attack, made by a successful *unarmed combat* attack, after which it can grapple with its victim (damage value STR+3/15) per round until victim escapes or dies. Note that the snake can grapple an opponent, then bite him. The sea snake is long enough that up to two victims can be trapped in its coils.

Description: This rare sea snake is six meters long with scales of brown and blue-green, making it easily concealable in wrecks.

The low tide which exposes the ship lasts only for about 10 minutes. After that, the water begins rushing back at an almost supernaturally fast pace, covering the ship again in only two minutes. *Swimming* totals of 10 will be required to keep from being swept away.

Gosling's Antiques

In the capital city of St John there lies, tucked away at the waterfront, a small but tastefully decorated little shop called Gosling's Antiques. George Gosling is a British citizen who decided to retire to Antigua. He is a pleasant man in his late 60s, and a devoted antiquarian. Gosling sells antiques from the 18th and 19th centuries, specializing in coins and medallions. He is an expert appraiser of coins.

Gosling can be used as a resource for research. He has a small collection of history books in the back room of his shop. If the characters are stumped for a clue as to the origin of something, there is little doubt that old Gosling will be able to identify it.

George Gosling

AGILITY 7

Stealth 8, unarmed combat 9

DEXTERITY 9

Vehicle piloting: wheeled 10

ENDURANCE 9

STRENGTH 8

TOUGHNESS 10

INTELLECT 12

Deduction 17, forgery 15, first aid 14, linguistics 15, perception 18

MIND 12

Business 13, cartography 14, research 16, scholar: British history 17, scholar: archaeology 14, scholar: numismatics 18

CONFIDENCE 11

Faith: Anglican 12, willpower 12

CHARISMA 9

Charm 10, etiquette 12, persuasion 12

Life Points: 4

Equipment: Research books; magnifying glass; pipe

Description: Gosling is a white-haired, bespectacled man in his mid-60s. His eyes dance with curiosity, and are still a bright blue. His smile is infectious, and he always has his Meer-schaum pipe clenched in his teeth.

Exmoor

One of the more infamous types in Antigua is Captain Adam Exmoor. A modern day pirate, Exmoor is just as much of a cutthroat as his 18th century ancestors were.

Captain Exmoor and his crew of criminals, fugitives, and reprobates sails the Caribbean in a tramp freighter called the *Sea Ghost*. It is well named, as the ship is an elusive target, suddenly appearing out of nowhere, making its raid, and slipping away into the mists.

Although he is a wanted man whenever he sets foot on British soil, other colonial powers have no outstanding warrants out on him. France, Spain, and the Netherlands feel that Exmoor is a British problem, and they refuse to lift a finger to help.

Emboldened, Exmoor sails the sea, causing trouble, though he is careful not to push too hard. He has the nerve to board a motor launch and sneak into St. Johns for a quick drink and a game of darts.

INDIANA JONES™ and the Lands of Adventure



Paul Daly

Captain Adam Exmoor

AGILITY 10

Acrobatics 12, climbing 12, dodge 14, long jumping 11, maneuver 12, melee combat 14, melee parry 14, running 12, stealth 15, swimming 16, unarmed combat 15, unarmed parry 14

DEXTERITY 10

Fire combat 15, gunnery (3" naval gun) 15, heavy weapons 12, lock picking 12, vehicle piloting: steamship 17

ENDURANCE 11

Resist shock 14

STRENGTH 10

TOUGHNESS 11

INTELLECT 10

Camouflage 13, demolitions 13, first aid 11, navigation (sea) 14, radio ops 14, trick 15, vehicle mechanic: steamship 14

MIND 8

Cartography 9

CONFIDENCE 12

Bribery 16, con 17, gambling 16, interrogation 15, intimidation 16, streetwise 17, survival: sea 17, willpower 16

CHARISMA 8

Charm 10, disguise 10, taunt 13

Life Points: 7

Equipment: Webley Mark 6 pistol, dam-

age value 19, ammo 6; knife, damage value STR+4/14; cigar; flask of rum; binoculars

Description: Exmoor has a five o'clock shadow, a cigar always in his mouth, and a sneer on his face. He's bald, with a single gold earring on his left ear. Exmoor's in his late 30s.

As a rule, Exmoor leaves the crews of the ships intact, shooting only those who offer resistance. Sometimes, however, when he's in a bad mood, he'll order the entire crew killed and the ship sunk.

Most of the time, Exmoor is seen with four crewmen.

The Sea Ghost (freighter, coal steamer): Speed 42 kph, Pass 24, TOU 31, Maneuver +1, Armament: One 3" naval gun (damage value 30), two Browning .50 cal machineguns (damage value 25). The *Sea Ghost* is a modified coal steamer with extra plating and souped up engines. She looks like a mess on the outside (and let's be honest, she is a mess), but she moves fast and can take a solid hit.

Exmoor's Crew (23)

AGILITY 10

Climbing 12, dodge 12, melee combat 12, stealth 13, swimming 14, unarmed combat 12

DEXTERITY 9

Fire combat 10, gunnery (3" naval gun) 11, heavy weapons 11, vehicle piloting: steamship 12

ENDURANCE 10

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 10, radio ops 9, tracking 9, trick 10, vehicle mechanic: steamship 9

MIND 8

CONFIDENCE 8

Bribery 9, con 9, gambling 9, intimidation 11, streetwise 10, survival: sea 10

CHARISMA 7

Taunt 9

Life Points: 2

Equipment: .38 pistol, damage value 17, ammo 6; club, damage value STR+5/14

Description: These are the pack of bilge rats that help Captain Exmoor to run his ship. They are loyal only to him. The crew travels in groups of 4-6.

Betty's Hope

Betty's Hope is a seventeenth-century English plantation that still stands today. It was originally constructed by Sir Christopher Codrington. This place remained a Codrington home until the 1920s, when it was finally abandoned. Currently in a state of disrepair, no one lives there these days.

