

INDIANA JONES™

and the
TEMPLE OF DOOM
ADVENTURE PACK

FROM THE
PRODUCERS
OF
**DUNGEONS
& DRAGONS®**
GAME



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

ADVENTURE PACK
BY
TRACY HICKMAN
MICHAEL DOBSON

™ * INDIANA JONES AND THE TEMPLE OF DOOM, game elements, and character names and likenesses are trademarks of Lucasfilm, Ltd. (LFL), used under authorization. © 1984 Lucasfilm, Ltd. All Rights Reserved. DUNGEONS & DRAGONS and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc.

CLUB OBI WAN™ *

REFEREE

The year was 1935, and the stormclouds of war were brewing on the horizon. But at the *Club Obi Wan*, playground of the Shanghai rich, decadence was in full swing. The drinks were potent, the action fast. And who could resist *Willie Scott* as she sang . . .

WILLIE SCOTT

*Yi wang si-i wa ye kan dao
Xin li bian yao la jing bao jin tian zhi dao,*
Anything goes!

REFEREE

As the blonde American singer and the leggy chorus line tap danced offstage, a man entered the club. He wore a formal white dinner jacket, but his shoes were caked with mud. A waiter approached him, and said out of the corner of his mouth . . .

WU HAN

Be careful.

REFEREE

The man strode with cool assurance to the main table. Seated there was Shanghai's reigning crime lord, *Lao Che*, flanked by his two sons, *Chen* and *Kao Kan*.

INDIANA JONES

*Wah jung how, nee nah? Wah hwey hung
jung chee jah loonee kao soo wah shu shu.*

REFEREE (AS LAO CHE)

I didn't know you spoke my language, *Doctor Jones*.

INDIANA JONES

Only on special occasions.

LAO CHE

So, it is true. You found the *Nurhachi*?

INDIANA JONES

You know I did. Last night, one of your boys tried to get *Nurhachi* without paying for him.

REFEREE

Kao Kan slowly pulls a bandaged hand from under the table.

LAO CHE

You have insulted my son.

INDIANA JONES

No, you have insulted me. I spared his life.

WILLIE SCOTT

[comes to the table] Aren't you going to introduce us?

LAO CHE

This is *Indiana Jones*, famous archaeologist.

WILLIE SCOTT

Well! I thought archaeologists were funny little men searching for their mommies.

INDIANA JONES

Mummies.

LAO CHE

Doctor Jones found *Nurhachi* for me. And he's going to deliver him . . . now!

REFEREE

Kao Kan's hand, covered by a fine linen napkin, rises from under the table. The glint of a nickel-plated gun barrel catches *Indy's* eye. The daring archaeologist quickly scans the area, and finds only a long pronged serving fork. He grabs it and the girl simultaneously . . .

WILLIE SCOTT

Say, who is this *Nurhachi*—OW!

INDIANA JONES

Put the gun away, sonny. I suggest you give me what you owe me, or "Anything Goes."

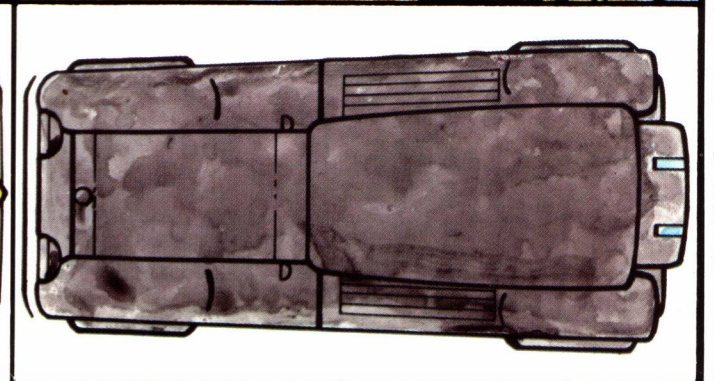
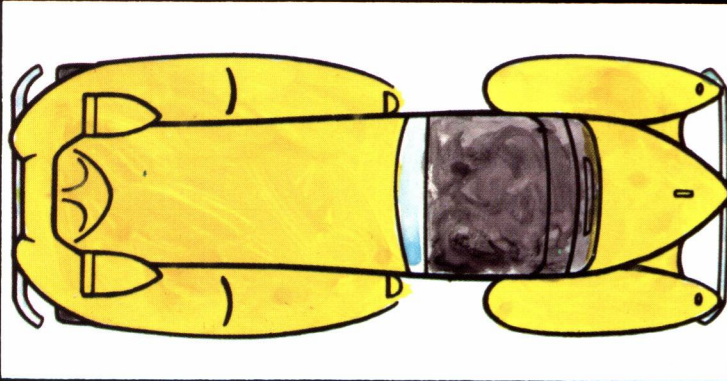
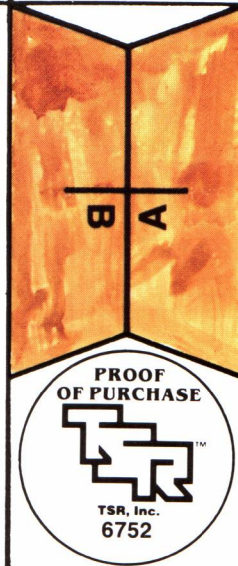
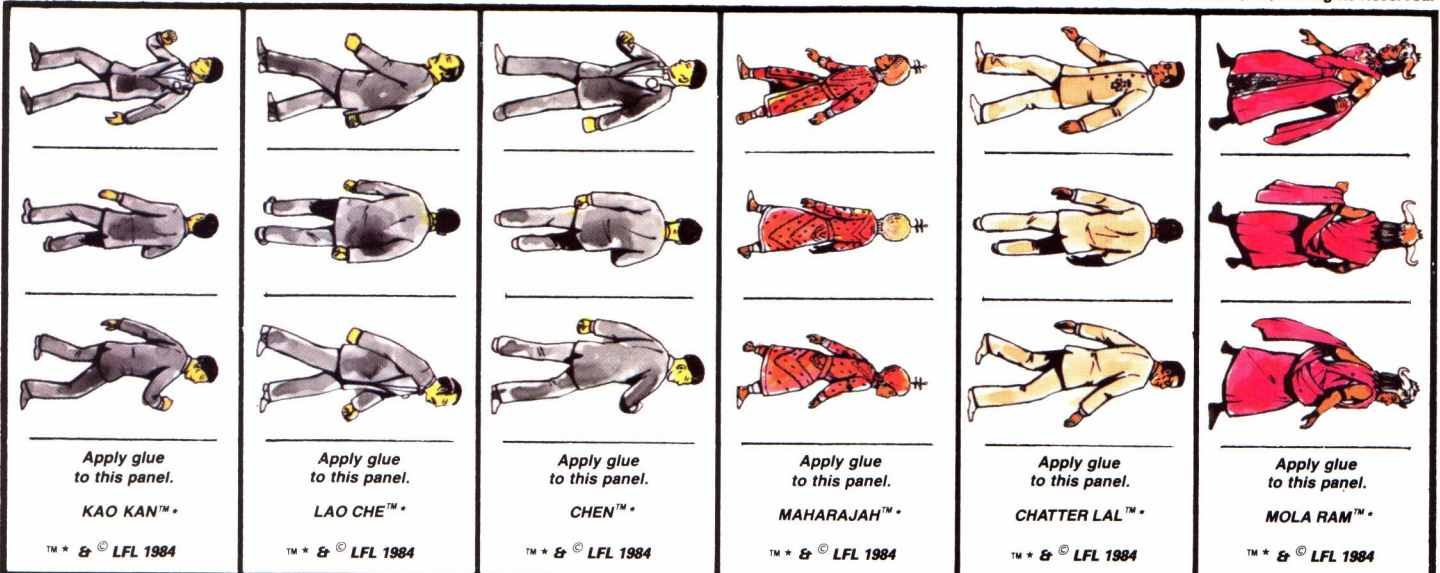
REFEREE

The prongs of the serving fork dig into *Willie's* skin. *Lao Che* looks at *Indiana Jones* and then pulls a pouch from his pocket.

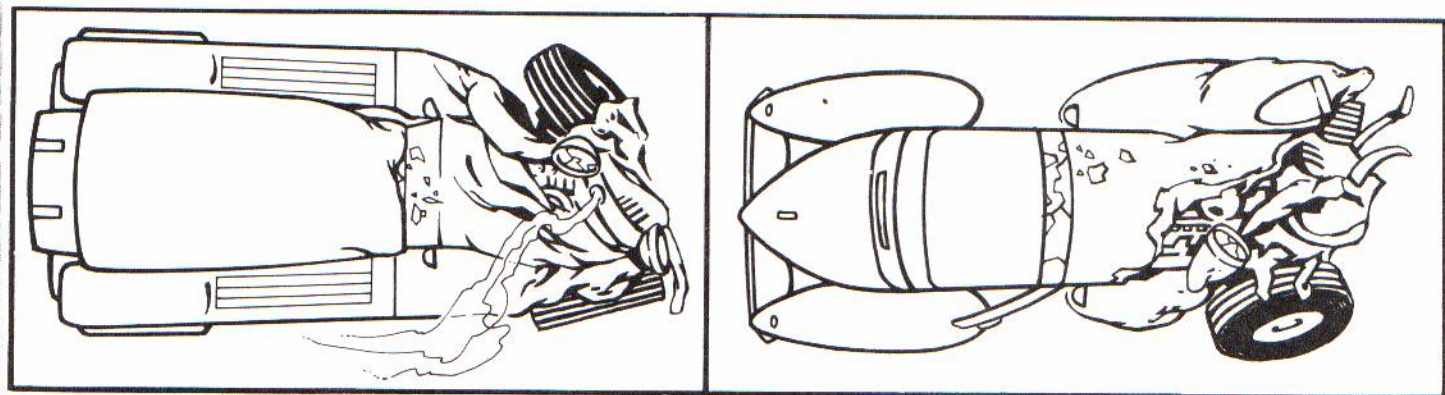
3-D FIGURE PANEL

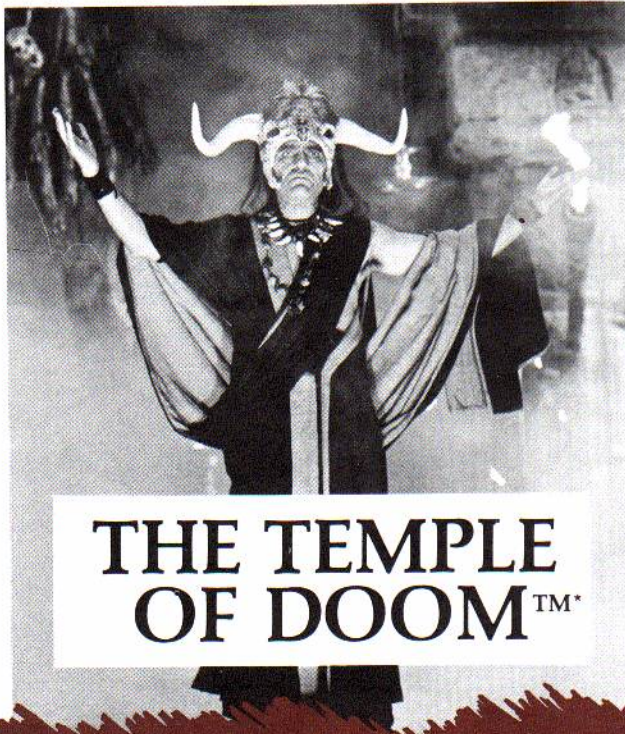
CHARACTER FIGURES Cut along heavy solid lines. Fold along thin lines.

TM * & © Lucasfilm Ltd. (LFL). All Rights Reserved.

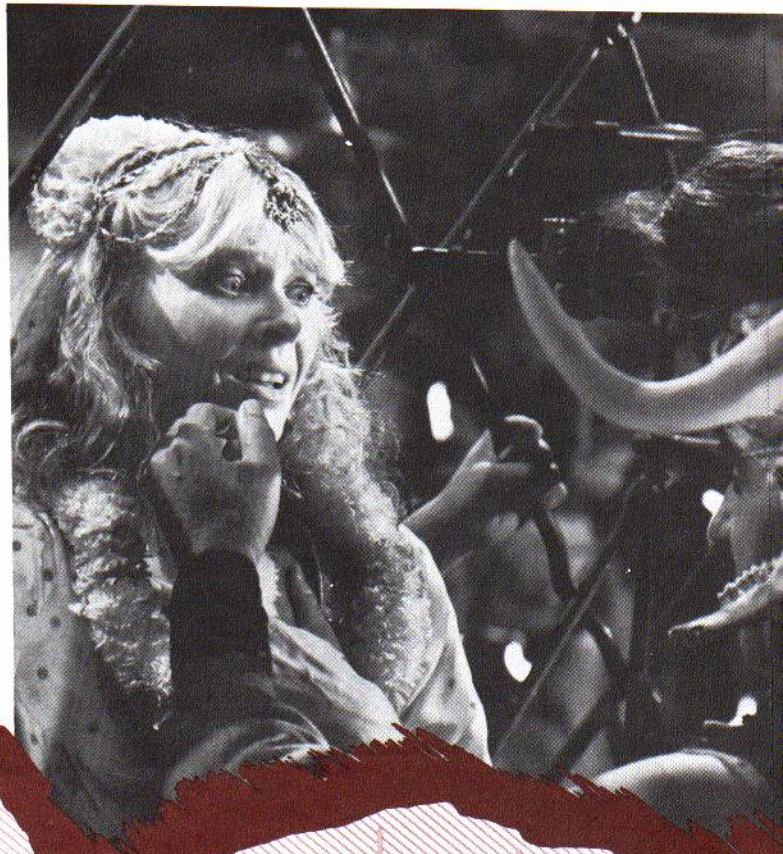


To assemble the standing Kali figure, cut out base support pieces marked "A" and "B" and insert in similarly marked slots on figure.





THE TEMPLE OF DOOM™*



B TO MOLA RAM'S CHAMBERS

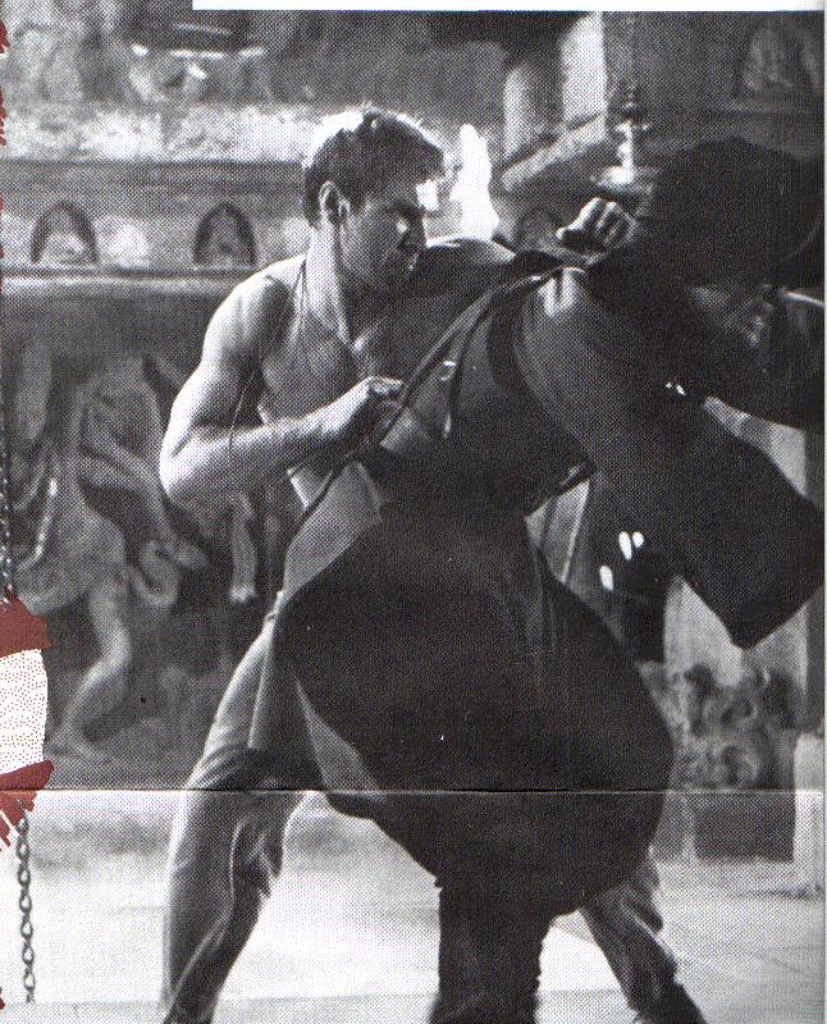
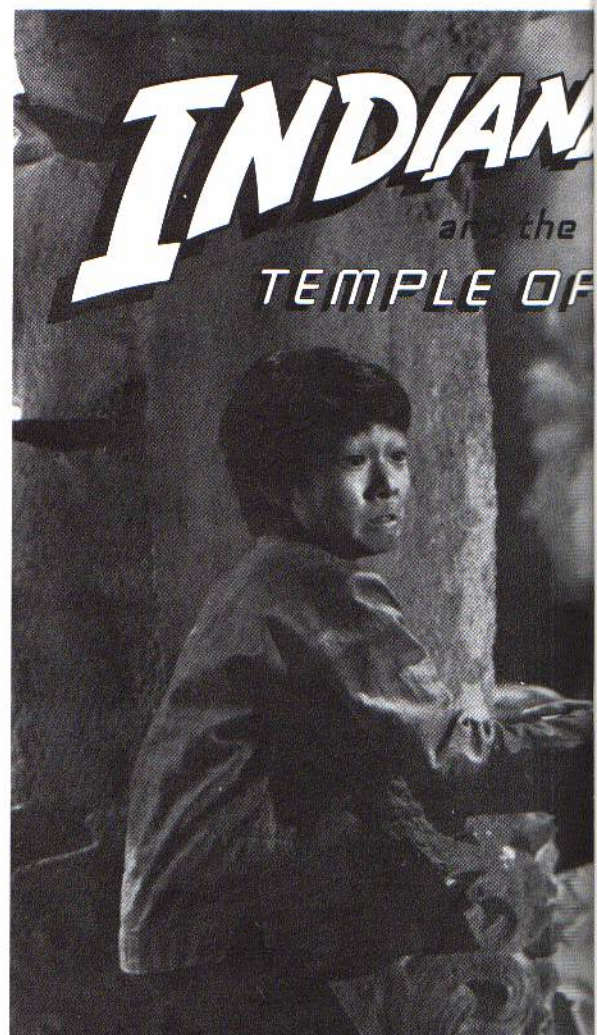
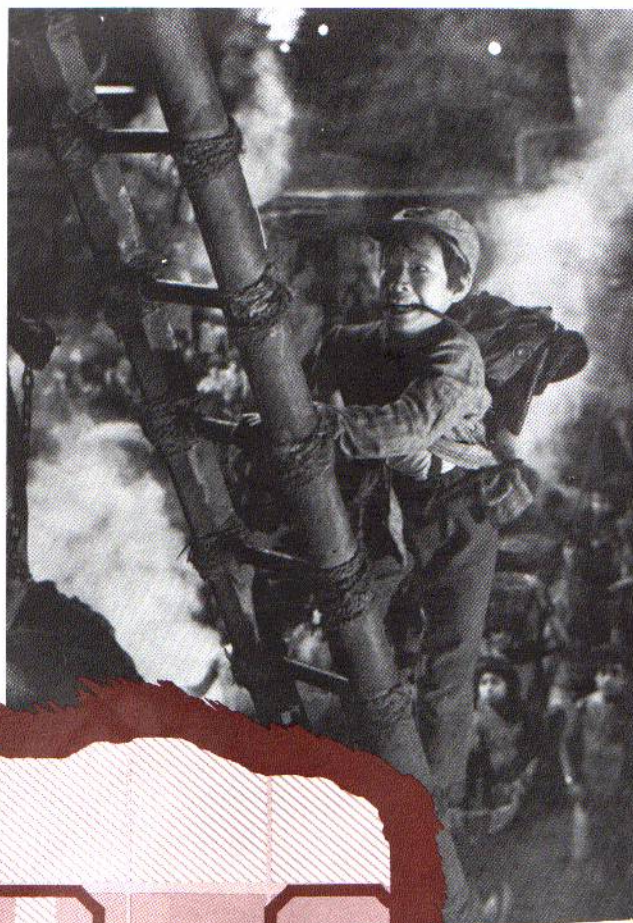


