

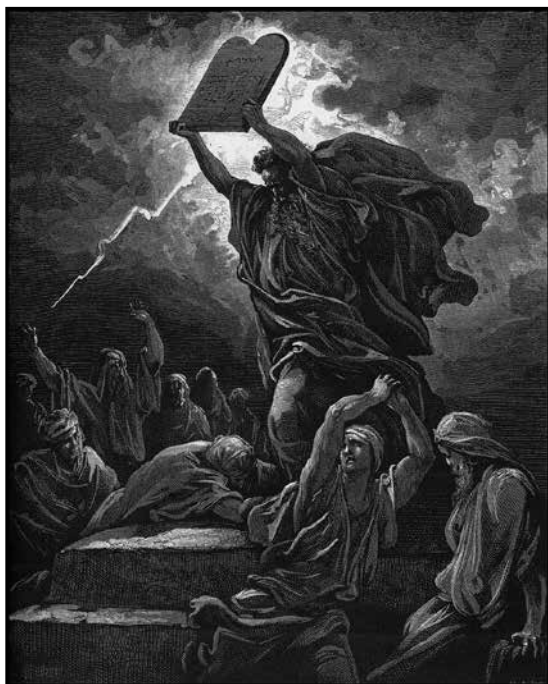
RAIDERS *of the* LOST ARTIFACTS

**Original Edition Rules
for Fantastic
Archeological Adventures**



RAIDERS!

of the Lost Artifacts



by Darren Watts, Thomas Denmark, & David Pulver

Special thanks to E. Gary Gygax & Dave Arneson for opening Pandora's box.

RAIDERS of the Lost Artifacts

First Edition

Original Edition Rules
for Fantastic Archeological Adventures.



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CONTENTS

CHAPTER ONE: HOW TO PLAY	5
CREATING A CHARACTER	6
CHAPTER TWO: EQUIPMENT	22
CHAPTER THREE: FOR THE REFEREE	33
COMBAT CHARTS	39
CHAPTER FOUR - ADVENTURE AND CAMPAIGN DESIGN	42
CHAPTER FIVE: TOMBS AND TRAPS	65
RANDOM GENERATION TABLES	68
CHAPTER SIX: MONSTERS AND ADVERSARIES	72
MONSTER ENCOUNTERS	77
APPENDIX ONE: REAL WORLD HEROES, VILLAINS, PLACES AND THINGS	93
APPENDIX TWO: OCCULTIST CLASS	102
APPENDIX THREE: SAMPLE ADVENTURE	108
APPENDIX FOUR: OPTIONAL SKILLS	112
SKILL LISTS BY CHARACTER CLASS	117
APPENDIX FIVE: ADDITIONAL PHOBIAS	118
APPENDIX N: INSPIRATIONAL REFERENCE	121
OPEN GAME CONTENT	124

INTRODUCTION

The practice and science of real-world archaeology calls for extensive historical research, backbreaking labor, and painstakingly slow and careful treatment of small tools, tiny shards of pottery and the other various remains of the existence of ancient humans, in order to create hypotheses about how they lived that can be carefully documented and subjected to peer review before being published in academic journals.

Fortunately, this game is about almost none of that.

Instead, *Raiders!* is about bursting into tombs, catacombs, lost cities, and sacred burial grounds with only the slightest regard given to personal safety. Raiders are motivated by the overwhelming drive to discover new finds, to reveal lost ancient truths, and uncover objects of beauty and power. All this is despite the fact that opening these tombs and catacombs regularly leads to dangerous encounters with their mechanical or magical guardians (in some cases both!), hideous curses, or the release of unholy monsters who would have been better left imprisoned in their ancient dungeons.

The rules presented here are intended to be either a complete game, or to serve as a companion to other OSR games using the same overall system, whichever suits your fancy. The rules are based on the original fantasy roleplaying game; all elements are intended to be mostly compatible with that system, its successive editions and versions, and with the other old school retro-clones named above. These other books are not necessary to enjoying this one, but elements of those books combined with this one are sure to result in a truly unique experience suited to each group's taste.

So pick up your pickaxe and pith helmet, or your trusty leather jacket, fedora and bullwhip, strap on your pistol or power up your tunneling machine, because it's time to go Raiding!

-Darren Watts

Remember

Raiders! is a free-form roleplaying game, meaning that there aren't very many rules. The Referee is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Referee, even though the Referee is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the player characters (PCs) will encounter during the game. In fact, the players and the Referee cooperate with each other to create a pulpy adventure story, with the Referee creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the adventure might be very short. But it's not the Referee's job to defeat the players—it's his or her job to provide interesting (and dangerous) challenges, and then guide the story fairly.

CHAPTER ONE: HOW TO PLAY

WHAT YOU NEED TO PLAY

You'll need dice, paper (ruled and/or graph), and a pencil. Raiders uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll three of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides—what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” So, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of “100.”

This game works best with 2-7 Players and one Referee. The Referee knows the rules, prepares the adventure, mediates situations, and plays all the non-player characters (NPC's) and encounters.



CREATING A CHARACTER

Follow the steps below to create your newly-minted hero. The following pages in this chapter explain the steps in detail, but the summary below covers all the main points.

1. Roll 3d6 six times. Assign the rolls to the six attributes in the order listed on the sheet: strength, dexterity, constitution, intelligence, wisdom, & charisma. Alternately players may choose from these pre-generated stats and assign them in any order they choose: "**Hero:**" 8, 10, 11, 12, 14, 16 "**Generalist:**" 9, 10, 11, 12, 13, 14" "**Specialist:**" 6, 9, 12, 14, 16, 18"
2. Write down the attribute modifier for each score next to it: a 3 is -3, 4-6 is -2, 7-8 is -1, 9-12 has no modifier, 13-15 is +1, 16-17 is +2, and 18 is +3.
3. Choose a class, picking the role that best fits your character. Mercenaries are mighty combatants, Treasure Hunters are stealthy and cunning, and Scientists have useful gadgets. Mark your hero down as being level 1 with 0 experience points.
4. Write down background facts about your character. Details should be about their past life and how they obtained their skills. Another should be about the family or social ties they have, and the third should be about some special trait or personal quality.
5. Turn to page 20 and roll for a deep phobia, this will be the thing your character most dreads to encounter.
6. Select the equipment your character needs to perform his part in adventures. Note down any other gear you carry.
7. Write down your Luck throw. This is the number you need to roll equal or higher than to avoid the consequences of terrible events.
8. Record your maximum hit points: 10 for mercenaries, 8 for treasure hunters, and 6 for scientists. Add your Constitution modifier, if any, to this total.
9. Note down your combat stats: beginning attack bonus, which is +0 for scientists and +1 for everyone else. Record your armor class, which is 10 unless you have some item that increases it. Add your Dexterity modifier to this— the higher your armor class, the harder it is for enemies to hurt you.
10. Apply a name to your character.

And there you have it. Your hero is ready to leap forward into adventure!

NAME _____

SCORE **MOD**

STRENGTH: _____

DEXTERITY: _____

CONSTITUTION: _____

INTELLIGENCE: _____

WISDOM: _____

CHARISMA: _____

CLASS: _____

LEVEL: _____

XP: _____

LUCK: _____

MAX. HP: _____

CURRENT HP: _____

ARMOR CLASS: _____

ATTACK BONUS: _____

ABILITIES

WEAPONS

+Hit

DMG

OTHER GEAR

BACKGROUND

WEALTH

LANGUAGES

ATTRIBUTES

Score	Description	Modifier	XP Bonus
3	Pathetic	-3	- 15%
4-5	Poor	-2	- 10%
6-8	Below Average	-1	- 5%
9-12	Average	0	-
13-15	Above Average	+1	+5%
16-17	Excellent	+2	+10%
18	Superior	+3	+15%

Strength (STR) is a measure of physical power and prowess. Add the Basic Attribute Modifier to the character's to-hit and damage rolls (see COMBAT) with melee weapons. It also determines how much he or she can carry (Encumbrance adjustment of Basic Attribute Modifier x50 lbs.) without suffering a speed penalty. Strength is a prime attribute for Mercenaries.

Dexterity (DEX) is a measure of speed, agility, and precision. Add the Basic Attribute Modifier to the character's to-hit and damage rolls with ranged weapons (see COMBAT), as well as to a character's Armor Class. Dexterity is the prime attribute for Treasure Hunters.

Constitution (CON) is a measure of endurance, health, and physical durability. Add the Basic Attribute Modifier to the character's Hit Dice (HD) roll at each level.

Intelligence (INT) is a measure of mental prowess and intellectual capacity, including memory and puzzle-solving prowess. Intelligence is a prime attribute for Scientists. Add the Basic Attribute Modifier to a Scientist's chance to troubleshoot or use Gadgets and technology, and to the effectiveness of his or her own Gadgets.

Wisdom (WIS) measures a character's capacity for insight, judgment, understanding, and mental defense. A character with a Wisdom score of 13 or higher receives an additional bonus of 5% to all experience points awarded.

Charisma (CHR) is a measure of personality, force of will, and physical appeal. Add the Basic Attribute Modifier to the character's checks for negotiations or deception. It also affects how many Hirelings a character may employ.

LUCK

This is the target number for the character trying to avoid something terrible. Sometimes, both during combat and out, a luck roll is required to determine whether a character sustains some ill effect or not. In such a case, a d20 is rolled, and the applicable Attribute modifier is added to the roll. If the character rolls the luck value or over, he or she avoids the damage or effect (or, in some cases, may take

reduced damage or effect.) This number is modified by the appropriate Attribute modifier depending on the type of terrible event.

Luck Versus Terrible Events

Strength	Crushing Events, Disarm Events, Knockback Events
Intelligence	Memory Events, Puzzle Events,
Wisdom	Perception Events, Deception Events, Mental Attack
Constitution	Death, Deprivation, Disease, Endurance, Poison,
Dexterity	Evasion Events, Balance & Coordination Events, Speed Events
Charisma	Ego Events, Emotion Events, Fast Talk Events

Lucky Break: on a natural roll of 19 or 20 (the die itself lands on 19 or 20) this is considered a lucky break and the Player and Referee coordinate to describe a fortunate series of events to the benefit of the character and his allies. Things go from bad to slightly better.

Bad Break: on a natural roll of 1 or 2 (the die itself lands on 1 or 2) this is considered a bad break. The Referee describes a terrible outcome for the character and/or his allies depending on the situation. Things go from bad to worse.

For example: your group is barreling down the narrow dusty streets of Cairo, having just grabbed the Staff of Imhotep. You are being pursued by a secret paramilitary group determined to return the glory of the pharaohs to Egypt. They pull along side you and toss a grenade in your jeep! The Referee determines everyone in your group needs to make a Dexterity luck roll or be annihilated by the explosion. Those who succeed jump out in time, perhaps taking 1 d6 damage from the high speed leap. Those who get a lucky break might grab the grenade before it explodes and toss it back in the vehicle of the pursuers! If someone gets a bad break oh no! That's it for them, or the referee may decide that when they bail from the vehicle they are immediately captured by the paramilitary group.

HIT POINTS

Hit points (HP) represent the amount of trauma a character can take before dying and are determined by the amount of Hit Dice (HD) a character has at their particular class level. It doesn't solely represent the character's ability to absorb injury – it also represents an experienced combatant's ability to turn what might have been a mortal wound into a flesh wound, by correct positioning, general awareness, use of cover, distractions etc. At 1st level only, characters receive the maximum HP for their Hit Die type. At each succeeding level, they receive the result of one appropriate die roll for their class.

Healing

In addition to the various other means of restoring hit points, a character recovers 1 hit point per day of uninterrupted rest. Four weeks of rest returns a character to full hit points regardless of how many hit points the character lost.

LEVELS AND EXPERIENCE POINTS

As characters continue their adventures, they become progressively better at their various abilities, or learn new ones. This is represented in the game by advancing levels. Adventurers advance in levels by the accumulation of “experience points”, or “xp”. Experience points are typically awarded for achieving goals, accumulating treasure, and killing monsters and enemies.

ACHIEVING GOALS

Characters should gain approximately 100xp/level for achieving minor goals, such as overcoming a difficult trap, saving an innocent in distress, etc. For major goals, such as toppling a tyrant or finding an important artifact and putting it safely away in a museum, the reward should be greater, around 500-1000xp/level.

KILLING MONSTERS

A monster, if killed, should be worth 100 xp per HD of the monster. Half the amount (rather than the full award for actually killing the foes) should be awarded for successfully driving off, capturing, or otherwise thwarting a monster. Referees must decide how to fairly allocate the xp for “kills”, either dividing them equally among all of the characters involved in the encounter, or awarding a larger portion to the characters who did the most damage, made the killing shot, or were otherwise more directly responsible for the victory.

ACCUMULATING TREASURE

Acquisition of wealth is often the goal of many adventuring parties. Characters should gain 1 xp for every \$100 they accumulate in an adventurous or cunning fashion.

Characters get experience points based on the value of treasures (or even simply information) they uncover, even if they don't keep it for themselves. (Scientists and Occultists, in particular, generally desire to turn over their discoveries to their sponsoring museums or universities.) In general, such characters can expect that the quality of equipment and support they receive from their patrons will be the approximate equivalent, if not better, than what they could acquire on their own if they sold their treasures directly on the open market.

It is usually easiest for Referees to pre-determine the market value of unique or priceless items, information, or similar objects based at least in part on how quickly they want their players to advance in levels.

PUBLISHING

Raiders often seek to burnish their reputations by publishing accounts of their discoveries, ideally in prestigious scholarly journals, or alternatively, in the popular press. One entertaining way to simulate this in the game is to give the experience bonus to those players who actually write up an entertaining “in character” account of the party’s last adventure in the form of a press report, journal excerpt or the like. The Referee may grant a +5% bonus to experience earned if the characters that take the time to chronicle their adventures in this fashion. The effect of publishing on the character’s reputation is up to the Referee; it will depend on the magnitude of their discoveries and whether or not they bolstered their claims with recovered evidence or witnesses (such as trusted reporters). Of course, some raiders (such as those who are more tomb robber than archeologist!) may prefer to keep their activities in the shadows.

CHARACTER CLASSES

There are three Character Classes: **Mercenary**, **Scientist**, and **Treasure Hunter**. Each of these is described in detail below.

Note that each character receives a “Title” at each odd-numbered level, and then an additional one at 10th, or “Name”, level. While these titles have no effect on a character’s abilities or statistics, they are a flavorful way of delivering the impression of a character’s general power level without having to resort to the use of bland numbers. Referees are encouraged to replace any undesired titles, or those that poorly reflect the flavor of their campaign, with those of their own creation.

Reading Character Class Tables

Level: Refers to the level of experience of the character.

XP: This is the number of Experience Points (XP) needed to advance to this level.

BHB: This is the “Base Hit Bonus” added to the attack roll. (See Combat)

HD: This is the number of dice rolled to determine hit points at that level. Characters roll their new HD each time they advance a level to obtain an addition to their number of hit points.

MERCENARY

A mercenary, sometimes called a soldier of fortune, is a character with a military or police background, someone with professional experience in violence. They are tough, battle hardened fighters. They may have fought in the Great War, or in countless other smaller wars around the world during the period. They may fight for ideological reasons, or be motivated only by money, but you can be sure of one thing – the mercenary is always ready for a fight.

Level	Title	XP	HD (d10)	BHB	Luck	Level Bonus
1	Freelancer	0	1	+1	14	-
2		2,000	2	+2	13	-
3	Veteran	4,000	3	+3	12	Demolitions
4		8,000	4	+4	11	-
5	Legionnaire	16,000	5	+5	10	Favorite Weapon
6		32,000	6	+6	9	-
7	Condottiere	64,000	7	+7	8	Tactics
8		125,000	8	+8	7	-
9	Mercenary	250,000	9	+9	6	Strategy
10	Commander	500,000	10	+10	5	Favorite Weapon

At character creation the player chooses their mercenary to be either a brawler or a marksman.

Brawler: +1 with melee weapons & unarmed

Marksman: +1 with ranged weapons

Favorite Weapon: a mercenary should choose a single weapon, either ranged or melee. They receive a +1 bonus to-hit and damage with that specific weapon, above any other bonuses they receive. They receive a second such weapon at level 10. They may add this bonus to the same weapon, or choose a new weapon.

Demolitions: at 3rd level the mercenary can construct demolitions from mundane materials at hand. These demolitions can be triggered from a distance, or can be small hand thrown devices that cause 2d6 points of damage, plus an additional 1d6 damage for each 2 levels above 3rd.

Tactics: at 7th level the mercenary has mastered tactics, this provides +1 to hit and +1 to damage to all his allies within sight distance of him in combat.

Strategy: at 9th level the mercenary has mastered strategy. If given time before an operation the mercenary can plan out strategic elements, this gives his allies +2 to all Luck rolls, and a +2 armor class for the duration of the operation, but for no more than 2 hours.



SCIENTIST

Scientists rely on their high intelligence and extensive schooling, their brilliance in their chosen fields and the strange devices they can invent. They may be elderly scholars or two-fisted adventurers, absent-minded professors or grease-soaked engineers. Most scientists that would go on fool's-errand adventures are considered crackpots, or if particularly brilliant may be called a mad scientist. Their motivation may be to expand the frontiers of knowledge, but they may also be seeking validation.

Level	Title	XP	HD (d6)	BHB	Luck	Gadgets (level)
1	Academic	0	1	+0	13	1/
2	-	2,500	2	+1	12	2/
3	Researcher	5,000	3	+2	11	2/1
4	-	10,000	4	+2	10	2/2
5	Maven	20,000	5	+3	9	2/2/1
6	-	40,000	6	+3	8	2/2/2
7	Maestro	80,000	7	+4	7	2/2/2/1
8	-	160,000	8	+4	6	2/2/2/2
9	Authority	320,000	9	+5	5	3/3/2/2
10	Genius	600,000	10	+6	4	3/3/3/2/1

Gadgets: Each Scientist possesses a suite of instruments, devices, and weapons, collectively known as Gadgets. The Scientist adds a new device to this suite each time he or she gains a level. A Scientist with an Intelligence of 13 or higher starts out with one additional 1st-level Gadget. Scientists may fill these slots with Gadgets acquired in play (from treasure troves or other scientists), but cannot have more Gadgets than slots.

Gadgets require power to operate. Unless otherwise noted in the Gadget's description, each Gadget may be used once per day, and must be recharged before it will function again. Each Scientist possesses a portable power source (pack, battery, solar array, etc.) that will recharge any Gadget the Scientist possesses, once every 24 hours.

Lost or destroyed Gadgets may be replaced at a cost of \$100 per level of the Gadget, while lost or destroyed power packs may be replaced at a cost of \$100 per level of the Scientist.

A Scientist may use another Scientist's Gadget (including any Gadgets that might be found in a trove) for a cost of two power pack charges, providing they are able to figure out how to use it (ST modified by Intelligence: Basic Attribute Modifier).

A Scientist with high Intelligence may apply his or her Basic Attribute Modifier to a Gadget that requires an attack or damage roll.

At higher levels, when a Scientist gets a higher level Gadget that is basically an improved version of a Gadget they already have, Referees may choose to allow them to swap out the inferior Gadget for another of the same level.



TREASURE HUNTER

Treasure Hunters specialize in using dexterity and stealth to find valuable items that have been hidden away from the world, in tombs, temples and safes. They are experts in finding and disarming traps, opening locks, sneaking around unseen or heard, and attacking from surprise.

Level	Title	XP	HD (d8)	BHB	Luck
1	Bandit	0	1	+1	13
2	-	1,500	2	+2	13
3	Graverobber	3,000	3	+2	12
4	-	6,000	4	+3	11
5	Burglar	12,000	5	+4	10
6	-	25,000	6	+4	9
7	Prowler	50,000	7	+5	8
8	-	100,000	8	+6	7
9	Plunderer	200,000	9	+6	6
10	Raider	400,000	10	+7	5

Appraise: Treasure Hunters can quickly assess the value of unusual items, determine which pieces will most appeal to collectors, and determine if they are getting a good deal when purchasing supplies or negotiating with locals. Generally a roll will not be required to determine success. In some situations where the item is extremely rare or unusual, or if it is hidden amongst counterfeit decoys then the Referee may set a difficulty number to assess. Roll d20, add Level and Wisdom Bonus to the roll.