However, the manor house is a perfect site for a group of people who wish to keep a low profile. Perhaps it is used now as a hideout by local criminals, or maybe it's the meeting place for black market transactions.

Adventure Hooks

Time and Tide

Ernie has picked the pocket of a Spanish tourist, who happens to be a Fascist sympathizer. Ernie's prize is a table of tides for various Caribbean isles, with the one for Antigua underlined in red. A few notes scribbled in the margins reveal a date which coincides with this very night, about 11:05 PM local time.

The Fascist sympathizer, Paulo Castille, did his research well. He wants to find the Trinidad and the island in Columbus' journal. Once he deduces Ernie stole the table from him, he will be after the boy, which should bring the characters into the picture.

Paulo Castille

AGILITY 9

Climbing 12, dodge 11, melee combat 10, stealth 12, swimming 13, unarmed combat 12

DEXTERITY 10

Fire combat 14

ENDURANCE 10

STRENGTH 10

TOUGHNESS 11

INTELLECT 10

Deduction 14, espionage 12, first aid 11, perception 12, tracking 11, trick 12

MIND 10

Cartography 12, language English 12, scholar: Spanish history 14

CONFIDENCE 12

Bribery 14, interrogation 13, intimidation 14, streetwise 13

CHARISMA 12

Charm 15, persuasion 14, taunt 13

Life Points: 5

Equipment: Luger P08, damage value 17, ammo 8

Description: Paulo is a Spanish man in his mid-30s, wearing an expensive dark suit. He is a devout Fascist who supports Mussolini and Franco.

For Paulo's eight hoods, use the Standard Gangster stats on page 54 of the *World of Indiana Jones*.

Ship of Jewels

A well-dressed man with a French accent approaches the characters. He starts off by making small-talk, saying that there are some interesting stories and myths about these lands. He continues by saying that certain rumors have it that lost treasure may be found off the shores of Antigua.

During the battles between the French and British forces in the Caribbean in the 17th and 18th centuries, many ships were sent to the bottom. In most cases, these ships had little in their holds, but a few carried jewels and other valuables.

In the normal maintenance of the colonies, the ships of a mother country would travel from island to island, picking up taxes and tribute and dropping off supplies, then going off onto the next stop. In some instances, the mother country sent important items to the

governors and other valued people in the colonies. During times of pressure and strife these ships were called off from their normal runs. It is in instances such as those that these treasures may have been lost in combat.

In this case, a large shipment of raw emeralds was on its way down to the French governor's estate in the French Antilles. Enroute, the ship joined with several other French ships on a raid on Antigua. This little known raid was intended to strike the English Harbor on the south of the island. The ships linked up about 48 kilometers south of the harbor at midnight and journeyed north until dawn, when they made their attack. Ordinarily, a ship laden with valuables would not be pressed into joining a raid, but the squadron was a few ships short.

Several British ships lay at anchor in the English Harbor. The French knew of only one, but several others had come in during the day before the raid, in anticipation of a storm coming from the south. When the French ships opened fire on Fort Berkeley, the ships safely docked in the harbor were quickly manned and cast off to defend the island.

To the shock of the French forces, not one ship appeared from the harbor, but four. In addition, Fort Berkeley opened fire to support her ships. To say the least, the assault failed and all of the French vessels attempted to turn and flee. One took too many hits on her port side, began listing and finally sank.

The ship has not been found to date. The gentleman believes the assault took place in May of 1785. He has reason to think he knows just where the sunken ship is located — unfortunately, it's also possible that his source spoke to Captain Exmoor as well. That means time is of the essence.

South America

Home to the remnants of ancient cultures and more modern mysteries, South America has beckoned many an adventurer. Its trackless jungles conceal lost cities and long-abandoned temples. The problems of Europe seem far away here, as adventurers challenge the Amazon in search of a lake of gold ...

Here is a brief summary of South America in the '30s:

Colombia: The gateway to South America, Colombia is enjoying a period of unprecedented peace. A civil war between 1899 and 1902 killed 100,000, and fighting will begin again after World War II. Three great Andean mountain chains can be found here, and much of the economy is centered around coffee growing. The interior is tropical rain forest. In pre-Colombian days, this land was home to the advanced civilization of the Chibcha Indians. Official language is Spanish (*linguistics* difficulty of 13 to understand).

Venezuela: One of the richest states on the continent, thanks to oil, Venezuela is ruled by a military dictator (or *caudillo*) through much of the '30s. In its early history, it was settled by the Spanish in the 16th century, but much of the exploration and conquest was done by Germans. Venezuela was a favorite target of British pirates in the 16th through 18th centuries. Official language is Spanish.

British Guiana: A hot, humid country, British Guiana is known mainly for its sugarcane and bauxite mines. Originally settled by the Dutch, it's been under British rule since 1815. There isn't a lot here of interest to the player characters. Official language is English.

French Guiana: This country, under French rule since 1815, is most famous for what lies off its coast — Devil's Island, the notorious penal colony, which is still active in the 1930s and might make a great site for an adventure. Suppose, for example, the characters were hot on the trail of a valuable relic — only to find the man who held the essential clue was a prisoner on the Island?

Dutch Guiana: Now known as Suriname, this land doesn't have much to draw the players characters. A Dutch colony since the 16th century, it's mainly known for bauxite mines. Official languages are Dutch (*linguistics* difficulty of 15 to understand) and a native tongue, Sranang Tongo (*linguistics* difficulty of 15 to understand).

Brazil: The largest country in South America, taking up more than half the continent, Brazil is the site of much of the Amazon rain forest. It is also believed to be the home of El Dorado (see below). After a revolution in 1930, it is under the rule of President Getulio

INDIANA JONES™

and the
Lands of Adventure



Stephen Crane

Vargas and is starting to turn toward industrialization. Brazil will side with the Allies in World War II. Official language is Spanish.

For more information, see "Rio de Janeiro," below.