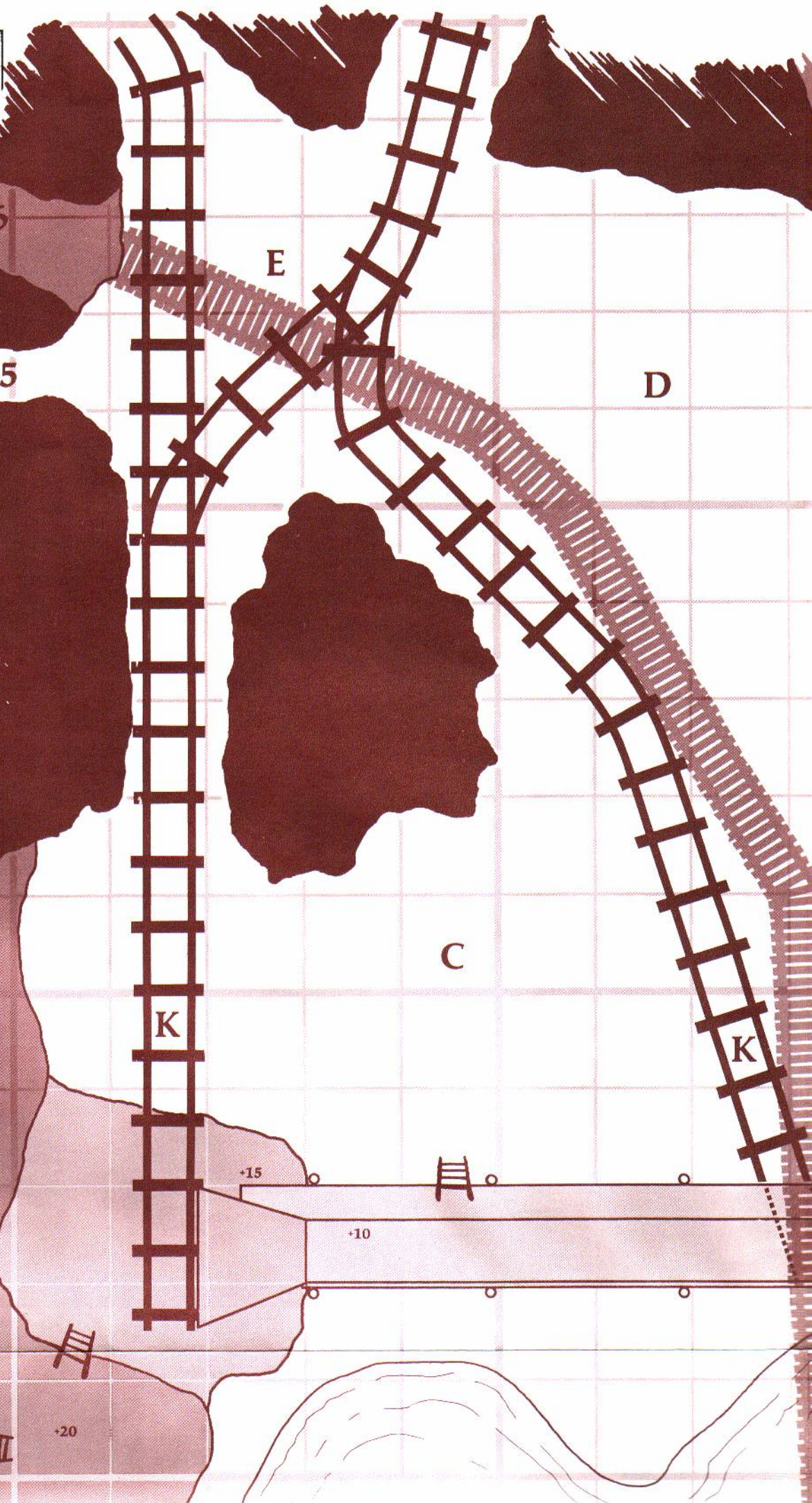
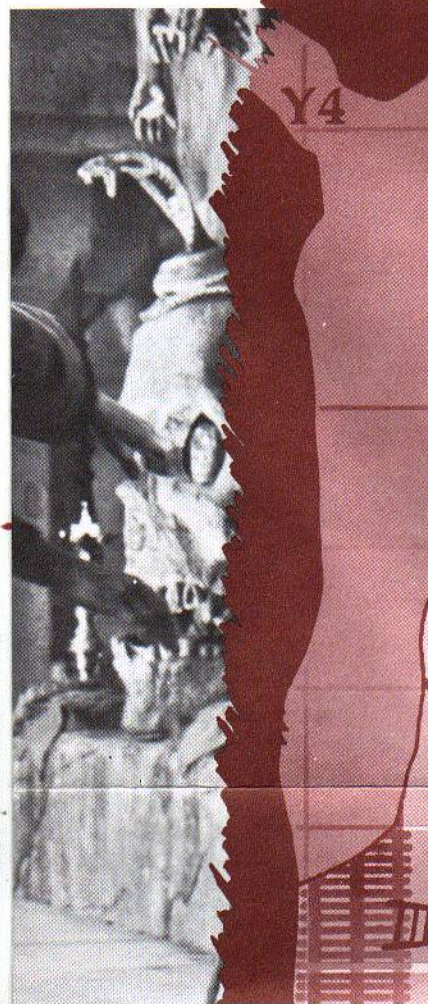
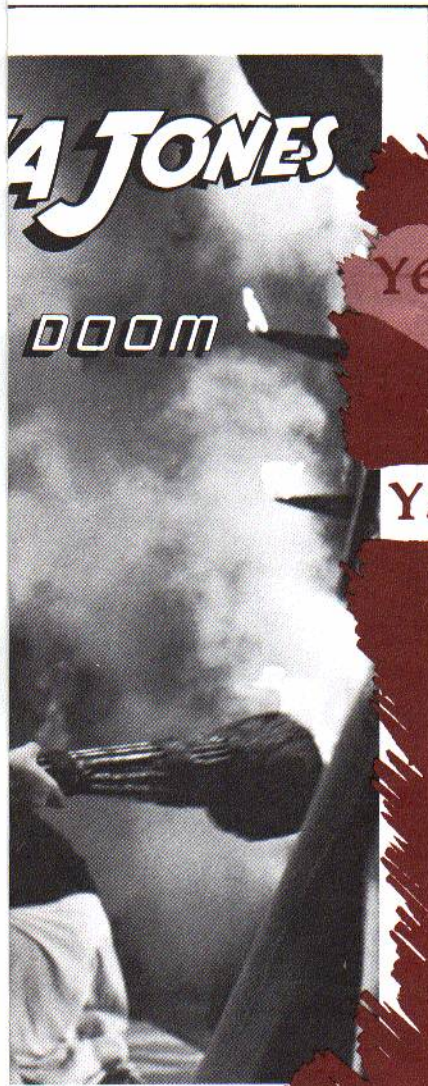
STATUE OF KALI

SHAFT OF SACRIFICE

ELEPHANT
STATUE

LAVA PIT





TM* INDIANA JONES and the TEMPLE OF DOOM, game elements, names and likenesses are trademarks of Lucasfilm Ltd. (LFL) used under authorization. ©1984 Lucasfilm Ltd. All Rights Reserved.

Y7

Y8

CAVERNS

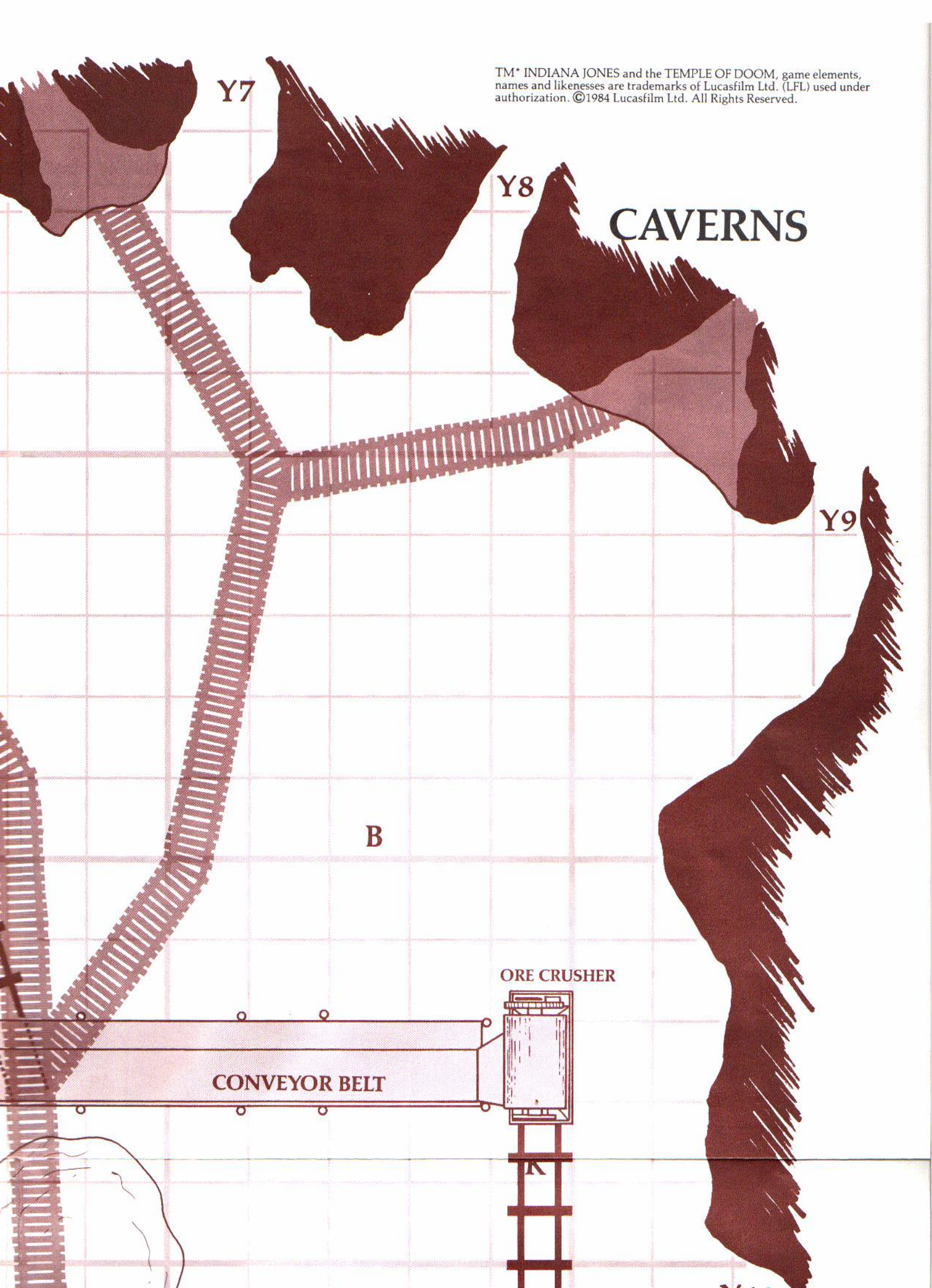
Y9

B

ORE CRUSHER

CONVEYOR BELT

K



ELEPHANT
STATUE



LAVA PIT

PASSABLE



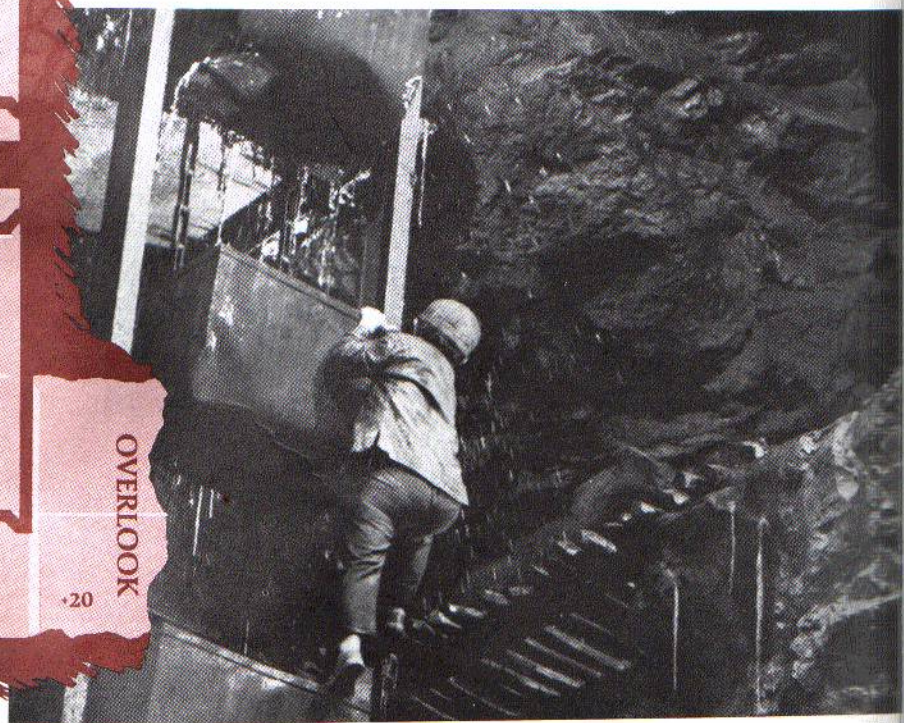
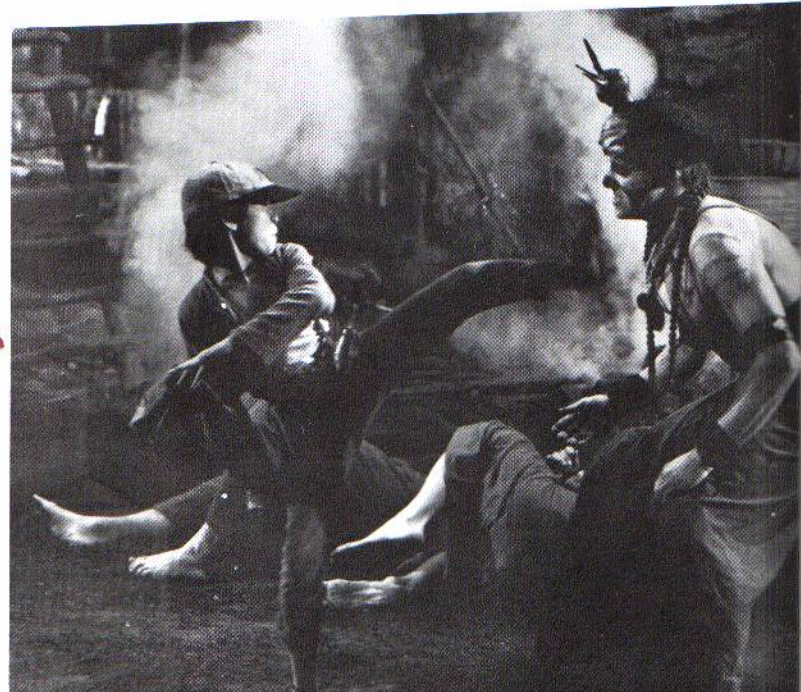
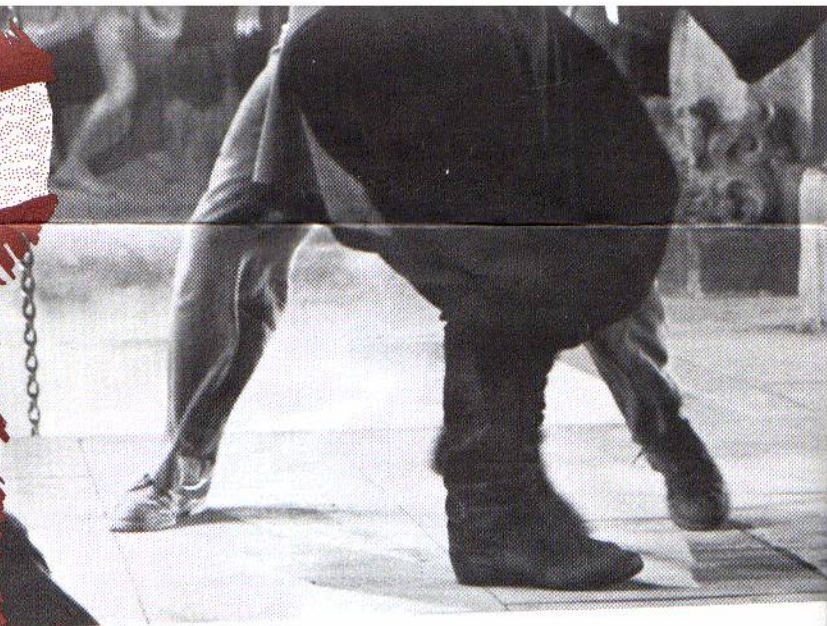
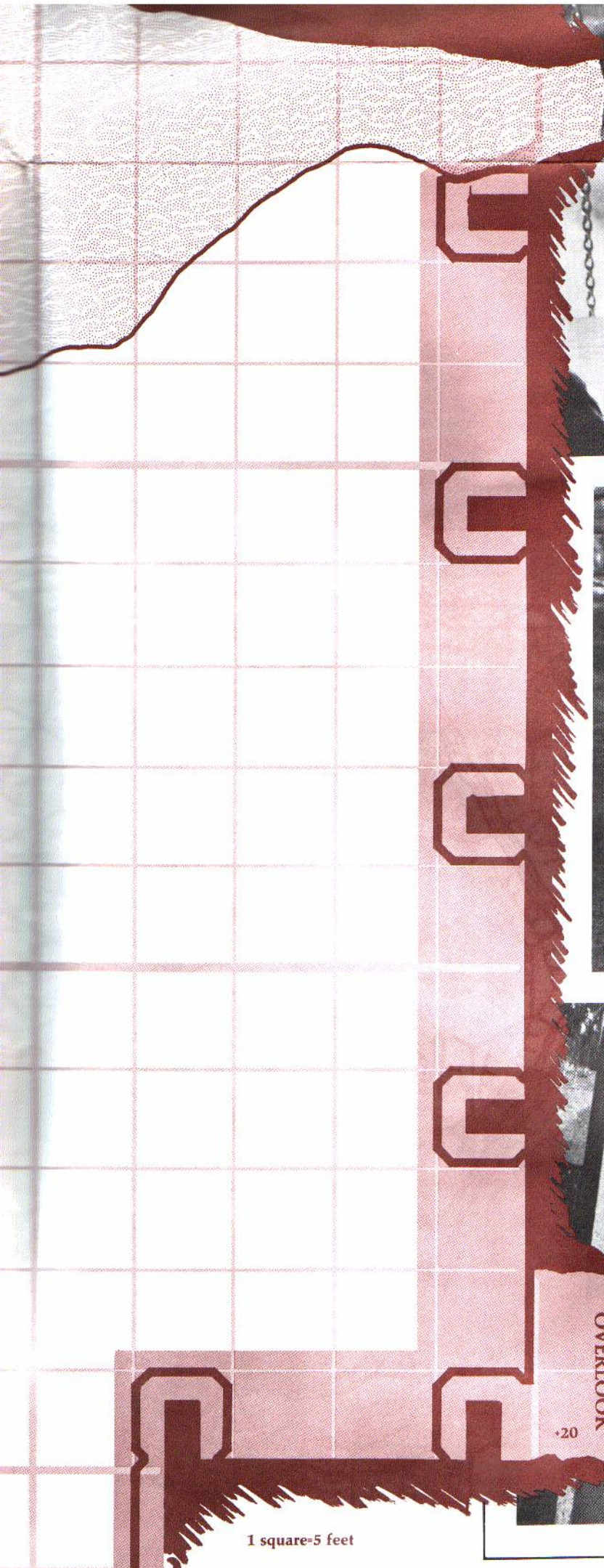
C

OVERLOOK

•20



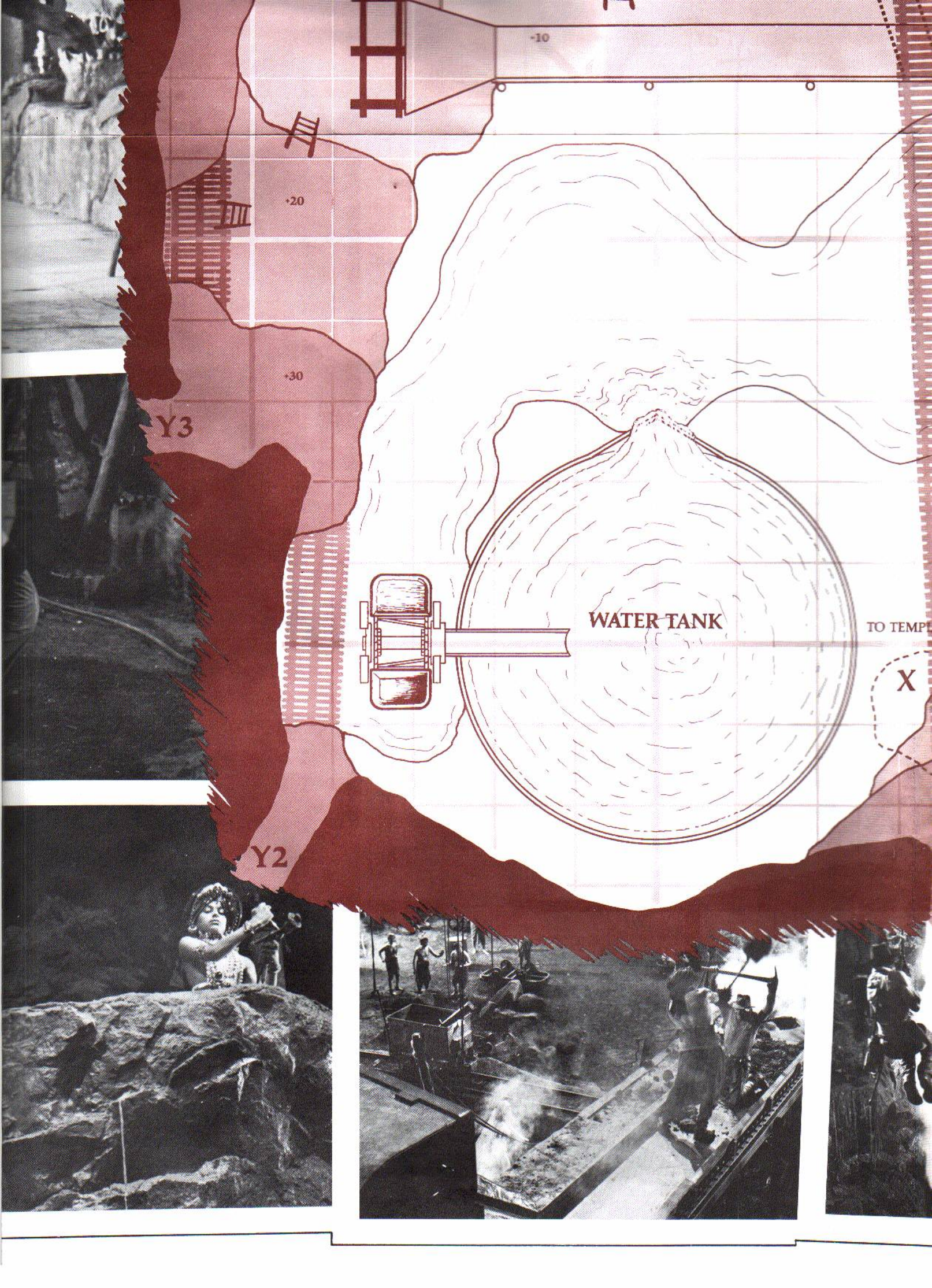
D



OVERLOOK

•20

1 square=5 feet



CONVEYOR BELT

K

Y10

A

Z

TEMPLE

X

Y1

Y1

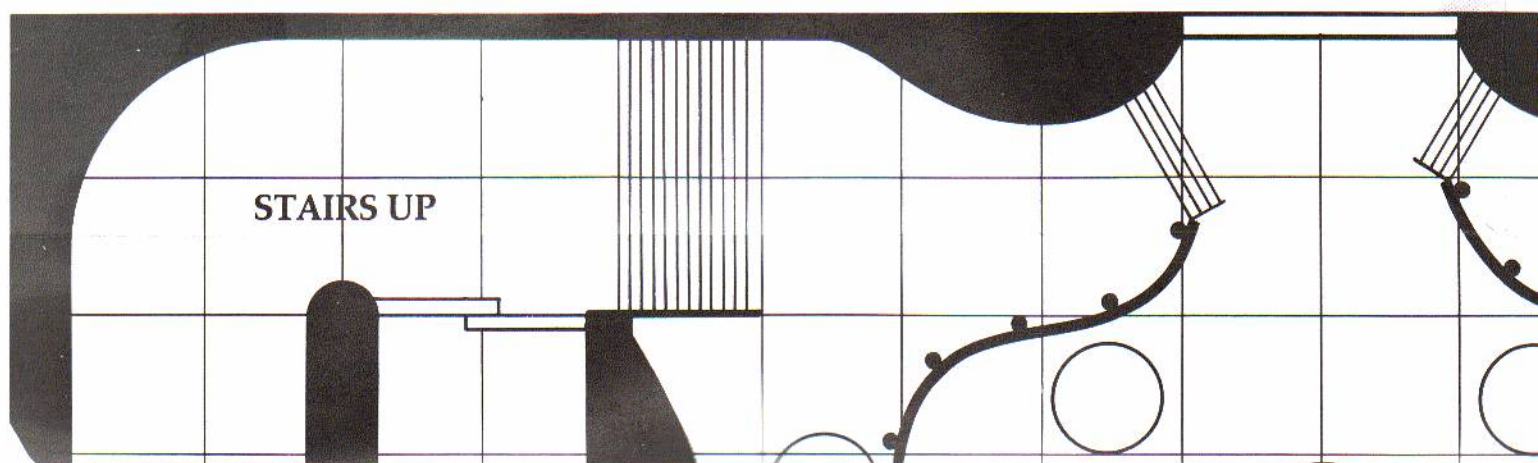


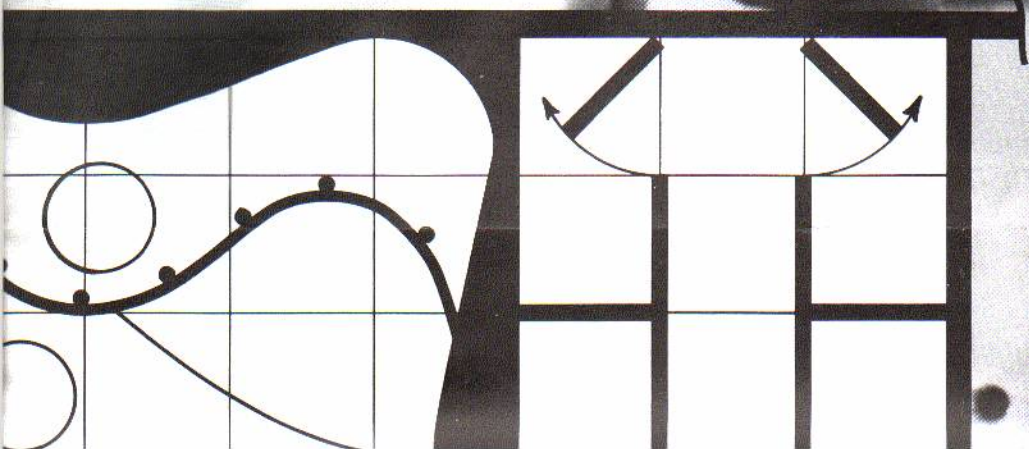
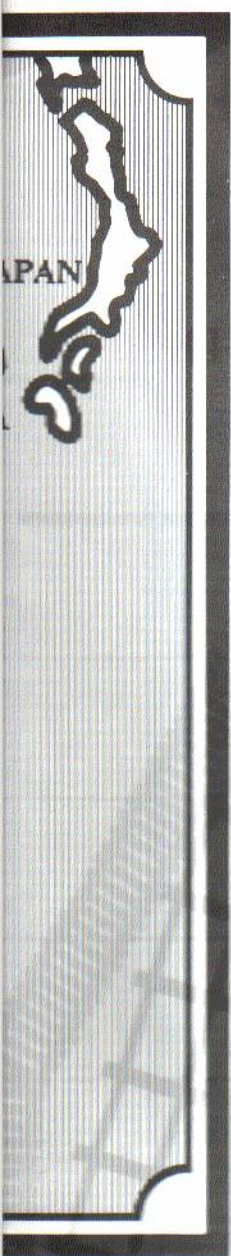