Climbing: Treasure Hunters can climb twice as fast as an ordinary person (normally a person can climb a steep incline or wall at about half their standard move rate). It also allows the character to only take one-half of the ordinary damage from falls.

Find/Disarm Traps: Treasure hunters can disarm any sort of trap that might be found in a tomb or wilderness area. Particularly difficult traps may apply penalties to the roll or require additional time. Traps are automatically spotted, particularly clever traps may have a difficulty number to discover and avoid or disarm it. Roll d20 add Level and Dexterity Bonus to the roll.

Hide: Anyone can hide from people looking for them if they have time and plausible places to hide in. With this skill, Treasure Hunters can hide on an instant's notice, even in locations where cover seems unlikely.

Language: Each odd level (1, 3, etc.) the Treasure Hunter gains fluency in one additional language.

Open Locks: Treasure Hunters can pick locks, crack safes, and otherwise get past mechanical barriers. For most locks this is automatic. Particularly challenging locks may require a difficulty number to overcome. Roll d20 add Level and Dexterity Bonus to the roll.

Stealth: a Treasure Hunter can move from one area to another without being noticed. Keen observers may detect the Treasure Hunter on a successful roll vs. a difficulty number set by the Referee depending on the circumstances. Generally 15 + the level of the Treasure Hunter. Bonuses for the observer may be applied for circumstances, including if the Treasure Hunter is moving other people or large objects, in well lit or open areas, or moving through areas with obstacles or environments prone to noise like crunchy leaves.



T.H. 001234567

BEYOND 10TH LEVEL

There is nothing stopping characters from progressing beyond 10th level in one or more classes. Further levels cost the same amount of XP as the progression from 9th to 10th level. Progression in class abilities can be derived from their progression from 1st to 10th level. However, Luck levels should stop decreasing after 10th level to preserve some possibility of failure.

MULTICLASSING

Instead of progressing in their original class, characters may choose to add additional classes. When a character is about to go up a level, they can simply declare they are instead adding an additional class of their choice. Hit dice, Luck, and BHB are increased per the first level of the new class. If the character's former Luck or BHB is better than the first rank of the new class, the old first level numbers apply. In effect the character is a composite of the two classes. New Hit Dice, on the other hand, are strictly those of the new class.

When the character reaches the XP point in the new class to increase to 2nd level in that class, they can do that or instead choose to go back to the original class to add an additional level. The character can even become a 1st level character of yet another class, to a maximum of three character classes. Once a character has 1st level in a class, they can advance in that class normally.

Characters cannot advance in multiple classes simultaneously. Once a player has determined what class they wish to advance in next, all XP received must be counted towards that class's next level.

Note: at higher levels a character may have an undue advantage increasing a low level additional class. For example a 7th level mercenary that starts a new career as a 1st level Occultist would be able to accumulate XP very rapidly. The Referee may rule that a character only gains 1/2 XP toward the lower level class if their higher level class is more than 3 levels higher. This complicates multiclassing a little, but this works if balance is a high concern.

LANGUAGES

Characters at creation speak only their native language and any one additional language (presumably English if that isn't their native tongue.) They may add one additional language for each +1 modifier their Intelligence provides. Characters may understand basic concepts (and make themselves understood) in languages they don't speak by rolling their Intelligence or lower on a d20; Referees may award bonuses to this roll for sufficiently entertaining roleplaying! "Basic" concepts should be reserved to the likes of, "We mean no harm," "Take us to your village," or perhaps even "Which way is the temple of the Thunder God?", though of course there is no guarantee the targets of such questions will want to answer them.

DEEP PHOBIA

Spiders! Why did it have to be SPIDERS???

This is an optional step in character creation. Each character may roll for one specific area in which they have a high level of fear. If they choose this they may add +1 to any single Attribute of their choice. This phobia can be the dark, rats, snakes, or any other relatively common thing that may be encountered on an adventure.

When faced with their phobia a character must make a Luck roll in order to act, if they fail they will be paralyzed and unable to perform any actions for 1d4 rounds. The Referee may adjudicate other responses to the character's deep phobia depending on the situation. A bad break could result in the character fainting for 2-8 rounds, or worse.

1. **Arachnophobia** – The fear of spiders affects women four times more (48% women and 12% men).
2. **Ophidiophobia** – The fear of snakes. Phobics are known to even avoid certain cities because they have more snakes.
3. **Acrophobia** – The fear of heights. Five percent of the general population suffer from this phobia.
4. **Cynophobia** – The fear of dogs. This isn't restricted to just large or mean dogs, even friendly little poodles can trigger this fear.
5. **Claustrophobia** – The fear of small spaces like elevators, small rooms and other enclosed spaces.
6. **Mysophobia** – The fear of germs. It is also rightly termed as Germophobia or Bacteriophobia.
7. **Aerophobia** – The fear of flying. 25 million Americans share a fear of flying.
8. **Thanatophobia** – The fear of death. Even talking about death can be hard.
9. **Ornithophobia** – The fear of birds. Individuals suffering from this may only fear certain species.
10. **Aquaphobia** – The fear of water. Being afraid of water or being near water. AKA Hydrophobia.
11. **Hemophobia** – The fear of blood. Even the sight of blood can cause fainting.
12. **Ailurophobia** – The fear of cats. This phobia is also known as Gatophobia.
13. **Nyctophobia** – The fear of darkness. Being afraid of the dark or the night is common for kids.
14. **Triskaidekaphobia** – The fear of the number 13 or the bad luck that follows.
15. **Gephyrophobia** – The fear of bridges and crossing even the smallest bridge.
16. **Entomophobia** – The fear of bugs and insects, also related to Acarophobia.
17. **Pyrophobia** – The fear of fire. A natural/primal fear that can be debilitating. The character won't even want to light a fire when cold.
18. **Ichthyophobia** – The fear of fish. Includes small, large, dead and living fish.
19. **Phasmophobia** – The fear of ghosts. AKA Spectrophobia. This doesn't have to be real ghosts, it only matters if the character thinks its a ghost.
20. **Musophobia** – The fear of mice. Some people find mice cute, but musophobics don't.

BACKGROUND

At creation players should define their character's background, or what it is they did before becoming tomb-raiding adventurers. This may be a part of the world they were raised in or traveled in extensively, or a noteworthy job or position they held, or a body of knowledge they've become expert in. Referees should presume that, being heroes, the characters are experts in matters related to their backgrounds and allow them to know any relevant facts in these areas.

Military: the character has served in the military or was brought up in a military family. Soldiers may recognize and respect them, military officials may afford them special treatment.

Government: the character has been a member of a government and has deep ties and friends in the government. This can be advantageous in countries friendly but can be a disadvantage in hostile territories. Even then understanding the ins and outs of bureaucracies can be helpful.

Aristocracy: the character is a member of a royal family and grew up privileged, and has aristocratic ties that can aid them.

Show Business: the character is a performer, or grew up in a family with ties to show business. Choose one major and one minor talent: singing, dancing, acting, musical instrument.

Journalism: the character was a reporter for a newspaper and has deep ties to the field of journalism. They are always seeking the truth, or the best story they can write to sell copies of their work.

Science: the character specializes in a field of science like Archaeology, Paleontology, or Chemistry (choose now). When dealing with matters that fall within their science knowledge they have an advantage, often reflected as a bonus to a die roll appropriate to the situation.

Law: the character is a lawyer, or some other legal background, and understands how to navigate the maze of the law. This can be a bonus to a die roll in situations dealing with the police or judicial systems when the character inevitably runs afoul of the law.

SAMPLE CHARACTER BUILD

Sarah is designing a new character for a Raiders! campaign. The Referee decides to use a straight 3d6 roll for Attribute scores, but allows the players to sort them in any order to best suit the class they want to play. Sarah rolls her dice and gets: 9, 12, 10, 5, 11 and 14.

Talking to the other players, Sarah decides she'd most like to play the party's scientist. Picturing a nonathletic college-professor type, she decides to arrange her stats like so:

STR: 5 (-2)

DEX: 11

CON: 10

INT: 14 (+1)

WIS: 9

CHA: 12

She then notes the other features of her chosen class. Scientists use a d6 for HD, so she notes that she starts with the maximum of 6 HP. Her BHB is +0 and her Luck is 13. Because of her high INT, she starts the game with two 1st-level Gadgets. She decides that since he'll be spending a lot of time on sites underground studying ancient cultures, his Gadgets should be a pair of UV Goggles for seeing in the dark and an Instant Camera to help him record his finds.

Her INT bonus also allows her an additional language beyond the two every character can speak, so she chooses English, Arabic and Greek. Lastly, she settles on her character's name and background: his name is Philip Howard, and he's a young professor at a major university who has done a lot of library studying, but little fieldwork. The university has been pushing him to get some experience out in the wild in order to get his doctorate, and he's excited by the prospect of making important discoveries but a bit concerned about having to exert himself too much.

Since the rest of the party includes a couple of sturdy fighting types, the Referee agrees a mild-mannered professor should fit in just fine, and notes that the University might make an interesting patron for the entire team. Sarah fully expects that by the time he's ready to actually earn the title of Doctor, Philip will have become quite a bit more adventurous!



CHAPTER TWO: EQUIPMENT

Characters may use their money to buy a variety of equipment and may encounter non-player characters that have their own gear.

All characters can be assumed to have a house or apartment. As a general rule, most prices for items not listed can be estimated by dividing modern prices by approximately 15 to 20. An unskilled laborer in the US might make anywhere from \$25 to \$100 a month, while a successful doctor might make \$300 to \$400 a month. A nice men's suit might cost \$25, and a fine meal \$2. A small but comfortable house might cost \$3,000.

Gear and Accessories

Characters have access to basic expeditionary and/or camping gear- tents, picks and axes (not designed for combat but with stats in case of emergency), flashlights, telescopes, binoculars, cameras, etc.,



Transportation

Taxi: ~0.05/mile carries up to 5 passengers

Train fare: ~\$0.02-5/mile Typical train can cover 20-30 miles/hour average, including stops.

Plane fare: ~\$0.10-15/mile Typical plane carries 20-30 passengers, travels 100-150 mph, and has a range of 500-1000 miles.

Zeppelin fare: ~\$0.10-40/mile Typical zeppelin carries 60-70 passengers, travels 60-70 mph, and has a range of 4000-5000 miles.

Freighter fare: \$10/day, Travels 10 mph.

Ocean liner: Travels 20-25 mph.

1st Class: \$50-100/day

2nd Class: \$20-30/day

3rd Class: \$10-15/day

Steerage: \$2-6/day



MELEE WEAPONS

Weapon	Damage	Weight (lb.)	Cost (\$)
Axe or Sickle	1d8*	4	\$50
Bo staff (2-handed)	1d6	4	20
Club	1d6-1	2	\$1
Dagger****	1d4	0.5	\$20
Baton/Tonfa/Nightstick	1d6-1	1	\$25
Fist, Kick, etc.	1d3	-	-
Hammer	1d6	3	\$20
Sword or saber	1d6	4	\$100
Sword, long (or Katana)	1d8*	5	\$150
Lance	1d12**	5	\$100
Pole Arm (2-handed) or Scythe	1d10	4	\$50
Spear (or bayonet on rifle)	1d8*	2	\$30
Whip	1d4****	0.5	\$20

* +1 damage if weapon is used two-handed

** Mounted use only

*** Easily concealable (up sleeve, in pocket, etc).

**** Target hit must make a Dexterity luck roll or suffer -2 penalty to AC for one round



Ranged Weapons

Various ranged weapons are available. Bows, slings, and thrown weapons are usually easily accessible as sporting goods, as are rifles and shotguns. Other weapons may be subjected to local or national restrictions.

Note: There is a +0 "to-hit" bonus for missile weapons utilized at short range (x1), a -1 "to-hit" penalty at medium range (x2), and a -2 penalty for long range (x3) attacks. Aiming for one interrupted round adds +1. Aiming, with sights for one interrupted round, adds +2.

Ranged Weapons Table

Weapon	Dmg	RoF	range (feet)	Weight (lb.)	cost (\$)
Bow, Compound	1d6+1	2	100	7	\$300**
Bow, Long	1d6	2	80	6	\$130**
Blowpipe	1 (+poison)	1	30	4	\$50
Dagger	1d4	2	10'	1/2	\$30*
Crossbow	1d8	1	70	7	\$200**
Arrows or Crossbow Bolts, 10	—	—	—	1	\$50
Hammer, throwing	1d6	1	20	4	\$10*
Shuriken	1d3	3	10	¼	\$10*
Slingshot	1d3	2	20	1	\$10*

* Concealable under jacket.

** Concealable under long coat.



Ranged Weapons (Firearms) Table

Weapon	Dmg	RoF*	Cap	Range (feet)	Weight (lb)	Cost (\$)
Revolver	1d8	2	6	120	2	300
Auto Pistol (9mm or .45)	1d8	2	15	120	2.5	500
Revolver, magnum*	1d10	2	6	150	3	800
Rifle, bolt-action	2d8	2**	5	600	8	1000
Shotgun	3d4	1	7	80	6	300
Machine Pistol*	1d8**	2 (burst)	20	120	3	1200(M)
Submachine Gun (SMG)**	1d8	2 (burst)	32	150	6	1000(M)
Sawed-off shotgun**	3d4-3	1	7	40	5	300(M)
Sniper rifle	2d8	1	5	800	20	5000
Anti-Tank Rifle	3d6*	1	10	1000	30	8000(M)
Light MG	2d6+1**	Burst/full	100	1000	25	10000(M)
Heavy MG	3d6	Burst/full	100	1200	100	15000(M)

RoF is Rate of Fire: The maximum number of projectiles than can be fired per combat round and/or whether the gun is capable of burst fire or full auto

* Concealable under jacket.

** Concealable under long coat.

*** The spread of shot is 5' either side of the point aimed at. Therefore, one shot can attack several targets. However, at beyond the first 60ft, targets get to make a luck roll (DEX mod applies) for half damage

Note that the rocket launcher only gets one shot!

(M) Military weapon, usually illegal.

The butts of pistols, crossbows, or rifles may be used to strike in melee for 1d4 (pistol or crossbow) or 1d6 (rifle) points of damage.

AREA-EFFECT WEAPONS

The target automatically takes the damage. Anyone else within the radius near the target gets a dexterity Luck throw to avoid damage (vehicle operators luck roll for the entire vehicle by swerving out of the way); add +3 to luck roll if there is cover available to duck under.

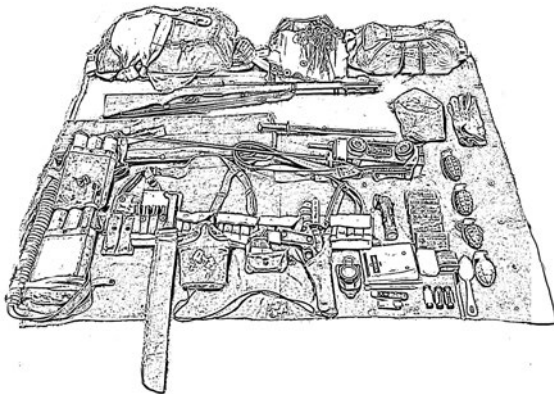
If the attack misses it overshoots by 1d4 x 10% of the range in a random direction; anyone in the radius gets a Luck throw to avoid damage as above.

Ranged Weapons (Area Effect) Table

Weapon	Dmg	RoF	Cap	Range (feet)	Weight (lb)	Cost (\$)
Grenade, smoke	1d4 (10 ft. radius)	1	1	20	1	50*
Grenade, concussion	2d6 (5 ft. radius)	1	1	20	1	50*(M)
Grenade, fragmentation	2d8 (15 ft. radius)	1	1	20	1	50*(M)
Dynamite, stick	3d6 (10ft. radius)	1	1	5	2	25

* Concealable under jacket.

*** Creates stationary cloud of smoke equivalent to Darkness power for 5 rounds.



ARMOR

Characters wearing armor will stand out as being unusual in most circumstances. Armor, other than the occasional pot helm or leather jacket or coat, is almost never worn in this period, and shields are obsolete (ineffective against guns and no longer carried by just about anyone). A few experimental “bullet proof” vests were made but they are heavy and not very effective.

Armor Table

Armor	AC	Cost (\$)
Bulletproof Vest*	14 (5)	300
Chainmail	15 (4)	1,000
Steel Helmet	+1	100
Long leather coat	12 (7)	200
Leather jacket**	11 (8)	100
Shield	+1 *	100
Shield, large	+2	500

* This armor is considered to be heavy, and encumber the wearer (and will also prevent him swimming).

** Light and concealable under or passes as clothing (unlike other armor).

OTHER EQUIPMENT

A variety of miscellaneous equipment can be purchased and carried in utility belts, satchels, or pockets.

Other Equipment Table

Gear	Weight	Cost (\$)
Camera, standard	1	250
Climbing gear	15	500
Flashlight (30 x 5' beam)	1	80
Handcuffs (Str luck roll at -10 to break)	0.5	50
Two-Way Radio	1	40
Medical kit	6	200
Silencer (not usable with revolvers)	1	30
Binoculars	0.5	80
Toolkit (basic tools)	10	2000

VEHICLES

Various vehicles can be acquired. These statistics are based on vehicles available up to the mid-1930s.

AC: The vehicle's Armor Class.

HP: The vehicle's hit points.

MPH: The top speed in miles per hour. Multiply this by 20 to get a tactical speed in ft. per round (while combat maneuvering). Regular travel speed usually averages half top speed.

Seats: How many people fit comfortably (crew/passengers). Double this to overload, -2 to AC and reduce Mph by 1/2.

Cost: Approximate purchase price.

Ground Vehicle Table

Vehicle Type	AC	DR	HP	Mph	Seats	Cost (\$)	Weight (lbs.)
Light Tank **	18	15 *	28	22	3	50,000	12,000
Truck **	15	5	33	70	1+5	10,000	8,000
Luxury Car	13	2	20	100	1+4	40,000	5,000
Police Car	13	3	25	100	1+4	20,000	5,000
Motorcycle	10	2	10	120	1+1	2,000	500
Small Car	12	2	25	80	1+3	10,000	3,000
Sports Car	12	2	25	140	1+1	50,000	4,000
Motorcycle and Sidecar	10	2	12	80	2+1	3,000	800

* Front of body and turret DR 20. Armed with tank gun and machine gun. Only heavy machine gun can elevate to hit targets above vehicle.

** May be fitted with light or heavy machine gun.

Aircraft Table

Vehicle Type	AC	DR	HP	Mph	Seats	Cost (\$)	Weight (lbs.)
Hot Air Balloon	10	0	20	10-20	1+3	20k	800
Zeppelin *	11	0	95	84	97	200m	325,000
Biplane *	13	2	40	120	2	40k	2,000
Seaplane *	14	3	40	120	15	200k	14,000
Monoplane *	12	1	25	250	4	300k	2,400
Multi-Engine Transport	18	4	60	220	2+21	1.3M	25,000

k = thousands

m = millions

* Usually unarmed but may be fitted with two heavy machine guns.

Water Vehicle Table

Vehicle Type	AC	DR	HP	Mph	Seats	Cost (\$)	Wt.
Mini-Sub	12	4	25	8*	4	100,000	100 tons
Large yacht	14	5	80	30	10	2 million	200 tons
Tramp freighter	15	10	100	25	1000	20 million	2,000 tons
U-Boat (submarine)	16	10	90	20*	43	40 million	900 tons
Speedboat**	11	1	20	60	4	15,000	2 tons

* On surface or underwater. Underwater speed is halved.