Ecuador: An unstable country, both geologically (earthquakes and volcanoes are common) and politically, as internal strife and invasions by neighboring Peru mark the decade. Ecuador is almost evenly divided between the Andes and uninhabitable jungle, and its history was as a colonial backwater for the Spanish. There is little here to draw the characters. Official language is Spanish.

Peru: This land has been inhabited since at least 9000 BC and was the site of many advanced Indian cultures. The Spanish invaded in the 16th century, with Francisco Pizarro overthrowing the mighty Incan empire. Machu Picchu, the famed mountain citadel of the Incas, is located here, and characters can expect to find a wealth of Incan artifacts in the mountains. Peru is emerging from rule by a dictator in the early '30s and reform parties campaigning for rights for the local Indians are beginning to spring up. Official languages are Spanish and Quechua (*linguistics* difficulty of 15 to understand).

Bolivia: This country was once home to a portion of the Incan Empire, until the Spaniards destroyed it. Ruins of civilizations that predate the Incas, like those at Tiahuanaco, attract archaeologists from around the world, and the pottery is considered to be some of the most valuable pre-Colombian art. Bolivia spends part of the '30s (1932-35) in a losing war with Paraguay. Official language is Spanish.

Argentina: Second largest country in South America, Argentina is beset by political instability during the '30s due to one military coup after another. It spends most of World War II in a state of pro-Axis "neutrality." Official language is Spanish.

Chile: In contrast to the modern era, Chile was a stable and very democratic state in the '30s. It was (and is) home to the Araucanian Indians, who resisted both conquest by the Incas and by the Spanish for many years. Their pottery and the remnants of their once-mighty civilization might bring characters here. Official language is Spanish.

Uruguay: This nation is just coming out of a long period of wars, revolutions, counter-revolutions and the like. It will eventually become one of the more stable and prosperous regions of South America, but for now, it's doubtful the characters would find much of interest here. Official language is Spanish.

Paraguay: The Chaco War with Bolivia left Paraguay victorious — and worn out. It's about to embark on a rapid succession of governments until a very oppressive dictatorship finally takes power in 1940. For now, the characters probably won't find compelling reasons to visit here. Official language is Spanish.

Rio de Janeiro

Brazil's second largest city (and its capital at this time), Rio de Janeiro is most famous as a tourist attraction. Founded by French Huguenots in the 16th century, it was later claimed by Portugal. Rio is an exciting city, with festivals always taking place and many foreigners coming in and out. It's also a major trading center, so getting there and getting out will not be problems. If the characters are planning a trip up the Amazon, Rio might be a good first stop (because there won't be any parties for quite some time once they are in the jungle).

"Rio de Janeiro" means "River of January," so named because it was discovered in January of 1502 by Amerigo Vespucci and Andre Goncalves. (Actually, though, there is no river here — the explorers mistook the bay for the mouth of a river.) For many years, Rio was the only port through which gold could be brought to the South American coast for sale there.

Rio's major problems, even at this time, are congestion and pollution, something the characters are sure to notice.

Manuel de Souza

AGILITY 9

Beast riding: horse 13, dance 12, dodge 14, maneuver 13, melee combat 14, melee parry 14, stealth 11, swimming 11, unarmed combat 10

DEXTERITY 10

Fire combat 13, vehicle piloting: single engine plane 14, vehicle piloting: motorboat 12, vehicle piloting: wheeled 13

ENDURANCE 11

STRENGTH 10

TOUGHNESS 11

INTELLECT 10

Deduction 12, navigation (land) 12, navigation (sea) 13, tracking 12, trick 15

MIND 10

Business 15, language: English 14, research 11, scholar: Portuguese history 14

CONFIDENCE 12

Bribery 17, con 16, gambling 17, intimidation 18, survival: jungle 16, willpower 18

CHARISMA 12

Charm 16, etiquette 15, persuasion 15, taunt 16

Life Points: 8

Equipment: Colt .45 Peacemaker, damage value 19, ammo 6; Remington Mod 31 shotgun, damage value 22, ammo 5; rapier, damage value STR+6/16; walking stick, damage value STR+5/15; white suit and hat; cigar

Description: Manuel is of Portuguese descent, with tan skin, dark eyes, black hair with white sideburns and a wide smile. He always wears a dapper white suit, white fedora, and several gem-encrusted rings and carries a black cane with a silver head in the shape of a griffin. Manuel claims to be able to trace his lineage to Prince Henry the Navigator, a Portuguese explorer/hero from the days when that country was a world power.

Manuel is a collector of antiques and works of art, which he keeps in his villa just outside of Rio. He is a perfect gentleman, though his ethics are skewed. He will use any means to obtain relics he wants, but never initiates violence. Instead, he simply, smiles, shrugs and hires a group of thugs to beat up the offending party.

Manuel is unmarried but keeps company with a beautiful Portuguese woman named Maria Almeida, a nightclub singer. Touch her and he'll know — and you'll lose fingers.

Characters will find Manuel a worthy foe. He relishes competition and will let them live as long as they don't prove too inconvenient.