THE CLUB OBI WAN™*

3

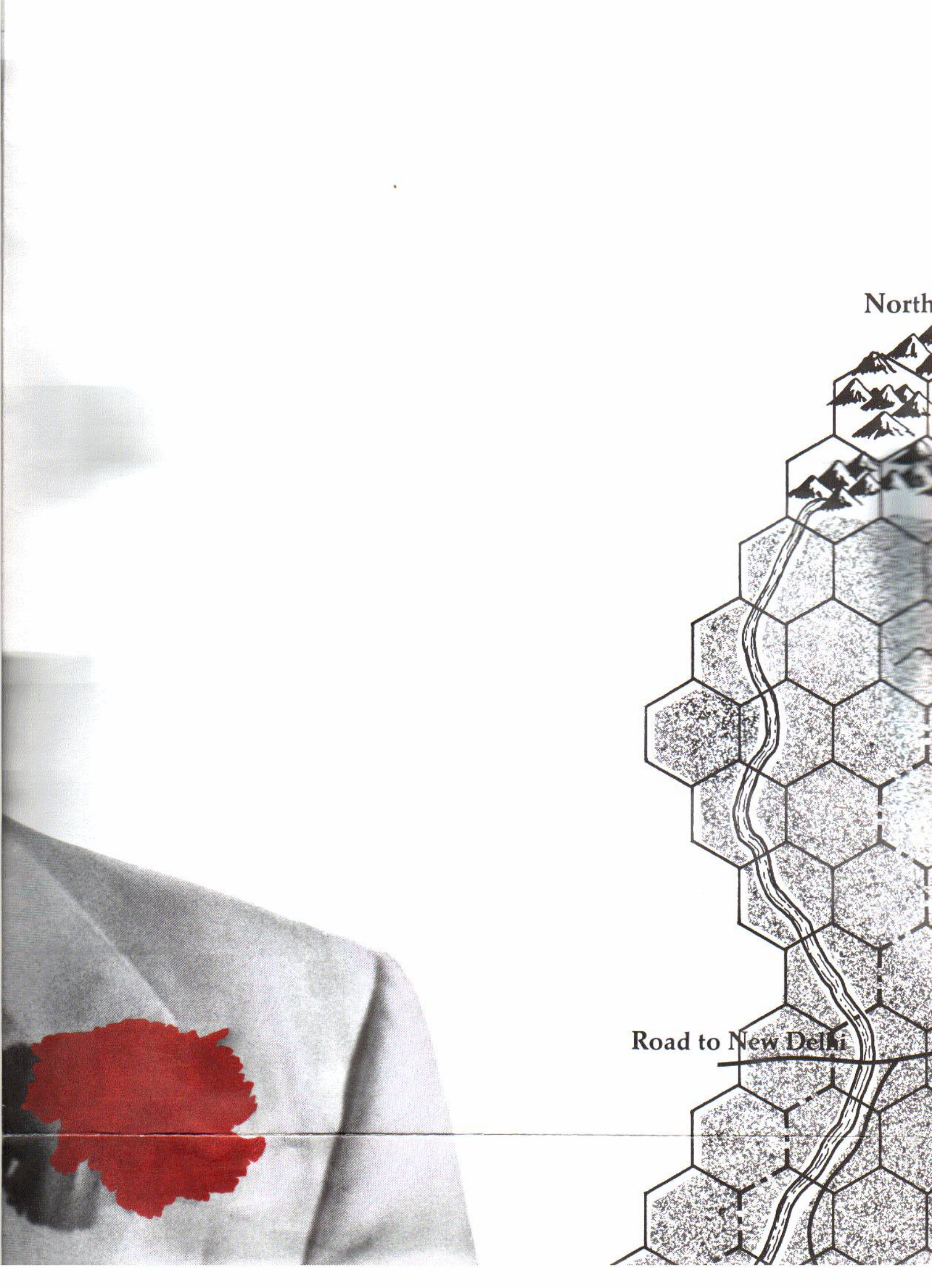
THIRD FLOOR WINDOW





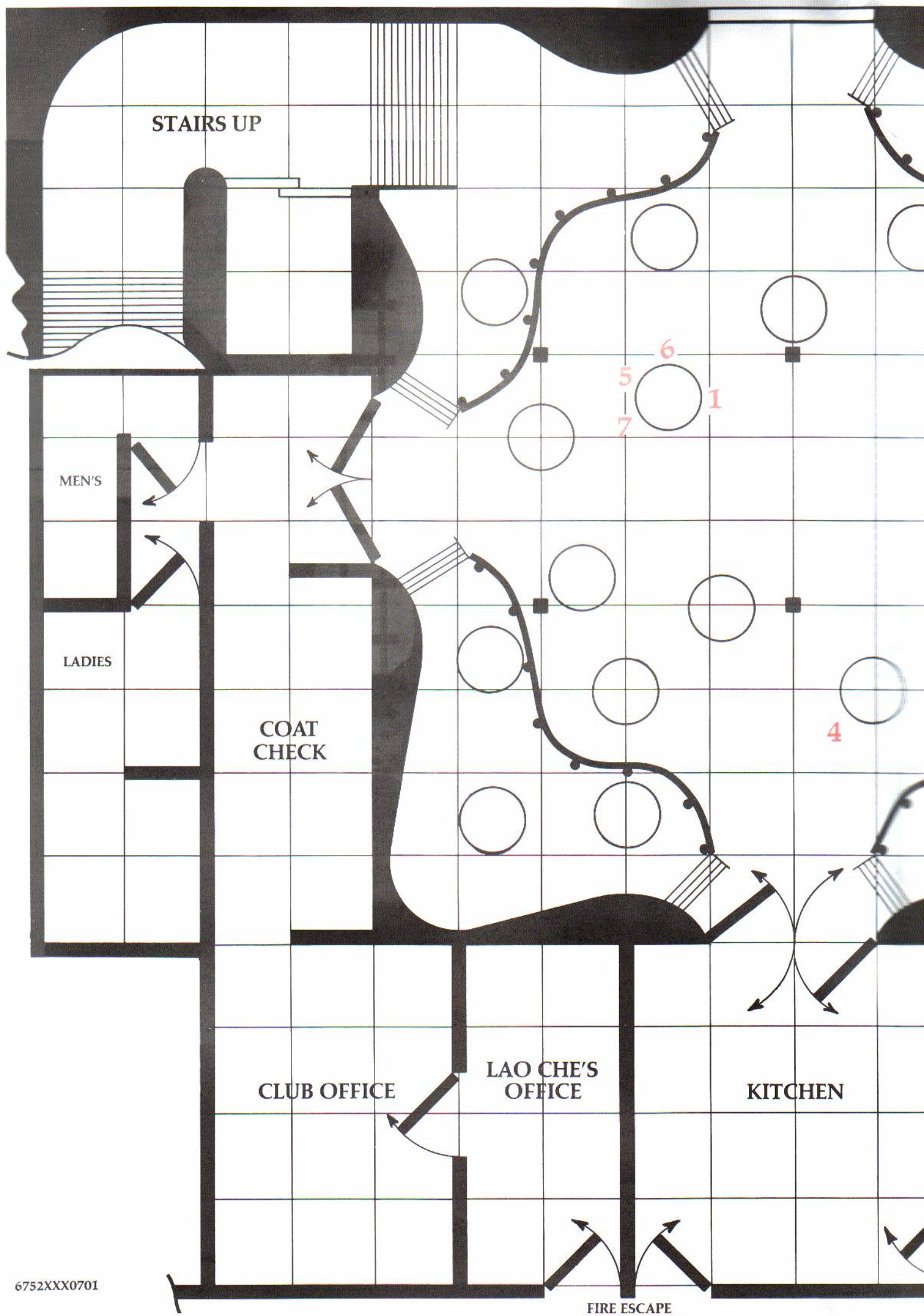
North

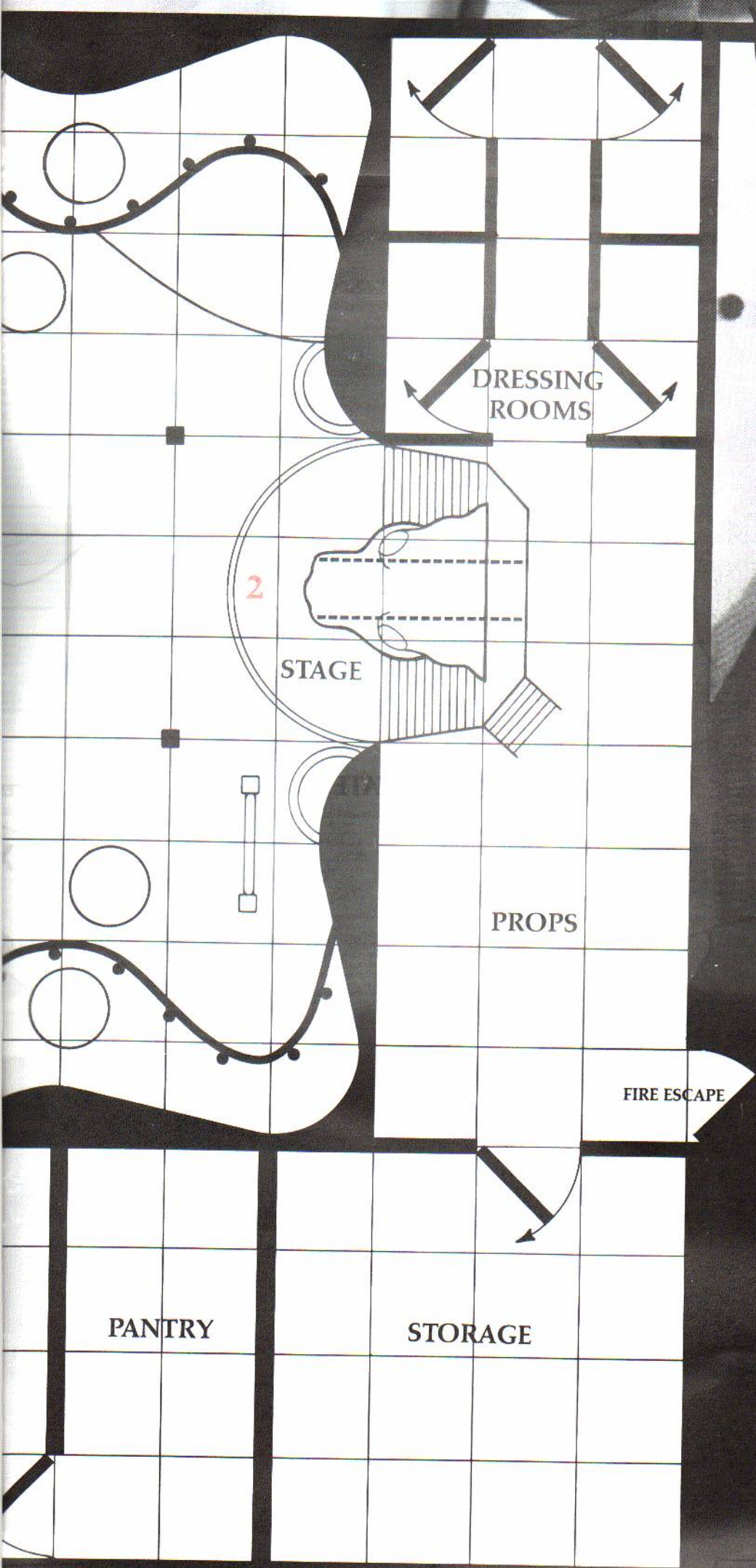
Road to New Delhi



WILDERNESS OF MAYAPORE

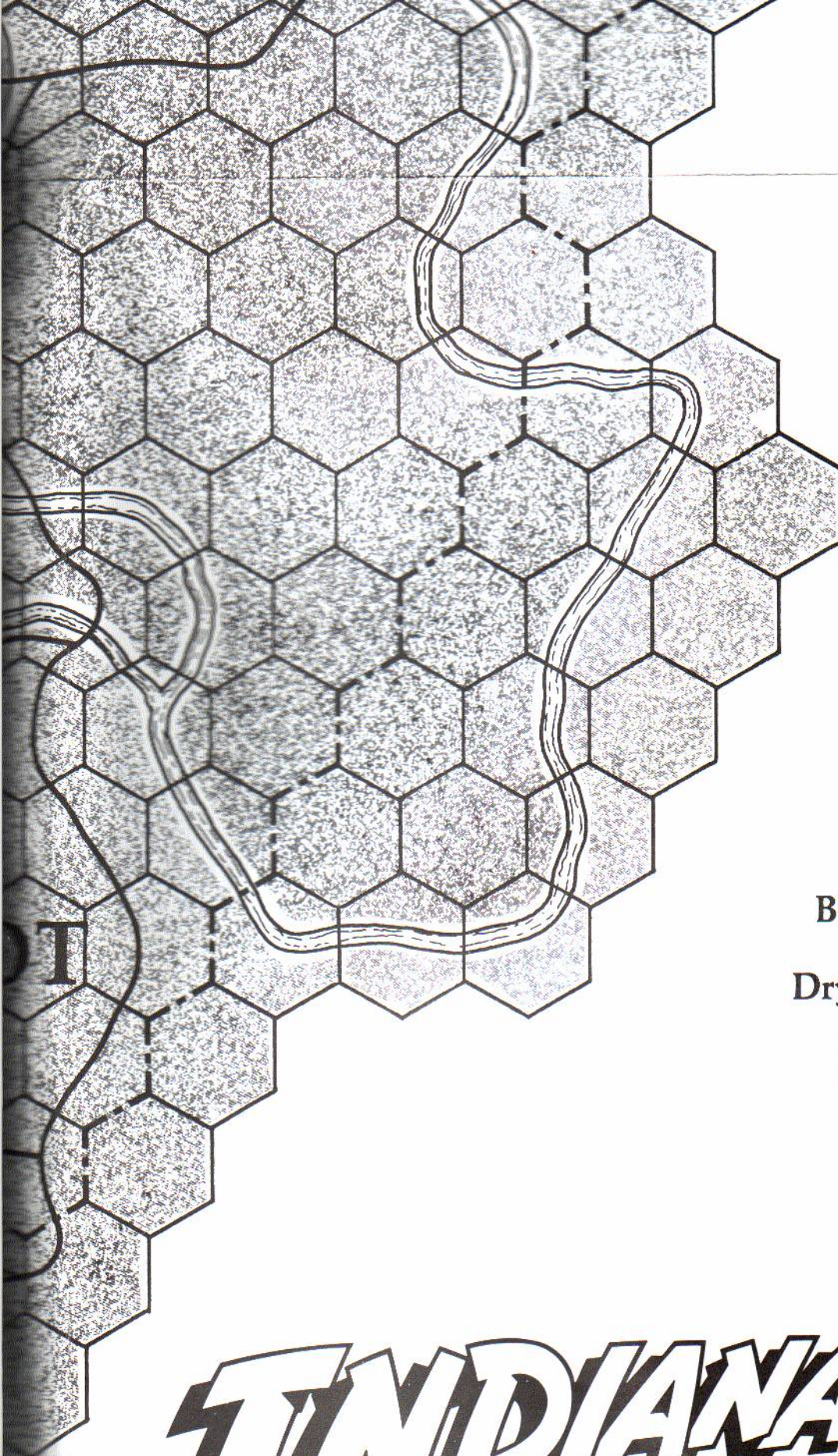






Road to New Delhi





Hills



Impassable
Mountains



Cliffs



River



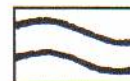
Trail



Border of Kali



Dry Stream Bed



1 hex 1 hour's walk

INDIANA JONES™

and the

TEMPLE OF DOOM

TM* INDIANA JONES and the TEMPLE OF DOOM, game elements, names and likenesses are trademarks of Lucasfilm Ltd. (LFL) used under authorization. ©1984 Lucasfilm Ltd. All Rights Reserved.

INDIANA JONES™

and the

TEMPLE OF DOOM

ADVENTURE PACK

ADVENTURE PACK BY TRACY HICKMAN & MICHAEL DOBSON

GRAPHIC DESIGN BY JOHN MEYERS AND RUTH HOYER
 MAPS BY DAVE LAFORCE
 PHOTOGRAPHY BY KEITH HAMSHIRE
 AND RALPH NELSON, JR. (courtesy LFL)

Copyright © 1984 Lucasfilm, Ltd. (LFL) All Rights Reserved.
 Trademarks of LFL used by TSR, Inc. under authorization. Any
 reproduction or unauthorized use of the material contained herein
 is prohibited without the express written consent of Lucasfilm,
 Ltd.

The names of characters used herein are fictitious and do not refer
 to any persons living or dead. Any similarity to any persons living
 or dead is merely coincidental.

Distributed in the book trade by Random House, Inc. and in Can-
 ada by Random House of Canada, Ltd. Distributed to the toy and
 hobby trade by specialty distributors. Distributed in the United
 Kingdom by TSR (UK) Ltd.

INDIANA JONES AND THE TEMPLE OF DOOM are
 trademarks, and character names and likenesses are trademarks
 of Lucasfilm Ltd. used under authorization. © 1984 Lucasfilm Ltd.
 All Rights Reserved.

TSR, Inc. P.O. Box 758 The Mill, Ramoth Road
 Lake Geneva, Cambridge, CB14AD
 WI 53147 United Kingdom



TSR, Inc.
 PRODUCTS OF YOUR IMAGINATION™

	2
INTRODUCTION	
EPISODE 1 SHANGHAI HIGHJINKS!	3
EPISODE 2 VILLAGE OF DAMNATION	5
EPISODE 3 THE PALACE OF PANKOT	8
EPISODE 4 PASSAGES DARK AND DEADLY	10
EPISODE 5 THE TEMPLE OF DOOM	16
EPISODE 6 THE NIGHTMARE OF KALI	17
EPISODE 7 DANGER IN THE MINES	20
EVIDENCE FILE	12
APPENDIX	24

BASED ON THE FILM BY
 STEVEN SPIELBERG
 — AND —
 GEORGE LUCAS

INTRODUCTION

INDIANA JONES AND THE TEMPLE OF DOOM™ is an adventure pack for the ADVENTURES OF INDIANA JONES™ game system. You need that game to play this adventure. This adventure pack has a booklet with Adventure Notes and an Evidence File, a three-panel Cover with various playing aids, and a large mapsheet with maps to be used during the adventure.

You and your friends are about to enter a thrilling world of adventure, intrigue, and danger—the world of *Indiana Jones*. Taking the part of the characters from the film, you can participate in the adventure instead of merely watching it.

One person must be the Referee. The other players should not read the Adventure Notes; otherwise, much of the surprise and excitement may be spoiled. Up to four people besides the Referee can play. Each player acts out the role of one or more of the heroes of the film (also called “player characters,” “PCs,” or just “characters”).

This adventure consists of seven Episodes, just like an old movie serial. Each Episode has one or more Scenes, and ends in a Cliffhanger. An average Episode can be played in 1 to 3 hours. The first Episode is designed to help new players and Referees learn how to play—but there’s plenty of excitement even for experienced players!

It’s a good idea to read the entire adventure before starting to play—but you should at least read each Episode before playing. Check the ADVENTURES OF INDIANA JONES rules if there is anything you don’t understand. Think about things your players might do when confronted by the terrible dangers in this adventure. Be prepared for surprises—players don’t always act the way you expect. Sometimes, you have to improvise to keep the adventure moving!

In addition to the planned encounters, you can add random encounters to increase the excitement. A chart for random encounters is located on the last page of this booklet.

The Evidence File in the center of this booklet has special Character Cards for the PCs, Knowledge Cards to help *Indiana Jones* understand some of the ancient legends he encounters, and photographs to illustrate important events in this adventure. Give Character Cards to each player at the start of the adventure. Give *Indy’s* player his Knowledge Cards at the moments indicated on the cards. Show the photographs to the players as directed by the text.

Unless specially noted, all Checks are made at normal levels throughout this adventure.

Good luck! *Indiana Jones* and his stalwart companions are about to embark on one of their most difficult and exciting adventures ever!

Game Parts

Make photocopies of the script on the inside cover so that you and your players can act out the opening scene.

The maps and 3-D figures in the game box and this Adventure Pack are an important part of the game. You need the following items to play this adventure:

Characters (from the boxed game):

Indiana Jones
Willie Scott
Short Round
Wu Han
Sallah (Use him for the Shaman)
Goons and Natives

Characters (from the gatefold):

Lao Che
Chen
Kao Kan
Chattar Lal
Captain Blumbrutt
The Maharajah of Pankot
Mola Ram

Maps (from the large mapsheet):

The Club Obi Wan
Wilderness of Mayapore
The Temple of Doom
The Caverns of Pankot Palace

Special Items:

Duesenberg automobile (from the gatefold)
Model A Ford (from the gatefold)
The Combat Grid (from the game box)
Statue of Kali (from the gatefold)
Ore Cars (from the gatefold)
Corners, Pillars, and Doorways (from the game box)

Setting The Mood

INDIANA JONES AND THE TEMPLE OF DOOM is a role-playing game. Role-playing is more than just rolling dice, it’s an opportunity for Referee and players to act out their favorite adventures. As Referee, you must play many parts during the game. The players play fewer parts, but they can use their full imaginations to develop their characters.