** Usually unarmed but may be fitted with light or heavy machine gun.

VEHICLE WEAPONS

These military weapons are mounted on vehicles or fixed installations. The same rules for ranged weapons apply to them.

Heavy Weapon Table

Weapon	Dmg	RoF*	Cap	Range (feet)	Cost (\$)
Heavy machine gun	3d6	1-2 Bursts*	100	1200	15,000
Tank Gun	6d6	1	120	4000	50,000
Bomb	9d6***	1	**	1000	10,000

* Fires up to five attacks each using up 10 shots per burst.

** Combat aircraft usually have 1-3 pylons that can mount bombs.

*** Explosion area of effect 50' radius.



GADGETS

These items are generally only available to Scientists, who receive them as part of their Level Bonuses. Referees may also make them available to parties without a Scientist on behalf of a Patron, though usually those Patrons will prefer that somebody with some skill and experience handle their valuable items (a good excuse for adding an interesting NPC to the story!). Gadgets will not function as effectively for non-trained users.

Level 1

Acoustic Scanner: Stethoscope-like device, adds +2 to hearing rolls.

Aqua-Lung: Provides oxygen to user underwater for 30 mins/charge.

Instant Camera: This bulky but hand-held camera can develop a picture in 1 minute by peeling the film.

Long Range Radio: Broadcast-capable set with international range.

Smoke Bomb: Fills one 10x10 space with smoke for 1 minute.

UV Goggles: Nearly normal vision in ordinary darkness.

Level 2

Grappling Hook Gun: ability to climb up to 100' within 1 round, even up sheer or slippery surfaces.

Thermite charge: When triggered explodes in a 10' radius causing 3d6 damage.

IR Goggles: Sees heat signatures.

Minor healing drug: Recover 1d6+2 hit points.

Minor Electro Pistol: 1d6 Blast, 10' range.

Level 3

Miniaturized Camera: As Instant Camera, but small enough to hide on a person's body or effects.

Miniaturized Radio: Hearing-aid sized, limited range, with mic for broadcast, set of 4.

Electrified Cane: 1d8 melee weapon.

Knockout Gas Bomb: Fills one 10x10 space with gas, luck roll vs. Poison or sleep for 10 minutes.

X-Ray Scope: Hand-held, penetrates up to 10' of most solid materials, except heavy metals like lead.

Level 4

Major healing drug: 3d6 healing.

Major Electro Pistol: 3d6 Blast, 40' range

TV Wristwatch: 2-way visual conversation with other user or office set.

Weather Controller: Affects local weather conditions in a 100' radius, generally outdoors only but indoors if the ceilings are high enough. Creates or clears rain, snow, fog, etc.

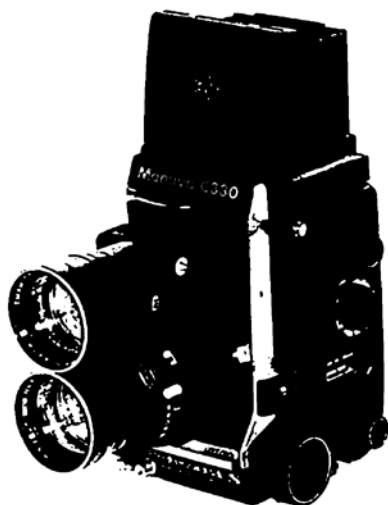
Level 5

Disintegration Ray: Luck roll vs. Constitution or die.

Robot: A small assistant robot than can take simple orders and perform repetitive operations. It cannot defend itself, or attack competently.

Rocket Pack: Fly 45 miles for hour for up to 3 hours per charge.

Dimensional Gate: a bulky average door sized device that is a one way portal to an unknown dimension. Nothing comes back from it. Ever.



RELICS

Relics are the most powerful items in the game, and should generally be reserved for the climactic scenes as the object of the heroes' quest. Indiana Jones seeks after Relics in most of his adventures (The Ark of the Covenant, the Sankara Stones, the Holy Grail, and the Crystal...never mind, we won't talk about that one), while Lara Croft pursues the time-manipulating Triangle and Pandora's Box in her films. Relics usually have incredible powers, but are far too dangerous to use casually or for personal gain (indeed, doing so is generally the sort of behavior that causes ironic deaths for villains.)

Example Relic: Excalibur

Ahmet is writing an adventure for his friends to play in. He thinks it would be fun to use some Arthurian myths and locations, and decides to use Excalibur as the focus of the scenario. Reading up on his Malory and Tennyson, he decides that apart from representing the natural God-given right to rule England by wielding it, the sword itself should have the following properties:

- +4 To Hit and Damage bonuses ("Cuts steel")
- Glows at the user's will, illuminating a 50' radius ("Gave light like thirty torches")
- Inspires its followers, giving everybody on the same side as the wielder an additional +1 To Hit and Damage bonus.

Also, the scabbard itself is magical as well, protecting its user from blood loss from injuries. In game terms, this means that any apparently deadly injuries received are considered automatically "bound" even if no-one assists the character.

Obviously, this sword would be worth an enormous amount of money to any collector simply for the historical value if its authenticity could be proven (and, therefore, the truth of the stories of King Arthur as well.) Dramatically, such a treasure should probably be guarded by a series of menaces (created by Morgan Le Fay, perhaps?) and only be usable in the end by someone worthy to be rightful King (or Queen?) of All England...

Several examples of relics are presented in Chapter Four.



CHAPTER THREE: FOR THE REFEREE

RULE NUMBER ONE

The most important rule is that the Referee always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules—holes we did not fill on purpose because much of the fun of “old school” gaming is being able to make rules up as you need them. These can be as simple as “grab some dice, roll them, and tell me the number” or as complex as devising your own home-brew charts to cover the smallest of details. Along the way we'll be making suggestions, explanations, and giving ideas; feel free to use them or discard them as you like. This is your game, after all.

TIME

Time in Raiders is measured in normal terms of hours, days, weeks, and so on. During adventures, time is measured in special increments of turns and rounds. Turns are typically 10 minutes long, and a round is typically one minute long. Combat is most often measured in terms of rounds, and exploration most often in terms of turns.

MOVEMENT AND ENCUMBRANCE

Unencumbered characters typically move at a rate of 120' per turn when exploring an area, which takes into account searching, mapping, and moving cautiously. Characters can move 10 times that distance in close quarters by running with no regard for danger, obstacles, and stealth. Characters (again, unencumbered) may run up to 1 mile in 1 turn if outdoors and in favorable terrain (road, meadow, etc.). During combat, an unencumbered character can move (and move only) up to 120' in one round, or move up to 30' and perform some other action, such as fighting. Characters are considered unencumbered if they are carrying 35 pounds or less (modified by their Strength.)

Moderately encumbered characters, or those who are wearing bulky armor or carrying between 36 and 70 lbs. of equipment and treasure (modified for exceptional Strength) suffer a penalized movement rate of 90'. Encumbered characters, or those carrying 71-105 lbs. (again, modified by Strength) of equipment and treasure, suffer a penalized movement rate of just 60'. Heavily encumbered characters (carrying more than 105 lbs. plus or minus Strength modifiers) may move only 30', and may not run at all.

REST

Characters must rest at least one turn for every six turns (one hour) of exploration, or suffer a -1 penalty to all attacks, damage, and Luck throws due to exhaustion.

LIGHT

Unless stated otherwise, all indoor areas explored by the characters should be considered dark, with no range of visibility. Carrying torches, lamps, and other devices will provide illumination as follows:

Item	Range	Lit Duration
Candle	10'	2 hours
Flashlight	20'	12 hours
Lamp, oil	40'	8 hours
Lighter	10'	1 turn
Torch	30'	1 hour

ENVIRONMENTAL HAZARDS

Falling

Characters take 1 d6 points of damage for each 10 feet they fall. They can make a Luck throw versus falls to sustain only half damage.

Drowning and Suffocating

Characters can hold their breath for a number of rounds equal to their Constitution. After that, they take 1 d6 HP per additional round.

Poison

Poisons commonly encountered in *Raiders!* include animal venoms (such as snake and spider bites), vegetable toxins (often used to coat poison needles or similar devices on traps), and essentially “magical” poisons such as clouds of poisonous gas. Generally, when a player character ingests or inhales the poison, or it otherwise enters his or her bloodstream, he or she must roll a Luck throw against poison (sometimes with a modifier—up to +2 for a relatively weak toxin, down to -4 for a particularly lethal one). If the Luck throw is failed, the character dies.

In practice death from such cases is not instantaneous, although the character is typically incapacitated immediately. There is time for medical assistance (antivenins or antitoxins, etc.) to the character, if this is done reasonably soon (say, within about 15 minutes depending on the strength of the venom or toxin involved).

DOORS

Most doors encountered will be closed. Some of these may be locked, while others may be stuck due to age or deliberate sabotage. Doors that are stuck closed may be opened on a roll of 6+ on a d6. Add character's Strength bonus to the roll.

Obviously some doors, usually because of stronger materials or special construction, will never be forced despite the Strength of the characters, and special means must be undertaken to open them (explosives, finding the key, etc.).

Some doors will be hidden or concealed, and are commonly termed "secret doors". Characters who are actively searching for secret doors may locate them on a roll of 6+ on a d6. Add character's Wisdom bonus to the roll.

Characters may attempt to hear what is happening on the other side of a door; again, this is ordinarily successful with a roll of 6+ on a d6. Add any character class abilities or modifiers due to gadgets. For example you may add +1 because the character is using a cup to focus the sound to her ear.

HIRELINGS AND SPECIALISTS

Characters often find it helpful to employ assistants (Hirelings) to help them on their adventures, or specialists to assist them with particular matters in between adventures. The number of Hirelings a character may employ at any one time is based on the following chart:

Charisma	Number of Hirelings
3	0
4-5	2
6-8	3
9-12	5
13-15	7
16-17	9
18+	11

Retainers may be exceptional NPCs with class levels, or may be "0 level" normal humans. Exceptional NPCs are usually generated just like player characters, whereas "0 level" retainers (such as porters, torchbearers, and soldiers) are assumed to have average Attribute scores, 1 d6 hit points, and luck roll as 1st level Fighting Men.

If the Referee advises a player that individuals are available for hire, the player must negotiate a salary with each potential Hireling, and offer any equipment appropriate for the job. Once terms are met, the Referee either rules on the acceptance of employment, or may roll on the following table, modified by the hiring character's Basic Attribute Modifier (Charisma):

Roll 2d6	Reaction
2 or less	Refusal, no re-negotiation
3-5	Refusal
6-8	Further negotiation required
9-11	Offer accepted
12+	Accepted, high loyalty

Hirelings with classes gain experience along with their employer. Typically this is 20% of the player's share, divided equally among all leveled hirelings. "0 level" hirelings do not ordinarily earn or accumulate experience.

Specialists are generally hired to perform a specific, non-adventuring task, such as deciphering an ancient text or repairing a truck's engine. Some common specialists and their rates are as follows:

Native Guide: \$0.10-50/day

Skilled Guide: \$1.00/day

Translator: \$0.10-25/day

Native Bearer: \$0.05-20/day

Cook: \$0.05-10/day

Digger/Excavator: \$0.25-50/day

Lead Excavator: \$30-50/month, overseeing up to 30 workers

Driver: \$0.75-1.00/day

Bodyguard/Mercenary Soldier: varies widely, but 0-level natives are usually \$0.25-50/day.



COMBAT

Combat occurs when enemies face off with harmful intent, be it characters vs. villains, characters vs. monsters, or character vs. characters! Combat can include groups fighting against groups, and groups fighting individuals. Combat includes fighting with weapons, teeth, claws, fists, devices, Gadgets, and even mental powers or spells! The standard combat sequence for Raiders is as follows:

Combat Sequence

1. Surprise is determined, and any surprise round resolved.
2. Initiative is rolled.
3. The side that wins initiative acts first, in the following order:
 - a) Ranged weapons, spells, and devices are resolved.
 - b) Any movement occurs
 - c) Melee attacks are resolved.
4. The side that lost initiative acts, in the above order.
5. Any morale issues are resolved.
6. Go back to step two: Repeat until one side is destroyed, flees, or surrenders.

INITIATIVE

Each party rolls 1 d6, usually the Referee rolling for the “enemies” and a chosen player rolling for the “heroes”. The side with the highest result goes first. If the roll is a tie, the Referee judges whether a reroll is necessary or if both sides will act simultaneously in the standard order.

MELEE

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. A character’s strength bonuses “to-hit” and damage are added to melee attacks. Two combatants within five feet of each other are considered to be “in melee.”

MISSILES

Missile attacks are attacks with ranged weapons such as guns, crossbows, or thrown knives. A character’s dexterity bonus for missile attacks is added to the “to-hit” roll when the character is using missile weapons. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack.

DAMAGE AND HEALING

Each time someone or something is successfully attacked, the damage incurred is subtracted from its total hit points. Once a creature's hit points reach "0" it is considered dead (or sometimes incapacitated or unconscious, at the Referee's discretion). If a player's character reaches "0" or fewer hit points, 1d6 is rolled – the result is how many rounds the character has to receive some sort of medical aid before expiring!

A character who spends one round tending a dying character may bind the character's wounds, leaving him or her stable, though unconscious for a number of hours equal to the stricken character's d6 roll.

Damage may be "healed" after any combat with 1 turn of rest and first aid. The amount healed is 1d4 hit points – this amount cannot exceed the amount of damage incurred in the combat immediately preceding the rest, and will not heal damage incurred in earlier combats.

A character able to get eight hours of rest "in the rough" heals 1d3 points of damage after the rest. Characters able to get 24 hours of rest in a comfortable location (home, an inn, etc.) will recover 1d3 points plus 1 hit point per character level. A full week of full rest heals all hit point damage.

NONLETHAL COMBAT

Players or Referees may declare that certain types of combat (usually unarmed) are nonlethal. Damage suffered in this mode is temporary, and is healed back entirely in one hour. Characters reduced to 0 or fewer HP by nonlethal combat are merely knocked unconscious, not dead. See Appendix 3 for optional additional rules for grappling.

MORALE

If one party or creature is being overwhelmingly dominated, a morale check may be necessary to determine whether that party or creature will stay and fight or attempt to flee. Typically morale is determined to have broken with a percentile roll of 50% or less, modified by whatever the Referee feels appropriate (for instance, a cowardly spy or a mistreated hireling may suffer a 25% penalty to the morale check). Note that unintelligent creatures, or obsessed zealots as the case may be, will usually fight until death, with no morale check needed.

COVER

An opponent may be using cover to shoot from or hide behind. This will give an attacker a negative modifier to the roll, from -1 to -5 on their "to-hit" check, determined by the Referee.

VEHICLES IN COMBAT

Sometimes the action will revolve around vehicles – chasing or being chased, or simply shooting at or from moving cars and so on. Rules for car chases can be complicated and potentially slow the game down, so we believe the best option is to take note of exactly what the PCs are doing, the relative speeds of the vehicles involved and any other factors (for example, are they on a straight open road, are they on a mountain pass with hairpin bends, are they in heavy traffic, etc.) Then allow characters with the Driving skill to make their checks, and if no player does than allow them a DEX-based ST. A successful roll could indicate that the car the PCs are in will get away from/catch up with the enemy car. Or, you might want to keep the chase going and require a combination of successful rolls. It is important to note that a failed Luck doesn't necessarily mean the characters have crashed their car. It could mean the enemy has caught up/got away, a burst tire, cause damage to the car's HP from a cliff face (say d6 per 20 mph) or even running low on fuel. A combination of failed STs is likely to result in a crash though.

Firing weapons from speeding cars could garner a "to hit" penalty, of between -1 to -4 or so, at the Referee's discretion.

COMBAT CHARTS

A roll of 20 is always a hit. A roll of 1 is always a miss. (This applies to both Ascending and Descending AC systems)

Ascending AC

This is the default combat system used in Raiders. In this system the AC of the defender is a target number that the attacker is attempting to get by rolling 1d20 and adding their modifiers. If the number total is equal to or higher than the AC then a hit is scored and damage is rolled. Otherwise it misses.

Descending AC

When descending AC is used, roll to-hit with a d20, add any applicable bonuses, and check the target number by level or HD and Armor Class. If the total is equal-to or higher than the target number, a hit is indicated.

AC	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
to hit*	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

* number needed to hit includes all bonuses and adjustments.

Target Number 0 (alternate method)

Target number to hit can also be calculated using a formula called TN0 which is the minimum roll needed on a 20-sided die to hit Armor Class 0. Your TN0 score is 20 minus your Bonus to Hit. Lower TN0 and lower AC is better. They can go into the negatives.

To figure out the target number to hit use attacker's TN0 minus the defender's AC equals what you need to roll on a 20-sided dice to hit the defender.

For example, if the defender has AC 0 and attacker's TN0 is 10 then the formula is $10 - 0 = 10$.

Another example, attacker's TN0 is 15 and the defender's AC is -2. $15 - (-2) = 17$. Attacker needs to roll a 17 or better to hit.

TARGET NUMBER 0

Level	Mercenary	Fortune Hunter	Occultist	Academic/ Scientist	Monster
<1					20
1	19	20	20	20	19
2	18	19	19	19	18
3	17	19	19	19	17
4	16	18	18	18	16
5	15	17	18	18	15
6	14	17	17	17	14
7	13	16	17	17	13
8	12	15	16	16	12
9	11	14	16	16	11
10	10	13	15	15	10

ADVANCED GRAPPLING RULES

Raiders often get into wrestling matches. Instead of treating wrestling as an unarmed combat attack that inflicts hit point damage these advanced rules can be used.

A grapple is a melee attack like any other. Roll 1d20, with usual strength Basic Attribute Modifier. If you hit, you grappled your opponent. Grappling attacks may be substituted for any appropriate attack one-for-one. Unstoppable (if applicable) may be used.

After hitting simply roll damage but with all grappling damage tallied in “Control Points” (CP), not actual hit points lost. Control Point damage is recovered immediately once the attacker lets go (whether willingly or not), not at the usual healing rate.

Humans and humanoids do 1 d6 CP, plus or minus the usual Strength modifier. For monsters, a grappling attack does the same damage as the base attack being used.

The effects suffered when grappled depend on how many CP have been inflicted on you relative to your HP.

Grappling Effect Table

Control point Inflicted	To Hit Penalty	Damage Penalty	AC Penalty	Move
Up to half defender's hit points	-4	-2 damage	Two levels worse	Half
Up to defender's hit points	-8	Half damage	Four levels worse	None
Exceeds defender's hit points	Can't attack	Pinned and helpless	None	

After the Grapple

Once you've grabbed a foe, you can develop or discard the grapple.

Attacking: You can attack to try to get more CP. Roll to hit normally. If you succeed, roll for CP and add them to the current total. Grappling is cumulative. You can also attack normally with a weapon at no penalty, unless grappled back!

Counter-Grappling: You can always grab a foe back! Attack normally and if you hit, roll for CP: though both the to-hit and damage roll may be penalized due to the grapple on n you! You may apply rolled CP to either put CP on your opponent, or reduce the CP your opponent has on you. If the latter, any excess applies as CP to your opponent.

Injury: You can attempt to convert your CP to damage. Roll to hit normally for grappling. Instead of inflicting more CP, you may convert your CP to damage: 2 CP turn into 1 HP of “real” damage. However, once you use them for damage, they're gone.

Let Go: You can always Let Go as a free action on your turn. You don't need to hold on.

Throw: If you amassed at least half your foe's HP in CP, you may spend CP to attempt to throw them to the ground. First “spend” accumulated CP equal to half the foe's hit points (round up) to attempt the move. Then roll to hit normally, using

the new AC penalty, not the old one. If successful, your foe is stunned for 1 d4 turns and takes 1 d4 + Strength modifier damage.

Grab Item: If you amassed more CP than 1/2 the wielder's current HP, you can try to grab it. Roll to hit vs. the foe's armor class as usual. If you succeed, you take it.

If the super has a Mental Attack it can be given a different attack mode such as Aura, Bolt, Continuous, Sword (or other melee weapon), or Touch.