Manuel's Toughs

AGILITY 9

Dodge 10, maneuver 10, melee combat 11, stealth 11, swimming 10, unarmed combat 10

DEXTERITY 8

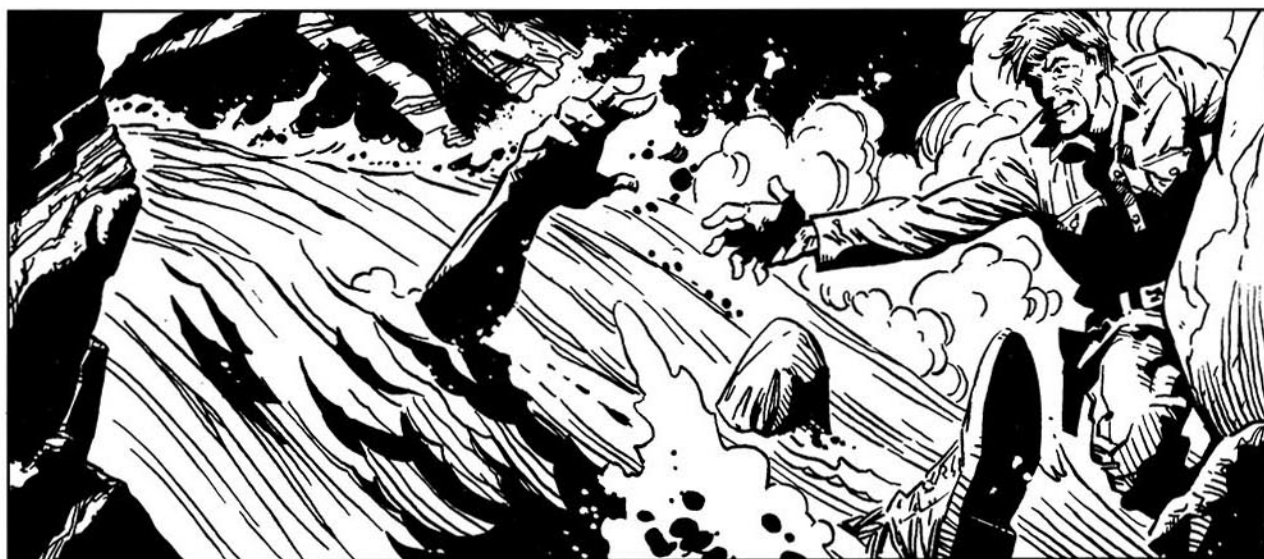
Fire combat 10, thrown weapons 10



Paul Daly

INDIANA JONES™

and the
Lands of Adventure



Paul Daly

ENDURANCE 9

STRENGTH 10

Lifting 12

TOUGHNESS 11

INTELLECT 7

Trick 9

MIND 7

CONFIDENCE 8

Gambling 10, interrogation 10, streetwise 10

CHARISMA 7

Taunt 9

Life Points: 1-3

Equipment: Club, damage value STR+5/15; jackknife, damage value STR+4/14; .38 pistol, damage value 17, ammo 6

Description: This is Manuel's goon squad. He instructs them to speak quietly, be polite to ladies, and try their best to keep violence far from the sight of civilized people. They are found in groups of 4-6.

The Golden Escudo

An "escudo" is the major monetary unit of Portugal, and this exclusive club is indeed designed for those with gold. No riffraff allowed. Steak, champagne, and Portuguese and Brazilian gourmet dishes can be found here, along with big band music. Maria Almeida sings here — not surprising, since Manuel de Souza owns the place.

The Escudo always has a few high-class working girls on the premises, along with bartenders and off-duty police, all of whom

act as informants for Manuel (and anyone else with enough money).

Dinner, drinks, cover charges, etc. will run the characters between \$50 and \$100 each. Any violence that takes place will happen outside, well away from the rich and glamorous guests.

Vamos Todos

Portuguese for "Let's all go," this wild dive stands in stark contrast to the Golden Escudo. Here you will find heavy drinking, cockfights, cards, dice, bar girls, wild rumors and, if you're not careful, a knife between the ribs. Vamos Todos is the perfect place to hear wild stories from the local fishermen, foreign sailors, and other colorful characters. Note that well-dressed folk stick out like the proverbial sore thumb here.

The bar is run by "Grande Luis," a toothless man with big muscles and a small brain. He and most of the clientele are rabid soccer fans and will kill you if you openly show disrespect for either the Brazilian or mainland Portuguese teams.

And yes, Manuel has informants here as well.

Adventure Hook

Cliffhanger

A mysterious cave provides some much-needed adventure and lets the characters be introduced to Manuel de Souza. Reports of the cave have surfaced among some of the sailors in Vamos Todos — according to the tales, the

INDIANA JONES™ and the Lands of Adventure

cave was exposed when a strong storm tore away the vegetation that covered the entrance. A wave that entered the cave came out with a tattered piece of cloth bearing a portion of a red cross. A *Intellect* total of 11 reveals that Portuguese sailing ships often bore red Maltese crosses on their main sails.

The explanation for all this is that a Portuguese caravel, the *Cruz Sagrada*, crashed into the Brazilian coast during a storm and actually managed to run aground in the cave. The surviving crew abandoned ship and began exploring the cave network. What they eventually found was that the cave offered no easy access to dry land — the mouth of the main cave itself was submerged beneath the waves, and only a rigorous climb along the interior walls and out of the cave, then up the cliffside, would get you out.

Five men made the climb successfully, only to be killed by hostile natives. Tropical vegetation eventually grew to hide the cave, and the treasures of the vessel still wait to be discovered.