You can increase enjoyment of the game by setting the proper mood. When you and your players feel that you are actually part of the adventure, the game is most fun.

The following mood-setting suggestions are optional. You may think of other creative ideas to make this adventure come alive.

Music helps set the mood. If you own the soundtrack of INDIANA JONES AND THE TEMPLE OF DOOM, you can play the appropriate selections on the record for the Episode or Scene that you are running.

Setting helps set the mood. For example, in Episode 1, if your playing space permits, you might arrange tables according to the floorplan map of the CLUB OBI WAN.

Language helps set the mood. The world of *Indiana Jones* is very colorful, filled with evil villains, ancient treasures, terrible dangers, whizzing bullets, screaming tires, and tough talk. You and the players should try to get into the mood of the time. Instead of saying, “*Lao Che* shoots at you and you take a light wound in the arm,” try something like, “The grinning crime lord points his revolver at you, hisses ‘Die, *Dr. Jones!*’ and fires. You feel hot lead searing your arm, pain lances through you, but you shrug it off as just a light wound.”

EPISODE 1

SHANGHAI HIGHJINKS!

OBJECTIVE

REFEREE: Get the players from the starting point onto the airplane at *Nang Tao Airfield* (3 Player Points). Kill *Wu Han* during Scene 1 (1 Player Point).

PLAYERS: Reach the Cliffhanger with all characters alive (1 Player Point), get to *Nang Tao Airfield* without being captured or knocked out (1 Player Point), recover the ashes of *Nurhachi* (1 Player Point), and recover the diamond (1 Player Point). (Be sure to read the ADVENTURE POINTS section in the rule book! Don't tell players what they get Player Points for until the Episode is over. Remember, each player and the Referee can get up to 3 more points per Episode for good play.)

SCENE 1: THE CLUB OBI WAN

TO START THE ADVENTURE, let each player choose a character.

One of the players must be *Indiana Jones* (if there's an argument, the players should roll one die. The player with the highest score chooses the first character); the other two players choose either *Willie Scott*, or *Short Round* and *Wu Han*.

If there are fewer than three players, roll one die to see who gets first choice, then make choices based on the following list.

Two Players: One person plays *Jones* and *Willie*, the other plays *Short Round* and *Wu Han*.

One Player: Plays all characters.

Hand each player his character dossier from the boxed game. In addition, each character begins the game with certain secret information, which is on the Character Cards in the Evidence File. It is up to each player whether (or when) he shares his information.

The *Club Obi Wan* floorplan and photographs on the large map are used to set the scene. Try to make the Club "come alive" for the players. For example, when seating the players, play *Willie's* song-and-dance number if you are using the *INDIANA JONES AND THE TEMPLE OF DOOM™* soundtrack album.

The year is 1935, and *Club Obi Wan* is the new hideaway of the Shanghai rich. The patrons are elegantly (and expensively) dressed, and the club furnishings are of the highest quality. The tables are set with fine crystal and silver. The decor is a mixture of modern and ancient Chinese. A large, hardwood stage and dance

floor is flanked by hulking Chinese statues bearing swords. A tremendous gong hangs in one corner. The tables are filled with laughing customers.

Players should also know that *Club Obi Wan* is on the fifth floor of the building. *Willie Scott* knows about the backstage and kitchen exits. *Wu Han* knows about the kitchen exit.

Make copies of the opening script (on the inside booklet cover) and give them to the players. Set up the scene on the *Club Obi Wan* floorplan. At this point, you become *Lao Che*, evil Chinese crime lord, and his two sons, *Chen* and *Kao Kan*. AS SOON AS THE SCRIPT IS READ, THE PLAYERS ARE IN CONTROL OF THEIR OWN CHARACTERS. WHAT THEY DO NOW IS UP TO THEM.

Once *Indy* drinks the champagne, he has been poisoned. The poison is rated 15 min./Deadly/6 Checks/15 min. If he drinks the full contents of the vial of antidote, he instantly begins to recover. As soon as he drinks it (that takes one combat turn), he recovers one level (for example, from $\frac{1}{4}$ to $\frac{1}{2}$.) Full recovery takes 15 minutes.

Ask *Wu Han's* player what he is doing. If he is at least pretending to serve tables, he is not noticed. However, if he is just "hanging around," make an Instinct Check for *Lao Che*. If the Check succeeds, *Lao Che* orders his sons to "invite" the waiter over and have him sit at the table. This negates any surprise value *Wu* might otherwise have had.

Any loud disturbance in the club (such as a gun shot or a fight) causes four things to happen:

1. *Kao Kan* pulls out a pistol and fires a shot point blank into *Wu Han's* chest, causing an automatic Serious wound.
2. One of the NPCs (non-player characters) at the table (your choice) suddenly jumps up, overturns the table and spills the diamond, the closed vial of antidote, and the ashes of *Nurhachi* onto the dance floor. Also, an ice bucket nearby overturns onto the floor, making the diamond very hard to find.
3. The Club patrons panic and try to flee as quickly as possible. All PCs (player characters) and NPCs make Prowess and Movement Checks at $\frac{1}{2}$ for the next 10 combat turns. A character trying to locate the diamond must make an Instinct Check at $\frac{1}{2}$ to find the diamond amid the ice. To find the antidote, a character must make an Instinct Check at normal, followed by a Movement Check at $\frac{1}{2}$ to pick it up. If the

Movement Check fails, one of the fleeing Club patrons has kicked the vial 5-25 (1d20 + 5) feet across the floor directly away from the character. If the bottle hits an obstacle, it stops.

4. A Chinese goon rushes into the Club carrying a Thompson submachine gun, and opens fire on the heroes. Two combat rounds later, 3 more goons rush in, armed with hatchets (treat as knives), and also attack. They block the double doors leading to the exit.

Hard cover is available behind tipped-over tables, low walls, and the large gong. The large statues beside the stage each hold large swords, which can be removed. They do Shooting weapon damage if they hit.

The following "improvised weapons" can be found. Roll 1d10 each combat turn during the fight, and consult Table 1.

Table 1: Improvised Weapons

1	UNOPENED BOTTLE OF CHAMPAGNE: This does damage as a Brawling weapon (Severity ·1) on a successful hit. If the cork is popped, a hit means that the contents spray out and stun the victim for the remainder of the current turn.
2-3	EMPTY WINE BOTTLE: Brawling weapon (Severity ·1).
4-6	CHAIR: Brawling weapon (Severity ·2).
7-8	KNIFE: Shooting weapon (Severity ·1).
9	CREAM PIE: Special. (Range: 1 Area) If a normal Prowess Check succeeds, the hit is automatically to the face. The victim is stunned for the remainder of the current turn and the entire next turn.
10	FLAMING CHICKENS ON A SPIT: Does Shooting weapon damage and has a fire Danger Rating of 10.

Escape From the Club

The third floor double doors leading to the Club are guarded by four goons. There are two fire escapes: one through the kitchen (occupied by three cooks), the other backstage (occupied by ten chorus girls). Both fire escapes lead to an alley below filled with push carts selling fruits and vegetables. The push carts have awnings that reduce the falling Danger Ratings by 20.

Characters can jump through the front window and fall to the street. The large

gong in the corner is suspended from the ceiling by two ropes, which can be cut easily. If cut loose, the gong rolls across the dance floor south to the window, and crashes into it. Characters can jump out the broken window to the street five stories below (60 feet; Danger Rating 120). Each falling character makes 5 Movement Checks: one for each of the four awnings and one to land in the Duesenberg. Each awning reduces the falling Damage Rating by 20; the roof of the Duesenberg also reduces the falling Danger Rating by 20.

If *Wu Han* is still alive, a bullet from one of the submachine guns hits him automatically, causing a Serious wound to the head.

SCENE 2: SHANGHAI STREET

The city streets glisten, slick with rain. Before the brightly-lit club entrance sits a gleaming white Duesenberg—*Indiana Jones'* car. *Short Round* sits at the wheel; the engine is running.

Show the players Photograph #1 from the Evidence File in the center of this booklet.

Four new Chinese goons, carrying machine guns, arrive two combat turns later in a Model A Ford to chase and capture the heroes. Two additional cars, also carrying goons, arrive two combat rounds after the first, and join the chase.

If the PCs should split up at any time, goons pursue each of them.

PCs can use the Duesenberg to escape, or they can flee into the night and try to find other means of transportation. Several rickshaws and pedicabs are available for hire. Once the PCs leave the club area, move to Scene 3.

SCENE 3: CHASE THROUGH SHANGHAI

The wet streets become a blur as the chase is on! The heroes race through the maze that is Shanghai, pursued by *Lao Che's* goons.

During this Scene, PCs move from the *Club Obi Wan* to *Nang Tao Airfield*. Use the Chase Flow Chart from the ADVENTURES OF INDIANA JONES™ game box). Start at the Club in Circle A; the airfield is in Circle T.

No matter what players do in this scene, they inevitably end up at *Nang Tao Air-*

field. There are several ways this can occur:

1. The PCs take *Indy's* Duesenberg and drive to the airfield. They are chased by *Lao's* goons. At each circle on the Chase Flow Chart, the driver can make an Instinct Check to learn which direction to go. Hazards are handled normally. If the characters drive through Circles Q or R, they encounter roadblocks (see Item 4). Once they reach the airport, go to Scene 4.
2. The PCs can escape on foot, or take a rickshaw or pedicab, and try to lose themselves in the crowd. Have *Lao's* goons make an Instinct Check. If they succeed, they discover the PCs, and the chase is on again! The goons pursue both on foot and in cars. When PCs reach the airport, or are captured, go to Scene 4.
3. The PCs can discover the Shanghai Port (Circle E) and try to leave by ship. In that event, 25 dock workers attack and try to capture the PCs. If PCs escape the dock workers, they find that no captain is willing to give them passage. None of the PCs can pilot a ship. If PCs try to stow away, they are discovered by *Lao's* goons after 1d10 hours. Four goons attack and try to capture the PCs; 4 additional goons arrive every 5 combat turns.
4. The PCs can try to escape Shanghai by car. The roads out of town are in Circles Q and R. *Lao Che* has ordered roadblocks there, manned by 8 goons each. If the characters try to drive through the roadblocks, the driver makes a Movement Check. If the Check fails, roll on the Accident Table. If the Check succeeds, the car crashes through the barrier. The goons get into two cars and join the chase! An additional car joins the chase every 10 combat turns until the PCs are captured.
5. The PCs can go to the police for help. However, the local police are corrupt, and work for *Lao Che*. The characters are arrested and put in jail, then taken to the airport.
6. The PCs can try to hide in Shanghai, and wait for the situation to blow over. However, *Lao Che's* eyes and ears are everywhere. Make an Instinct Check at 1/2 for *Lao Che* every hour. If a Check succeeds, *Lao Che* gets word from one of his agents about the PCs, then sends 10 goons to their hiding place. The chase continues until characters are captured or reach the airport.

If characters should think of another possibility, you must figure out a way to get them to the airport—voluntarily or not! Go to Scene 4.

SCENE 4: NANG TAO AIRFIELD

A Ford Tri-motor airplane, motors running, is sitting on the apron ready for takeoff. A short picket fence separates the runways from the passengers.

Show the players Photograph #2 from the Evidence File.

If the characters arrive at the airport voluntarily...

Indiana Jones recognizes *Mr. Weber*, an officious Englishman who arranged the flight. All of *Jones'* equipment is already on the plane. There are only three seats available for the characters. Another flight to Delhi will not leave for 24 hours.

Two minutes after the PCs arrive, *Lao Che* and his sons (if still alive) arrive at the departure gate. A successful Instinct Check reveals that the two sons are carrying folded cloth laced with chloroform (Poison: 1 turn/Deadly/3 Checks/4 hours. Effect: Unconsciousness). Two combat turns later, four cars arrive carrying four goons each, armed with machine guns. All pursuing vehicles arrive as well. They do not interfere with the party boarding the airplane, but open fire if the heroes try to leave. If the goons are shot at, they fire back.

Once the characters board the plane, it takes off. Go to the Cliffhanger.

If the characters are captured and brought to the airport...

Any characters still conscious hear *Lao Che* talking with *Mr. Weber*. He explains that the heroes are ill and must be flown to a distant hospital. If a character makes a successful Instinct Check, he notices *Lao Che* slipping money to *Weber*. Goons load all the characters onto the plane. If any character tries to fight back, eight goons beat him until he gives up or is knocked out.

Lao Che looks in on the hapless characters one final time, and leers sadistically. "So, *Dr. Jones*," he says. "You have learned, too late, that I am not to be trifled with. You have foiled my desire to possess the remains of my ancestor. Now you will join your ancestors." He ignores any retorts by the heroes, and leaves, laughing evilly.

CLIFFHANGER: WHO IS MY COPILOT?

The mighty Pratt & Whitney engines roar, and the Ford Tri-motor taxis down the runway, gathering speed for takeoff. Only the three heroes and two pilots are on board. Once airborne, the heroes can move around.

Short Round fetches *Indy's* adventuring garb, whip, and pistol so that *Indy* can change out of his formal clothes. *Willie* can change from her evening gown into *Indy's* dinner jacket, if she likes.

If the characters search the plane, they find 20 caged chickens and 6 crates. The crates contain a 20 foot canvas tent, 3 rolls of silk (1 yard x 100 yards), 500 feet of rope, 3 cylinders of compressed hydrogen, and a large inflatable raft. Imaginative players may think of many uses for these items.

The pilot and co-pilot both work for *Lao Che*, and know that their mission is to provide an "accidental" and permanent end to *Indiana Jones*.

The pilot's compartment is armored and locked. Do not allow characters to enter the compartment until the Cliffhanger. If they try too hard, the pilot can bank and swerve the plane to throw the heroes off balance, or take other actions to slow them down.

Once the characters settle down, each player must make a Backbone Check at $\frac{1}{2}$. Any who fail fall asleep. Anyone remaining awake should make an Instinct Check. Those who succeed notice that the plane is headed away from Bangkok. If all the PCs fall asleep, they do not wake up until after the following...

Several hours pass, then suddenly the door to the pilots' compartment opens from the inside. The pilot and co-pilot,

each carrying .45-caliber pistols and wearing parachutes, climb out. Sleeping characters do not wake up. The pilots point their guns at any characters still awake. The co-pilot says, "Do not move, or we shall fire."

If not stopped, the pilot and co-pilot open the rear exit and jump out. If a fight breaks out, sleeping characters can make an Instinct Check at $\frac{1}{2}$ every combat turn to see if they wake up. *Indy* can use his whip only at $\frac{1}{2}$ Prowess because of the confined space.

Once the combat is over or the PCs wake up, the PCs can enter the cockpit. Although none of the characters are pilots, they can find the fuel gauge. The pilots have dumped all the fuel out of the airplane's tanks. Out the windshield, the characters see the cloud cover breaking up to reveal mountains looming dead ahead!

EPISODE 2

VILLAGE OF DAMNATION

OBJECTIVE

REFEREE: Get the characters to the *Mayapore village* (1 Player Point) and persuade them to take on the quest (1 Player Point).

PLAYERS: Reach the *Mayapore village* (1 Player Point) and accept the quest to rescue the children (1 Player Point).

SCENE 1: PLANE WITHOUT A PILOT

Indiana Jones and his adventurous companions find themselves once again in deadly danger. The pilots of their aircraft, obviously in the pay of *Lao Che*, have emptied the fuel tanks of the plane. Although the engines are still running, they begin to sputter and will obviously quit at any moment. In just minutes, the plane will crash into a rugged mountain range looming dead ahead!

The engines continue to run for 1d10 minutes, then sputter to a halt. The plane continues to glide for 1d10 minutes before crashing. A power-on landing is impossible in the short time remaining. None of the PCs are trained pilots; however, any character can try to land the plane.

The plane cannot be changed from its course—a large glacier cut into one of the mountain peaks.

The characters have three basic options at this point: they can try to fly the plane, improvise some sort of parachute, or just jump out. If they think of an option not described, you must improvise using the information in this section as a guide. Unless they act quickly, the plane will crash into the mountain at a speed of 70 mph (Danger Rating 140)!

1. **PILOTING.** To pilot the aircraft, a PC must make a Movement Check at $\frac{1}{4}$. If the Check is failed, the plane crashes on the glacier at a speed of 80. All characters make appropriate Wound Checks, and all are knocked out. They wake up hours later in the *Mayapore village* (Scene 4). If the Check succeeds, the plane crashes at a speed of 40. Characters make Wound Checks but are not automatically knocked out. If the pilots are captured and forced to cooperate, they can try to land the plane by making a Movement Check at $\frac{1}{2}$, with results as above. If the pilots survive the landing, they try to escape at the earliest opportunity. If prevented, they fight to the death. If the person piloting the aircraft gets a Lucky Break, the plane lands safely, but without fuel.
2. **PARACHUTING.** There are no parachutes on board except those worn by the pilots. If the pilots are prevented

from jumping, the characters can use the parachutes. Only *Indiana Jones* has Knowledge of parachuting. Each parachute can carry two people. A crude parachute/pseudo-glider can be improvised using the inflatable life raft. The characters must leap out of the plane holding onto the handles of the uninflated life raft. If the raft is inflated before leaving the airplane, it expands to fill the cabin and must be punctured before characters can exit. It is then useless. Once outside the plane, one player must make a Prowess Check in order to pull the cord, which automatically inflates the raft. If the Check fails, he can try a second time. If that fails, all characters fall 70 feet to the glacier below. If the raft inflates, each player must make a Strength Check to hold onto the handles. If the Check fails, that character falls 70 feet (Damage Rating 140) to land on the glacier. The raft serves as a glider, slowing the impact speed to 5 feet per character, cumulative (3 characters land at a speed of 15). The large tent can also serve as an improvised parachute. Ropes hanging from the side of the tent can be tied together at the bottom to make a parachute that will slow the impact speed to 10 feet per character, cumulative (3 characters land at a speed of 30).

3. **JUMPING.** Characters can wait until the plane has nearly crashed, and then jump out. They suffer falling damage as if they had fallen 50 feet.

SCENE 2: THE MOUNTAINS OF MAYAPORE

Dazed and shaken, the heroes have escaped the doomed aircraft and landed on a cold, inhospitable glacier. No matter what method is used to get to the glacier, moments later everything begins to slide down at an ever-increasing rate. Refer to the **SLEDDING VEHICLES TABLE** on page 24 of this booklet. Acceleration is automatic and unstoppable while on the glacier. The glacier is 50 Areas long. The woods beyond are 20 Areas long, and end in a steep cliff.

1. **THE AIRPLANE.** Whether the Ford Tri-motor lands safely or crashes, it begins to slide down the glacier in 1d10 combat turns. Characters can stay inside or jump out (see **ON FOOT**). The sliding airplane can't be controlled. There is a 60% chance that the airplane will hit a tree and stop. Those inside take crash damage at the current speed of the airplane. If the plane doesn't hit a tree, it plunges over a 100 foot cliff into the whitewater rapids below (Danger Rating 200). The plane fills with water in 1d10 combat turns. Anyone who does not escape drowns. All equipment not carried or worn by a player character is lost. See **IN THE WATER**.
2. **THE RAFT.** When the raft lands, it begins sliding down the glacier after 3 combat turns. One character (players' choice) can steer the raft. That person must make 3 Movement Checks—failure means the raft crashes into a tree (Damage Rating 60) and stops. Players can continue **ON FOOT**, or they can start the raft sliding again. After they pass the Movement Checks, they break through into a clearing, then suddenly find themselves heading for a cliff! Each player has 5 seconds (real time—use a watch, if possible) to call out his or her action. To jump out of the raft before it goes over the cliff, the player makes a Movement Check. The pilot can try to stop the raft by making a Movement Check at $\frac{1}{4}$. If that fails, the raft and any passengers go over the cliff! Each character in the raft must make a Strength Check to hold on as the raft plummets over the 100 foot cliff. The gliding effect of the raft cuts the Danger Rating of the fall to 60. The

raft lands in the water right side up. Each player must make a Movement Check in order not to be thrown out of the raft as it moves down the rapids!

3. **ON FOOT.** Characters who try to descend the glacier on foot (deliberately or not) begin sliding almost immediately. Each sliding character must make 3 Movement Checks to avoid hitting trees (Danger Rating 60). PCs on foot can slide to a stop before falling over the cliff by making a fourth Movement Check, this one at normal. Falling over the cliff has a Danger Rating of 160 (100 foot drop minus 40 for landing in water). See **IN THE WATER**. Characters who do not fall over the cliff can try to climb down by making a successful Movement Check every 10 feet. If a Check fails, the character falls the remaining distance into the water. The Danger Rating of the fall is lessened by 40 because of the water.

4. **IN THE WATER.** The pilot of the raft must make 3 Movement Checks to avoid rocks. If any of the Checks fail, all passengers and equipment are thrown out of the raft. Any equipment not held or worn by a character is lost. If all three Checks succeed, the raft enters a calm river.

Characters swimming through the rapids must make Movement Checks according to the rules, and must check for drowning damage according to the rules. Characters trying to swim downstream must make 5 Movement Checks to avoid drowning before they reach calm water. Characters who state they are swimming to shore must make 2 Movement Checks to reach the banks. Once in calm water, only 1 Movement Check is needed to reach shore without having to make drowning checks.

5. **ON THE BANKS.** Characters can walk downstream along the rocky banks of the river. High, forbidding cliffs (1d10 × 50 feet tall) line the banks. A character who tries to climb a cliff must make a Movement Check at $\frac{1}{2}$ every 20 feet or fall. If a character reaches the top of a cliff, he sees a succession of apparently impassible mountains in every direction except downstream. A character who persists in making his way across the mountain should make frequent Movement Checks and have twice the standard number of random encounters until he returns to following the river. Make 3 Random Encounter Checks for characters walking downstream.

SCENE 3: RIVERBANK ENCOUNTER

The characters have entered calm water, and things are finally peaceful. The weather is warm and sunny, a great change from the glacier.

Characters on the raft must make a Backbone Check or fall asleep. Characters on foot must make a Backbone Check or must rest for at least 30 minutes. After the characters have been in the area of calm water for an hour (this takes only an instant of game time), any who are awake see an aged man standing on the river bank. Show the players Photograph #3. If all characters are asleep, each character makes an Instinct Check. All who succeed wake up immediately, and have a strange, undefined feeling about this man. The aged man raises an arm in greeting.

This is the *Shaman*. He says nothing until the characters speak to him. He speaks halting English. *Jones* can speak his language (a dialect of Hindustani), and must interpret for the party. To help set the mood, you can pretend to talk Hindustani while playing the part of the *Shaman*. Write down what the *Shaman* is "actually" saying, and pass it to the person playing *Indy* to read aloud.

The *Shaman* says, "I have awaited you. I rejoice that you have answered my call. In a dream I saw your flying ship fall from the sky and break with fire. In a dream I saw your coming. Now you are here. Come, I will take you to the village."

If asked, the *Shaman* tells them that they are in India, at the foot of the Mayapore mountains.