CHAPTER FOUR - ADVENTURE AND CAMPAIGN DESIGN

Now that you have a team of miscreant Raiders ready for some adventurous archaeology, they need places to go! As you sit down to plot out some adventurers, here are some broad concepts for Referees to keep in mind before we start getting specific.

Raiders! is a game of adventure, and the primary activity in those adventures is exploration. Even though the rules for combat take up more space in this rulebook, play tends to focus more on exploration than combat. Whether the party is investigating an old ruined shrine, delving into an abandoned mine, traversing an unknown wilderness, or sailing uncharted waters, exploration is central to adventure and thus to the game. Compared to monster-killing, exploration tends to be resolved in a looser, more free-form manner, where description and negotiation are central and pre-defined rules take a background role.

As we mention above, the genres of pulp tomb raiding and fantastic dungeon-delving are not so very far apart. If your players are familiar with the latter, they should grasp the core activities of exploring ruins, underground mazes or pitch-dark caves in search of treasure or wisdom very quickly. Indeed, the hard part may be reminding them that it's 1930 and they have access to flashlights and airplanes!

Another important distinction you'll want to keep in mind (and occasionally underline to your players) is that the end goal of archaeology as a science is the truth. Knowledge in and of itself is valuable to humanity, and even if an artifact remains lost at the end of an adventure (or is carefully re-hidden or destroyed because of its danger to the outside world), that's still a win for the heroes (and should be appropriately rewarded by experience points at the very least, even if cash or fame is occasionally hard to come by.)

The last basic difference between **Raiders!** (and similar Pulp games) and traditional fantasy is stylistic. OSR fantasy rewards thoughtfulness and care when exploring, and it's quite common for heroes to pause in a story to study a problem, rest and restore their spells and hit points, and debate the finer points of a map. Pulp, on the other hand, is fast. Scenes should move quickly from one to the other, pausing only for a short bit of exposition or character-building interaction, and then charging again headlong into the plot. Players shouldn't be rewarded for trying to turtle up somewhere to make a plan- that's precisely the time to hit them with



a “wandering monster,” additional trap or natural disaster. On the other hand, Referees should be prepared to be a little gracious about characters making snap decisions on the fly- if you want your players to move quickly through stories, you’ll have to assume a certain level of competence on matters they didn’t specifically take time to address in their plans. If things seem to be getting bogged down in analysis or the heroes have missed an important clue, have some NPC thugs burst in for a quick action sequence! Better yet, have one of the thugs be carrying the piece of vital information they missed.

THEMES

The key theme of *Raiders* is the rediscovery of the wonders of the past. Ancient people lived exciting lives, and knew secrets and mastered disciplines that are at least partially forgotten today. Fortunately, human activity always leaves traces, and those secrets can be uncovered. Characters should always have some motivation for participating in these searches- either they themselves want the secrets, or the wealth or fame that will come with those discoveries, or perhaps the motivations are more personal. Whatever the reasons, *Raiders* always go in, and players should make sure their characters have reasons to do so as well.

These wonders of the past represent the *macguffin*, the object of the search that drives the story. Of course, a *macguffin* might be a specific object like the Ark of the Covenant, a more general prize like the buried treasure of Blackbeard, or even something abstract like the answer to a question – what did happen to the colonists at Roanoke Island?

Another common theme in pulpy adventure is that science and reason can solve any problem eventually. This generally holds true in many Raiders stories, but not all of them! Occasionally, particularly in stories involving ancient magic, the point may be that science itself is incomplete and there are ancient, mystical truths that we need to relearn. If your own game will involve magic being real, you should take some time to decide what happens when traditional science encounters events it can't explain. That tension between the Scientist and the Occultist can help create excellent stories!

Raiders games take place in the real world, a key difference from traditional fantasy games. This gives you a tremendous advantage as Referee, in that there is an endless supply of information available to you about whatever places your players might go. That being said, you shouldn't feel too restrained by actual historical fact in your games. First of all, it's your world, and if you decide a historical "fact" is wrong then it is. Facts are great, but legends are more fun to play. Secondly, the goal of the players is to uncover new information, and therefore any number of "facts" everybody believes might be proven to be wrong.

The core of most adventures in Raiders is small-scale- the tomb, cave, ruins, castle or temple that is the focus of the characters attention is usually the location of much of the action. As Referee you should take care to flesh out the details of the key locations. If your site really exists, then maps are likely available online somewhere. Use those maps, as well as pictures and texts, as props at the table to help players feel truly immersed in the time and place. If they don't, be sure to include everything you need in your own map, and allow the players to make theirs based on what they encounter.

Part of the appeal of the tomb-raiding genre is the globe-hopping to interesting and mysterious parts of the world. Keep in mind that in the era of these stories most people were much less familiar with distant locations, and so nearly any place that wasn't easily traveled to could be portrayed as exotic and dangerous.

Taking a little time to flesh out a region makes it resonate with your players. But don't make it too detailed – it takes too much time, and doesn't allow your players to fill in the blanks with their imaginations. Depending on what you have planned for the adventure, travel time might pass in a quick montage of images, or may become extremely detailed if the players take interest (and of course, whichever way you think the players will go, they are just as likely to do the opposite!)

Keep in mind the challenges the players must face as they travel. Reward preparedness, but don't overly punish haphazardness. If your players take the time to buy provisions, be sure to keep track of it. Work it into the adventure if you can (spoilage, insects, etc.) to add to the tension level. If your players are engaged enough in your game to do all this shopping, and you don't give them an opportunity to use any of it, they are going to quickly lose interest in this potentially rewarding aspect of the game. Take a look at your players' equipment purchases before an expedition, jot down a few interesting things on your notepad, and work that stuff into the adventure. Give them a lake to cross with the raft they bought, a cliff to climb with that rope, and a cold night to use all those blankets.

Encourage them to map as they go, and let the hirelings get up to no good once in a while. Change the weather every so often, and have a herd of something big cross their path. Things like these ensure your players enjoy (and fear) their journeys as much as their destinations.

Depending on how perilous their journey to the actual scenario location was, players may expect the trip home to be equally perilous. As usual, if the players are having fun it's generally best to let them, but keep in mind that a slog through a jungle might be an interesting setup to adventure, while a slog back home may be an anticlimactic drag.

The other important locations are the closest cities, representing the edge of civilization that they leave and return to as bookends of the adventure. Exotic foreign cities might be the location for planned encounters themselves, as the heroes discover clues in museums or ancient historical sites, or battle cultists who intend to keep them from ever making it to the macguffin. In these cases, the internet is again your friend. Only a small handful of details about architecture, particular neighborhoods, or other local color can make the various cities of the world stand out in your players' minds as they hop around the globe.

One final key question for any group of adventuring archaeologists is, who's paying for all this? A Scientist or Occultist might be associated with universities or museums with large budgets for exploration, or be constantly scraping by on minimal finances while trying to prove their latest theory. If the macguffin in question is known to be powerful or dangerous, the government might get involved as a sponsor (especially if they hear that Hitler's already got people out looking for it!) And of course, shadowy cabals and secret societies also crave these objects of power, and are perfectly willing to pretend to be any of the other types of patrons to get their hands on them...

It's probably also a good idea to flesh out some details about the party's headquarters, whether it's a government office, university, museum, or wealthy patron's mansion. The players will need a place to begin and end their adventures, document their finds, secret away whatever treasures they've rescued, and outfit themselves again for the next expedition. And of course, every so often an enemy might strike at them there, especially if they've been known to hang on to some of their macguffins!

FEATURES AND TROPES

CLIFFHANGERS

Since *Raiders!* owes such an obvious debt to the movie serials of the Thirties and Forties, which arrived in theaters in short segments attached to complete features, it's generally a great idea to end any actual session with a dramatic cliffhanger if possible. In fact, if it's coming time to wrap up that night's session and things aren't moving at a furious clip, it's probably time to take the famous advice of Raymond

Chandler and “have a man come through the door with a gun in his hand.” You’ve got until next session to figure out who he is and what he wants- plenty of time!

LOST WORLDS

It was extremely common for pulp adventurers to discover, in their travels to the distant ends of the earth, entire locations hidden from the eyes of the modern world that were home to the descendants of ancient civilizations, primitive tribes, or even entire biospheres from a different prehistoric era (such as surviving dinosaurs.) Frequently these places were physically isolated- valleys hidden in perilous mountain ranges, islands far from shipping lanes, or caves deep beneath the earth. Visits to such lands can make excellent mini-campaigns by themselves.

RIVAL INVESTIGATORS

The world of Raiders! is rife with cults, sects and occult societies with interest in the hidden places of the ancient world. Tombs may be secretly defended by warriors (like the Medjai of *The Mummy*) who strive to keep whatever is buried there from escaping. Conversely, whatever people originally built the tomb may have modern-day descendants who have themselves lost access to the location, and will quietly manipulate a band of rugged treasure-hunters into bypassing all of the dangerous traps and guardians for them so they can then claim their lost prizes. Adventurers may also have competition from rival teams, whether from other universities or museums, unscrupulous mercenaries looking for the highest bidders, or even Nazis directed by Himmler himself to find powerful artifacts to benefit the Reich!

Referees who feel intimidated by the need to worry about real-world personalities and organizations should just create semi-fictional ones, especially for cinematic campaigns. For example, here is one such Nazi organization:

Sonderlehrgang “Wewelsburg” (Special Training Unit Wewellburg):

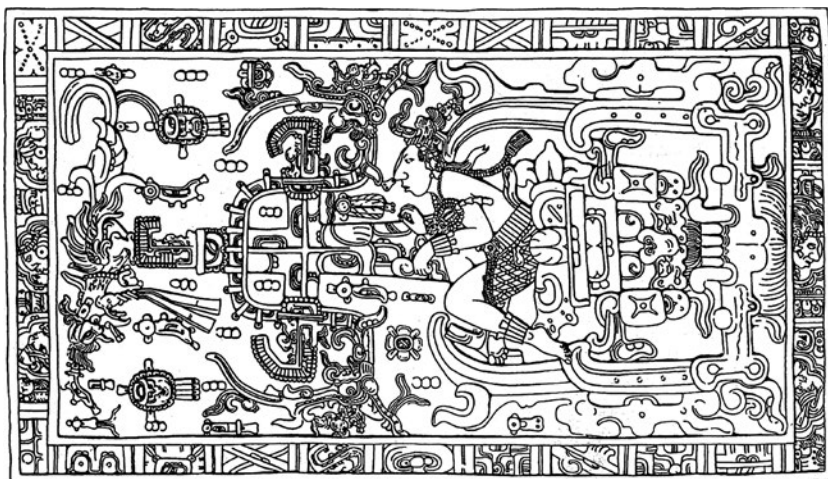
This is the German code name for a top secret covert operations unit located within the SS organization. Existing in parallel to the better-known Ahnenerbe, the Sonderlehrgang Wewelsburg recruits Germans with unusual backgrounds (such as magic-using Occultists using nordic rune magic, gadgeteers, and archaeologists who have had experiences with paranormal relics) for special missions. It was named after Castle Wewellburg, an SS headquarters that was also the center of Himmler’s obsession with Nazi Aryan mysticism. The unit often works in concert with the more mundane operatives of the SS’s Ahnenerbe (see Appendix) in situations where Himmler believes extraordinary skills or techniques will be required for retrieval or retrieval of artifacts of exceptional interest to the Third Reich.

OCCASIONALLY, ACTUAL ARCHAEOLOGY!

Every so often, the players should find themselves at least for a little while associated with a dig where nothing outrageous is happening, if only to contrast the more adventurous ones they regularly encounter. Let them set up their tent cities in the desert, with the “excavation house” erected for both the educated class and the interesting artifacts. Let them participate in the obligatory “outfitting the expedition” scene, where characters walk among trucks and pallets full of useful tools and supplies (that will promptly get lost at the devious Referee’s first opportunity!) Let them walk to the top of magnificent vistas and simply enjoy the view for a moment. THEN, hit them with a disaster!

Schools of Pseudo-Archeology

Not all relic hunters are mere tomb raiders; many are scientists who have particular theories - albeit non-mainstream theories - as to the true nature of the ancient past and how the existence of super-powered artifacts may fit into the scope of history. Attempts to prove the existence of these theories can drive archaeological investigations! (Referees may also think of this as a sort of alignment system for archaeologists...) Here are some examples of such schools of thought:



Ancient Astronauts School

This school would not gain widespread attention until the 1960s works of Swiss author Erich von Daniken (*Chariots of the Gods*, et al.) but there may be proponents of it in the 1930s. The idea is that legends of ancient gods and their powerful artifacts are not magical or divine, but rather represent the super-technological relics left behind by nonhuman extraterrestrials who visited Earth and were mistakenly worshiped as deities by early civilizations. Thus, artifacts with “magical” powers are actually technologies so advanced that are indistinguishable from magic (e.g.,

psionic focusing machines), while monsters, immortal humans, demi-gods, and hybrid creatures are the result of biological experiments or interbreeding between humans and these alien beings.

Lost Super Civilization School

These artifact raiders also explain away ancient objects of power as not magic but technology, but do not subscribe to the idea of ancient astronauts. Instead they believe that a past technological civilization existed, perhaps 10,000 or 20,000 years ago. They may call it Atlantis, Lemuria, Mu, or Thule; regardless, it was a great civilization of men, perhaps a human master race with more-than-human mental abilities; however, they feel there is no need to invoke gods, angels, and the supernatural. Even when confronted with divine power, they explain it with scientific terminology: it's a radio for talking to god!" This theory is obviously most palatable to gadgeteer characters (and mad scientists).

Comparative Mythologists

These archaeologists believe that a core of truth exists behind ancient myths but like to attempt to explain them as fairly historical events. The more mundane amongst them conflate multiple myths together, e.g., suggesting that the figures in the various "Ark" stories (Noah, Ziusudra, Utnapishtim, etc.) were all versions of the same original, tale. Their basic theory is that tales of miracles or ancient gods are explainable as exaggerated stories of real events. The Flood was a period of really bad weather. The Trojan War was just a political-economic struggle between Mycenae and Asia Minor; gods like Odin or Horus or Apollo or Isis were dim folk-memories of powerful ancient chieftains and priestesses at the dawn of history fictionalized by their descendants into divine myths. Where they differ from mainstream archeology is that they think it is quite possible a diligent archaeologist really will stumble upon the "Tomb of Zeus" or discover astronomical records that prove the Star of Bethlehem was a super nova or some such. But they will usually be shocked if confronted with "real" supernatural powers!

Nazi Archeology

Under the patronage of Heinrich Himmler, head of the German SS, the Nazi regime has been actively supporting archaeological research whose official goal is to find evidence of ancient Germanic culture across Europe, to promote ideas of pan-Aryan heritage, replace "decadent" Christianity with pure Germanic pagan beliefs, and support the concept of a greater Germanic Reich that extended well beyond the territorial bounds of Germany. Ordinary SS-sponsored archaeologists are interested in digging up any and all relics related to Germanic and Norse paganism across an arc stretching through Germany, Austria, Scandinavia, and north-eastern Europe. Some of the more fanatical Nazis view just about everything

through the lens of an Aryan race theory (similar to the idea of an ancient super-civilization archaeologists) so powerful artifacts are “obviously” from some ancient white-skinned, blond-haired super-civilization that dominated Atlantis, Lemuria or Mu before falling to some ancient race-struggle, regardless of whether the relics are found in ancient India, Greece, Tibet, or even South America. They are especially interested in stories of ancient cataclysmic god-wars (such as those of Hindu or Norse myth). Some even more extreme Nazi archaeologists are also followers of the German folk-beliefs of the “Thule Society” that cast the creation of the world in terms of primal cosmic collisions of great moons of ice; these are often drawn to investigate places like Iceland, Antarctica or the North Pole where evidence of this might exist, and follow-up fantastic theories related to polar entrances to a hollow Earth containing hidden lost worlds. Who knows, in a pulp archeology campaign, they may be onto something...

Other Nationalist Archeologists

Archaeologists working for the intensely-nationalistic fascist Italy and Empire of Japan will, like Nazi Germany, be interested in anything that promotes their leader’s power. Italian archaeologists seek to dig up Roman relics. Japanese archaeologists are often interested in ancient Shinto relics in Japan, and in Buddhist relics (found anywhere across Asia and India). In the USSR archaeologists working for state-controlled agencies such as Moscow University are interested in early Slavic civilizations, or simply in finding anything valuable that will increase Soviet power. However, Russians who promote the wrong theories risk being purged by Stalin and so must carefully interpret artifacts in light of atheist communist theory which denies the existence of gods, believes that history progresses forward, and is skeptical of magic but not necessarily psychic powers. There are likely secret NKVD spies hidden amongst any group of Soviet archaeologists who will not hesitate to denounce anyone who deviates from the present party line. Of course, anything with military significance will be valued regardless of its explanation.

Religious-Inspired Archeologists

The best-funded of these are Christian archaeologists who are interested in proving the historical truth of the Bible’s miracles by recovering Biblical artifacts of power like the Sword of King David or the Rod of Moses, or of finding physical evidence of events or places from the Bible like the Flood, the Tower of Babel, Garden of Eden, or the Parting of the Red Sea. They often receive their funding from the Vatican (see the description of the Pontifical Commission on Sacred Archeology) or from American protestant churches. Some of the latter are interested in theories that prove the infallibility of the Bible over mainstream science, e.g., “young earth creationism” (that the earth is no more than a few thousand years old). There are other groups such as Mormon archaeologists who attempt to find evidence supporting the Book of Mormon such as the idea that Israelites traveled to America.

One-Issue Fringe-Theorists

These are usually trying to use archeology to prove one particular fringe theory such as the reality of a Tibetan Super-Civilization, the existence of Atlantis or Lemuria, or Vikings in the New World, or proof of a great witch-cult that stretched across Europe, or that monsters such as the Minotaur are real. One popular example is the Lovecraftian School, a hybrid of religious-inspired and ancient astronauts, these believe in the existence of elder non-human gods who ruled earth before man (and may still sleep in obscure places). They seek out ruins whose strange geometries and bizarre structures are suggestive of non-human construction, and often fund expeditions to locations where no cities are supposed to exist, such as lost plateaus of Antarctica. Occasionally they are backed by obscure cults that secretly worship the beings they are studying, and hope to recover relics that could summon or awaken them. They have a high mortality rate.

SAMPLE RELICS

A variety of relics with supernatural powers are presented below. Referees running a non-supernatural campaign in which alternate theories are true may easily assume that these are simple legends (the relics have no real power, but are believed by the gullible to have these powers). Referees running a gadget-focused game in which artifacts are from lost civilizations or ancient astronauts can add technological explanations or explain powers as involving super-hypnotism, super-hard alloys, psionic foci, or other technobabble.

Remember most relics have gone through a lengthy series of owners, often over a span of thousands of years! They will have been inherited, given as gifts, lost in battle, captured by marauding armies, sunk at sea, swallowed by fish, caught by fishermen, buried in tombs, dug up by looters, and so on. It's often a means of following a chain of clues as the "story" of the relic's journey slowly comes into focus and the relic hunter zeros in on the final resting place.

The Aegis

This was a form of magical armor born by the goddess Athena in Greek myth, and also sometimes carried by her father Zeus. It was symbol of military prowess and defense. Athena may have crafted the aegis from the hide of one of her monstrous foes, perhaps the giant Pallas, whom she killed in the war against the Giants. In form it could vary, but it was often worn wrapped around the wearer's body, and also hanging down behind her as a cloak. It was said to have a surface like golden snake skin. After



the Gorgon medusa was slain, Athena arranged to have its severed face integrated into the folds of the garment; when uncovered, the gorgon's red eyes stared out from her chest and its writhing snake-hair hung like tassels, and its petrifying gaze could fall upon all who faced her. The Aegis could also be rearranged and attached as a cover to a stout shield (again with the gorgon-head facing outward); Zeus, if he used it, often preferred this form. It takes two rounds to change the Aegis's form.