1. Sea Cave: This large cave is accessible only by water, or by climbing down the rocky

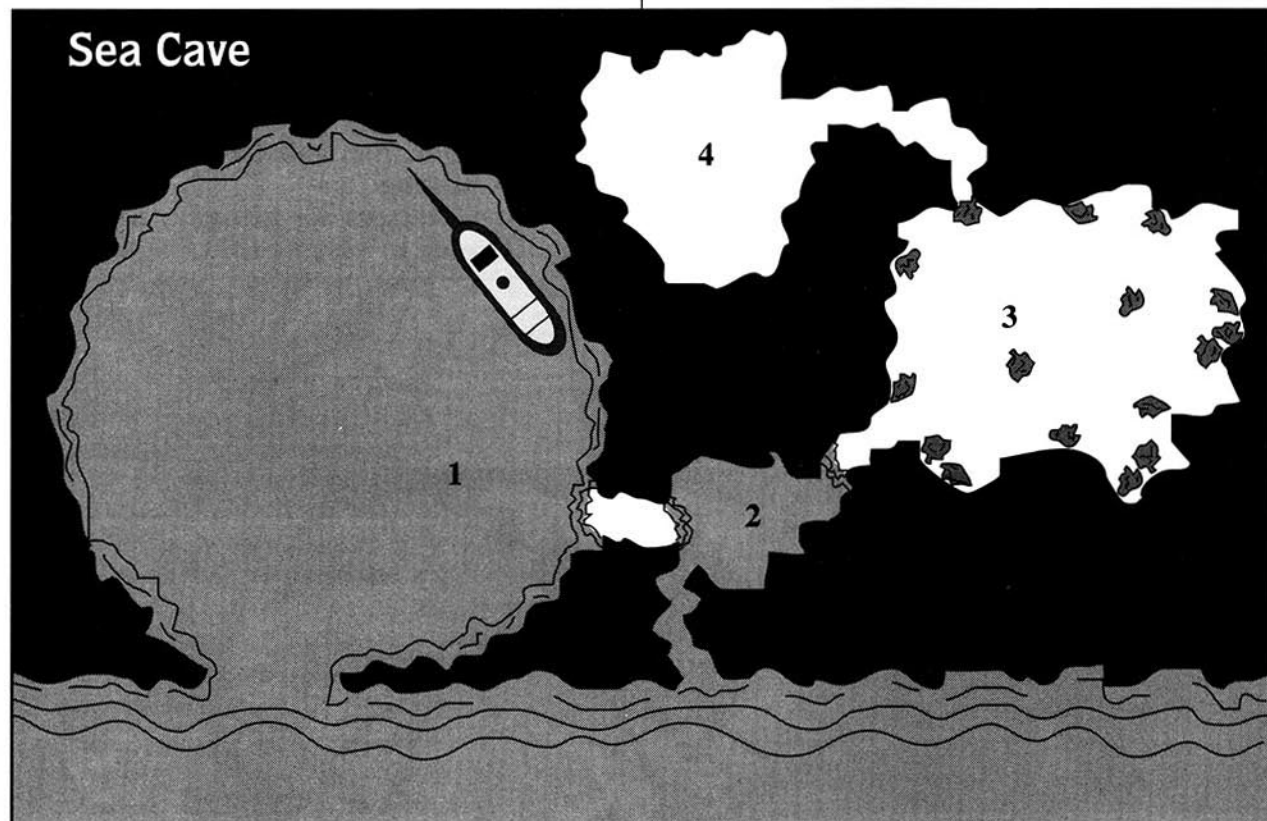
cliff above it. The latter requires two *climbing* totals of 12 (failure means a long fall — damage value 19). Getting a small boat into the cave without its being dashed against the rocks requires a *vehicle piloting* total of 13.

Against the northeast wall lies a smashed Portuguese caravel from the 16th century. Its mainmast is broken off (hence the fisherman finding part of the sail). Tides have riddled the ship with gaping holes, washing away all artifacts save for two rusted cannon.

On the eastern wall is a small shelf which enables explorers to climb out of the cave and go further into the cavern network.

2. Tidal Basin: This small cave has a southern access hole that is always flooded. Waves come roaring into this area, washing out anything in its way back out the hole. A *Strength* total of 12 is needed to fight the current. The eastern passage slopes upwards, eventually drying out as it rises higher than the waves can reach.

3. Huge Cave: A massive cave that catches any light and sends it back in beautiful rainbow hues, thanks to the numerous crystal deposits embedded in the walls. There are



Steven Brown

many rocks and boulders strewn about, though one such rock was deliberately placed. Moving the rock requires a Strength or *lifting* total of 17.

4. Secret Cave: This smaller cave contains six mounds in the dirt, the graves of half a dozen Portuguese sailors. Set on a shelf above them is a small icon of the Virgin Mary, exquisitely carved ivory and decorated with gold trim and small gems. There is also a 22 centimeter long gold cross on a gold chain, encrusted with rubies. Leaning against the far wall is an astrolabe, a banner showing the Portuguese coat-of-arms, a small spyglass, and a crumbling map of the Atlantic, written in Portuguese and showing South America as well as the western coasts of Europe and Africa.

This is a very rich find — but good luck to the characters in trying to get it out of the caves without attracting unwanted attention, especially from de Souza.

Temples

Temples are the great centers of worship for religions both past and present, and as such are an incredible source for artifacts, historical documents and information about nearly-forgotten artifacts or teachings. In short, they are a fantastic adventure setting for the *Indiana Jones* game.

Any temple to be used in the game must be customized to fit the nature of the religion or belief system that it is to represent. Incan temples are far different from Egyptian temples, Shinto

temples, and Buddhist monasteries. Even within the same belief systems, temples will vary immensely due to regional differences or being built during different eras. Even the role of the temples can vary immensely from culture to culture and site to site — some temples are sites of regular religious worship, while others may only be used for nature-worship festivals during the changing of the seasons, while still other temples may be monuments to dead individuals or powerful spirits.

Therefore, generalizations about temples tend to be superficial and there are almost always exceptions to these generalizations. Of course, this gives the gamemaster tremendous latitude in designing adventure settings.

The design of the temple must evoke the religious beliefs of the particular culture — some religions rely heavily on statues to represent the gods, while others may be bereft of decoration. Gamemasters are encouraged to research the culture in question so that their temples feel authentic.

The gamemaster also has considerable leeway — perhaps the temple in the adventure is not an Incan temple *per se*, but was built by an obscure tribe with very similar but subtly different beliefs. Therefore, specific elements of the temple, such as the architecture, mythological depictions on the walls, and, of course, any “traps” or other obstacles, can be significantly different from what the player characters will be expecting.

If the characters are going on an artifact hunt, it's safe to assume that the temple in



question is lost or hidden. First off, the characters should encounter obstacles reaching the temple. In the jungle, they may encounter poisonous snakes and spiders, or get warnings of hostile natives — while a direct encounter this early in the game can be anticlimactic, it's entirely appropriate to have local villagers warn the characters about the natives before they set out into the unexplored jungle; perhaps the characters come across footprints or a poisoned dart embedded in a tree trunk. This serves to put the characters on edge while not actually risking a confrontation (yet).