If the players go with the *Shaman*, go to Scene 4. If the players do not go with the *Shaman*, go to Scene 5.

SCENE 4: THE VILLAGE

The *Shaman* walks slowly. His aged, thin form seems too worn to negotiate the rough terrain, but he is surprisingly limber. After some time, the characters see a decrepid village squatting in the midst of dry fields. A mere trickle of water runs along a stream bed. The village well is dry. Everywhere the characters look they see emaciated men and women—yet something is out of place.

What is out of place is that there are no children in the village. Make Instinct Checks for the players in secret. Those who succeed notice that fact. All the characters attract attention—but *Short Round* attracts constant stares while here.

The *Shaman* leads the characters to the *Chief's* hut, and asks them to enter. The characters must sit on the floor in the *Chief's* hut. To help set the mood, you may want to have the players also sit on the floor for this scene. Continue to have *Indiana Jones* "translate" by preparing a written copy of the *Chief's* speech below. Show the players Photograph #4.

Once in the hut, the *Chief* speaks.

"For many years, the Sivalinga Stone has protected our village. It brought rain, and made the fruit of our fields bountiful. The stone was the gift of Vishnu, the Preserver. We honored it in the village square.

"Then came the terrible ones...from *Pankot*. They came one day and took the Sivalinga Stone from its sacred place. The waters dried in our stream. Our fields withered. Fear came into our hearts.

"Yet worse was to come. One night, a fire started in the fields. The men of our village fought the fire bravely. But under cloak of darkness, the evil ones came again. They stole our children. When the men returned, all that was left were women crying in the night.

"Our *Shaman* has dreamed of you, and we have seen the signs. You will help us. You will find our children and regain the sacred stone. You will go to *Pankot* and destroy the terrible ones."

The *Chief* knows little of *Pankot*, but can provide elephants and a guide who knows the way, if the characters take this quest. He tells the characters that *Pankot* is a great palace, and that it harbors terrible secrets. He knows nothing more.

If the characters refuse to help, the *Chief* and the *Shaman* look at them sorrowfully, and try to convince them to change their minds. If all characters still refuse, the *Chief* asks them to leave the village the next morning. If some characters want to help while others want to leave, the *Chief* and *Shaman* welcome those who want to help with open arms. For the sake of the characters wanting to help, the others are offered the hospitality of the village.

If all the characters agree to help, the *Chief* invites them to a banquet in their honor. The banquet consists of a bowl of watery gruel and a few grains of yellowed rice. Each character must make a normal Backbone Check to see if he can choke it down. Characters unable to do so have offended the *Chief* and must leave his presence.

The next morning, characters who refuse to help must leave the village. Go to Scene 5.

The *Shaman* offers to perform a healing ritual for those characters who have decided to help. Those who accept go to

his hut, where he performs a yogic meditation, chants, and then gives the characters a terrible-tasting tea, which requires a normal Backbone Check to drink. However, nothing seems to happen at that time: all wounds still remain.

He suggests to the characters that they stay in the village a few more days. If they agree, each character who drank the tea makes a normal Backbone Check (regardless of current level) each day to heal wounds as if he had spent an entire week resting and recuperating. All effects of the tea cease after the fourth day. If they leave the village, the healing properties of the tea cease after two days. The *Shaman* refuses to repeat the ritual.

The following Special Encounters take place at the time listed.

FIRST DAY AFTER ARRIVING. A young boy, exhausted and bearing terrible scars, runs breathlessly into the village and collapses. He murmurs "Sankara...Sankara..." over and over again. *Jones*, on hearing this, recalls the legend of the Sankara Stones. Give *Indy's* player the Information Card concerning the Sankara Stones. The child is so traumatized by his terrible ordeal that he cannot speak further about it.

SECOND DAY. A tiger enters the village. The natives flee in panic and cannot defend themselves. The tiger finds the PCs to be particularly appetizing, and attacks.

FOURTH DAY. The *Shaman* suggests that it is time for characters to take their leave, however, he does not insist. On the day that the characters decide to leave, the *Chief* and all the VILLAGERS come to see them off. The *Chief* offers the services of a guide, *Sajnu*, and elephants for each of them to ride. When the characters leave the village, they enter Scene 5.

FIFTH DAY. Strange and terrible storm clouds boil up on the horizon and quickly spread over the entire sky. The *Shaman* stands in the center of the village, his robes whipping in the wind. Lightning forks across the sky. Then all becomes calm. The clouds dissipate. The *Shaman* approaches the PCs and says, "Great evil is afoot. You must leave quickly lest the evil finds you unprepared."

SEVENTH DAY AND EVERY DAY THEREAFTER. A *Thuggee* Assassin attacks and tries to capture the PCs. If the attempt fails, the following day 3 Assassins attack. Each day following, the number of Assassins attacking increases by 2.

SCENE 5: ACROSS THE WILDERNESS

Use the Wilderness of Mayapore map on the large mapsheet for this scene. Characters start their journey either from the village or the River, depending on their meeting with the *Shaman*. If the characters have accepted their mission, the *Chief* has given them a guide, *Sajnu*, and 3 elephants to ride. *Sajnu* will only take the characters to *Pankot*. They are otherwise on foot. A path through the jungle, marked on the map, leads to *Pankot Palace*.

Characters may reenter the Wilderness later in this adventure, fleeing from *Pankot Palace*. They may also have specific encounters as noted below.

When the characters first enter the Wilderness, they end up at *Pankot Palace* no matter what. Printed on the map is an Episode Border. Whenever the PCs come to the border, they find a small statue of Kali, Hindu goddess of destruction. Go to Scene 6 and run the encounter there. If characters do not go on to *Pankot Palace*, come back to this Scene and continue.

If characters cross the border, they encounter 1 *Thuggee* (worshiper of Kali) Assassin, who tries to capture them. If PCs go 1 hex beyond the border, they encounter 4 *Thuggee* Assassins; if they go 2 hexes beyond the border they encounter 7 Assassins, and so forth. If the PCs turn back, the Assassins do not pursue. If the PCs are captured, go to Episode 6, Scene 1.

There is a 30% chance per day that the characters will have a Special Encounter. Roll 1d10 and consult Table 2.

SCENE 6: THE PANKOT PALACE

The roadway winds through the hills, and suddenly turns. On the side of the road ahead, an ancient carved figure is obscured by vines and brush. If *Sajnu* or another native is guiding the party, he sees the carving, begins to scream, and does not calm down for 1d10 minutes. He will not discuss the carving, and insists that the characters continue alone and on foot. He refuses to go any farther or to allow the players to use the elephants. If attacked by *Thuggees* at any point, *Sajnu* will flee immediately.

Sajnu does not remain with the party, regardless of persuasion. If forced to remain, he escapes at the earliest opportunity.

Table 2: Wilderness Special Encounters

- 1-3 CAPTAIN BLUMBURTT AND BRITISH TROOPS.** A party of British troops is marching through the wilderness on patrol. If they are encountered on the way to *Pankot Palace*, they are *en route* there. The *Captain* (who will be encountered in Episode 3 if not here) is surprised to see Westerners here in the jungle, and offers to escort the PCs to civilization. However, the detachment must visit *Pankot Palace* first, so that the *Captain* can pay his respects to the *maharajah*. If the *Captain* is encountered after the PCs have fled *Pankot Palace*, he listens with incredulity to the heroes' tale. He orders his troops to attack the *Thuggee* cult, and afterwards escorts the PCs back to the village, and then on to civilization. Go to the Epilogue. (If this encounter has already occurred, ignore it and roll again on this table.)
- 4-6 REFUGEE CHILD.** This encounter is identical to the one that may take place in the village. The child is exhausted, running toward home. Run the encounter as in Scene 4. (If this encounter took place in the previous scene, ignore this result and roll again on this table.)
- 7-10 GUARDIANS OF PANKOT.** Ten *Thuggees* (worshippers of Kali) surprise the party. They attack the characters and try to capture them. If they succeed, go to Episode 6, Scene 1.



© LFL 1984

The carving is a statue of a horrible figure, wearing a necklace of skulls. Offerings of dead bats and other small creatures are on it. *Indiana Jones* recognizes the carving as a statue of Kali. Give *Indy's* player the Information Card on Kali.

If anyone tampers with the statue, the skies overhead suddenly darken.

Anyone who moves closer to the statue to inspect it can see *Pankot Palace* for the first time. It stands with Eastern beauty on the crest of a rounded mountain, shining brightly against the surrounding hills.

Each player should make an Instinct Check at 1/4. Those who succeed have a disquieting feeling—as if some supernatural evil casts its shadow over the Palace. If *Jones* succeeds in the first Check, he makes a second Check at normal. If he succeeds, he senses that the Sankara Stones have something to do with the feeling.

CLIFFHANGER: THE BRIDGE OF LANCES

A single road approaches the towering Palace. The massive walls rise to surround what must be the inner courtyard. There is something strange here—players who make a successful Instinct Check realizes that there are no natural sounds. Not a bird or even a rustle of wind can be heard.

As the characters approach the single gate leading into the Palace, they see a marble bridge. Lining the bridge are silent, dark figures standing guard. These men carry long, fierce-looking lances. There is no way around them...and there is now no way back, for they have closed ranks and surrounded the heroes!

EPISODE 3 THE PALACE OF PANKOT

OBJECTIVE

REFEREE: Provide players with information about the Cult of Kali and *Thuggees* (1 Player Point) and lead them to discover the secret passage to the *Temple of Doom* (1 Player Point).

PLAYERS: Gain information during the banquet scene (1 Player Point per person for every 3 courses), defeat the assassin (2 Player Points), and discover the secret door (1 Player Point).

SCENE 1: AN UNEASY WELCOME

The great gatehouse opens into the courtyard of the *Palace*. Across the bridge, past the rows of silent, forbidding lancers, stands a single figure

dressed in a formal Western suit. He awaits the heroes.

The guards do not interfere with characters who peacefully cross the bridge. If attacked, the guards fight to capture the characters. If the characters escape, go to Episode 2, Scene 5, Special Encounters until the characters are captured. Once characters are captured, go to Episode 6, Scene 1.

If the characters cross the bridge peacefully, the man introduces himself as *Chattar Lal*, the Prime Minister of this province. He is extremely friendly and invites the heroes to stay at the *Palace*. If the PCs are with *Captain Blumburt*, *Chattar Lal* greets the *Captain* as an old friend, and welcomes the characters as "friends of my friend."

Upon learning the identity of *Indiana Jones*, *Chattar Lal* is delighted that "such a famous archeologist has visited our humble realm."

In every way, *Chattar Lal* is the picture of colonized India under British rule. He invites the characters to be his guests at a banquet that night in honor of *Captain Blumburt*, who is on regular patrol keeping the peace in the British Empire. If the characters try to leave, *Chattar Lal* insists that they stay, since the wilderness is very dangerous. If the characters refuse firmly, *Chattar Lal* permits them to leave, though reluctantly. Go to Episode 2, Scene 5, and run wilderness encounters until the characters are captured or return to the *Palace*. If they return to the *Palace* voluntarily, *Chattar Lal* will welcome them again.

Since the banquet will have ended, go to Scene 5.

Chattar Lal offers to show the PCs to their rooms so that they can freshen up for dinner. Go to Scene 2.

SCENE 2: THE PALACE HALLS

Chattar Lal escorts the characters to their rooms (see below), chatting pleasantly all the while. *Indiana Jones* recognizes carvings and paintings associated with the *Thuggee* cult. If asked, *Chattar Lal* casually explains that in ancient times the cult was in this area, but that the *Thuggees* were long since exterminated.

Pankot Palace is immense, filled with twisting halls and endless corridors. Intricate carvings and ornate latticework are everywhere. Use the Chase Flow Chart from the ADVENTURES OF INDIANA JONES™ game when PCs wander through the *Palace*. Circles on the Chart represent various locations in the *Palace*.

Circles E, G, N, Z: The Gates of Pankot

These T intersections are the gatehouses to the outside world. Fifteen guards are stationed here at all times. They detain or capture any characters trying to

Table 3: Hazards of Pankot Palace

1-2	GUARDROOM: Ten <i>Palace</i> Guards are sitting on stools or lying on bunks. They provide an escort to direct PCs back to their rooms during daylight hours on the first day. Otherwise, they try to capture any PCs that enter the room. If PCs are captured, go to Episode 6, Scene 1.
3-4	PORTCULLIS: This blocks the exit opposite from the one the PCs used to enter the Circle. An Instinct Check is needed to find the mechanism to open it. It takes 1 combat turn to lift the portcullis after the mechanism is found.
5-6	MAHARAJAH'S CHAMBERS: The opulent chambers of the <i>maharajah</i> are here. There are 2d10 <i>Palace</i> Guards guarding the entrance. They will gladly lay down their lives to protect him.
7-8	WET FLOOR: ALL characters (PCs & NPCs) must make a Prowess Check or lose their footing while moving in this area.
9-10	TIGER PIT: A 20 foot deep pit bars access to the corridor on the far side. There is a tiger within the pit. Beams run across the ceiling; PCs can use them to climb or swing across.

leave. If characters somehow escape, go to Episode 2, Scene 5.

Circles T, W: Sleeping Chambers

These L-shaped halls have four doors that lead to the bedrooms that appear in Scenes 5 and 6. Each room has a secret door that leads to Episode 4, Scene 1. Circle T is where the PCs' rooms are.

Circle P: Pleasure Pavillion

This is a large domed pavillion, the setting for the banquet in Scene 3.

Circle L: Formal Garden

This is the setting for Scene 4.

Instead of the Hazard Table on the Chase Flow Chart, use Table 3. Roll 1d10 whenever a Hazard Circle is entered.

Any exploration or chase through the *Palace* uses this chart. If the players try to map, tell them that a detailed map is not possible because of the twisting corridors. However, Instinct Checks to find the way are subsequently made at x2.

SCENE 3: THE PLEASURE PAVILLION

The PCs are allowed to freshen up in their rooms. A change of clothes is provided for each. After a few hours have passed, servants arrive to escort the heroes to dinner. If the characters wander around the *Palace*, they have encounters as described in Scene 2, but no harm will come to them.

The characters are escorted to the Pleasure Pavillion, a huge gold-domed room. A tremendous table covered with snow-white linen is set with the finest china and silverware. Candles in polished gold stands illuminate the room.

The characters are escorted into the room and seated in places of honor, near the seat of the *maharajah*. Instead of chairs, luxurious cushions on the floor serve as seats, for the table is great in length but short in height.

Voices carry very well in this room. Anything the PCs say aloud will probably be overheard.

Chattar Lal enters and announces that the *maharajah* is coming. If the PCs have not already met *Captain Blumburtt*, *Chattar Lal* makes introductions.

The *Captain*, wearing formal dress uniform, is a typical British officer—a little stuffy, competent, and very conservative. He knows little of the *Palace* or of the *maharajah*, except that the area is generally very quiet. There have been no

reports of violence in the area, so only routine patrols are made. The *Captain* becomes incredulous at any suggestion of terrible events or cult activity in the area, for he believes that he would have learned of it long ago.

Indiana Jones can make an Instinct Check at x2 to notice various artifacts on display. All of the artifacts are of the *Thuggee* cult. One particularly unusual piece is a *Krtya* (voodoo) doll.

After a short time, *Chattar Lal* calls everyone to their seats. The *maharajah* is about to arrive! His entrance is formally announced...and in comes a 13-year old boy—the *Maharajah of Pankot*.

At this point dinner is served. It is a meal for local taste, not for Westerners. *Captain Blumburtt*, ever the *pukka sahib*, eats without difficulty. The characters, however, may have problems. There is much information to be gained this night—but to get it the PCs must manage to eat the meal.

For each course listed below, each PC must make a Backbone Check. If the Check succeeds, the PC is able to eat at least a polite amount. If the Check fails, the PC is so revolted he must immediately leave the room and go to Scene 4. Players who fail their Backbone Checks should actually leave the room so that they do not overhear information given to other players. If a Bad Break is received, the PC becomes sick, and has to flee the room. All Attribute Ratings go to 1/2 for the next hour. The PC goes to Scene 4. If a Lucky Break results, the PC actually finds the food delicious! Show the players Photograph #5 during this Scene.

Before the first course, *Chattar Lal* explains that this very *Palace* was once the stronghold of a *Thuggee* cult.

The PCs who are able to eat the food receive information, listed below.

THE FIRST COURSE: A steaming platter is brought in. On it is a boa constrictor artistically arranged around a wooden branch. A servant slices the boa lengthwise, and live eels, 6 inches long, spill out onto the table. The guests are delighted, happily spearing the eels for their plate.

Players must make a Backbone Check at 1/2 to manage this course. *Captain Blumburtt* muses about the source of the gems that have been recently traded from Pankot. *Chattar Lal* smiles, and makes a joke about not revealing trade secrets.

THE SECOND COURSE: Now for the soup. The broth is ladled into individual bowls and set before the heroes. A delicious odor rises from the bowl. Most of the guests do not seem to mind that the

eyeballs floating in the soup seem to stare at them.

Players must make a Backbone Check at $\frac{1}{2}$ to eat this course. One of the merchant princes present at the banquet mentions that he does not believe the *Thuggees* were ever really exterminated. He believes that they live somewhere in the hills nearby, for he has heard rumors of their kind being sighted again.

THE THIRD COURSE: Another delicacy is served—baked black beetles. One of the guests picks the giant insect off his plate, cracks it in two, and enthusiastically sucks out the gooey innards.

Players must make a Backbone Check at $\frac{1}{2}$ to eat their bugs. *Captain Blumburt* talks about how the *Thuggee* used to strangle travelers and sacrifice them. But, he says, the British Army wiped them all out in 1857.

DESSERT: At last, it's time for dessert. The guests gasp with delight as the servants bring out silver cups, each containing a rare delicacy. In each cup is the head

of a monkey, the skull cap carefully cut out to form a lid. The guests gleefully lift the caps and dig into a special treat—chilled monkey brains!

This takes a Backbone Check at $\frac{1}{4}$. One of the traders begins to tell the tale of Sankara and the Sankara Stones. He adds that the stones themselves were once housed in this very *Palace*, according to legend, until the *Thuggees* captured it. The legend says that a priest of Vishnu hid the Sankara Stones deep beneath the *Palace* just before it fell to the *Thuggees*, and that none now know their fate.

Twenty minutes after the dinner is finished, the PCs are shown to their sleeping chambers.

SCENE 4: A PEACEFUL NIGHT'S SLEEP AT LAST

Each PC is given an adjoining room. The sleeping rooms are luxurious. Fine paintings and sculpture adorn the walls, plush couches and pillows lie about. The scent of fresh flowers fills the air.

If the characters try to leave the room, go to Episode 3. Scene 2.

Have each PC make an Instinct Check. Those that succeed discover a secret door in their room.

CLIFFHANGER: SECRET WAYS

As soon as any PC discovers the secret door in his room, an assassin enters the room of one of the characters (choose at random) and attacks. Run the combat normally. It takes 1 combat turn for characters from the other rooms to respond to a cry for help.

Once the assassin is defeated, the characters can try to open the secret door. Each character can make an Instinct Check at $\frac{1}{2}$ to find the mechanism that opens the door. If all fail, the door can be forced by making a successful Strength Check.

Inside the door is an ancient, cobweb-filled corridor. Its wall is covered with mysterious symbols. The corridor leads into the darkness...

EPISODE 4 PASSAGES DARK AND DEADLY

OBJECTIVE

REFEREE: Have the PCs enter the secret passages and discover the *Temple of Doom* under *Pankot Palace* (2 Player Points).

PLAYERS: Survive the trap (1 Player Point) and witness the human sacrifice in the *Temple of Doom* without being discovered (1 Player Point).

SCENE 1: THE SECRET PASSAGE

Once the characters have defeated the assassin and located the hidden panel leading to the secret passage, they must decide what to do.

If they try to leave the room through the regular door (to leave the *Palace* or find *Captain Blumburt*, for example), they discover that black-robed Guards of Kali have been stationed all through the corridors to prevent their departure. The characters' rooms are connected by the secret passage. They encounter two guards outside each of their rooms. The guards call for help if they are attacked; each follow-

ing combat turn, three more guards arrive until the party is captured or unconscious. The guards try to capture, not kill, the PCs. If the room guards are defeated, the PCs can enter the hall and try to move through the *Palace*. They see a guard every 3 combat turns. Make an Instinct Check for each guard encountered. If the Check succeeds, the guard calls for help and attacks the characters. Guards arrive at the same rate as before. Once the characters are helpless, proceed to Episode 6, Scene 1.

If the characters decide to ignore the secret passage and stay the night, the next morning 10 Guards of Kali come to arrest them. If the PCs fight, 4 more guards arrive each combat turn. Once the characters are defeated, proceed to Episode 6, Scene 1.

If any character states that he is examining the hallway immediately inside the secret door, he makes an Instinct Check at $\frac{1}{2}$. If the Check succeeds, he discovers strange writing carved into the wall, covered by cobwebs and dirt. *Indiana Jones* can translate the inscription, which is

written in Sanskrit. The inscription reads, "Follow in the footsteps of Siva. Do not betray his truths."

Any character who enters the secret passage immediately enters Scene 2.

SCENE 2: THE LIVING HALL

Ancient cobwebs and thick dust line the secret passage and obscure all vision. Something crunches under the feet of the PCs with every step they take. The floor of the passage is slimy.

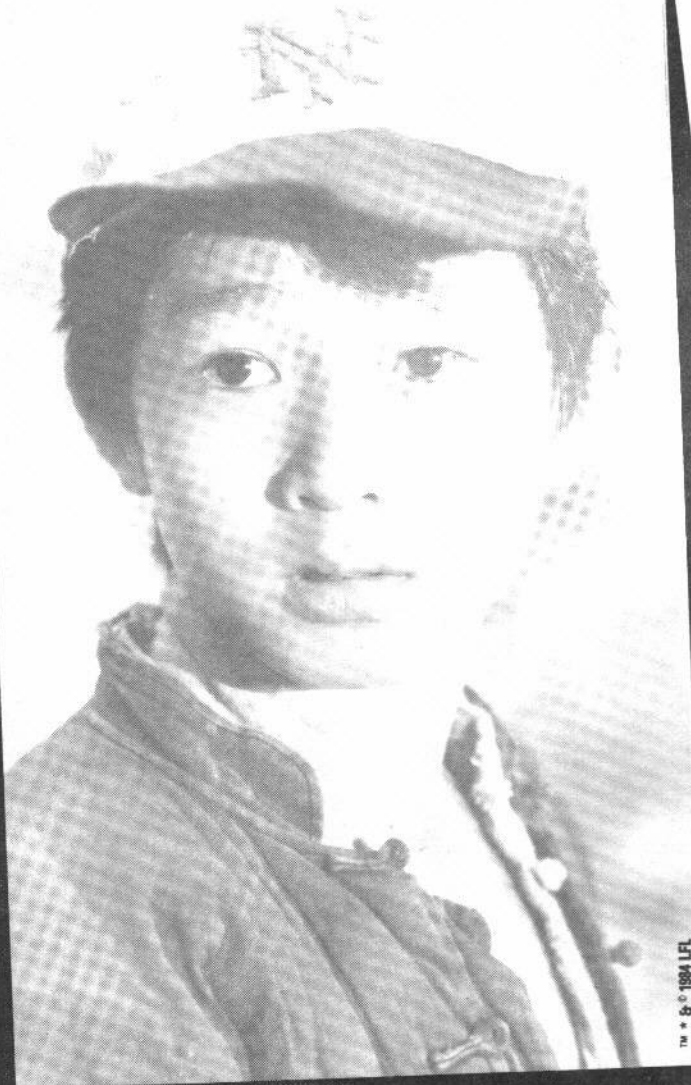
The tunnel is extremely dark. If PCs try to find a light source, have each player make an Instinct Check. If the Check succeeds, a single oil lamp is found that can illuminate one Area. If the oil lamp is not used, players cannot see at all, and proceed in darkness.