The aegis was sometimes lent by Athena to favored individuals such as mortal heroes, and perhaps it passed into one of their possessions after the gods left the earth (and hid whatever palace they had on Mount Olympus from mortal eyes). Should this be the case, it is possible it might be found in some ancient Greek hero's tomb or temple, possibly one sacred to Athena, that in or around the Mediterranean region

As a garment, the Aegis provides AC -2 (22) to its wearer; as a shield cover it is a +4 shield (not cumulative with any bonus an existing magic or high-tech shield already provides, but if the shield is itself +4 or better, the combination provides a +5 bonus). In addition, when the medusa-head is uncovered anyone who is looking directly at it and comes within 50 feet must make a Luck throw or be turned to stone (after making a Luck throw, they are immune). When the Aegis is worn as a garment, anyone grappling its wearer may be stung by the live snakes; they collectively attack in close combat with 4 HD with a hit doing 1d4 damage and requiring a Luck throw vs. poison to avoid death.

Even with its face covered, the aegis is also a potent symbol of power and victory; should a leader wear the aegis, any troops with him will have +2 to morale checks or Luck throws made against fear, and the wearer or wielder of the aegis is themselves immune to fear.

Groups who might be seeking the Aegis could include those archaeologists or Occultists who believe in the truth of Greek legends like the Illiad, as well as Greek nationalists and Hellenophiles (many of them British) who revere Athena as a symbol of justice and democracy. Political leaders who fear assassination may also wish to possess the aegis merely for its protective qualities, although its benefits to leadership would also help. Possible guardians for the Aegis include the usual array of mythical Greek monsters, and the danger of finding the thing uncovered and being turned to stone...

Attila the Hun's Sword

This weapon is also known as the Sword of God it is a weapon sacred to a war god that was wielded by the great conqueror Attila the Hun. According to legend, in the sixth century AD, a common shepherd on the Central Asian steppes saw a member of his flock limping with a bleeding leg. He followed the trail of blood and found a sword half-buried in the grass. He dug it up and presented it to Attila in the hope of winning favor. Attila saw the power of the blood-stained sword that had seemingly fallen from the sky and realized it was a sign from the war-god (possibly Cheng-Li) that he was to rule the world through war thanks to

the favor of the war-god. It was thus that he decided to begin his conquests. (Once Attila's host reached the west, his sword became known as the Sword of Mars, since Romans identified any pagan war-god with Mars or Ares.) The sword served as both a powerful personal weapon for Attila and a scepter of divine ruler ship. After his death it disappeared, but some reports also placed it in the possession of the kings of Hungary and others have claimed that Attila's sword was the true identity of other famous medieval weapons. A sword claimed to be Attila's sword exists in a museum in Vienna, but scholars believe it to be an early medieval blade rather than the real thing.

The Sword of Attila is a fine blade of meteoric iron that provides a +1 bonus to hit. More importantly, anyone who claims it and within 10 feet of the sword who is a natural leader (Charisma 13+) and has tasted violence (e.g., fought in war, revolution, gang war or similar struggle) will find their dreams filled with ever-more vivid images of leading of him at the head of a conquering force (army, political movement, gang, corporation, etc.) or building an empire; whatever is appropriate. If the wielder has it in hand or worn on his body while trying to fulfill such a destiny it will double his normal Charisma bonus. However, the sword will also continue to fill his dreams with ever-increasing and ever-bloodier visions of conquest...

The Sword's last known location may have been in Hungary (although it may have been taken farther away since the dark ages). It will be sought by agents of any would-be ruler, warlord or dictator, or by those who seek to oppose them by force. It might also be associated with other Eastern European legends, e.g., found in a vampire's tomb.

Baba Yaga's Hut

Baba Yaga is a legendary immortal monster-witch (or pagan goddess) from Russian folklore: huge, fat, with iron finger nails and a taste for human flesh. She had many spells, and could polymorph foes into stone or animals, control forest animals, see the future, shapeshift, and fly on a stone pestle.

Baba Yaga's most famous artifact is her home: a log hut - often seated in a yard surrounded by 11 skull lanterns on poles - which could rise up on two giant chicken legs, spin about to baffle intruders, and run faster than a horse. It contained her spinning wheel, magical tools and enchanted items, and possibly cages for the bones of those she took captive to eat. Some interpretations suggest it may have been bigger on the inside than on the outside.

Baba Yaga may or may not exist - perhaps it is merely folk-memories of a powerful Slavic priestess or witch - but relic hunters seeking the truth behind the Baba Yaga myths may visit the dark forests of Russia following up rumors as to the location of her hut.

The hut itself can run at 360 ft. per turn, can spin to throw off anyone who tries to enter without its owner's permission (make a dexterity luck roll to avoid being tossed 30 feet for 3d6 damage). If Baba Yaga is no longer present, mastering the hut doubtless requires some grim magical ritual - perhaps a blood sacrifice. Minions

of the Soviet Union's government would be interested in the hut, either to destroy it as an example of pre-Communist superstition, or to study its powers to better serve the interests of the State.

Besides the legendary witch, guardians could include any familiars or creatures of Slavic folklore that lurk in the forests (from ghostly rusalka to giant bears or werewolves).

Book of Shadows

A book of shadows is a book kept by a witch - especially the high priest or priestess of the coven - a personal cookbook containing the coven's rituals, visions, wisdom, magical experiments, and spells, as well as account's of the coven's history and tribulations (perhaps back to the "burning times" of the 1600s when witches were actively burned or hung) and personal details. Some are passed down from generation to generation; others are supposed to be destroyed upon the death of their owner (after the information has been orally transmitted to the next generation, of course)

The term Book of Shadows was not widely used until the late 1940s and the neo-pagan witchcraft revival under Gerald Gardner. Some books of shadows may have their words hidden by codes or other means (e.g., letters that appear only in moonlight) to keep them out of the hands of witch hunters. There are likely various forgeries and false books. However, a true book of shadows contain a collection of 3d6 useful spells and will add +2,000 xp bonus to any Occultist who reads it. They book may also be targeted by witch hunters (often religiously inspired) who seek to destroy it and by Occultists who want it for their own purposes.

A true book of shadows of this sort is an artifact that may prove the disputed existence of a British witch cult (wicca). It would be found in areas of the British isles with a witchcraft tradition, or areas beyond Britain where witchcraft may have spread (e.g., around New England) or which may have been an original origin for this cult. Raiders who believe in the controversial anthropological theories of Margaret Murray ("The Witch-Cult in Western Europe, published 1921) may be seeking it as proof of such a cult, especially if the book suggests links to ancient traditions or sites of pagan Goddess-worship. If so, books of shadows could also contain clues to connections between British witchcraft and similar cults in continental Europe.

Book of Thoth

Thoth is the Egyptian god of writing and recorded knowledge. He supposedly wrote 36,525 books containing all the wisdom of the universe and the secrets of the gods and life after death. Most have now fallen to dust over the thousands of years since the eldest ancient Egyptian period, but some may survive in ancient temple libraries.

One such surviving Book of Thoth said to contain a pair of spells that can be learned by the diligent reader (the books are, of course, written in ancient Egyptian). One spell allows the reader to understand animal's speech. The other allows him to perceive the gods and other spirits that are invisible to mortals. (Or perhaps this is a curse, that will start to drive the reader mad, as he things that "aren't there" to others; combined with hearing animals talking to him, certainly it would make others doubt his sanity!). In any event, it is also said that the knowledge of Thoth is not meant for humans to possess.

Both gifts granted by the book will last for 1d6 months after reading the book.

Legend says this book was once hidden in a series of boxes guarded by serpents, and later in the tomb of Prince Neferkaptah (holding the prince, and his wife and son). Of course, it could also been stolen by a tomb raider at any point in the last few thousand years and taken just about anywhere.

Brisingamen (the Necklace of Freyja)

In Norse mythology, this is the jeweled neck-ring that belonged to the great goddess Freyja. The name means "fiery or gleaming torc." Forged by four dwarves, Brisingamen is said to be a golden collar set with a fiery or glittering jewel, either amber or diamond. The necklace is said to be of surpassing perfection in its beauty and workmanship.

The thunder god Thor once borrowed Brisingamen when he disguised himself as the goddess. The necklace was also stolen by Loki at one point. (The goddess Freyja had other artifacts, including a cloak that led its wearer turn into a falcon.)

The powers of Brisingamen are little known, but it is associated with beauty, fertility and fire. Assume the wearer takes half damage from any fire, and cannot be blinded by brilliant light regardless of its intensity. If a woman wearing the necklace touches a pregnant woman, they will be certain to bear a strong, attractive, and healthy child; the same is also true if they become pregnant themselves. If in darkness, the wearer may will the necklace glow, with the jewel illuminating a 15' radius. Once a day the necklace can also be ordered to burst out with a sudden eruption of blinding light: anyone looking at it other than the wearer within 100' must luck roll or be blinded for the next 10 minutes. Its association with life and fire may also make it anathema to undead or other creatures of darkness such as some demons, with the blast of light forcing them to luck roll vs. mentalism or flee in terror; lesser undead like zombies may be burned instantly to ash!

The necklace's age and beauty makes it very valuable (probably \$100,000 in 1930s money for the gem and gold alone). As an artifact associated with Norse paganism it would be sort by all those interested in the occult, but especially by



the Nazis; perhaps a high-ranking Nazi would also seek to find and present it to Hitler to curry favor.

Some theories claim ancient gods like Thor, Odin, and Freyja were actually archetypal culture heroes, chieftains, magic users, or priests in ancient Germanic or Nordic tribes. If so, an iron age burial site in any Nordic country might turn up the "real" Freyja's corpse: a buried witch-priestess or queen, Brisingamen around her neck. When the gods passed away it might also have fallen into the lands of men and been mistaken for an ordinary but very lovely necklace. Likely locations for it include various places around Scandinavia ... or just about anywhere that Vikings or their gods might have traveled such as England, Ireland, or northern Russia, or even parts of America.

Guardians associated with Norse artifacts could include various creatures of Norse mythology such as giants, mystical wolves, trolls, or draugr (also called barrow-wights).

The Caduceus

This is said to be the wand or staff carried by the god Hermes, patron of both messengers, heralds, and magicians, and also associated with late Greco-Egyptian and hermetic magic. It is a wooden rod or shepherd's staff entwined by two carved serpents. Various Greek myths relate to the origin of the staff; in some legends, Hermes separated two fighting serpents with the staff; others claim it was Apollo (a patron of serpents) who gave it as a return-gift to Hermes' after the latter presented him with a tortoise-shell lyre. Other legends connect it to the transformed mortal Tiresias (turned into a woman after an altercation with two snakes) and the snake-twined staff born by the Sumerian god Ningishzida. Hermes would also sometimes lend the staff to other gods or demi-gods. These may no longer walk the Earth, but the Cadeceus, or relics with similar powers and appearance, have been reported in the hands of mighty priests, healers, or magicians, making it a powerful symbol of alchemy, magic, and the opening of paths and ways. It was also said be used by Hemres to guide the dead to the underworld.

The Caduceus has the following powers: It is made of divine wood that never rots or decays. It can awaken anyone who is sleeping within a 50 ft. radius. It can also put to sleep a person within 30 ft. (luck roll vs. mentalism) put people to sleep until they awaken naturally or are shaken awake. If touched to the body of a dying person, it can make their death's painless. Once per day, if applied to a person who has died within the last hour and whose body is still intact, it can bring them back to life, though this may only suppress for 1d6 months, rather than cure, underlying conditions like chronic disease or old age. The staff also lets the user attempt to charm any snake that are in his presence (luck roll vs. mentalism; a snake that luck rolls is immune) for up to an hour. Finally, the Caduceus may have transformational properties. Rituals involving it may be able to transform a person's sex, or serve as a prerequisite for other alchemical rituals such as creating a philosopher's stone that can transmute a quantity of metals.

The Caduceus would most likely be found somewhere in Asia Minor, Greece, or Egypt. It is sought after by thieves (it's ability to create a wide-area sleep effect), healers, alchemists, and magicians, and is also a powerful symbol of the existence of the gods, and any powerful individuals who believe they might die and wish to be brought back to life. Guardians protecting it would likely be associated with Greek or Egyptian myth, but also could include cultists and magicians, and whatever forces or powers these summon.

The Caduceus, with its similar shape and resurrection ability, is often confused with the similarly-shaped rod of the healing-god Asclepius, a symbol often used by doctors.

Crocea Mors

Another legendary sword is Crocea Mors ("Yellow Death"). It is a gladius - a Roman shortsword. It was wielded by Julius Caesar at the time he was conquest of the Celts. The sword itself was one of the finest blades in the Roman arsenal, and in the hands of a skilled fighter like Caesar was said to slay anyone it struck.



According to British legend as recorded by the scholar Geoffrey of Monmouth, during Caesar's invasion of Britain, one of his hardest battles was against the ancient British prince Nennius. The prince's chariot broke through the roman lines, and Caesar found himself fighting hand to hand. He stabbed right through his enemy's shield and dealt the prince a fatal wound, but in so doing Crocea Mors became stuck in Nennius' shield. Amazingly, despite his wound, Prince Nennius managed to stagger away from the battle and escape on his chariot. He continued to fight on for another 15 days - using Caesar's own sword - before finally succumbing to his wounds. He was buried with the sword at his side in a tomb whose location is now lost.

Crocea Mors is a potent blade (+2 to hit) but its association with Julius Caesar, the original great dictator and emperor, that makes it of immense value. In the 1930s the person who would most like to find it would be the Italian dictator Benito Mussolini, who fancies himself a modern incarnation of Julius Caesar and the leader of a renewed Roman emperor. Mussolini would stop at nothing to acquire this symbol of Caesar's military prowess for himself, even sponsoring covert archeological missions on England's soil.

Cronus's Sickle

In Greek and Roman myth, Cronos (or Saturn) was the youthful leader of the Titans, descendants of Uranus, the sky, and Gaia, the earth. Cronus was the god of the harvest, and his weapon and tool was a mighty harpe, a sickle-shaped blade. He used this to castrate his father Uranus and make himself ruler of Earth and sky.

His reign lasted until his own son Zeus (or Jupiter) deposed him and imprisoned him in the hell of Tartarus.

Cronos's sickle is a primeval weapon of power. It is said to have an adamantite diamond blade that was provided to Cronus by his mother Gaia, the very Earth herself (who was upset that Uranus kept impregnating her and devouring their children).

The weapon was sealed away after the fall of Cronus, but was later made its way to Earth after the gods gave it to the hero Perseus to slay the gorgon Medusa.

The sickle of Cronus has the power to change size to fit the hand of its user. It is a hybrid sickle-shaped sword with a stone hilt and diamond blade (+4 to hit and damage). On any roll of 19-20 it will also sever an extremity (limb, genitals, etc.). Its damage is doubled if wielded against the user's own father. The adamantite harpe symbolically symbolizes change and overthrowing of a regime: its damage is doubled is wielded by anyone who is revolting against their former parent, overlord, etc.

Cronos is sometimes confused with the similarly named Chronos ("Father Time") and this extends to their weapon. Referees who wish to make the association may say that the sickle also represents the end of one era and the beginning of another and thus when launching a revolutionary attack on an existing leader (dictator, patriarch, etc.) the user is himself Hasted (attacking twice a round) while the doomed example of the current regime and anyone of his body guards within 30 ft of him are Slowed (acting only every other round). This capability would make the sickle extremely valuable for a desperate assassination attempt launched against a well-guarded dictator such as Hitler, Stalin, or Mussolini, and thus the sickle may be sought by revolutionary or dissident groups. Also, being made of diamond and stone, it cannot be detected by metal detectors...

The most likely locations for the sickle are ancient ruins (tombs, temples, etc.) in and around the Aegean (Greece, Turkey, etc.). Guardians would be associated with Greek myth, and possibly with agrarian "mystery cults" associated with bloody harvest rituals, ritual castrations, and so on. Such cultists also may seek the sickle for their own ends.

Gáe Bulg

The Gáe Bulg (also called the "spear of mortal pain," the "death spear," or the "belly spear") is a weapon from the Ulster Cycle of Irish mythology. It was the spear of the great hero Cúchulainn, given to him by his weapon master, the female warrior Scáthach.

It is said to have been made of the bones of the Coinchen, a spiny sea monster. It can be used in melee, but is normally used as a throwing spear. Upon hitting and penetrating the flesh of a target it extended 30 long barbs, causing hideously painful injuries and making the spear impossible to remove without further damage. (Of course, this also means the wielder cannot remove the spear itself without difficulty.)

The spear is +4 to hit and inflicts 2d6 damage against unliving things but 6d6 damage against living things. If a victim is injured but not killed outright the and is roughly human sized or less, they'll be slowed due to the pain of the barbs, and only able to act every other round. Removing the spear does another 4d6 damage, although successful modern surgery may reduce this to only 1 d6. The disadvantage of the spear is that the barbs prevent it being easily pulled out to strike again even if a foe is killed: the attacker must take a full round to brace himself and make a Strength-based Luck throw to pull it free. (If a victim is still alive and moving, the spear will be jerked out of his hand, and if the victim is willing to risk maiming himself as above, can try to pull it free themselves, of course sustaining 4d6 damage in the process...)

The Gae Bulg, besides its combat prowess, has great historical value for those interested in Irish myth. In addition, as an icon of Ulster, it may also serve as a symbol of resistance or weapon for factions on either side of the conflict in Northern Ireland (the Irish Republican Army was and other paramilitary groups were operating in the 1930s), or a way to perform a very dramatic and painful political assassination! Besides its symbolism, the Gae Bulg is also of interest to crypto-zoologists studying sea monsters. It is said that the Coinchen was itself slain by another monster, the Currid; tooth marks of that struggle are etched into the bone shaft that forms the spear.

Guardians of the spear could include creatures from Celtic mythology (ranging from dark faeries to zombie cauldron-born warriors)

Golden Apples

The Garden of the Hesperides (the daughters of the titan Altas), located in the far western corner of the world, was the garden of Hera. A grove of trees grew their bearing, at least one bearing golden apples said to grant immortality. Some of the apples were stolen by Hercules as his Eighth Labor (he tricked the titan Atlas into helping him do it).

A second possibility is that the apples themselves, being golden apples of immortality, never spoil. For this reason, any individual apples stolen from the garden in legendary times and sealed away uneaten or partly-eaten might still be around, even after thousands of years. If adventurers find an uneaten golden-colored apple in a tomb where all-else is dust, perhaps it is one of these magical apples. They may also find part of an apple, where a chunk has been eaten, but the entire apple was not consumed.

Eating the apple will heal all wounds, poison, and disease, and also confer the gift of immortality: the user will not age or succumb to diseases associated with old age, though he can still be killed by weapons, poison, etc. He will also heal lost hit points at twice the normal rate. Even eating a slice of an apple might be valuable, with a quarter of the apple preventing aging for 10-20 years. It is likely such a chunk also has healing properties (e.g., healing poison, disease and up to full hit points).

Naturally, the apples or their grove would be sought by anyone who seeks the gift of immortality, or who wishes to procure power by giving one of the apples to someone. Golden apples also appear in Norse mythology (cultivated by the goddess Iunn) and in Wagner's Ring cycle: they are said to be the source of the Aesir's immortality. The Nazi's interest in Germanic and Norse paganism may lead them to them conflating Norse legends with those of the Greeks, and sending in expedition in search of rumored golden apples or the grove itself.

If the grove is found, there will be 1d8 apples on the tree. New apples grow very slowly (over centuries) so if taken it will be a long time before any more can be found.

To make things a bit more dangerous, perhaps the golden apples are cursed (especially if they've been sitting about in a tomb for a while). Make a Luck throw: success grants immortality; failure grants immortality as well, but over 1d6 hours the eater slowly stiffens up, his skin gains a golden hue, and he is immortal - as a golden statue!