Other natural hazards can include getting lost (the characters wander aimlessly, all the while increasing their chances of coming across hostile natives or perhaps forcing them to miss a rendezvous with whoever is flying or boating them out of the wilderness). Vast chasms (with a rampaging river at the bottom of the canyon), sheer cliffs, hidden caves, mudslides and quicksand can all provide minor but exciting encounters. The characters may also stumble across "the competition" — an encampment of rival archaeologists also searching for the temple.

Arriving at the Temple

After braving mudslides, sweltering temples, crocodiles and all the other "bonuses" of jungle travel, the characters will arrive at what they suspect is a likely site for the temple. Of course, their search has truly just begun. While air observation may give them a good general idea of where a temple is, they will still have to search for the temple itself: if it's small, it's quite possible that the natural jungle has overgrown the site. If the temple is fairly large, they should be able to see it from a decent distance, but they will still have to search for an entrance, which is also likely to be overgrown.

The temple is likely to have a number of disconcerting inhabitants — snakes, rats, bats and the like. Rather than attacking the characters outright, they will skitter around in the darkness (after all, they are as frightened of the characters as the characters are of them). However, a rat leaping onto a character's back or several bats just cruising overhead while characters walk down a darkened tunnel

should be unnerving enough to set the mood for when something really frightening happens.

Centuries of neglect will mean that portions of the temple are likely to have collapsed or active components (like door entrance levers) no longer work. Instead of having to find a hidden panel to move a massive stone door, the characters may very well have to rig their own block and tackle to move it themselves or search out an alternative way into a given chamber. Likewise, characters could just as easily trigger the collapse of rotted or weakened doors, walls, panels, floors, or stairs.

Types of Temples

There are several main types of temples characters may run across:

Religious Worship Centers: They can be large amphitheater-like structures open to any believers or they may be small, isolated temples where only priests are allowed to worship (believers may have had to wait outside during ceremonies). Depending upon how materialistic the religion or culture is, vast treasures may be found here (or the temple may have been robbed).

Religious Sacrifice Centers: Many cultures included human or animal sacrifice as part of their beliefs; the sacrifices were intended to appease fickle or jealous gods.

Necropolises: Great "cities of the dead" were common to many cultures, from immense burial mounds and cemeteries, to incredible underground tombs or elaborate mausoleum or temple structures. In some cultures, the dead were buried with possessions or other family members (who may have been sacrificed as part of the memorial service), again offering valuable treasures unless the tomb has been robbed.

Libraries/Centers of Worship: Many ancient religions offered educational opportunities that other organizations did not. It was not uncommon for some religious centers to have vast libraries with documents, scrolls and books of the day. Such a find, if the materials were in good condition, could be of immense value to archaeologists.

Religious Training Centers: Monasteries and the like were the sites where prospective believers, priests and religious leaders

were instructed. These centers could be found in very isolated areas or in the hearts of ancient cities.

Traps

Many religions jealously guarded their temples or at least wanted to stop unwelcome intruders from stealing the most sacred and valuable artifacts. Some of the traps that could be built into a temple included pit traps; poison darts or spikes; contact poisons placed on walls, statues or other areas of the temple; dangerous animals turned loose in the area; collapsing walls and floors; catacombs and dungeons; hidden passageways and tunnels. Finally, for those inclined to include supernatural elements in *Indiana Jones* adventures, it's entirely possible that temples could have supernatural guardians, ghosts, elementals or other beings and things which defy current scientific explanation.

Sample Temple

The temple below can be incorporated into a number of adventures. It is not reflective of any one particular culture, but offers a basic design that can easily be adjusted to fit the adventure.

The way to the temple should include a broad causeway. If the temple is in a jungle area, it could easily be overgrown, while a desert temple could be buried in the sands for hundreds of years.

Staircases: Three staircases lead up to the entranceway to the temple. They are carved from solid blocks of stone, with detailed paintings depicting religious ceremonies on the sides of the blocks.

Entranceway: A broad, open patio nearly 30 meters across, the entranceway has a painting of a religious sacrifice that covers the entire floor. Several statues are present, although most are broken. They are also carved of solid stone, but it was polished and possibly painted.

Doors: A trio of immense stone doors, eight meters tall, mark the entrance to the temple itself. They weigh nearly three tons each.

Procession Chamber: The three doors open to the procession chamber, which is also nearly 30 meters across. This is the first roofed area of the temple: four massive, carved

columns support the ceiling, which is about 12 meters up and is dominated by a mural depicting great battles of the gods, with the warriors of the temple's culture shown to be leading the battle. Part of the ceiling has collapsed.

Four immense window shafts allow some light in. Vines have also grown into the temple through these shafts.

Grand Staircase: Nearly 60 meters long and rising nearly 15 meters, the grand staircase leads up to the ceremonial chamber. Halfway up the stairs, doors on either side lead to darkened tunnels which lead down into catacombs. The left catacombs were used to store treasures of the temple, while the right catacombs were used as a dungeon for prisoners who were to be sacrificed.

Ceremonial Chamber: The chamber where the priests gathered in worship. Three large doors lead to the Calendar Courtyard, the Sacrifice Chamber and the Library. An immense fountain is now cracked and broken; water no longer flows into it.

Panels in the walls can be turned to reveal decaying priests' robes (they will crumble to dust if touched) and various tools and tablets used in preparing sacrifices. Perceptive characters may deduce that the fountain was used as part of the preparation process.

Sacrifice Chamber: An immense room with a single hole in the roof directly above the stone sacrifice altar (a shaft of light shines down on the altar during the solstices). Two immense statues of warrior-gods stand beside the altar, warding off evil spirits while the priests sacrifice human and animal victims.