Being able to see in the corridor is a mixed blessing. The floor, walls, and ceiling are covered with large, crawling bugs. Once the PCs enter the hall, each must make a Backbone Check to proceed. Those

SHORT ROUND: CHARACTER CARD

Give this card to **SHORT ROUND'S** player at the start of the adventure.

Your parents were killed in the Japanese bombing of Shanghai in 1932, and you've been making your way on the streets ever since. You know how to take care of yourself—after all, you're ten years old. You've picked up a few skills: some karate, a little pickpocketing. Until one day you tried to pick the pocket of *Indiana Jones*... But now you're friends, and you'll do anything for him. He says he will take you away from Shanghai and to America, because it will not be safe for you after he finishes his business with *Lao Che* and some guy named *Nurhachi*. You hope he's careful with *Lao Che*. You've heard some pretty awful stories. You're ready for business. *Indy* even taught you how to drive his *Duesenberg*! Now you're ready with the car running for a quick getaway. Hope you remember how to drive!



WUHAN: CHARACTER CARD

Give this card to **WUHAN'S** player at the start of the adventure.

You and *Indiana Jones* go way back. You've braved many dangers in the jungles. But the jungles are nothing compared to the snakes who live in the city. Snakes like *Lao Che*. Tonight, you're disguised as a waiter at the *Club Obi Wan*, where *Indy* is going to cut a deal with *Lao Che* involving a man named *Nurhachi*. If he can pull this off, you'll both be on easy street! One thing's for sure: *Lao Che* will never let you stay alive if he catches you after tonight! You and *Indy* had better not fail...

TM & © 1994 LFL

INDIANA JONES: KNOWLEDGE CARD

Give this card to **INDIANA JONES'S** player when he first hears about *Kali*.

Of all the gods and goddesses in the Hindu pantheon, the most terrible is *Kali*, the goddess of destruction. She is a manifestation of the goddess *Parvati* (or *Mahadevi*), wife of *Siva the Destroyer*. She has three distinct faces: *Uma*, the golden goddess, *Durga*, battler of demons, and *Kali*, who has an insatiable lust for blood sacrifice. The *Thuggee* cult worshiped this *Kali*, and made human sacrifices to the goddess. The cult was wiped out by the British during the Mutiny of 1857.

TM & © 1994 LFL

INDIANA JONES: KNOWLEDGE CARD

Give this card to **INDIANA JONES'S** player when he first hears mention of the *Sankara Stones*.

Sankara was a 7th Century prophet who climbed *Mt. Kailasa* and met the Hindu god *Siva*. *Siva* gave him five oval stones. According to legend, the *Sankara Stones* give the possessor almost unlimited supernatural powers when they are brought together. The stones glow intensely when they are near each other.

TM & © 1994 LFL

INDIANA JONES: KNOWLEDGE CARD

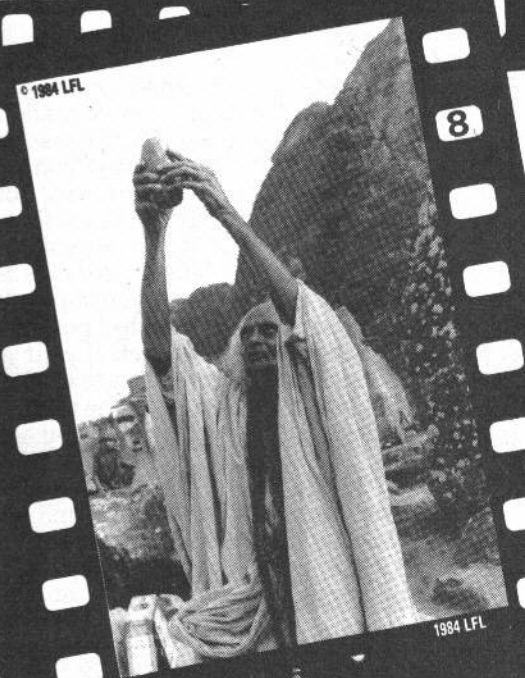
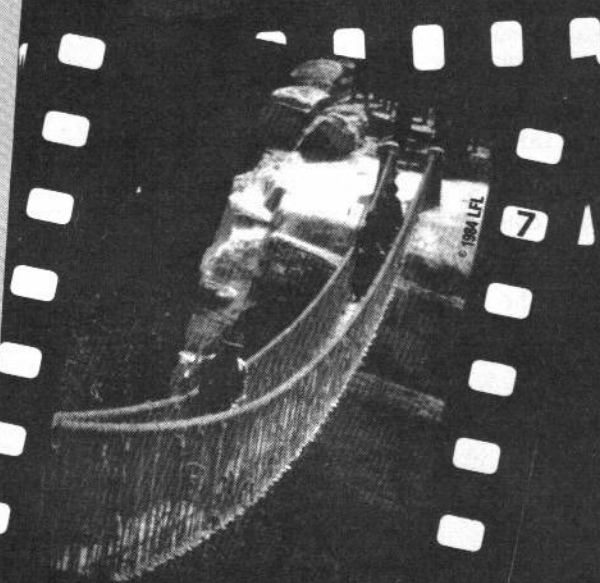
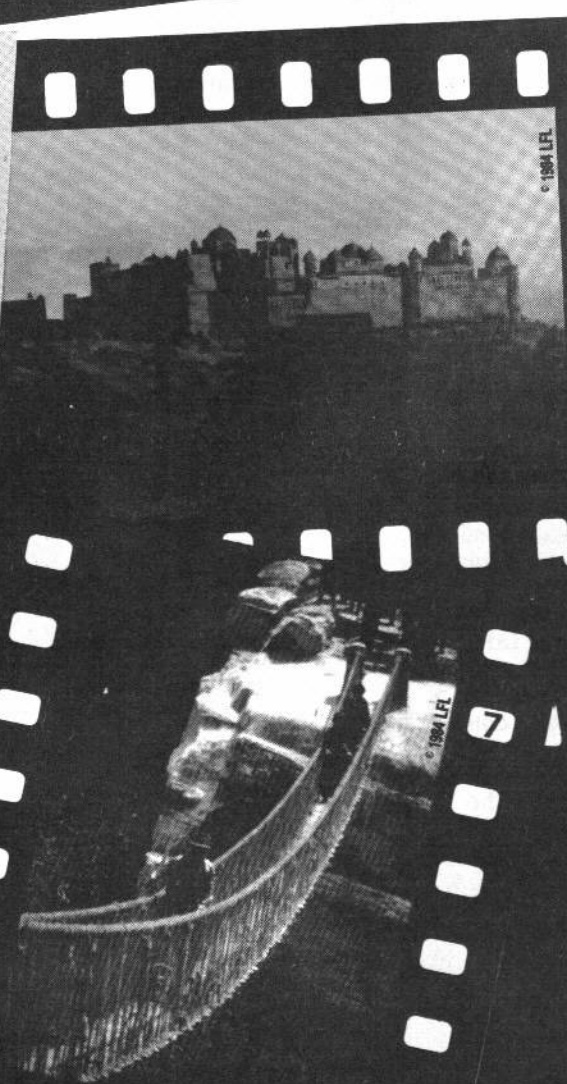
Give this card to **INDIANA JONES'S** player when he is battling *Mola Ram* for the *Sankara Stones*.

Suddenly, the ancient words come back to you, even as in *Sankara's* warning, "*Shive ke vishwas kate ho. Vishwas kate ho. Vishwas kate ho. Vishnu kate ho. Vishwas kate ho.*" When uttered in the presence of great evil, these words may have a devastating effect.

TM & © 1994 LFL

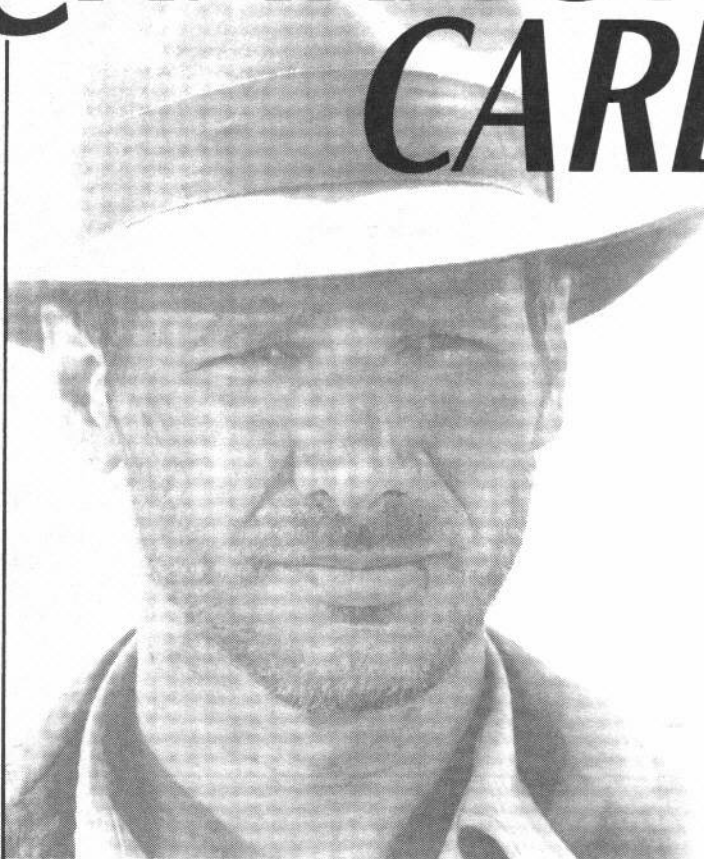
EVIDENCE FILE





CHARACTER CARDS

These cards contain information for players about their characters. Permission is granted to photocopy this page for personal use in playing this adventure.



INDIANA JONES: CHARACTER CARD

Give this card to INDIANA JONES'S player at the start of the adventure.

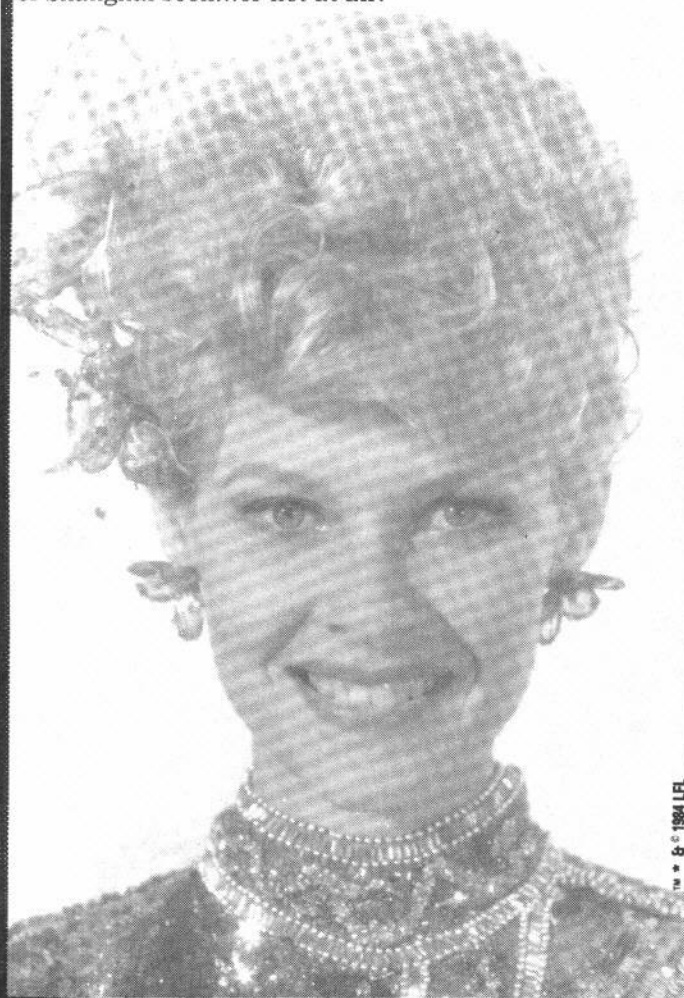
A year ago, a Mr. *Lao Che* of Shanghai gave you a critical lead that helped you find the ancient burial ground of the Chinese emperors. His price was that you recover a small, jeweled urn containing the ashes of Emperor Nurhachi (1559-1626), who was *Lao Che*'s ancestor—so he claims. He's also promised to pay you a fortune for it—30 gold coins and a diamond worth \$7,000. You've kept your part of the deal—you've made it back to Shanghai with the urn. But *Lao Che* isn't playing fair. He's already tried to steal the urn from you once, and killed a friend of yours in the process. You'll make him pay for that somehow, but you know that *Lao Che* controls the Shanghai underworld. He's not a man to cross. So tonight, you'll go to your rendezvous at the *Club Obi Wan* prepared for anything...you hope! You carry the urn in one coat pocket...the other pocket contains shells for the gun tucked into the back of your pants. Two of your most trusted companions are on the job: *Wu Han*, who is disguised as a waiter in the club, and *Short Round*, the young Chinese orphan you have taken under your wing. *Short Round* is waiting outside with your car running. Though only 12 years old, he should be able to drive it well enough—you taught him how yourself! You have tickets on a plane to Bangkok leaving from *Nang Tao Airfield* tonight, and *Shorty* has taken care of all your equipment. Now, if you can just make it through the night...

TM * & © 1984 LFL

WILLIE SCOTT: CHARACTER CARD

Give this card to WILLIE SCOTT'S player at the start of the adventure.

You came to Shanghai because you heard that an independent, free-spirited, and resourceful girl could make her fortune in the Far East. But you ended up broke and stranded because you couldn't bring yourself to do some of the things you found were necessary. So, you took a job as a singer and dancer at *Club Obi Wan* to make enough money to blow this town. You knew *Lao Che* was mixed up in dirty business, but you felt you could keep him under control with just a little flirting. But he's fallen hard for you, and you've heard what he does when a woman he wants jilts him. You'll play along for a while if you have to, but you know you'll have to get out of Shanghai soon...or not at all!



TM * & © 1984 LFL

who fail cannot enter again until they make a successful Check. Up to 3 Checks can be made, one each combat turn. If all three Checks fail, that character cannot enter the passage at all.

The secret passage is part of a network that honeycombs the *Palace*, but it is in terrible repair. Secret doors lead to each of the rooms occupied by the PCs, but the corridor to the right and left is blocked with rubble after 1 Area. On the opposite wall is an opening leading to a square room. Use the map on this page to run Scenes 2 and 3.

SCENE 3: TRAPPED!

The room is roughly 15 feet square and thankfully free of bugs. On the far side, a crack in the wall defines a door in the stone, but no opening mechanism is seen.

This room contains a trap. When activated, steel spikes suddenly spring up from the floor and down from the ceiling. A stone door slides across the opening that led into the room. With a muted rumbling noise, the ceiling begins to descend, bringing the steel spikes ever closer to the characters! Show the players Photograph #6.

The trap can only be activated from inside the room. It can be deactivated both from inside and from outside the room. Deactivating the trap automatically opens the door on the far wall. Because many players have seen the movie, and know how the trap was deactivated, this game provides a special method to keep players guessing. Roll 1d10 twice, and see Table 4 and the description that follows.

Each turn, every player can make an Instinct Check. If the Check succeeds, he notices one of the items listed above, either #1-#5 (if outside) or #6-#10 (if inside). Determine what is seen randomly. If a character locates the same item twice, he does not find anything new that turn.

If the trap is activated, keep close track of time. To increase the suspense, make them figure out how to escape in "real time" rather than game turns. Use a watch to time each combat turn (5 seconds). Describe in vivid terms how the trap is closing on them. They must decide what to do in the short time remaining, or they are doomed!

For the first 7 combat turns, no damage occurs. In Turn 8, the spikes have a Danger Rating of 40; in Turn 9 a Danger Rating of 80; in Turn 10 and thereafter a Danger Rating of 120. Beginning Combat Turn 11, characters in the room are immobilized.

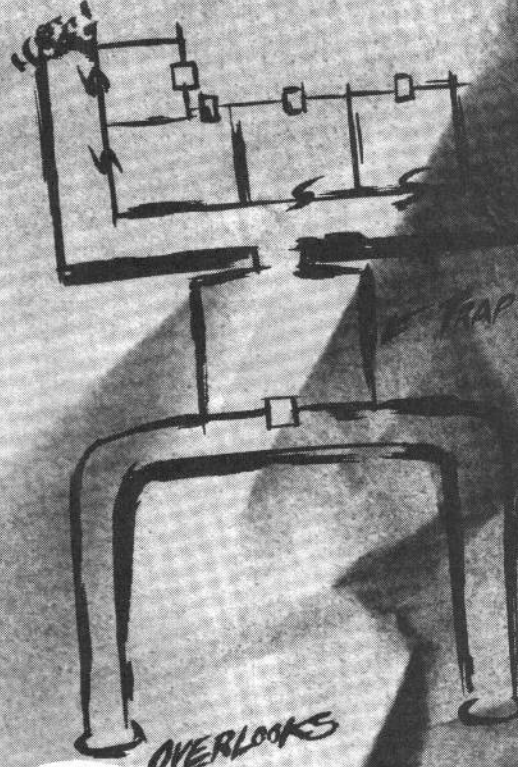
Table 4: The Deadly Trap

OUTSIDE THE ROOM					
Roll	Mechanism				
	#1	#2	#3	#4	#5
1-2	D	N	N	N	N
3-4	N	D	N	N	N
5-6	N	N	D	N	N
7-8	N	N	N	D	N
9-10	N	N	N	N	D
INSIDE THE ROOM					
Roll	Mechanism				
	#6	#7	#8	#9	#10
1	A	A	A	N	D
2	A	A	N	D	A
3	A	N	D	A	A
4	N	D	A	A	A
5	D	N	A	A	A
6	D	A	N	A	A
7	A	D	A	N	A
8	A	A	D	A	N
9	A	A	A	D	N
10	N	A	A	A	D

Abbreviations:
A ACTIVATES THE TRAP
D DEACTIVATES THE TRAP
N DOES NOTHING

Mechanisms:

- #1 There is an obviously loose stone located above the entrance to the trap room.
- #2 On the wall to the left side of the entrance there is a 2 foot square box. Bugs crawl over the opening and the interior is coated with slime. A lever is inside. A Backbone Check is needed to pull the lever.
- #3 There is a small statue of Kali on the left side of the entrance. It is slimy and cold to the touch, requiring a Backbone Check. One of the arms can be pulled down.
- #4 Cobwebs cover the wall opposite the entrance. There is a niche in the wall that contains a lever. Bugs crawl everywhere. A Backbone Check is needed to touch the lever.
- #5 An iron ring on a short chain hangs from the ceiling. It is covered with slime and requires a Backbone Check to touch it. Because it is very slippery, a Movement Check is required to hold on to it.
- #6/#7 To the right of the closed stone door that is the only exit from the trap room there is a 2 foot square box cut into the wall. Inside is a lever in the center position. It can be pushed UP (#6) or DOWN (#7).
- #8 The right wall is made of brick. One of the bricks is obviously loose.
- #9 The left wall is made of stone. One of the stones is obviously loose.
- #10 A human skull lies in the far right corner. If it is part of the mechanism, it is attached to the floor by a chain that can be pulled up. If it is not, it is simply lying in the corner.



Only characters outside the room can deactivate the trap! When the trap is deactivated, the spikes immediately retract and the ceiling moves upward. After 5 turns, the room is back to normal.

CLIFFHANGER: THE TEMPLE OF DOOM

When the stone door is opened, the soaring sound of wind moans through an ancient, broken hallway. Mixed with the wind, faint drums can be

heard. A dim, red light flickers from around a curve in the tunnel—in the direction of the sinister drumming.

If the PCs follow the light, they reach an overlook. If the PCs go in the other direction, they find a different overlook. When the PCs enter either overlook, the pungent smell of sulphur fills their senses. They find themselves on a small ventilation balcony high above a vast, broken hall—obviously a temple of some kind. The room is divided by a deep, jagged crevasse, from which a dull red glow rises,

mixed with smoke and fumes.

On the far side of the crevasse, a horrific statue stands, with huge legs that straddle a giant human skull. It wears a skirt of human arms and a necklace of skulls. This is Kali. And this is Kali's temple of sacrifice. Human sacrifice. The drums begin to beat. The ritual is about to begin!

EPISODE 5 THE TEMPLE OF DOOM

OBJECTIVE

REFEREE: Show players the sequence of events leading to the sacrifice to Kali (1 Player Point). Capture all PCs by the end of the Episode (1 Player Point per character).

PLAYERS: Recover the Sankara Stones (1 Player Point), discover the mines beyond the statue (1 Player Point), and keep from being captured for more than 5 combat turns after being discovered (1 Player Point for each player whose character fulfills the condition).

SCENE 1: THE RITES OF KALI

Deep within the bowels of the mountain, the heroes have come upon a scene of mystery and terror. The ancient Thuggee cult lives in the *Temple of Doom*!

The vast hall pulses with crimson light. Sulphur fumes rise from the great crevasse that bisects the chamber. A giant statue of Kali, Hindu goddess of destruction, looms over the chamber. Two of her outstretched arms hold a huge iron frame suspended from chains. A stone door engraved with a skull is set into the floor.

Use the map of the *Temple of Doom* on the large mapsheet to play this Episode. PCs start at the Overlook, marked with an "X" on the map.

Less than a minute after the PCs arrive at one of the overlooks, they hear the slow beat of drums. Ask the players what they intend to do. If all the PCs crouch and hide behind the overlook, or if they return

to their rooms at this point, they are not discovered. If they return to their rooms, go to Episode 4, Scene 1. If they hide and do not watch the events that follow, tell them what they hear (chanting, drums, and screams, primarily), but do not describe what they might have seen.

If the PCs decide to watch the ritual of Kali, there is a chance they might be seen. *Mola Ram*, high priest and leader of the cult, makes an Instinct Check at $\frac{1}{4}$ at the beginning of the ritual. If the Check succeeds, *Mola Ram* speaks to one of the priests assisting him. The priest exits the *Temple* to summon guards. After 1d10 + 12 combat turns have passed, 4 *Thuggee* Guards enter the secret passage and attack the characters. Go to the Cliffhanger.

The ritual of Kali is terrible to watch. As with the banquet in Episode 3, players must make Backbone Checks in order to watch. If a Check is failed, the character cannot bear to watch the proceedings and retreats into the corridor. As in the previous Episode, players who fail their Backbone Checks should actually leave the room until the ceremony is finished. For the characters that remain, you must describe the ceremony in all its awful detail, using the description below.

If characters should try to stop the sacrifice, all 60 men on the same side of the lava crevasse try to overpower the PCs. Once PCs are captured, go to Episode 6, Scene 1.