In Greek mythology, the grove was guarded by Ladon, a legless serpentine dragon with many heads, who twined about the tree; some legends say he overcome by Hercules, but others say he was not killed, or recuperated, and was restored to his guardianship. The Garden of Hesperides may also be conflated with the Garden of Eden; if so, perhaps the apples provide cosmic knowledge rather than immortality.

King David's Sword

Before he became King of Israel, David battled the giant Philistine champion Goliath, knocking him out with a sling stone. David had no sword, so he took Goliath's blade and used it to behead the giant. Much later, when David was forced to flee Israel, the priest Ahimelech gave him that sword, which had been kept as a national relic. Later on the sword returned to Israel, and may have been used by King Solomon.

The sword is also connected with British legends. Some scholars suggest the Israelite tribe of Dan migrated through Europe and some came to the British Isles and were later identified with the Irish Tuatha de Danan, and in so doing brought with them a few sacred artifacts of Israel, including David's Sword. It is said that Solomon had a vision that a descendant of his would wield the sword, and placed it aboard a mystical ship, which was later found and wielded by Sir Galahad; its fate after Galahad's death is not mentioned; perhaps it was taken by his companion Sir Percival or buried with him. Others place it on a mysterious island somewhere between Britain and the Middle East, where Galahad rules for a time before his death.

The sword has an iron blade, possibly of meteoritic iron. The hilt is encircled with two bone inserts: the rib of the serpent Papagustus whose virtue is to guard the bearer from excessive heat, and the rib of the fish Ertanax that dispelled weariness and injury. On the sword were carved words to the effect "whoever draws me,

if he be hardier than any other, shall never fail from shame of his body, or to be wounded to the death.” The sword was also known in Arthurian times as the Sword with Strange Girdles after the two ribs in its hilt. (The additions to the hilt may have been added by priests after the blade became an artifact of Israel, since they didn’t seem to help Goliath.)

The sword itself is +3 to hit. The wielder additionally takes half damage from fire and is immune to ordinary heat exhaustion (e.g., from a desert sun). Moreover, the hilt of the blade will heal of the wielder’s wounds should he drop below half his hit points, but not if he is at zero hit points or less. This may happen up to three times per day.

The serpentine sword requires an 18 Constitution to safely wield; anyone else who draw the sword may be cursed and suffer some doom. Roll 1d20 each day the sword is in their possession; if the result is equal or less than their (18-Constitution), a wasting disease strikes the wielder, resulting in loss of 1d4 HP each day, or a powerful opponent will appear who has the potential to defeat the wearer (Referee’s discretion).

In addition, whoever drew the sword also tended to become single-minded, focused only on the purpose for which it was drawn, resisting fear, never checking morale (if an NPC) and ignoring anything or anything except the immediate mission. It is said, however, that attempting to draw the sword brings grief to those who are unworthy of it. The sword also had an impressive scabbard, formed of red serpent skin, named “Memory of Blood” on which prophecies were written in letters of gold and silver (probably in Hebrew).

The Sword of King David is considered both a Christian and Jewish relic, and would also be of interest to both Arthurian, Jewish, and Christian scholars. Depending on where it is found, guardians out of Arthurian or Biblical legend could be present.

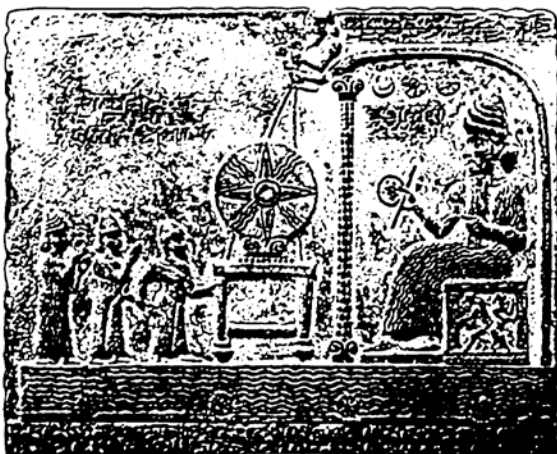
The Mesopotamian Tablets of Destiny

The Dup Shimati, or Tablet of Destinies, in Mesopotamian myth, is a series of three clay tablets inscribed with cuneiform writing and legal seals that confer the authority to rule the universe. The tablets were once held by Enlil, the chief Sumerian deity. Near the dawn of time before humanity was created Tiamat, the primordial chaos goddess (or dragon) gave the tablets to her consort Kingu who wore them as breastplates on his chest, in a very early version of ceramic-insert body armor. He led her monstrous army into battle against the gods. The great god Marduk slew Kingu and took the tablets, affirming his authority over the gods. He mixed his blood with clay to create mankind. Another time the tablets, then in the possession of the god Enlil, were stolen by Anzu, a giant fire-breathing lion-headed eagle, who hid them on a mountain; after several gods quested for them they were recovered by the hunter-god Ninurta.

Besides being a symbol of ultimate ruler ship and possessing protective qualities, the Tablets of Destiny are said by some to contain written upon them all that was, all

that is, and all that will be. Due to their alleged pre-human origin and connection with the chaos god/monster Tiamat, some occult scholars theorize the Tablets may have provided the original inspiration or source texts later used by the author of the Necromonicon

The Mesopotamian gods may have long since departed or faded from Earth (unless they were really ancient astronauts) but the tablets may have been given to mortals, perhaps during the reign of legendary ruler such as Gilgamesh, or kept secretly in the hands of powerful priests and magicians. The three tablets may have been divided amongst three different priest-lords, magi, or god-kings, for no single person could be entrusted with such a symbol of divine power. Over thousands of years and the rise and fall of ancient empires their location has been lost, although the ruins



of ancient Babylonian or Sumerian temples or tombs beneath the desert might be a good place to start looking.

On their own, the individual tablets are powerful. If the three are ever gathered together in one place, however, they may confer far greater power as a sign of ultimate ruler ship.

Each individual tablet has a special function: one contains the wisdom of the past (beyond the last year), one the present and recent near past, and one the future. The writing on the surface is but an incantation that (if you can read ancient Sumerian) activates them. The knowledge of the universe (in three volumes) can then be summoned forth through the will of the viewer, appearing as script or images swimming before their eyes on the surface of the clay. The viewer can strive to master this and ask questions with his mind and receive truthful if brief answers or insights for the past, present, or possible future as appropriate. It is dangerous to do this: roll a mentalism luck roll (at -1 for each extra question asked beyond the first in a given day) with failure leading to one's mind being overwhelmed by cosmic knowledge and unable to tear away from the tablet, seeing endless phantom visions or words jumbled together; permanently lose -1 point of Int each turn until someone else pulls you away or strikes the tablet out of your hand.. afterward roll a second mentalism luck roll to remember anything useful.

The tablets will not answer questions about themselves (including the location of the other tablets, if missing): anyone doing unleashes a mental trap left behind causing a massive reverse-flow of information from the user's brain into the tablet (luck roll vs. mentalism; success means stunned for 1d6 hours, recover with total

amnesia as to who you are but are otherwise fully functional; failure means left an empty mindless husk).

Each tablet also confers an intrinsic sense of weight and power, adding +1 (cumulative) to the bearer's charisma (each is also heavy, weighing at least 20 lbs.). The tablets, being made of primeval cosmic clay hardened by the gods themselves, are surpassing hard, and, as mentioned, the correct size to be strapped onto the torso as armor. All three tablets can protect someone the size of a god, but a single tablet is enough for a man's chest. A tablet is essentially invulnerable to modern weapons but leave other body parts and head exposed; assume they favorably improve a wearer's AC by four.

Should all three tablets ever be brought together, besides allowing the possessor to receive wisdom of past, present, and future, they also confer upon them the aura of divine ruler ship. Ancient mystical forces or monsters of ancient Mesopotamian origin may instinctively obey the bearer of the tablets if he presents them forcefully, and having all three tablets may be enough for an Occultist to summon up and bind ancient beings of great power to his service, especially if he uses them to discover their true names.

Due to their use in gathering information, all manner of powerful people may want them, from Occultists to finances seeking to play the stock market to dictators or generals who intend to use them as a means of espionage and to boost their own power and authority.

Likely guardians of the tablets might be demons of Sumerian or Babylonian origin or other the things that could lurk in ancient middle-eastern desert tombs such as scorpion-men, animated stone griffins, or packs of cannibal ghouls.

Necronomicon

As popularized by the pulp horror author HP Lovecraft, this ultimate book of forbidden knowledge was supposedly written around the 8th century AD by an Arab mystic, possibly from Yemen, named Abdul al-Hazrad (possibly a mistranslation of Abd al-Azrad). The original Arabic manuscript, known as Al-Azif (the sound of the desert insects) and last seen in the 12th century, is of the greatest interest to archeologists. The first western edition was published in Greek in 950 in Constantinople under the name Necronomicon, with more widely-circulated Latin editions appearing between the 13th and 16th centuries, the most popular being that translated by Olaus Wormius; partial English translations also exist but are often missing some crucial spells.

The book is an account of the wanderings of Al-Hazrad and the various horrific encounters with desert ghouls, rival necromancers, and inhuman monsters that both shattered his sanity and gave him unparalleled insights into the workings of pre-human sorcery. A variety of rituals can be gleaned from the text, chiefly for summoning entities from beyond the stars, although many are written in a such a convoluted and elusive fashion as to only make sense to the most skilled of Occultists. From an archaeological perspective the Necronomicon is perhaps more useful for

clues that the text can provide into the nature of ancient cults and the location of fabled sites such as the buried desert city Irem of the Pillars or the lost Plateau of Leng (perhaps in Tibet) that the Arab either visited or heard nightmarish whispers of from beings he encountered

Anyone comprehensively reading the Necronomicon must make a mentalism check to avoid being reduced to a gibbering insanity (roll an additional Luck throw each month to recuperate). The book contains spells for summoning inhuman gods or monsters from other planes; spells for calling out ghouls or worms from the earth; spells for raising the dead (albeit as a zombie); many spells require the correct conjunction of stars and planets to function.

Pandora's Box

Pandora, the first woman, was created by Hephaestus from water and earth, and endowed by the gods with numerous talents. Later on, out of further revenge against the Titan Prometheus, who had aided mankind by stealing fire, Zeus gave Pandora to his brother Epimetheus as a bride, and also presented the couple with a large pottery jar (later mistranslated as a "box"), which they were told to never open. Driven by her curiosity, Pandora opened the jar, and all manner of evils escaped and spread over the earth to torment mankind. However, one beneficial thing that also escaped was the spirit of Hope.

As a relic dating to the dawn of mankind, there are no clues to the location of Pandora's jar: perhaps it might be found in a very ancient burial in ancient Africa that turns up an ancestral "eve". Indeed, archaeologists seeking the jar might also be seeking a connection between the myths of Eve and that of Pandora). Pandora's jar itself is likely empty of whatever evils, real or metaphorical, it held, or Hope for that matter, but it may still possess mysterious powers. The most likely power is the ability to trap primal spirits, demons, or other supernatural entities (whether good or evil), which come within 5 feet of the jar, should they fail a luck roll (at -5.)

Alternatively, Pandora's Box may have a residue of its all world-altering power. It might serve as a form of "battery for bad luck" that store and accumulative ill fortune, improving the general lives of all for several miles around (by storing away evil, granting a +3 to all Luck throws, etc.) - thus creating a sort of garden of Eden - but when opened, all that accumulated ill fortune is released, reversing the effect for several years.

Sudarshana Chakra

The Sudarshana Chakra is a disk-shaped throwing weapon the size of a saucer, made of a metal unknown to science, with 108 sharp edges with myriad rotating spikes, and is one of the most potent weapons in Hindu mythology. It was wielded by the god Vishnu to destroy his foes, especially rakshashas and other demons. It symbolizes the god's mastery over the heavens, for the weapon was forged by the

celestial architect Vishvakarma from leftover star dust when the sun was reduced to its current.

Wielded by a god it could destroy mountains; used by a mortal It is +4 to hit and can be thrown a distance of 500' and inflicts 8d6 damage, and is a mobile weapon that can continue to make successive attacks on different targets as long as it continues to hit, until an attack roll misses; it then returns to the wielders hands.

It can also be wielded as a hand weapon as handheld chain-saw that can cut through steel; while wielded in this fashion it only attacks one target at a time but the wielder is immune to any form of fire or heat damage.

It also has the power to transform into an ayudhapurusha, a living multi-armed 7 foot tall humanoid with fierce tusks who glows with the radiance of the sun. The ayudhapurusha may be male or female and will obey the wielder and can remain in this form for up to an hour each day. It has the following statistics:

AC: 2 [18]

HD: 10

Atk: 4d4 arms each with swords, clubs, or bow

Dam: 1d12 per arm

Luck: 14

Move: 150'



If destroyed in the ayudhapurusha form it dissolves a burst of light and returns to the heavens, perhaps eventually reappearing as a statue in some distant temple of Vishnu. It is also known as Chakkrath Azhwar (Ring of God).

Various temple statues in India, Thailand, and other countries with Hindu or Buddhist beliefs depict the Sudarshana Chakra, either as the disk weapon in the hands of the god Vishnu or as a semi-divine being in its own right in its independent ayudhapurusha form. Perhaps one of these temple or statues houses the true weapon, awaiting only the right signal or sacred scroll to activate it!

The weapon is sacred to Hindu religion and various temples of Vishnu, and should its existence be revealed, may see it as weapon for the struggle for Indian independence or as a tool in the "Great Game" between Russian and British empire for control of Indian subcontinent. Of course, followers of Vishnu will find it heretical if anyone but a true believer attains to acquire the weapon, and would seek to return it to its proper place a sacred temple.

Some fringe scientists claim Hindu legends and super weapons are connected to ancient astronauts. In addition to the Sudarshana Chakra several other similarly-shaped divine weapons with similar powers and the ability to transform into ayudhapurusha forms also existed; these will usually be of lesser strength (1/2 to 2/3 the bonus, HD, and damage).

CHAPTER FIVE: TOMBS AND TRAPS

Many locations are filled with dangerous pitfalls, traps, snares, and other hazards. Characters actively searching for such dangers may detect them with a roll of "1" on a d6 (except for Treasure Hunters using the Find/Disarm Traps Skill.) Once detected, the characters must avoid or describe to the Referee the steps they attempt to take to deactivate or neutralize the hazard. This is generally a time-consuming task, requiring one full 10-minute turn for each 10'x10' area so searched.

Many traps are actually puzzles or riddles, requiring the players to solve a problem or figure out an answer in order to pass safely through. The players themselves may not have the required knowledge or be able to solve the problem on their own, though it's far more plausible that their highly-educated characters would be able to do so; the problem here is that it's generally unsatisfying to simply roll a die to see if their character knows a specific fact. Therefore, it's generally a good practice for Referees using riddles or obscure facts to have hints ready, and to give those out to the Scientist or Occultist in the party upon a successful Skill roll. (If your party doesn't include the appropriate character class, the Referee might either choose to allow other classes access to those Skills, or allow a general knowledge Skill roll to any character.)

It is important to note that ANY character in Raiders! can attempt to defeat a trap (and indeed, some may require the entire party to work together to do so), not only the Treasure Hunter. For many players and Referees, a sizable part of the fun is to work out deadly traps and how they might be beaten. Therefore, players who come up with clever ideas should be rewarded at least with bonuses to their rolls and perhaps even automatic successes.

For instance, players may tap along a section of wall listening for the echo of a hollow space. If such a space is discovered, the players may describe their attempts to find and trigger the secret door they know is there—perhaps looking for loose or ill-fitting stones, suspicious indentations or cracks, wall-sconces that may turn or pivot, etc. The same approach can work for traps as well.

The Referee must adjudicate these negotiated searches. Perhaps they have no effect and the die roll alone decides success or failure—which certainly helps keep the game moving, but may strip away too much of the players' ability to immerse themselves in the situation. Perhaps a careful description can give a bonus to the standard check, or perhaps the description might trump the die-roll entirely—if the player is able to describe a search in such a manner that the Referee feels would definitely find the objective. The downside to this is if the player's description is off-base (searching in the wrong place, via the wrong means, etc.) the Referee might actually reduce the chance of success.

Disarming simple traps takes 1-4 rounds per attempt. A complex trap may take a full turn to disarm. Again, careful questioning and attention to detail may create exceptions. For instance, a player may be able to surmise that wedging a pressure plate to prevent it from depressing, or stopping a vent with beeswax to prevent gas from issuing from it, could circumvent a trap.

These sorts of “negotiation-based” solutions to traps are wholly at the Referee’s discretion. Some Referees encourage and reward this sort of play, but others will discourage it, perhaps feeling this slows down the game too much, or circumvents the intended role of the Treasure Hunter class. It is important that the players and the Referee discuss this issue to make sure everyone’s expectations align—that the players aren’t expecting purely roll-based resolution of traps when the Referee is expecting them to play out each attempt, or vice versa.

All this being said, of course, if the game begins to drag because players are carefully searching every square foot of a buried temple, the Referee is well within rights to hit them with another problem to move them along, whether it’s a dangerous monster, a band of Nazis bursting through the doors, or a collapsing ceiling.

Traps neither avoided nor disarmed will normally trigger 50% of the time. When designing the adventure, the Referee should define each trap by its nature and effect. In areas designed for first level characters, damage should not normally exceed 1d6 (or at worst, 1d10) and “instant death” effects should be avoided. For experienced players with high-level characters who should have many ways of dealing with traps, as well as more hit points and better Luck throws, more dangerous and deadly traps may be in order. Even so, the Referee should typically allow some kind of Luck throw or other way of mitigating the trap’s effects.

Traps designed to be solved, puzzle-style, may instead set up a time limit before damage is dealt, allowing clever players to come up with a solution. These frequently rely upon environmental conditions: characters might be faced with quicksand pulling them slowly underground, or sealed rooms filling slowly with water, or a disintegrating platform perched hazardously over a pit of boiling lava. Given extra time to solve the problems, Referees might feel more comfortable increasing the stakes for failure, either in terms of damage dealt or other consequences.

As an additional note, there is no better way to get the players in the right mood for dealing with a trap-filled area than by showing them the remains of previous efforts – skeletons of those who have died horribly are excellent mood setters as well as potential clues as to how the trap might be defeated.

SAMPLE TRAPS

Here are some sample traps to get your creative juices flowing.

Platform Trap

The PCs find themselves at the bottom of a shaft some fifty feet high, with walls too smooth to be simply climbed. The exit is apparent at the top of the shaft. Dangling along the walls are chains, which are apparently connected to the floor. Examining the floor itself reveals that it is in fact a separate platform, which can be raised or lowered by pulling on the chains. The process is slow but steady, and characters with exceptional strength can increase their speed. Once they get partway up, they are attacked in shaft by darts and/or flying nasties – birds of prey, vampire

bats, or more fantastic creatures depending on the campaign. Climbing the chains instead of spending the time to pull them goes faster, but the door at the top has a strong and complicated locking mechanism that isn't released until the platform itself makes it to the top...

Sand Trap

The PCs are in a V-shaped tunnel that moves downhill and then up again to their eventual goal. In the center where the main shaft moves up again is a deep pit, turning the "V" into a vertical "Y." PCs can move down the passage and get over the pit in the center (which looks hazardous- maybe it has spikes at the bottom of the drop.) When going up the other side, they see the door is closed; examination suggests it is jammed, not locked. When they yank on it, they discover the room on the far side had its ceiling collapsed, and tons of sand are now pushing them back down towards the pit. Carefully examining the door might reveal a small amount of sand that shakes loose...

Wind Trap

The PCs are in a corridor that is suspiciously clean and long. Once inside, the doors slam shut and enormous turbines in the wall begin to spin, turning the corridor into an enormous wind tunnel that slams the PCs against the far wall, threatening to both crush and suck the breath out of them...

Lightning Trap

An enormous metal and/or crystal spire penetrates the "roof" of whatever building/tomb/cave the PCs are in. It's an enormous lightning rod, and the PCs remember that a storm seemed to be brewing when they came in. Can they get out of the room before the device begins to spit terrifying bolts of electricity at them?