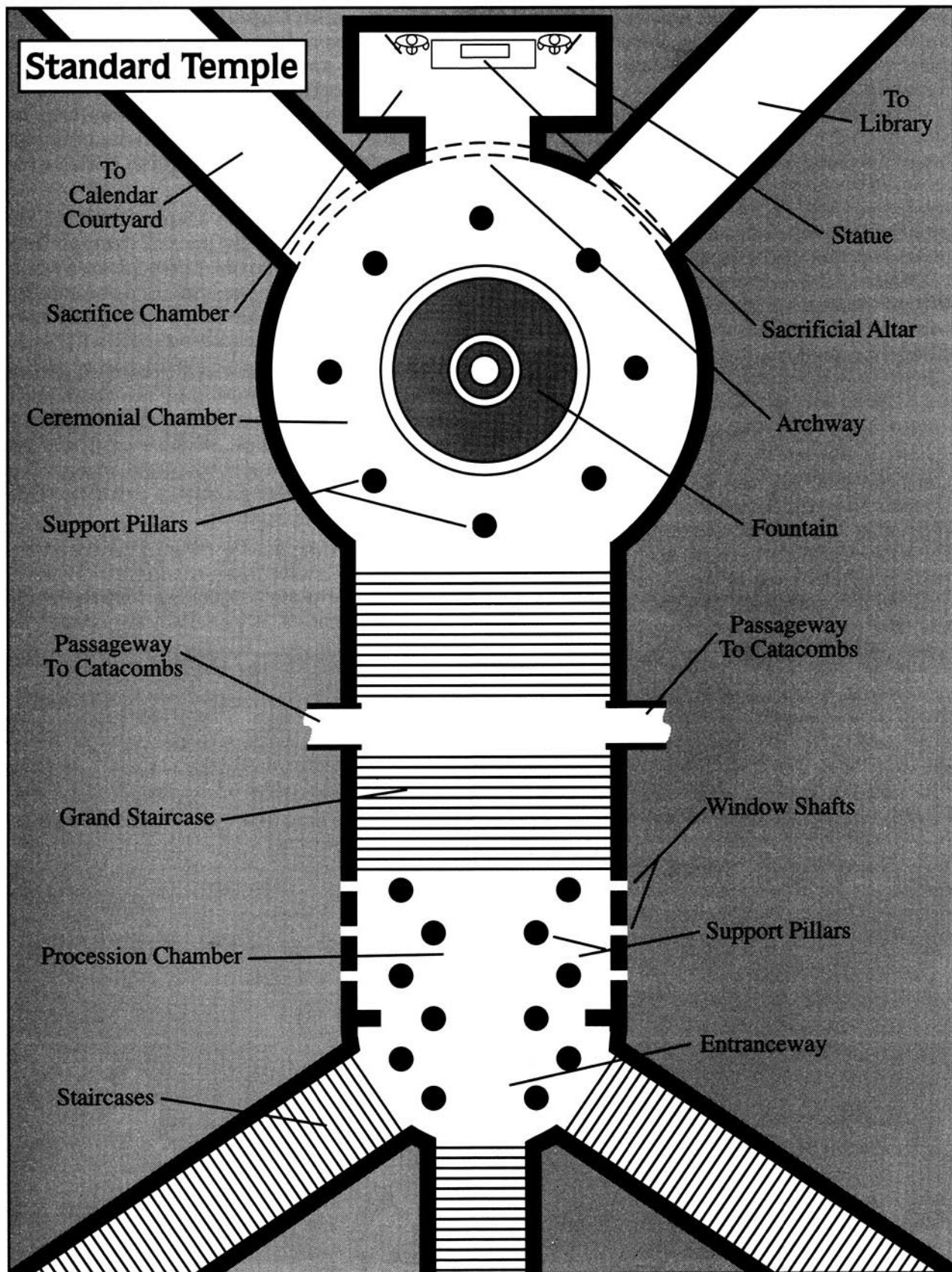
Library: A collection of clay tablets which records the history of the people of this temple.

Calendar Complex: The tunnel winds around to a ground level calendar complex.

El Dorado

One of the most enduring legends of South America is El Dorado, which is in fact short for *El hombre Dorado* (meaning "The Golden Man"). According to the legend, a tribe lives deep in the interior of the jungle, on an island in the center of a lake. Each morning, the priests cover the chief's naked body with resin and then blow gold dust all over him, so that he may walk among his subjects looking like a golden statue. In the

INDIANA JONES™ and the Lands of Adventure



Steven Brown

INDIANA JONES™ and the Lands of Adventure

evening, he enters the lake and washes the gold dust off. Over the centuries, the gold dust has collected on the bottom of the lake until a vast fortune waits there.

The Spaniards first heard the story of El Dorado in the 16th century, and immediately began to search for the "Golden Man" and his tribe. They tortured and massacred the tribes they encountered in their quest, but they too died by the score. Some did find gold, but none ever came upon El Dorado.

Others joined the search, including Sir Walter Raleigh. But to this day, no one has ever found the tribe, their city, or the lake filled with gold.

Central America

The link that joins Mexico and South America allowed for the spread of many ancient civilizations and was among the lands conquered by the Spanish in the 16th century. It is also the site of the strategically vital Panama Canal, allowing shipping to pass from the Caribbean to the Pacific Ocean.

Here is a summary of Central America in the '30s:

Guatemala: Once the home of Mayan Indians, Guatemala was conquered by the Spanish in 1524 and turned into a colony. Mayan temples, like those at Tikal, still dot the landscape and make this worth a side trip for characters visiting Mexico. Official language is Spanish, though many Indian dialects are also spoken.

British Honduras: Once a part of the Mayan empire, Cortes passed through here on the way to Honduras. Later, pirates would found the city of Belize here (and the country is now known as Belize). It is a British Crown Colony, and the official language is English.