The Ritual of Death

The hypnotic beat of the drums gets louder

as about 60 men enter the chamber from openings on either side. They sway to the sound as if in a trance. The *maharajah* himself enters the temple, and sits down on a cushion in the center of the room near the crevasse.

The drums stop. Quietly at first, and then with rising fervor, the men begin to chant, "Jai Ma Kali! Jai Ma Kali! Gho-ram sundaram! Gho-ram sundaram!"

A man enters. He is wearing a fantastic, horrid headdress...fitted with a human skull. His robes flow behind him. Lesser priests enter in his wake, swinging censers of incense. The priests stand under the statue of Kali, near the lava crevasse. The high priest (his name is *Mola Ram*, but the PCs do not learn this until later), moves to the edge of the glowing pit while the lesser priests stand near the platform. Two of the priests walk slowly to a large capstan (winch) mounted on the floor and begin turning it. The iron frame hanging from Kali's arms slowly descends to the floor of the temple.

The chanting grows louder and faster, but is suddenly punctuated with the screams of a man who is being escorted into the chamber by two huge guards. The man is wearing a white robe and is adorned with flowers. As they approach the iron frame, the man begins to struggle wildly.

All PCs who are watching must make a normal Backbone Check to continue.

The guards lift the iron frame to a vertical position, then drag the screaming man to the device and fasten him hand and

foot. The chant grows louder and faster as the high priest walks in front of the victim. He holds his hand high, then thrusts it into the man's chest!

All PCs who are still watching must make a Backbone Check at $\frac{1}{2}$.

Although the priest's hand is in the victim's chest, there is no blood. Then the priest pulls out his hand...and in it is the man's still-beating heart!

The victim screams, but he is still alive. The priests begin to rotate the iron frame so that the victim faces down toward the stone doors. The chant grows louder and faster. The stone doors in the floor grind slowly open. Flickering flames and fumes of sulphur spill out into the chamber. A shaft leading into the lava pit is revealed. Slowly, the capstan turns and the iron frame descends into the pit. The victim continues to scream. The heart in the high priest's hand beats faster and faster. Then there is one last shriek. The heart suddenly bursts into flame and smoke...and disappears.

The priest shouts, "Jai Ma Kali!" The worshipers instantly stop chanting.

Any PCs who could not bear to watch can now make a normal Backbone Check if they wish to look again.

Three guards enter the chamber, each carrying an oblong stone. They raise the stones above their heads, and then place one in each eye and in the nose socket of the skull carving.

If *Indy* makes an Instinct Check, he knows that these are the Sankara Stones. The stones glow brilliantly.

The ritual is over. The priests and guards leave the temple, followed shortly by the worshipers. The Sankara Stones are left unattended.

SCENE 2: VICTORY IS AT HAND!

The characters have 1d10 + 10 combat turns before the sound of footsteps is heard, signalling the return of guards.

The lava crevasse is 15 feet wide—too far to jump across.

The only other apparent way across the pit is to swing across. A carved elephant trunk (shown on the map) can anchor a whip, allowing a PC to swing across. *Indy* must make a Prowess Check to swing across; all other characters must make a Prowess Check at $\frac{1}{2}$ because they are unfamiliar with using the whip in this way. If the Check fails, the character falls, but manages to catch hold of the edge of the crevasse and does not fall into the pit. The heat of the lava has a Damage Rating of

60, checked each turn. The character has 3 chances to climb out of the crevasse—each turn he rolls a Strength Check at $\frac{1}{2}$. The PC can be rescued by another character; that character must make a Strength Check to pull the victim up. If the victim fails all 3 Checks, and if the rescuer's Strength Check is failed, then the victim falls to his death.

There is an opening behind the statue of Kali. It leads to the Mines (Location X on the Cavern Map). Anyone who opens the door sees a column of light rising from a hole in the floor of the chamber beyond. Through the hole can be seen the central cavern of the mines, in which children are working as slaves under the brutal guidance of the *Thuggees*. Children are being whipped by guards. The sight is horrifying. The guards in the mine must make an Instinct Check at $\frac{1}{4}$ to notice the PCs. If the PCs are noticed, guards are sent to capture them.

Once footsteps are heard, the characters have 2 combat turns to act before guards arrive. Four *Thuggee* guards enter. Go to the Cliffhanger.

EPISODE 6 THE NIGHTMARE OF KALI

OBJECTIVE

REFeree: Convert one PC to the service of Kali, ready a second to be sacrificed, and send the other to the mines (3 Player Points). Inflict 5 wounds on PC #3 in his rescue attempt (1 Player Point). Do not kill any PCs (1 Player Point).

PLAYERS: Learn the plans of the Cult of Kali (2 Player Points), free PC #1 and PC #2 (1 Player Point each for each active player), and retrieve the Sankara Stones (1 Player Point).

SCENE 1: IN THE CHAMBERS OF MOLA RAM

PCs #1 AND #3 PARTICIPATE IN THIS SCENE.

Disaster has befallen our heroes! Now in the clutches of the evil *Thuggee* cultists, they await the decision of *Mola Ram*, high priest and leader of the cult. He must choose one of three fates for each of the characters: he can sacrifice them to Kali, convert them to

CLIFFHANGER: SOMEONE'S COMING!

All of the PCs must be captured by the *Thuggees* to set up the next Episode. Once all PCs are captured, this Episode ends.

The *Thuggee* guards find the PCs no matter what. If *Mola Ram* sees them during the ceremony, 4 *Thuggee* Guards arrive as described above. If the PCs try to enter the mine, or if the mine guards spot them, go to Episode 6, Scene 5 for more details. If the PCs simply explore the temple and try to take the Sankara Stones, 4 *Thuggee* Guards arrive on routine patrol 2 combat turns after footsteps are heard.

No matter what situation occurs, 2 additional guards arrive every 5 combat turns until the characters surrender, are captured, or knocked out. If PCs flee back into the *Palace*, go to Episode 6, Scene 2.

When the chase or fight is over, all of the heroes have fallen into the clutches of the Kali Cult! To discover their terrifying fate, go to the next Episode!

Kali's service, or send them to work in the mines. Roll 1d10 and consult Table 5 to learn *Mola Ram*'s decision.

Table 5: Fate of the Captured Heroes

	CONVERSION (PC #1)	SACRIFICE TO THE MINES (PC #2)	(PC #3)
1-3	SHORT ROUND	WILLIE	JONES
4-6	WILLIE	JONES	SHORT ROUND
7-10	JONES	WILLIE	SHORT ROUND

At this point in the adventure, the characters are split up. Until they get back together, each Scene starts by stating which heroes participate in that Scene.

Each of the Scenes is designed to be played in a short period of time. Have the players sit so that the acting characters are on one side of you. The players whose characters are not participating in the current Scene should not give advice to the others. Many of these Scenes have definite time limits. You can either measure them in combat turns, or run them in "real time" for greater excitement.

The characters wake up slowly and groggily, mouths dry, heads pounding with the most terrible hangover imaginable. As their vision clears, the first thing they see is the horrible sight of Kali covered with blood! A 10 foot statue of Kali stands against a cavern wall; at the foot of the statue the three Sankara Stones glow dimly. *Mola Ram*, high priest of the Cult of Kali, stands in front of the statue.

As the characters try to move, they find that they are in chains. PC #1 is chained kneeling to a 5 foot tall skull carving in the center of the room, arms pulled back. PC #3 is shackled with arms behind him and feet hobbled and is flanked by two spear-carrying guards, one on each side. All weapons have been taken away.

At this moment, the *maharajah* enters. *Mola Ram* bows deeply, saying, "Your Highness" in Hindustani. The *maharajah* nods his head in acknowledgement and says, "*Mola Ram*." The *maharajah* is carrying *Jones'* whip and the *Krtya* (voodoo) doll from Episode 3, Scene 3.

Mola Ram approaches PC #1 and says, "I see that you are not a believer, but no matter. You soon will be. For Kali is not dead and her worshipers not destroyed, as the British believe. Through Her divine grace, we have discovered three of the Sankara Stones in the mines beneath the *Palace*—and soon, we will possess them all! When that day arrives, the worshipers of Kali will reign supreme, and she will cast the British out of India! Then Kali will be supreme among all the gods, and finally all there will be is KALI!"

"And now, it is time for you to become part of our cause."

Mola Ram crosses over to a stained stone brazier, and lifts up a human skull with its jaw wide open. He holds the skull in both hands, its face up. A dark, smoking liquid oozes out of the skull's mouth. He walks slowly to PC #1, and prepares to pour the liquid into the character's mouth.

If PC #1 tries to resist drinking the fluid, the player must make a Strength Check. If the Check succeeds, he spits the fluid out, and *Mola Ram* is enraged. The *maharajah* puts the *Krtya* doll into a flame. All damage done to the doll hurts PC #1. Putting the doll in the flame has a Danger Rating of 80 each combat turn.

Mola Ram tries again to force the PC to drink the liquid. If the PC succeeds in resisting again, the *maharajah* burns the doll again, this time for two combat turns. This continues until PC #1 drinks.

When PC #1 finally drinks, the character screams in agony and slumps unconscious. Several minutes later, PC #1 awakes. *Mola Ram* gestures to the guards,

who immediately remove the chains binding the character to the skull. PC #1 bows deeply. He now serves Kali!

This potion has a powerful mystical effect. PC #1 has been converted to the Cult of Kali and should behave in every way as a member of the Cult. A player can try to resist a command by making a successful Backbone Check at $\frac{1}{4}$. Successfully resisting a command does not break the spell. The spell of the potion cannot be broken until after Scene 3, since it is most powerful immediately after it is drunk.

BREAKING THE SPELL: There are three ways that the potion's spell might be broken—but only one of them actually works in this adventure. Roll 1d10 and consult Table 6 to discover the secret of breaking the spell.

Table 6: Breaking the Spell

1-3	METHOD A: KINDNESS. The spell can be broken if someone does anything kind to a converted person.
4-5	METHOD B: HURTING A FRIEND. If a friend of a converted person is attacked or hurt in the presence of that person, the spell can be broken.
7-10	METHOD C: FLAME. If a converted character is burned by a flame, the spell can be broken.

Whenever something happens to a converted PC that might break the spell, the converted character must make a Backbone Check at $\frac{1}{4}$. If the Check succeeds, the spell is broken. If the Check fails, the second time that the spell-breaking condition is fulfilled (for example, a second act of kindness or another burn), the character must make a Backbone Check at $\frac{1}{2}$. On the third and subsequent repetitions, the character makes a normal Backbone Check, until the spell is broken.

When the spell is broken, control of that character returns to the player. Unconverted NPCs work to aid the players in their fight against the Cult.

Any of the characters can try to break the chains that hold them by making a Strength Check that results in a Lucky Break. Only three such Checks can be made. (PC #1 can only try to break the chains until he is converted.) If any character breaks free, all 4 guards try to subdue him. Every three combat turns, 2 more guards arrive. If the character escapes the chambers, he encounters guards after 2 turns. Two more guards attack every 3 turns until the character is captured.

Once PC #3 has witnessed the conversion and understands what it means, the guards take him away to the mines.

SCENE 2: THINGS ALWAYS LOOK DARKEST BEFORE THE DAWN

ONLY PC #3 PARTICIPATES IN THIS SCENE.

PC #3, still shackled hand and foot, is taken by guards to the mines deep beneath *Pankot Palace*. See the map of the *Caverns of Pankot* on the large mapsheet. In the mine, all about, the children of the Mayapore village slave in the low mine shafts that run in all directions. Steam and sweat assault the senses. Stark electric lightbulbs illuminate the tragic scene. Ore cars on tracks lead to a conveyor feeding a large rock crusher. A large generator roars and smokes. A huge holding tank runs nearly to the ceiling 30 feet overhead; water brims over into a small pool as a mechanical bucket lift continually pours water into the tank. Ladders leading to the various mine levels are everywhere. Guards are standing at Locations A, B, C, D, and E.

PC #3 can try to break his chains by rolling a Lucky Break on a Strength Check. This can be done no more than 3 times. If a Strength Check succeeds, go to Scene 5. If PC #3 escapes at this point, he does not receive the clues given below. However, he gets 10 extra combat turns to save PC #2 from a terrible fate.

The guards chain PC #3 near one of the child slaves, at Location S. To communicate with the child, a character must make an Appeal Check at $\times 2$. If the Check succeeds, the boy explains that he and the others were captured one night by dark and terrible men, and brought here. Their job is to work the low tunnels of the mines, where full-grown adults cannot go. They mine gemstones for the *Thuggees*—yet it seems that the Cult is more interested in finding special magical stones that were once buried here...stones like the *Sivalinga* stone that once was in their village.

A few children, the boy says, have managed to escape—for there are paths to the outside world deep in the tunnels of the mines. But none have returned with help for those that remain.

A short time later, an event happens that gives the PCs an important clue to breaking the conversion spell...

IF METHOD A BREAKS THE SPELL, a boy wearing the garb of the *Thuggee* slavemasters stands over a younger boy

staggering under the weight of a heavy sack of ore. Despite the difference in their roles, they are obviously related. As the younger boy stumbles under the weight of the sack, the older boy lashes at him with a chain. The younger boy looks up with a tear-streaked face and says, "I am sorry, my brother. I love you still." With that, the older boy raises his chain to strike him again, but he falters. He drops the chain and embraces his brother. Two older slave-masters drag him away. The older boy shouts, "Praise be, my brother! I have returned from darkness!"

IF METHOD B BREAKS THE SPELL, the younger boy struggles under the heavy sack of ore as the older boy, wearing the garb of the slavemasters, stands nearby. When the younger boy falters, an adult slavemaster standing nearby begins to lash at him. As the older boy watches, he seems to struggle in some internal torment for a moment...then he strikes the adult slavemaster, knocking him to the ground. Other slavemasters quickly arrive and drag him away as he shouts, "Praise be, my brother! I have returned from darkness!"

IF METHOD C BREAKS THE SPELL, a slavemaster is watching a boy trying to move a large rock on the far side of the cavern. Suddenly, a vein of hot lava bursts out where the rock stood, burning the slavemaster badly. The slavemaster screams in tremendous pain, and suddenly he starts yelling, "I have been freed! I have been freed! Praise Sival!" The other startled guards in the cavern quickly rush to his side and drag him, screaming, from the room.

SCENE 3: THE DARK NIGHT OF KALI

ONLY PC #1 PARTICIPATES IN THIS SCENE.

PC #1, in the service of Kali, enters the great *Temple* and stands by the capstan that lowers sacrificial victims into the pit. The smoke-filled temple begins to thunder with the incessant pounding of drums. *Mola Ram* and *Chattar Lal* enter, followed by the remaining priests.

Nothing else happens at this time.

SCENE 4: THE BREAKING OF CHAINS

ONLY PC #3 PARTICIPATES IN THIS SCENE.

Even over the din of the mines, PC #3 can hear the terrible beating of drums. It can only mean that another sacrifice is about to take place. An old guard approaches him, looks up toward the ceiling from where the sound is coming, and grins. In halting English he says, "Your friend now give life for Kali. Only a few minutes more and friend feel kiss of fire!" He laughs, as if expecting PC #3 to enjoy his joke.

The old guard unlocks the chains binding the hands of PC #3. "Time to work," he says with a toothless grin. He holds a ring of keys in one hand and carries a sword slung across his back.

This is the best chance to escape that PC #3 will get. No other guards are close.

Time is of the essence. PC #3 has a total of 20 combat turns to reach Scene 8. If he fails, PC #2 may die! Although you should not tell him exactly how long he has, you must impress upon him the urgency of his escape.

AT THIS POINT, BEGIN COUNTING COMBAT ROUNDS. AFTER EIGHT COMBAT ROUNDS HAVE PASSED, GO IMMEDIATELY TO SCENE 6. NOTE THE POSITIONS OF ALL PCS AND NPCs.

The position and numbers of other guards are marked on the map. They do their best to keep PC #3 from escaping.

Study the Cavern map on the large mapsheet carefully before when running this Scene. Exits that lead to the *Temple* are marked on the map. Note that they are on different levels, indicated by shading on the map. It takes 1 combat turn to climb 5 feet. Ladders can be climbed at normal walking rate.

There are many objects in this room that PC #3 might find useful. Ropes and pulleys hang from the ceiling. Each combat turn, there is a 30% chance per PC that one of the following objects will be within reach of that character. Roll 1d10 and consult Table 7.

A large ore crusher being fed by a conveyor belt is in the middle of the cavern. The belt moves at a speed of 1 Area per combat turn. The ore crusher has a Danger Rating of 400 per turn for any character falling into it.

A mechanical lift bucket continually hauls water up into the huge water tank. The device can be ridden up to the top of the cavern or to the floor in 2 turns.

Each combat turn, there is a 10% cumulative chance (10% in the first turn, 20% in the second turn, 30% in the third turn) that the slave children turn on the guards. If they do, make a single Prowess Check for all the slave children (Prowess Rating of 64), and consult Table 8.

Table 7: Objects in the Mines

1-2	ROPE hanging from ceiling. Can climb at Climbing Rate; can slide down at Movement Rate x2 with Movement Check (failure means falling the remaining distance); can swing 1d10 · 10 feet with Movement Check.
3-4	ROPE looped through pulley in ceiling; one end is tied to empty ore bucket. Can be ridden down at Movement Rate x2.
5	ROPE hanging from ceiling to just above nearest floor-level cavern exit. There is a 20% chance of a pulley with rope that will allow the PC to ride down to the floor in 3 combat turns.
6-8	SHOVEL, Shooting weapon (Severity -1)
9-10	PICK, Shooting weapon

Table 8: Revolt of the Slaves

PROWESS CHECK	EFFECT
Fails	None
Normal	Eliminate 1 guard (random)
1/2	Eliminate 2 guards (random)
1/4	Eliminate 2 guards (PC choice)
Lucky Break	Eliminate 4 guards (random)

SCENE 5: THE VICTIM ARRIVES

ONLY PCs #1 AND #2 PARTICIPATE IN THIS SCENE.

Meanwhile, in the temple, throngs of worshipers across the lava crevasse begin to chant as *Mola Ram* lifts his arms. "Jai Ma Kali! Gho-ram sundaram! Jai Ma Kali!"

PC #2 is brought into the room in chains, flanked by two guards. The sacrificial victim is dressed entirely in white robes and adorned with flowers. PC #1 is ordered to assist the guards in strapping the victim into the sacrificial frame. PC #1

must make a Backbone Check at $\frac{1}{4}$ each combat turn to resist the command. If Method B (Hurting a Friend) breaks the spell, PC #1 can make another Backbone Check at $\frac{1}{4}$. If PC #2 says something kind or forgiving to PC #1, and if Method A (Kindness) breaks the spell, PC #1 can also make a Backbone Check at $\frac{1}{4}$.

PC #2 can also try to break the chains and escape, by rolling a Lucky Break on a Strength Check. The Check can be made once per combat turn.

Do not count any time spent in this Scene against the time available to PC #3. Go to Scene 6.

SCENE 6: SLAVES TO THE RESCUE

ONLY PC #3 PARTICIPATES IN THIS SCENE.

Continue the combat begun in Scene 5. If the characters escape the Cavern, move immediately to Scene 7.

SCENE 7: AND WHO SHALL SAVE THEM?

ALL PCs PARTICIPATE IN THIS SCENE.

Chains groan in counterpoint to the chanting of the *Thuggee* cultists. The great iron frame, suspended in the outstretched arms of the statue of Kali, slowly descends toward the open lava shaft below it. PC #2 hangs face down toward the flame.

PC #3 must free PC #2 and break the spell holding PC #1.

If Method B breaks the spell, PC #1 can make a Backbone Check at $\frac{1}{2}$ as the iron frame descends. If PC #2 says something kind or forgiving, and Method A breaks the spell, PC #1 can also make a Backbone Check at $\frac{1}{2}$. PC #2 can make Strength Checks to break the chains until 10 total Checks have been made.

At the first sign of danger, *Mola Ram* flees through a secret exit known only to him, leaving the Sankara Stones at the foot of the statue of Kali. If the stones are thrown into the lava pit, they are destroyed. If the stones are destroyed, then the *Thuggee* cultists will desire only to get revenge on the PCs.

All of the guards and priests on this side of the lava pit try to stop the PCs. Believing the sacrifice must be made at all costs, the priests still fight to lower the iron cage into the lava shaft.

Watch the remaining time carefully. If the PCs get control of the capstan, each

turn they control it delays the fate of PC #2 for 2 additional combat turns. It takes 5 turns to pull the cage back to the surface and free PC #2.

PC #1 is ordered to fight the others unless the conversion spell is broken.

CLIFFHANGER: PIT OF SLAVERY

The PCs must now try to flee. One hundred outraged cultists stand on the opposite side of the lava pit. Characters can return to the *Palace* or

escape through the mines. If they return to the *Palace*, go to Episode 3, Scene 2, and use the Chase Flow Chart. If characters escape into the Wilderness, go to Episode 2, Scene 5, then to the Epilogue. If characters decide to escape through the mines, continue reading.

When the characters return to the mine, they find it empty of slaves—yet the guards have returned. Their faces are fiercely determined. Out of their ranks steps a forbidding giant of a man. He looks unbeatable. Yet the only escape is through him. He smiles, and advances toward the heroes...

EPISODE 7

DANGER IN THE MINES

OBJECTIVE

REFEREE: Recover the Sankara Stones from the PCs with the resources provided in this Episode (2 Player Points per Stone).

PLAYERS: Escape from the Cult of Kali with the Sankara Stones (2 Player Points per Stone).

SCENE 1: RUNNING THE GAUNTLET

The mine is empty of slaves, yet the guards have returned. The children have revolted and fled.

The PCs enter at Location X on the Cavern map. A giant guard is standing at Location G (+30 level). Normal guards are at Locations A, B, C, D, and E. All persons encountered other than PCs and slave children are members of the cult of Kali, and can be unconverted in the same way as the PCs. (Unconverted characters go to find *Captain Blumburtt* and bring back help.) The 3 exits marked Z lead to Scene 2. The exits at Locations Y1 through Y10 are short mine tunnels that are all connected to each other. If PCs enter any of these tunnels, roll 1d10 to see which Y location is connected (for example, if the PCs enter Y3, and the die roll is 7, they will exit at Y7). It takes 1d10 combat turns to get from one Y location to another.

Five combat turns after the fight starts, the *maharajah* appears carrying a *Krtiya*

(voodoo) doll in the form of a PC (determine randomly). Each combat round, the *maharajah* can stab the doll with a pin, causing an automatic light injury to the PC. Roll percentile dice and consult the Action Results table to determine location of the injury.

Ten turns after the fight starts, and every 5 turns thereafter, 3 additional guards join the fray. They enter from Location X, behind the PCs.

NPCs in this scene who are in the thrall of Kali can have their conversion broken according to the same method that saved the PCs. An unconverted NPC will tell the PCs as secretly as possible that he will go for help, then run out through one of the mine tunnels. If this happens, then *Captain Blumburtt* arrives in Scene 3.

Five ORE CARS are in the cavern: one at each location marked K. A character can release the brake on an ore car by making a normal Prowess Check. Unlike normal vehicles, these ore cars automatically begin to roll down the tracks and accelerate at a rate of 10 into the nearest mine tunnel. PCs can take different ore cars. This requires careful record-keeping by the Referee. All remaining *Thuggee* guards pair up and take the remaining ore cars to chase the PCs into the mine. Go to Scene 2.