RANDOM GENERATION TABLES

The following random tables should help inspire basic plots and ideas.

The Artifact or MacGuffin Being Sought After Is:

d100	Item
01-02	Altar
03-04	Ancient tool (a compass, plow, sundial, etc.)
05-06	Armor, suit of
07-08	Bell
09-11	Book
12-13	Bracelet
14	Brazen head
15	Canopic Jars (containing mummified human organs)
16-17	Cauldron
18-19	Ceramic jar (containing a smaller treasure)
20-22	Clockwork device
23-24	Clothing (seemingly ordinary, like a hat, cloak or suit)
25-26	Coins
27-29	Crown
30-31	Cup
32-33	Fountain
34	Gauntlet or Glove
35-37	Gem or other jewel
38-39	Helmet
40-41	Lamp
42-43	Mask
44-45	Mirror
46-48	Musical Instrument
49-50	Necklace
51-52	Orb
53-54	Ossuary
55-57	Painting
58-59	Papyrus scroll containing cryptic warnings of future disaster
60-61	Papyrus scroll showing important historical records
62-64	Papyrus scroll containing a map to another tomb or treasure
65	Pen or other writing implement
66-68	Ring
69-70	Scepter
71-72	Shield
73-75	Statue of an ancient god
76-77	Statue of a historical person
78-79	Stone tablet containing cryptic warnings of future disaster
80-82	Stone tablet showing important historical records
83-85	Stone tablet containing a map to another tomb or treasure
86-87	Throne
88-90	Tomb of a historical person
91-92	Tomb of a person thought to be mythical
93-94	Tomb of an unknown person containing countless treasures
95-97	Weapon (traditional) – a spear, sword, knife, axe, polearm, or bow
98-99	Wreck of a ship at sea
00	Wreck of a space ship (!)

The PCs find out about it how?

d10 Result

- 1 Approached by a potential patron who's been searching for it for years
- 2 Approached by the rightful owner who wants or needs it back
- 3 Attacked by an enemy who thinks you (or a friend) have it
- 4 Enemy steals a previously unsuspected clue from you or an ally
- 5 Found a map or clue while on a mundane dig
- 6 Inherited a clue from an old friend or relative
- 7 Learn that an old friend/ally has disappeared or gotten into trouble searching for it
- 8 Meet the rightful owners and realize they need it (someone is suffering without it)
- 9 Mundane dig turns out to have fantastic elements
- 10 Requested by the government to keep an enemy from getting it

It is located where?

d100 Result

- 01-06 Africa, Central (The Ivory Coast to Abyssinia)
- 07-13 Africa, Northern (Egypt, Libya, Morocco)
- 14-18 Africa, Southern (Tanzania and Zaire and south)
- 19-25 America, Central (including the Caribbean and Mexico)
- 26-32 America, North (Native sites across the US and Canada)
- 33-39 America, South (Brazilian rain forests, mountains of Peru and Chile)
- 40-43 Antarctica
- 44-50 Asia, East (Byzantium, Persia, the Arabian Peninsula)
- 51-57 Asia, Central (India, Afghanistan, Nepal)
- 58-64 Asia, West (China, Japan, Thailand, Korea, or Siberia)
- 65-69 Australia
- 70-75 Europe, Eastern (Germany west to Moscow)
- 76-81 Europe, Northern (Scandinavia, Greenland, the Arctic wastes)
- 82-88 Europe, Southern (Rome, Greece and the rest of the Mediterranean)
- 89-95 Europe, Western (England, France, Spain)
- 96-00 Oceania (Indonesia and the Philippines)

It is hard to get to why?

d8 Result

- 1 Bandit gangs
- 2 Dangerous weather
- 3 Deep underground
- 4 Difficult terrain (empty and desertlike)
- 5 Difficult terrain (thick jungle or forest)
- 6 High up a mountain
- 7 Locals unhappy with PCs
- 8 Underwater (ocean, lake, artificial cenote)

It is guarded by?

2d6 Result

- 2 Alligators, crocodiles, snakes or other reptiles
- 3-4 Curse on anyone who disturbs the artifact
- 5 Golem(s) or Mummy
- 6 Insects
- 7-8 Mechanical trap
- 9-10 Primitive trap
- 11 Puzzle (choose correctly or die!)
- 12 Robot

Additional complications include?

d6 Result

- 1 Somebody from a PC's past returns – a relative, former love, etc.
- 2 Natural disaster of some sort: earthquake, terrible storm, volcano?
- 3 Rival raiders (mercenary and competitive)
- 4 Rival raiders (Nazis!)
- 5 The PCs are betrayed by someone they trusted
- 6 The PCs are helped by someone they thought was an enemy



Random Trap Generation Table

d100 Result

1-2	acid spray
3-4	bolt, crossbow
5-6	boulders falling
7-8	bridge, collapsing
9-10	caltrops drop from ceiling
11-12	ceiling block drops behind players
13-14	ceiling blocks drop in front of and behind players
15-16	ceiling block drops in front of players
17-18	ceiling block drops on players
19-20	ceiling block seals players in room or area
21-22	dead fall
23-24	elevator room
25-26	elevator room, one way
27-28	falling door
29-30	flame jets
31-32	flooding room
33-34	gas, blinding
35-36	gas, fear
37-38	gas, flammable
39-40	gas, sleep
41-42	gas, slowing
43-44	greased chute
45-46	long fall
47-48	log trap, swinging
49-50	obscuring fog
51-52	oil-filled pit with dropping lit torch
53-54	pit trap triggered by false door
55-56	pit with dropping ceiling block
57-58	pit with locking trap door
59-60	pit, 10 ft
61-62	poisoned bolt, crossbow
63-64	poisoned caltrops
65-66	poisoned spear, ballista
67-68	poisoned spike pit
69-70	portcullis drops behind players
71-72	portcullises drop in front of and behind players
73-74	portcullis drops in front of players
75-76	rolling stone ball, height and width of corridor
77-78	scything blade, ankle-high
79-80	scything blade, neck-high
81-82	sliding room changes facing or location
83-84	spear, ballista
85-86	spiked log trap
87-88	spiked pit
89-90	spring-loaded pile-driver disguised as a door
91-92	stairs fold flat into a sliding chute
93-94	stairs collapse
95-96	trip wire
97-98	water trap
99-00	wire, neck high

CHAPTER SIX: MONSTERS AND ADVERSARIES

Each monster description includes a brief line of game statistics: HD (the number of d6's rolled to determine the monster's hit points, and also its combat ability); AC (The monster's Armor Class, first descending and then ascending); Attacks (the monster's primary means of attack); Damage (the amount of damage the monster or human causes with its attack); Move (the monster's rate of movement); CL/XP (Challenge Level/XP): This is the difficulty level for killing the monster, and the number of experience points gained for killing the monster; Special: A list of the monster's special powers, which are described in detail in the text.

Human Encounters

Major villains such as rival Nazi or Communist artifact raiders, mad scientists, or sinister Occultists should be created as if they were mid-to-high level player characters. For more mundane villains and monsters use the rules below.

CULTISTS

HD: 1+2

AC: 7 [12]

Atk: weapon 1d4

Luck: 13

Move: 120'

CL/XP: 1/120

Special: Fanatical

Worshippers of heretical fringe sects, new prophets, or strange gods. Most fanatical cultists fight without tactics or modern weapons but with bloodthirsty ferocity. A bonus of +2 is added to their attack rolls and to mentalism Luck throws (aside from the commands of their leaders). They usually attack with knives (unless trying to subdue a foe for later sacrifice, in which case they will attack barehanded). They don't check morale. Amongst the most feared of these are the Indian "Thuggee" cultists who worship Kali, the Hindu goddess of destruction and the night, and are famous for their prowess with strangling cords, performing murder and robbery as a coordinated religious ritual. Some cult leaders believe in their own status as inspired prophets or possess occult powers, but others are just charismatic racketeers bilking their followers.



DESERT NOMADS

HD: 2

AC: 9 [11]

Atk: by weapon – bolt-action rifle, swords

Luck: 12

Move: 120' (240' on horse or camel back)

CL/XP: 2/200

Special: ambush

Warlike nomadic people dwelling in the Sahara desert and adjacent regions include the Tuareg, the Beduin, and the Berbers. The Tuareg are most feared, often attacking caravans or travelers that fail to pay tribute, and leaving any survivors to die in the desert sun. The other tribes include raiders and bandits, but are also known to work as guides, and are also known for their strong sense of hospitality to those they accept as guests.

These are usually riders mounted on camels or horses, wearing robes and turbans or head scarves, and armed with bolt-action rifles, swords, and knives. A few may have traditional lances, whips, or revolvers. Machine guns or grenades are rare (with a few models found only in large forces).

Steppe nomads, gypsies or Cossacks in Central Asia are fairly similar in their equipment. Their women are often more independent and very beautiful, and may count as Femme Fatales.

FEMME FATALES

HD: 1

AC: 6 [14]

Atk: by weapon; often dagger or revolver (1d4 + poison)

Luck: 14

Move: 120'

CL/XP: 1/100

Special: Irresistible, poison vial, communication with the enemy

Dangerous women who rely on their personal charms and alluring beauty to lead male adventurers astray who must make a wisdom Luck roll to not be seduced. Includes exotic foreigners such as the stereotypical Chinese "dragon lady." Achingly beautiful but "too good to be true," the Femme Fatale is often armed with a hidden vial of knockout poison to slip into a drink, or a concealed radio to summon up the people they are secretly working for...



GANGSTERS

HD: 1

AC: 9 [11]

Atk: by weapon

Luck: 14

Move: 120'

CL/XP: 1/100

Special: street smart

Urban gangsters are involved in bootlegging, protection rackets, prostitution, labor rackets, extortion, kidnapping, blackmail, and the buying and selling of artifacts. Gang bosses may want relics for their intrinsic power – a major artifact could turn a local boss into a regional or national crime lord - or as a means of money laundering. Lesser mobsters may simply be a ready source of hired muscle, usually found in small groups. Most crooks want money and respect (or fear) and are not interested in fighting to the death (preferring to surrender). Skilled hit men may have 2 or 3 HD. Typical armament of Mafia gangsters in America is a revolver, with well-equipped enforcers planning a hit sometimes having a few Tommy-Guns (submachine guns) concealed in violin cases or the like. Gangsters in less gun-happy European nations are often less heavily armed, but knives or revolvers are common. Asian gangsters such as Chinese Triads or Japanese Yakuza often favor martial arts weapons, knives or swords, or rely on unarmed combat skills (1d3 damage). In Nazi Germany, Italy or Soviet Russia the gangsters are less likely to be encountered as such, instead filling the ranks of the regime's political thugs and secret police.

GUERRILLAS OR HILL BANDITS

HD: 1

AC: 9 [11]

Atk: by weapon

Luck: 14

Move: 120'

CL/XP: 1/100

Special: underground connections

These are groups of local bandits or rebels, sometimes organized into small armies led by more powerful chiefs and captains with higher hit dice. They usually know local terrain well and have twice the chance of surprise on their own ground. They are found around the world engaging in revolutionary warfare, especially in troubled regions like China and South America. Many are communist-inspired groups. If the party aren't representatives of whatever government or foreign power they are fighting against, they may be willing let them pass through the disputed region (often in exchange for a "tax" to support their cause), or even ally with them if they turn out to share a common enemy. A famous guerrilla leader may be 2-3 HD, or a high-level character in his or her own right.

POLICE OFFICERS

HD: 1

AC: 9 [11]

Atk: by weapon

Luck: 14

Move: 120'

CL/XP: 1/100

Special: legal authority, summon aid

An ordinary police constable. Knows his neighborhood well, and usually equipped with a nightstick or other baton, handcuffs, whistle, and, often, a revolver.

PRIMITIVE TRIBESMEN

HD: 1

AC: 9 [11]

Atk: by weapon

Luck: 13

Move: 120'

CL/XP: 1/100

Special: poison darts or arrows

In the 1930s primitive tribesmen are often found in tropical rainforests and jungle regions, especially the Amazon, and some areas of South Asia and Oceania. Some tribes are still headhunters and a few are cannibals such as the Bataks of Sumatra and Dyaks of Borneo. Typical weapons are bows and arrows, spears, knives or machetes, and clubs; some tribes in South America are known for using 7' long blowguns (30' range, 1 pt. of damage) firing deadly poison darts; many tribal warriors in Asia have acquired steel swords. Tribal warriors tend to sensibly prefer sudden ambushes, traps and skirmishing to stand-up fights, especially when facing opponents armed with modern guns. In their native terrain double the chance of them surprising opponents and halve their chance of being surprised.

SECRET POLICEMEN

HD: 2

AC: 8 [12]

Atk: by weapon

Luck: 13

Move: 120'

CL/XP: 2/200

Special: legal authority, summon aid

A member of the Nazi Germany's Gestapo, Stalin's NKVD, Mussolini's OVRA, or a similar organization, dedicated to oppression and terror. They arrest, interrogate and often execute dissidents, suspected traitors, political opponents, foreign agents, and also often used against resistance forces in occupied territories and (in conjunction with various military intelligence) for espionage. Anyone arrested who is deemed guilty, isn't useful as an informer, and who survives torture may

be given a quick show trial and executed. They favor long leather trench coats and semi-automatic pistols. They're usually accompanied by soldiers with rifles or submachine guns, and sometimes by a sinister assistant with a briefcase full of torture instruments. Japan's equivalent are the *Kempeitai*, their ruthless military secret police, and the more politically-oriented Thought Police. Japanese secret police carry a saber or bamboo sword (*shinai*) as well as a gun. Use similar stats (without the torture equipment) for FBI agents and members of similar organizations.

SOLDIERS

HD: 1

AC: 8 [12]

Atk: weapon – bolt-action rifle

Luck: 14

Move: 120'

CL/XP: 1/100

Special: squad may have heavy weapon

A uniformed enlisted soldier in a national army or equivalent unit; most are fairly similar whether they are Germans, Italians, British Army, etc. The usual 1930s weaponry consists of a bolt-action rifle and bayonet. Soldiers in tropical or desert climates often wear caps or hats rather than helmets (AC 9 [11]); otherwise a steel helmet is usually worn. In modern armies, each infantry squad (8-12 men, but in the field often under strength with only half that many!) usually has one man armed with a light machine gun or automatic rifle. One man in a squad may have a submachine gun or an anti-tank rifle. If expecting trouble, soldiers may carry a couple of grenades. Squads are led by a squad leader with 2 HD. Three to four squads will make up a platoon, commanded by a lieutenant (or equivalent) assisted by a platoon sergeant. Some units (cavalry, Japanese infantry, etc.) may still also arm some officers or men with swords. Similar stats can be used for organized paramilitary fascist thugs such as Italian Blackshirts or Nazi Brownshirt "Stormtroopers" (the SA) although they are usually less well disciplined than regular soldiers.

Soldiers vary in motivation from patriots to fanatics to mercenaries, but most are more interested in fighting for their comrades sake than anything else, and will retreat in good order if badly outmatched. It's still common in the 1930s in regions under European colonial rule (e.g., British India or French Indochina) to have "native" soldiers led by a European officer seconded from the colonial nation's armed forces.

SOLDIERS, ELITE

HD: 2-3

AC: 8 [12]

Atk: weapon – bolt-action rifle or submachine gun

Luck: 12

Move: 120'

CL/XP: 2/250

Special: squad may have heavy weapon

A member of a high-morale unit that has its pick of recruits such as the French Foreign Legion, the Nazi Waffen SS, or U.S. Marines. Equipped the same way as ordinary soldiers, but with +2 to morale checks and greater HD. Sergeants or officers have 3 HD. They will often fight to the last man. This category can also include tank crews, motorcycle troops, or horse cavalry reconnaissance units; these will often have carbines, machine pistols, or submachine guns rather than rifles.

SWORDSMEN

HD: 3

AC: 9 [11]

Atk: great sword or katana (1d10)

Luck: 12

Move: 120'

CL/XP: 3/300

Special: some have two shortwords or butterfly knives (1d6 each)

In many parts of the world, from India to Asia to Egypt to the Scottish Highlands, adventurers can still run into the tough guy who very skillfully wields a big sword (or pair of swords) instead of a gun. Often he's working for the local criminal element as an enforcer, and may like to show off with a display to intimidate his foes before charging in. Adventurers who simply shoot him may annoy his friends; those who defeat him in hand-to-hand combat may win a greater degree of respect, which can come in handy.



MONSTER ENCOUNTERS

GHULEHS (GHOULS)

HD: 2

AC: 6 [13]

Atk: claw or bite (1d6)

Move: 90'

Luck: 13

CL/XP: 2/210

Special: None

Ghulehs are pack-hunting corpse eaters who live in urban graveyards or old tombs. Originally native to the middle east, they have since spread over much of the world. Some are solitary, but others live in small to mid-sized packs of several ghulehs. They prefer rotten human flesh, but are not adverse to killing live prey and

then eating it a few days later... These are “living ghouls”: they aren’t undead, and do not have a paralyzing touch. They are an inbred cannibal race, humanlike, but with a pallid skin, a canine cast to their features, long teeth, and sharp nails. Their breath is foul and they can see in all but total darkness, and their keen senses allow them to hunt even in such conditions. They sometimes kidnap human children to feed on or raise as changelings; people who have lived with ghulehs, and partaken of their feasts, may slowly transform into them.

GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful Occultists or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (flesh golems being immune to electricity, for instance). You can find the details in the specific monster descriptions.

GOLEM, CLAY

HD: 12 (50hp)

AC: 7[12]

Atk: 1 fist (3d10)

Move: 8

Luck: 5

CL/XP: 14/2700

Special: Immune to slashing and piercing weapons, Immune to most spells.

The “original” golem of folklore, clay golems may be created by powerful Occultists. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters’ commands. For each round of combat, a clay golem has a 1% chance (cumulative) to go berserk, leaving its master’s control and attacking enemies and allies alike. Clay golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth, and these have very diminished effects – with one exception. An earthquake spell may be used to utterly destroy a clay golem.

GOLEM, FLESH

HD: 10 (45hp)

AC: 9[10]

Atk: 2 fists (2d8)

Move: 8

Luck: 5

CL/XP: 12/2000

Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

Flesh golems are man-like creations stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem (per the movie), and it is slowed by fire and cold spells. No other type of

spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

MECHANISMS

Mechanisms are, effectively, magically-constructed robots. They are not merely animated, for they have a mechanical component to their operations, but these mechanical components require magic in order to function. If magic is not a part of your campaign then they can be purely mechanical.

MECHANISM, BRONZE COBRA

HD: 2

AC: 3[16]

Atk: 1 bite (1d2 + poison)

Move: 12

Luck: 16

CL/XP: 3/60

Special: Non-lethal paralysis poison.

Bronze cobras are similar to iron cobras, built in ancient days by forgotten means. These jointed snakes are the size of a normal cobra, and follow commands given to them or programmed into them by their creators. Bronze cobras are not as lethal as iron cobras, being made of softer metal and having a five-dose supply of paralysis poison (3d6 turns) rather than a three-dose supply of lethal poison. They are, however, faster than the similar mechanism created from iron.

MECHANISM, CLOCKWORK CAVALIER

HD: 5

AC: 3[16]

Atk: 1 sword (1d8)

Move: 12

Luck: 13

CL/XP: 5/240

Special: Slows down, immune to sleep, charm, hold, and non-magical piercing weapons, explodes if beheaded.

A clockwork cavalier is a metallic humanoid (usually plated with tarnished bronze), elaborately forged to resemble a handsome mustachioed gentlemen, with a winding mechanism (a key) in its back between the shoulder blades, and armed with a sword extending from its right forearm. Once it has been wound up, the cavalier will wait in place until it can perceive a male humanoid armed with a sword, whom it will challenge to fight a duel to the death. If the opponent declines, the cavalier will accuse him with cowardice, and attack the following round. During combat the Cavalier will mock its opponent with a selection of insults and taunts. Any other combatants striking the Cavalier will also become targets. A Cavalier never flees from a fight.