Honduras: A center of Mayan civilization, Honduras was conquered by the Spanish in the 16th century. Honduras is a great place to visit if you like coups, which in the '30s are occurring at a rate of roughly one a year. It is an excellent source of Mayan artifacts. Official language is Spanish.

El Salvador: Another Spanish conquest of 1524, El Salvador is an unstable country in the '30s, completely dependent on the world market for coffee. It was not a major area for



the Mayans, so there is not a lot to interest characters here. Official language is Spanish.

Nicaragua: Characters visiting here in the early '30s will find the US Marines waiting for them. They arrived in 1912, intervening in a civil war, and stayed until 1933. Anastasio Somoza becomes president in 1937, and the country is run by that family until 1979. Nicaragua was an early choice for the site of a canal. Official language is Spanish.

Costa Rica: One of the more stable nations in Central America, Costa Rica enjoys a democratic government. Economically, though, it is relatively poor. There is little here to attract characters' attention.

Panama: The first Spanish settlements were founded here in 1513. The isthmus rapidly became the route through which gold from Peru was brought to the Atlantic; later, gold prospectors on their way to California would travel this way. The canal was built between 1904–1914 by US engineers and it is under US control at this time. Official language is Spanish. See "The Panama Canal," below.

The Panama Canal

The Panama Canal is an 82 kilometer long waterway with six locks, which links the Caribbean Sea (and hence the Atlantic) to the Pacific. The Panama Canal Zone covers 1432 square kilometers and extends eight kilometers to either side of the canal, and is overseen by the US. Characters traveling from one ocean to the other will surely pass through the canal.

As World War II draws closer, concerns about sabotage or outright military strikes become more pronounced. In fact, at one point, the US Navy conducts a simulated aircraft carrier strike on the Canal, as a drill. Saboteurs and fifth columnists may become a very real threat, moving into place as early as the mid-30s in order to build up their cover.

Panama City

The capital of the nation of Panama, Panama City, is located on the Pacific Coast, at the end of the canal (the second largest city in Panama, Colon, is located on the Atlantic end of the canal).

While the Panama Canal is certainly a thing of great strategic importance, once the characters have a good long look at it, they may very well shrug their shoulders and say "Okay, so now what?" After all, it's not like there are hundreds of interesting people lining the Canal, waiting to interact with them. Panama City, with its numerous bars, hotels and stores, provides that bit of civilization that the characters crave.

Panama City also serves as a good "jumping off" point for adventures. It is where would-be saboteurs and infiltrators would start from, and where desperate people would come to hire professional adventurers to help them.

Father Alvarez

AGILITY 8

Beast riding: horse 10, running 9, stealth 10, unarmed combat 9

DEXTERITY 8

ENDURANCE 9

Resist shock 10

STRENGTH 9

TOUGHNESS 10

INTELLECT 11

Deduction 14, first aid 14, linguistics 12, perception 15

MIND 11

Medicine 12, language: English 16, language: Latin 16, scholar: Church doctrine 14

CONFIDENCE 12

Faith: Catholic 16, survival: jungle 14, will-power 15

CHARISMA 11

Charm 12, persuasion 15

Life Points: 5

Equipment: Cross; Bible; doctor's bag

Description: Father Julio Alvarez is a Spanish missionary in his late 40s. He has wavy, prematurely gray hair and intense brown eyes. He wears khaki pants, black shirt with clerical collar, and a gold cross hangs prominently around his neck.

Father Alvarez is an activist priest who can be considered the forerunner of the liberation theology movement in the late 20th century. His concern is for the native peoples and the poor farmers. He distrusts the governments of Panama, Spain, and the United States, and often butts heads with his Church

INDIANA JONES™

and the
Lands of Adventure



superiors. He is a man of passion and conviction, who has a mean left hook when forced to use it, though he will never pick up a weapon.

Adventure Hooks

The Mission

A Spanish mission in Nicaragua has been recently plundered by bandits. Many of the relics, mostly gold and silver religious artifacts, were taken. The authorities arrived too late to stop the perpetrators, but have confirmed that the thieves left the country almost immediately after the robbery.

A priest (possibly Father Alvarez) has taken it upon himself to find and retrieve the lost relics, and bring the criminals to justice. He has spent the last week trying to both piece together the clues left behind and determine the possible destination of the thieves.

Understandably, he has had little luck in unearthing anything. His ventures brought him south to the Canal Zone in Panama. The priest is in the same bar the characters are resting at, and he seems to be drawing a crowd ... a group of local men, brawny ne'er-do-wells,

are trying to beat him up. He's holding his own, but the numbers are turning against him.

Once the characters rescue him and he has had a chance to rest, he turns to the characters and starts relaying his tale. He talks about the stolen artifacts and their value to his people and the church itself. He tells what information he was able to uncover about the criminals, this being almost nothing, except that they were French. He pulls out a note written in French that mentions a parade and gathering in Paris in three weeks. This was found by a peasant cleaning up the mission, and notes on the back of it refer to the sailing of the *Amazona*.

The toughs were hired to rough up anyone who asked too many questions about the theft or the *Amazona*. A little checking will reveal that the *Amazona* is a French liner, scheduled to depart from San Francisco for Copenhagen, with a stop at Marseilles. It is not stopping in Panama — apparently, the thieves intend to attempt to board it as it passes through the canal. The characters will have to do the same if they hope to stop them and recover the relics.



Lands of Adventure

by Sanford Berenberg and John Terra

Take a whirlwind tour
of the world!

Adventure waits everywhere, especially when you're traveling with Indiana Jones. Visit Europe, the Middle East, South America and the Orient, stopping in exciting cities and mysterious places, and finding danger and drama all along the way.

Indiana Jones and the Lands of Adventure invites you to travel the globe, and gives you the tools to do it. Loaded with sites, settings and adventure hooks, as well as generic locations you can incorporate into your campaign, characters shouldn't leave home without it.

Indiana Jones and the Lands of Adventure 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.



45005

0-087431-430-5 \$15.00



0 18874 45005 0