If characters flee back into the *Palace*, go to Episode 3, Scene 3, and use the Chase Flow Chart. The guards will try to kill, not capture.

SCENE 2: THE MINES OF PANKOT

The PCs rush headlong into the mines on a roller coaster into darkness! Barely able to see 30 feet ahead, they hear the roar and squeal of ore car wheels as the guards give chase!

This scene uses the Chase Flow Chart—with a difference. The mines honeycomb the mountain under *Pankot Palace*. The PCs must find an exit from the mines before the guards catch up to them!

Start this Scene by rolling 1d10 twice: the first result determines in which Circle the chase begins, the second result determines the location of the exit. Record both results. All mine cars (guards and PCs) start in the first circle. REGARDLESS OF DIE ROLLS, the PCs have to pass through at least five circles on the Chase Flow Chart before they reach the exit. If PCs go through the exit circle before they have passed through four others, keep going until they reach the exit circle again.

The exit circle is also a hazard: the track suddenly comes out into daylight and dead ends in a steel barrier. A pool of water is beyond the barrier, lessening impact Danger Rating by 40. PCs have one combat turn in which to act—hitting the barrier does damage at the impact speed; jumping out can do damage according to normal procedures. PCs who exit the mine here are just west of the rope bridge in Scene 3.

Keep careful track of the number of turns spent in the mines. If the PCs have not found the exit circle after 50 combat turns, they suddenly come to a dead end. Two combat turns later, the roar of an approaching wall of water is heard. The *Thuggee* guards have dumped the giant tank to flood the mines and drown the PCs. Let the suspense build for a moment, then have all the characters make an Instinct Check. Those that succeed notice a gentle breeze coming from a small tunnel leading off to one side. This tunnel opens onto ledges 20 feet below and to the west of the rope bridge. Two combat turns later, the water breaks through the entrance, but does not harm the PCs. Go to Scene 3. Use the standard rules for vehicle movement and car chases for this Scene (from the *ADVENTURES OF INDIANA JONES™* game) except as noted.

Acceleration of the ore cars is automatic, but PCs have some control over braking. How fast the ore car accelerates depends where it is in the mines. Use Table 9 to determine the rate of acceleration and the number of areas between circles.

Table 9: Speeding Through the Mines

CHART DISTANCE	ACTUAL DISTANCE	ACCELERATION
1-8 Areas	1d10 Areas	10
9-12 Areas	1d10/2 Areas	20
13+ Areas	3 Areas	30

Keep track of the current speed of each ore car in the chase. The Braking Rate of ore cars is 20 per turn. Add the acceleration for that turn to the current speed, then subtract 20 if the car's driver tries to brake. If the ore car is at maximum speed, do not add the acceleration before subtracting 20.

The brakes on the ore cars are not very good. The wooden brake handle snaps off on a Bad Break roll on any Movement Check by the driver. This means that the brake cannot be operated from inside the car. To brake, a PC must climb out of the car (Movement Check) and make a Backbone Check each turn to hold onto the car and operate the brake. If the PC falls off, the ore car continues to accelerate without him. Other ore cars can be found in the mines, but the PC is on his own until he either finds the exit or 50 turns elapse.

At each intersection on the Chase Flow Chart is a switch that determines which way the car will go. The setting of each switch is determined randomly. To change the setting, a PC may throw something at the switch, hit the switch with a long object (such as a pole) as the car goes by, or stop the car and change the switch by hand. The first two methods require a Prowess Check at $\frac{1}{2}$. The third is automatic.

You must handle other situations (collisions, derailling, being dragged behind the car, etc.) as they occur. Be fair but firm.

Roll 1d10 and use Table 10 to determine the unique hazards found in the mine.

Table 10: Hazards in the Mines

1	LOW CEILING: Suddenly, the top of the mine shaft drops to a height of 2 feet above the top of the ore car. The support beams come within 4 inches of the top of the car, threatening to hurt any unwary PC. To perform any action, including braking, a PC must make a Movement Check at $\frac{1}{2}$ or be hit by a beam. The beam has a Danger Rating of 3 x the speed of the car, and will also knock a victim out of the car.
---	---

2

ORE CAR WINCH: The ore cars use the pull of gravity to operate in the mines. A winch is needed to pull the cars back up. This winch lift resembles the first part of a roller coaster ride: cars heading into it at any speed find their car running up a 60 degree incline while making a terrible clattering racket. The car slows at a rate of 10 per turn until it reaches a speed of 10, then the winch mechanism engages and pulls the car upward 1d10 areas. When it reaches the top, the hook releases and the car gently rolls onto another section of track at a speed of 10. Roll 1d10 to determine in which circle the car ends up, then roll another 1d10 to determine a new exit circle. Continue the chase as before. If a pursuing car hits the winch after the lead car, the two cars maintain the same separation until they are released.

3

LOOSE RAILS: When this hazard is encountered, the character operating the brake must make a Movement Check to keep on the track—if the Check fails, roll on the Accident Table.

4

BUMP: A rough section of rails rattles the car. Each character must make a Movement Check at $\frac{1}{2}$ or fall upside down in the car. No action (including braking) can be taken until the character makes a normal Movement Check to stand upright.

5

GREASED RAILS: Work grease has been left on the rails. For 3 combat turns, the actual acceleration for that section of track is 10 higher than normal.

6

PARALLEL TRACKS: Here, the track splits into two parallel tracks. There is a switch between them, set to the right track. If the switch is changed after the first car passes (this takes a Prowess Check at $\frac{1}{2}$, the second car veers onto the left track. The right track is always greased, giving the car on the right an acceleration 10 higher than normal. The separation between the tracks is 5 feet. At the next circle, the tracks come back together.

7

OVERHEAD TRACKS: The track splits into two parallel tracks, but the right track is 5 feet above and only 2 feet away from the left track. The position of the switch is determined randomly. The ore car on the upper track has an acceleration of 10 less than normal. The split

tracks continue for 20 Areas, then reunite.

8 **LAVA CREVASSE:** The track splits into two parallel tracks, identical to Hazard 6, above—but both sets of tracks run for 20 Areas over a long, thin lava crevasse. Anyone falling into the crevasse (for example, when trying to jump from one car to another) dies instantly.

9 **RAIL JUMP:** The rail suddenly takes a sharp downward curve—3 Areas at an acceleration of 30. As the car dives, the occupants of the car see a great lit cavern opening before them. Directly ahead, a huge section of track is missing! The end of the track curves upward slightly. Ahead, about 5 Areas away, the track starts up again. If an ore car flies off the track at a speed of 60 or more, it reaches the other side safely if the driver makes a successful Movement Check, and lands on the track, continuing at a speed of 60. If the Movement Check is failed, or if the car is moving at a speed of less than 60, the car crashes into the far cavern wall. Make accident wound checks for the occupants at the speed of the car.

10 **REVERSAL:** After passing a rail junction, the tracks suddenly climb steeply, lowering speed by 30 per Area. When the speed of the car reaches 0, it begins to slide backward in the direction from which it came at an acceleration of 30. When the rail junction is reached, the car naturally takes a different branch from the one used to enter. This has the net effect of reversing the positions of the ore cars—the chaser becomes the chased!

Various objects are available at the side of the tracks for the potential use of the characters. Roll 1d10 and consult Table 11 to determine what is available at each circle. PCs must either stop their car to pick up an object or make a Prowess Check to grab the object as they move past. If they are moving very fast, or if they are in a hazard circle, you can choose to have them make the Prowess Check at 1/2. A number of *Thuggee* guards join the pursuit of the PCs. They will try to disable the ore car and kill the PCs. There is a 20% chance that another car of *Thuggee* guards are encountered in each circle that the PCs enter. The *Thuggee* guards always try to pursue the PCs. Roll 1d10 if guards are encountered, and consult Table 12.

Table 11: Useful Junk in the Mines

1-2	NOTHING AVAILABLE except small rocks and stones.
3-4	CEILING BEAMS. There are 1d10 8 inch x 8 inch beams, each 5 feet long, stacked beside the track.
5-6	LARGE ROCKS. There are 1d10 boulders, each 12-2d10 inches across.
7-8	PICKS AND SHOVELS. There are 12 picks and shovels (1d10 broken) and 50 feet of rope.
9-10	ANOTHER ORE CAR is sitting on a track spur. If the PCs already have a working ore car, then this car has no wheels and a broken axle shaft. Otherwise, the car is usable.

SCENE 3: A BRIDGE TOO NARROW

Out of the mines at last, warm sunshine and a soft, gentle breeze greet the heroes. Yet the danger is not yet passed—for freedom lies across a narrow rope bridge over a chasm 300 feet deep! Show the players Photograph #7.

Use the Combat Grid from the game box for this encounter. The rope bridge is 200 feet long and 3 feet wide. The heroes emerge from the mines from either of the exits on the east side of the bridge. On the west side of the bridge are two guards hidden behind trees. An Instinct Check is needed to detect them.

Once 1d10 combat turns have passed, *Mola Ram* and 10 *Thuggee* guards arrive. Five of the guards arrive on the mine entrance side and 5 on the escape side. The *Thuggees* are desperate to Sankara Stones and to prevent the heroes from escaping with knowledge of the cult's existence.

To cross the bridge, a character must make 3 Movement Checks or a board

Table 12: Pursuit of the *Thuggees*

1	One ore car with 4 guards appears 1 area behind the PCs.
2	One ore car with 4 guards appears 2 areas behind the PCs.
3-4	One ore car with 4 guards appears 3 areas behind the PCs.
5	An ore car is overturned beside the track. Four guards are trying to right it. It takes the guards 4 turns to get it moving.
6	An ore car moving 20 mph slower than the PCs car is 3 areas ahead.
7	An ore car moving 30 mph slower than the PCs is only 1 area ahead. If the car's net speed is zero, the guards are pushing it toward the PCs' car.
8	A track runs parallel to the PCs' track until the next circle is encountered on the Chase Flow Chart. A <i>Thuggee</i> -filled ore car moves at the same speed on the parallel track right next to the PCs.
9	An ore car filled with <i>Thuggee</i> guards is seen in the distance. If a cross intersection lies ahead, the <i>Thuggee</i> car is moving across the path of the PCs.
10	<i>Thuggee</i> guards are trying to put the wheels on a broken ore car 3 areas ahead of the PCs.



© LFL, 1984

breaks when stepped on. The character automatically catches hold of the bridge, but must make a successful Strength Check to pull himself up. If the Strength Check fails, the character must make a successful Backbone Check or fall 300 feet to the river below. The water reduces the falling Danger Rating by 40. Another character can help if that character is less than one combat turn's Movement away. That second character must reach the hanging person and make a successful Strength Check to pull him up. Characters falling into the river are attacked by 2 Crocodiles.

If characters try to climb down the mountain to cross the river, they must make a Movement Check for every 50 feet of descent, or slip. Characters who slip must make a second Movement Check to catch themselves, or fall the remaining distance. Two crocodiles attack any characters trying to cross the river. The current in the river has a Danger Rating of 40. The same Movement Checks are needed to climb the cliff on the other side. Moving downstream takes the characters back into the wilderness (Episode 2, Scene 5), where they encounter *Captain Blumburtt*. Go to the Epilogue.

If damaged, the bridge can break. Any two Medium wounds to the bridge cause it to break. Anyone hitting the bridge with a sharp edged weapon gets a x2 modifier to

hit and damage.

If the bridge breaks, any characters who did not previously state they have secured themselves must make a normal Movement Check or fall 300 feet to the river below. Secured characters do not have to make a Movement Check.

Note the positions of all persons on the bridge if it breaks to determine how far each of them must climb. To climb the bridge, a character must make a Backbone Check for each Area climbed. If the Check is failed, the character does not move. If a Bad Break is rolled, the character falls 1 Area and must make a successful Movement Check to grab back onto the hanging bridge. If a Lucky Break is rolled, the character's movement causes an enemy to fall.

If *Mola Ram* gets within 1 Area of the character carrying the Sankara Stones, he attacks. He can use his special power to reach into a person's chest if he rolls a Lucky Break on a Prowess Check. If *Mola Ram* attacks a character and tries to get the Stones, give *Indy's* player the Knowledge Card with the magic chant. If *Indy* or the defending character recites the spell, the stones glow and all but one drops into the river. If *Mola Ram* touches any of the glowing stones, he is burned and falls into the river.

Combat for possession of the stones is a Specific Action, and requires a Prowess Check at $1/2$.

If one of the NPCs was unconverted in Scene 1, he goes to *Captain Blumburtt* for help. After 1d10-10 turns following the PCs' escape from the mines, *Blumburtt* and his crack Indian troops arrive and capture all the remaining *Thuggees*. The PCs must survive until then, however. If no NPC is unconverted, *Blumburtt* does not arrive. Any characters who cross the bridge and escape encounter *Blumburtt* in the wilderness. Go to the Epilogue.

The bridge is highly flammable, and burns furiously once a torch is set to it. It breaks if it receives 2 medium wounds, or if it burns for 5 combat turns.

..... EPILOGUE: SANKARA STONES RETURN

Victory or defeat? The heroes have braved the ordeals of the cult of Kali, and now the adventure is coming to an end. The slave children have overpowered their guards and escaped into the jungle. If the characters unconverted an NPC, *Captain Blumburtt* has arrived with his forces, and the cult of Kali has been broken forever. If no NPC was

unconverted, then the heroes had to escape using their own devices. Those characters who survived the adventure return to the Wilderness (Episode 2, Scene 5).

Characters who escape into the Wilderness encounter *Captain Blumburtt* and his men. *Blumburtt* arranges for soldiers to destroy the cult of Kali.

Captain Blumburtt offers to escort the characters back to civilization, but he feels his first priority is to take the children back to their village.

If the characters decide not to accept *Captain Blumburtt's* offer, they must make their way across the Wilderness to civilization. This takes 10 days.

If the characters decide to accept the offer of escort, it takes 2 days to reach the village.

When the characters reach the village, the entire population turns out to greet the returning heroes. Parents are reunited with children, and everywhere there is rejoicing. The *Shaman* and the *Chief* invite the characters to the *Chief's* hut.

If the characters recovered one Sankara Stone...

The *Chief* asks the characters if they recovered the Sivalinga Stone. The characters must decide whether to return the stone or keep it. If they return the stone, each player gets 2 Player Points. Tell the players that if they keep the stone, once they reach civilization, they can sell it for \$5,000. They receive no Player Points.

If the characters recovered more than one Sankara Stone...

If the characters give one Sankara Stone to the village, each player receives 1 Player Point. The others can be sold to museums in the United States for \$5,000 each.

If the characters did not recover any Sankara Stones...

The *Shaman* thanks the characters for returning their children to them. He speaks of the many dangers they underwent, and says that Siva must have smiled upon their mission—for, the night before they came back, the Sivalinga Stone magically reappeared in the village square! The players receive no Player Points for this miracle.

The players can keep the Player Points they have earned and not used in this adventure for future games. For each PC who died, every player (including the Referee) loses 1 Player Point. Show the players Photograph #8.

THE END

APPENDIX

CHARACTERS (in order of appearance)

	ST*	MV*	PR*	BK*	IN*	AP*	WP*	TYPE
LAO CHE	52	68	60	96	64	40	Pistol	Villain
CHEN	64	60	60	36	36	28	Pistol	Goon
KAO KAN	56	56	60	96	44	56	Pistol	Goon
CHINESE HOODS	1 at 72	44	44	32	96	24	Machine Gun	Goon
	1 at 84	48	80	36	16	24	Hatchet	Goon
	1 at 56	88	52	44	28	28	Hatchet	Goon
	1 at 52	32	16	32	44	48	Hatchet	Goon
	40	60	44	20	28	64	None	Goon
MR. WEBER	1 at 88	72	84	76	16	20	None	Goon
DOCKYARD WORKERS	15 at 36	36	68	64	68	52	None	Goon
	9 at 40	80	84	44	28	52	Machine Gun	Goon
	3 at 40	28	80	48	56	24	Machine Gun	Goon
ROADBLOCK HOODS	5 at 52	60	52	24	20	32	Pistol	Goon
	2 at 24	76	72	12	32	48	Pistol	Villain
AIRPLANE PILOTS	28	28	64	68	96	64	None	Villain
SHAMAN	20	16	44	72	76	72	None	Goon
CHIEF	48	36	24	16	20	56	None	Goon
SAJNU	48	32	32	36	56	44	None	Villain
VILLAGERS	52	56	64	76	28	64	Pistol	Goon
CAPTAIN BLUMBURTT	64	60	72	68	56	64	Rifle	Goon
BRITISH SOLDIERS	20	24	36	64	64	72	None	Goon
REFUGEE CHILD	64	44	56	84	72	16	Sword	Goon
PALACE GUARDS	64	44	56	84	72	32	Lance	Goon
PANKOT LANCERS	64	72	68	76	52	72	Dagger	Villain
CHATTAR LAL	68	56	52	24	32	72	None	Goon
PALACE SERVANTS	76	72	64	68	44	28	Sword	Goon
PALACE GUARDS	48	36	44	28	88	72	Dagger	Villain
MERCHANTS	36	44	76	72	48	20	Kyrta doll	Goon
MAHARAJAH OF PANKOT	88	72	84	88	24	20	Garotte	Goon
THUGGEE ASSASSINS	80	72	72	44	48	60	None	Goon
TIGER	10	10	64	20	10	20	None	Goon
BUGS	80	56	36	60	36	32	None	Goon
CROCODILE	78	68	84	88	44	12	Dagger	Villain
MOLA RAM	64	68	72	76	38	16	Dagger	Goon
PRIESTS OF KALI	64	56	56	64	24	56	Dagger	Goon
WORSHIPERS OF KALI	32	44	64	60	72	70	None	Goon
SLAVE CHILDREN								

Abbreviations (*)

ST = Strength
MV = Movement
PR = Prowess
BK = Backbone
IN = Instinct
AP = Appearance
WP = Weapon
V = Varies

VEHICLES

	RT*	AC*	BR*	TN*	RD*	MX*
Duesenberg Touring Car	80	30	40	40	60	90
Ford Model A Sedan	70	30	40	30	50	70
Rickshaw	20	10	20	10	10	20
Pedicab	20	10	10	10	10	20
Ford Tri-Motor Airplane	80	50	20	60	120	250
Sledding Vehicles	40	20	10	10	20	40
Ford Tri-Motor Airplane	20	10	10	10	30	50
Life Raft	NA*	10	10	10	40	70
Human on Foot	20	20	10	10	30	40
Ore Car	20	10	10	10	40	70

Abbreviations (*)

RT = Rate
AC = Acceleration
MX = Maximum Speed
RD = Redline
TN = Turn
BR = Braking
NA = Not Applicable

© 1984 LFL

© 1984 LFL

INDIANA JONES

Open it.

REFEREE

Gold coins spill from the pouch onto the lazy susan in the center of the table. *Lao Che* swings it slowly around until the coins sit in front of *Jones*. *Indy* looks at the gold. The money is short . . . way short.

INDIANA JONES

The diamond, *Lao*. The deal was for the diamond.

REFEREE

Lao Che shrugs. Again, the lazy susan swings to the other side of the table. *Lao* pulls a gauze-wrapped packet from his pocket, and places it on the lazy susan next to a glass of champagne. The wheel turns again. *Indiana Jones* unwraps the packet, revealing a huge, glittering diamond . . .

WILLIE SCOTT

[seeing the diamond] Oh, *Lao*! OW! *Lao*, he put two holes in my dress from Paris.

LAO CHE

Sit DOWN, *Willie*! Now, *Doctor Jones*, you bring me *Nurhachi*!

INDIANA JONES

My pleasure.

WILLIE SCOTT

Who on earth is this *Nurhachi*?

INDIANA JONES

Here he is.

REFEREE

Indiana Jones catches the eye of a waiter . . . but not just any waiter. *Wu Han*, *Indy*'s faithful friend, rushes up to the table carrying a silver tray. On the tray is a small jade urn.

WILLIE SCOTT

This *Nurhachi*'s a real small guy!

LAO CHE

Inside this urn are the remains of *Nurhachi*, first Emperor of Manchu Dynasty.

INDIANA JONES

To your very good health. Welcome home, old boy.

REFEREE

Lao Che looks up from the ancient burial pot, and his face spreads into a halloween grin. Both he and his sons begin chuckling at some sinister, private joke.

LAO CHE

[laughing] And now, *Doctor Jones*, you give me the diamond!

INDIANA JONES

Are you trying to develop a sense of humor or am I going deaf?

REFEREE

The sinister crime lord pulls a small vial of peacock blue liquid from his coat pocket . . .

WILLIE SCOTT

What's that?

LAO CHE

Antidote.

INDIANA JONES

To what?

LAO CHE

To the poison you just drank, *Doctor Jones*. [He begins to laugh maniacally] The poison works fast, *Doctor Jones*!

** INDIANA JONES AND THE TEMPLE OF DOOM, game elements, and character names and likenesses are trademarks of Lucasfilm, Ltd. (LFL), used under authorization. ©1984 Lucasfilm, Ltd.

All Rights Reserved.

INDIANA JONES™ *
and the
TEMPLE OF DOOM

Adventure Pack

by Tracy Hickman and Michael Dobson



When old *Ravenwood* told you that archeology was a dirty business, he wasn't just talking about the digs. The dirty streets and alleys of Shanghai can put the salt of sweat on you just as fast as any rock hounding. The company on a dig tends to be quieter, too. In the city, you always have to watch your back.

You're *Indiana Jones™ ** an archeologist. . .and an adventurer. You've just returned from a difficult and dangerous expedition to find the lost graveyard of the Chinese emperors. But that's nothing to what you're about to experience when you discover. . .*the Temple of Doom!*

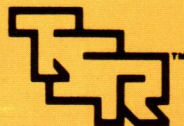
From Shanghai to India, from a Maharaja's palace to danger-filled caverns, you and your companions will brave unimaginable horrors and incredible dangers to find the terrible secret of the *Temple of Doom!*

This adventure pack contains Referee notes and player information to recreate the adventure of *Indiana Jones™ ** and his companions. Included is a poster-size map of the adventure areas illustrated with photographs from the film and an Evidence File with photos and other information for players.

This adventure pack is for use with the ADVENTURE OF INDIANA JONES™ * role-playing game from TSR, Inc. and cannot be played without that game.

An Adventure Pack for the ADVENTURES OF INDIANA JONES™ * role-playing game from TSR, Inc., producers of the DUNGEONS & DRAGONS® game!

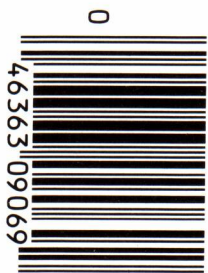
TSR, Inc.
POB 756
Lake Geneva,
WI 53147



TSR (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

™ * INDIANA JONES AND THE TEMPLE OF DOOM, game elements, and character names and likenesses are trademarks of Lucasfilm, Ltd. (LFL), used under authorization. © 1984 Lucasfilm, Ltd. All Rights Reserved. DUNGEONS & DRAGONS and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc.

ISBN 0-88038-177-9
394-54181-2TSR0600



2

6752XXX1401