The cavalier grows slower as it winds down. Each successive round it is in combat it gains a -1 to hit and to its movement rate. Eventually it comes to a complete halt (once movement rate reaches 0, in 12 rounds) and is thereafter totally unable to move or fight (although the insults continue for a further 1d4 rounds). Clockwork cavaliers are immune to all non-magical piercing weapons. Any two-handed sword or axe that hits has a 1 in 6 chance of beheading the Cavalier - which causes it to halt and then explode within the next round (burst radius 20ft, 1d6 damage - a successful Luck throw means that a person caught in the blast only takes half damage). (Contributed by Sean Wills).

MECHANISM, GIANT ROBOT

HD: 15

AC: 2[17]

Atk: 8 machine gun shots (2d6), mortar (4d6)

Move: 12

Luck: 3

CL/XP: 19/4100

Special: Heat ray.

Throughout time, every evil genius yearns deep in his heart to create a giant robot armed with a heat ray and machine guns - even (or perhaps especially) in worlds where the height of technology is represented by hammer-pounded iron, waterwheels, and crossbows. With the aid of magic, madness, and perseverance, however, some such evil geniuses succeed in the task against all odds. Giant robots are 13-15 ft. tall. They tend to be sleek in design and most highly advanced. These heavy combat robots have machine guns for hands (each making four attacks per turn), a chest-mounted mortar (damages all in a 5ft radius of the target), and can fire a cone of heat from its head that is 90ft long and 30ft wide at its end, that inflicts hit points equal to the robot's initial hit points (Luck for half damage). (Contributed by Scottenkainen).

MECHANISM, IRON COBRA

HD: 3

AC: 1[18]

Atk: 1 bite (1d4 + poison)

Move: 9

Luck: 11

CL/XP: 5/240

Special: Poison.

Iron cobras are jointed constructions of iron, the size of a normal cobra, that slither and attack as commanded (perhaps eons in the past) by their makers. The iron cobra contains a reservoir with three doses of lethal venom. Larger specimens might have been built, with an addition venom dose per additional hit die.

MERMAIDS

HD: 6

AC: 7 [13]

Atk: bite (1d8)

Move: 30' (land), 180' (water)

Luck: 9

CL/XP: 6/300

Special: Charm



Legendary mermaids, who are not necessarily the sweet creatures of children's stories and cartoons. Their song can charm men within 120' who hear it (luck roll vs. mentalism or fall under their thrall), and some of them are also powerful magic users with control over the elements, able to raise up storms that can damage or even sink ships (once/day), or call up fogs to conceal themselves, or grant a favored mortal the power to breath underwater (and also take away that power). Many mermaids also have surprisingly sharp teeth and some desire human flesh.. Some mermaids have a curiosity to living on land and may find or use magic to replace their tails with legs (change to move 120' on land only). Japanese legends suggest the flesh of a mermaid can make one immortal; naturally, few mermaids cooperate.

MUMMIES

HD: 6+4

AC: 3 [16]

Atk: touch (1d6+special)

Move: 60'

Luck: 9

CL/XP: 6/320

Special: Varies; Rot, hit only by magic weapons

Mummies are corpses, often of rulers, priests, or magicians, that have been preserved through embalming, desiccation or other means, with has often sustained a lingering life force easily reanimated via magic or divine curses. Not just Egyptian, mummies are found in the many places in South and Central America, as well as Turkestan. Of special interest in the 1930s are the mummies of the Canary Islands, as these have been found with blond hair, suggesting to the Nazi archaeologists that they might be significant figures connected with an ancient Aryan super-race!) Mummies are corpses that have been preserved through embalming, desiccation or other means. Mummies cannot be hit by normal weapons or bullets, and even magical weapons or heavy weapons like grenades or cannon inflict only



half damage against them. (They may be vulnerable to full damage from fire or flamethrowers, if they have flammable bandages.). Sometimes their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate, curable only by an artifact or rare spell that removes the curse. Others have even greater powers such as summoning up insect plagues or sandstorms (range 30', automatic 1d6 damage/round over an 60' radius for 3 rounds) to bedevil their foes, or having the ability to steal life force and shed their mummified corpse bodies for a newer rejuvenated body

ONI

HD: 5-7

AC: 5 [14]

Atk: weapon (1d6+2)

Move: 90'

Luck: 8

CL/XP: 6/325

Special: lightning bolts, additional magic

Japanese oni have horns and a diabolical appearance, and sometimes have additional magical abilities, such as the power to assume human form and project lightning bolts once a day (5d6 damage).

PRIMORDIAL SLIMES

HD: 10

AC: 6 [13]

Atk: strike (3d8)

Luck: 10

Move: 60'

CL/XP: 10/500

Special: see below

These huge multi-ton blob-like horrors that extrude multiple eyes, tentacles, and fanged mouths at will, but can still ooze under doors or through cracks in masonry. They include Lovecraftian Shoggoths or evidence of pre-human evolution. They take half damage from bullets, arrows, or edged weapons, and they are immune to cold, and divide when attacked by lightning.



RUSALKI

HD: 2

AC: 7 [13]

Atk: 1d4

Luck: 13

Move: 150' (often swim 90')

CL/XP: 2/200

Special: Charm Person

These lurk in the wilderness. They typically appear as beautiful women but cannot venture far from whatever tree, lake, river, or similar region they haunt. They can cast a powerful charm (-2 to luck) to draw men toward them. They usually only appear at night to lonely individuals such as someone on watch at a camp, or a single traveler on a road. Someone charmed may be kept as a servant, or, just as often, drowned in a lake or left frozen in the wild.

SKELETONS

HD: 1

AC: 8 [11], 7 [12] with shield

Atk: weapon or strike (1d6)

Luck: 14

Move: 120'

CL/XP: 1/100

Special: bladed weapons do only 1/2 damage to them

Skeletons are animated bones of the dead, usually under the control of some evil master, mummy, or cult leader.

STATUES, ANIMATED

HD: 9

AC: 5 [14]

Atk: one or more fists, stomps, or weapons (2d6)

Luck: 6

Move: 60'

CL/XP: 9/410

Special: See Below

A big magically-animated bronze or stone idol, sometimes awakened to defend a temple. They are essentially immune to normal bullets, arrows, blade weapons, etc., unless of a magical nature. Only explosives, artillery (bombs, rockets, cannon), or raw blunt force (maces, other animated statues, wrecking balls, being hit by a locomotive, etc.) will affect them but they are not very bright and could easily blunder into traps such as pits. Hindu or Buddhist versions of these idols are especially fierce, often having extra arms (multiple attacks) and bearing weapons.



TROLLS

HD: 5-7

AC: 5 [14]

Atk: weapon (1d6+2)

Move: 90'

Luck: 9

CL/XP: 6/310

Special: regeneration

These are Norse trolls - brutish, lumpy humanoids - some of which may be still encountered in the wilds of Scandinavia. They turn to stone if exposed to daylight,

and are usually 8-12 feet tall. Trolls are usually rather dim-witted, but smarter ones can sometimes be encountered. They may use weapons, but rarely have much interest in modern technology, and often shun iron.

VAMPIRES

HD: 7-9

AC: 2 [18]

Atk: bite (1d6 HP drain)

Move: 12

Luck: 7

CL/XP: 8/460

Special: See Below

Vampires are found the world over, though they vary in their habits and weaknesses, the details of which are best set by the Referee and should require some research by the characters, e.g., whether they can be fended off by holy symbols or by other means; sometimes it depends on the vampire's own faith or local traditions. Most regenerate at a rate of 3 hit points per round, are immune to non-magical weapons (but not necessarily cannon, flamethrowers, or explosives) and can drink blood, draining 1d6 HP with a bite; a bitten victim must make a mentalism luck roll at -2 or choose not to resist, in which case the vampire can continue to attack each round without needing to roll to hit, draining a further 1d6 HP/round until they are dead (or someone interrupts); victim's luck at -4 if the vampire is sexually attractive to them. Someone slain will often become a vampire, often within 3 days, if their corpse is not destroyed first. Vampires may have other powers, e.g., turning into animals, mist, and so on.

WEREWOLF

HD: 4+4

AC: 5[14]

Atk: 1 bite (1d6+1)

Move: 12

Luck: 13

CL/XP: 5/240

Special: Lycanthropy.

Werewolves can assume the form of a wolf, a human, or a wolfman hybrid of the two forms. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.



YETI

AC: 5 [15]

HD: 6+6

Atk: Claw, bite (1d8 each)

Luck: 8

Move: 150'

CL/XP: 5/300

Special: Movement unaffected by ice or snow

The Abominable Snowman of the Himalayas. Use similar statistics for other ape-men such as Big-Foot. These hideous ape-men resemble Earthly gorillas, but they are snow-white, stand at least eight feet tall, and are comfortably in extreme climates. Some accounts tell of awful odors or ice storms surrounding them or associate them as minions with Tibetan masters or three-eyed occult beings who dwell beneath the mountain snows.

ZOMBIES

AC: 8 [11]

HD: 2

Atk: weapon or strike (1d6)

Move: 6

Luck: 13

CL/XP: 2/150

Special: Immune to sleep, charm

Zombies are mindless walking dead animated by magic to serve a necromancer, voodoo priest, etc.



ANIMALS

Unlike traditional fantasy RPG's encounters with fantastical beasts is extremely rare. Still, the natural world is a dangerous place filled with animals of all kinds that could be a threat to archaeologists searching for ancient relics in ruins amid steaming jungles, a god-king's tomb in the arid desert, or a submerged city in the Atlantic.

This section is excerpted from the excellent Monster Compendium that is a collected work of many authors producing "OSR" (old-school rules) content. Permission to use granted by the Open Game License.

ALLIGATOR, NORMAL

Some normal alligators are man-eaters; all are dangerous and can conceal themselves well.

Normal Alligator: HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Luck 14; CL/XP 3/60; Special: None.

APE, GORILLA

If a gorilla hits with both arms, it will crush and rend the victim for an additional 1d6 points of damage. Some gorillas, especially those living near places of eerie magic, might become carnivorous and seek out human prey with abnormal cunning and rudimentary intelligence.

Gorilla: HD 4; AC 6[13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Luck 13; CL/XP 4/120; Special: Hug and rend.

BABOON

Baboons are vicious pack hunters, usually led by a stronger-than-normal alpha male. They might be susceptible to the influence of ancient and evil powers.

Baboon: HD 1; AC 7[12]; Atk 1 bite (1d4); Move 12; Luck 17; CL/XP 1/15; Special: None.

Baboon alpha male: HD 2; AC 7[12]; Atk 1 bite (1d6); Move 12; Luck 16; CL/XP 2/30; Special: None.

BARRACUDA

Barracudas are fast, shark-like fish. They are smaller than most sharks, but hunt in groups.

Barracuda: HD 1; AC 6[13]; Atk 1 bite (1d8); Move (swim 24); Luck 17; CL/XP 1/15; Special: None.

BAT, GIANT

Giant bats are massive, man-sized cousins of the bat; they do not suck blood, but their bite is nonetheless deadly. One in ten carries disease.

Giant Bat: HD 4; AC 7[12]; Atk 1 bite (1d10); Move 4 (fly 18); Luck 13; CL/XP 5/240; Special: 10% chance of disease.

BEAR, BLACK

If a black bear hits with both claws, it hugs for an additional 1d8 hit points of damage. Can be found throughout Florida.

Black Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Luck 13; CL/XP 4/120; Special: Hug.

BEAR, CAVE OR POLAR

Prehistoric bears and polar bears are even larger than a grizzly bear. When hitting with both claws, they hug for 3d6 points of damage.

Cave Bear/Polar Bear: HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Luck 9; CL/XP 7/600; Special: Hug.

BOAR, WILD

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your "blue tusken-hogs of the Ymar Plains," or whatever is appropriate for your campaign.

Wild Boar: HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Luck 14; CL/XP 4/120; Special: continue attacks 2 rounds after death.

CAMEL

Camels can carry 600 pounds of weight. They often have bad dispositions, and they spit.

Camel: HD 2; AC 7[12]; Atk 1 bite (1d2); Move 20; Luck 16; CL/XP 2/30; Special: None.

CATTLE

Cattle include oxen and cows. Bulls inflict 1d8 points of damage instead of 1d6.

Cow/Ox: HD 3; AC 7[12]; Atk 1 gore (1d6); Move 18; Luck 14; CL/XP 3/60; Special: None.

CENTIPEDE, GIANT

Small (Lethal): Giant lethal centipedes of the small size inflict a lethal bite with a +4 Luck throw, but inflict no damage if the Luck throw is successful.

Giant Centipede (small, lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Luck 18; CL/XP 2/30; Special: poison bite (+4 Luck or die).

Small (Non-Lethal): The non-lethal variety has larger pincers but its poison is not lethal (though it is deadly). Failing a Luck throw (at +4) against the poison of the non-lethal variety causes 1d4 rounds of crippling pain (the victim is helpless, as if asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot use weapon or shield; a crippled sword arm can only attack at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1ft per minute (prone, dragging oneself by the arms).

Giant Centipede (small, non-lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Luck 18; CL/XP 1/15; Special: non-lethal poison bite (+4 Luck).

COYOTE

Small, dog-like scavengers, coyotes present no significant threat to a well-armed human.

Coyote: HD 1d4hp; AC 7[12]; Atk 1 bite (1d2); Move 14; Luck 18; CL/XP A/15; Special: None.

CROCODILE, NORMAL

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well.

Normal Crocodile: HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Luck 14; CL/XP 3/60; Special: None.

CROCODILE, GIANT

The smallest of giant crocodiles are about 20ft long (normal crocodiles can grow to be as long as 15ft).

Giant Crocodile: HD 6; AC 3[16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (Swim 12); Luck 11; CL/XP 6/400; Special: None.

DOG, GUARD OR WAR

These are large, trained dogs. Normal dogs would have hit dice 1 or lower, and inflict no more than 1d3 points of damage.

Guard Dog: HD 2; AC 7[12]; Atk 1 bite (1d6); Move 14; Luck 16; CL/XP 2/30; Special: None.

EEL, GIANT

These statistics are for giant eels about ten feet in length. Larger eels would have correspondingly greater hit dice. The electric shock generated by a giant electric eel would cause 3d6 points of damage in the surrounding water, with no Luck throw. See also, "Lampreys," which are also eels.

Giant Electric Eel: HD 2; AC 8[11]; Atk 1 bite (1d3); Move 0 (Swim 9); Luck 16; CL/XP 4/120; Special: Electric shock.

Giant Moray Eel: HD 4; AC 7[12]; Atk 1 bite (2d6); Move 0 (Swim 9); Luck 13; CL/XP 4/120; Special: None.

ELEPHANT

Trained elephants can carry a howdah upon their backs, with up to six people within. In battle, wounded elephants may become maddened and go on a rampage, ignoring all training.

Elephant: HD 10; AC 6[13]; Atk 1 trunk (1d10), 2 gore (1d10), 2 trample (2d6); Move 12; Luck 5; CL/XP 11/1700; Special: None.

HORSES:

Riding Horse: HD 2; AC 7[12]; Atk 1 bite (1d2); Move 18; Luck 16; CL/XP 2/30; Special: None

War Horse: HD 3; AC 7[12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Luck 15; CL/XP 3/60; Special: None.

JACKAL

Small, dog-like scavengers, jackals present no significant threat to a well-armed party of humans.

Jackal: HD 1d4hp; AC 7[12]; Atk 1 bite (1d2); Move 14; Luck 18; CL/XP A/15; Special: None.

KOMODO DRAGON

Komodo dragons are very large lizards with a poisonous bite (Luck throw). Death from the poison takes place in 1d4 melee rounds after the bite.

Komodo Dragon: HD 2; AC 5[14]; Atk 1 bite (1d6 + poison); Move 6; Luck 16; CL/XP 4/120; Special: Poison bite.

KRAKEN

Kraken are gigantic squid-like monsters of malign, genius-level intelligence, residing in the black depths of the oceans. When kraken strike with their tentacles, they may wrap their prey and constrict them each round for an automatic 2d6 damage, also making the victim defenseless against the kraken's bite. Ships may be constricted in the same way, typically requiring 18 tentacle-rounds to crush the vessel sufficiently to pull below to the kraken's expansive undersea lair. Tentacles may be targeted individually and severed. They each have AC 6[13] and 16 hit points, which are not considered part of the kraken's hit point total. Kraken retreat by jetting backwards, at which point they may release a poisonous 80ft x 80ft x 120ft ink cloud. For a total of four rounds, anyone within the cloud will suffer 1d4 points of damage. It is rumored that kraken possess unnatural powers to control weather and to create false lights in order to ambush or mislead sailors. This is, of course, superstitious nonsense.

Kraken: HD 20; AC 0[19]; Atk 6 tentacles (2d6), bite (3d6); Move (Swim 3) (Jet 21); Luck 3; CL/XP 24/5600; Special: Ink cloud, constriction

HYENA, GIANT

Giant hyenas stand 8ft tall at the shoulder, and are more aggressive than their normal cousins. They might serve as mounts for tribes of gnolls in prehistoric or sword & sorcery campaigns.

Giant Hyena: HD 5; AC 6[13]; Atk 1 bite (2d6); Move 18; Luck 12; CL/XP 5/240; Special: None.

LAMPREY, GIANT

Giant lampreys are slow-moving eels with a toothy, sphincter-like mouth. Once the monster scores a hit, it fastens to the victim and drains blood automatically each round thereafter until the victim is dead. Normal lampreys aren't really dangerous enough to merit a separate entry.

Giant Lamprey: HD 4; AC 6[13]; Atk 1 bite (1d6); Move (Swim 9); Luck 13; CL/XP 5/240; Special: Sucks blood.

LEECH, GIANT

Giant leeches are about one and a half feet long per hit die. After they score a hit, they drain blood automatically at one hit point per hit die of the creature. These are nasty creatures to find inhabiting the murky, muddy waters of a swamp.

Giant Leech (1HD): HD 1; AC 9[10]; Atk 1 bite (1d4); Move 3; Luck 17; CL/XP 2/30; Special: Sucks blood (1hp/round).

LEOPARD

Leopards are small, roaring great cats, standing about 2ft tall at the shoulder. They are not quite as fast as the other great cats, but they are stealthy hunters.

Leopard: HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Luck 14; CL/XP 4/120; Special: None.

LION

A lioness has an AC of 7[12], but is otherwise similar to the male lion.

Lion: HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Luck 12; CL/XP 5/240; Special: None.

LIZARD, GIANT (REGULAR)

Giant lizards (as described here) are about 4ft tall at the shoulder (not quite large enough to ride). Larger specimens could certainly be found – perhaps they continue to grow throughout their long lives, leading to giant lizards of close to saurian dimensions.

Giant Lizard: HD 3; AC 5[14]; Atk 1 bite (1d8); Move 12; Luck 14; CL/XP 3/60; Special: None.

LYNX

If a lynx hits with both of its front claws, it can make 2 more attacks with its rear claws.

Lynx: HD 2; AC 6[13]; Atk 2 claws (1d2), 1 bite (1d4); Move 12; Luck 16; CL/XP 2/30; Special: Rear claws.

RAT, GIANT

Giant rats are often found in alleyways and filthy ship decks, some are nearly the size of a cat. The bite of some (1 in 20) giant rats causes disease. A Luck throw is allowed. The effects of the disease are decided by the GM.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Luck 18; CL/XP A/5; Special: 5% are diseased.

RAY, STING

Sting rays are very difficult to see on the ocean floor. They have a poison sting which they use to defend themselves when danger comes near. Sting ray poison causes paralysis (3d6 turns) and also inflicts 3d6 points of damage. A successful Luck throw avoids all effects from the poison.

Sting Ray: HD 1d6hp; AC 7[12]; Atk 1 sting (1d3 + poison); Move (Swim 10); Luck 17; CL/XP 3/60; Special: non-lethal poison.

SHARK

When there is blood in the water (say, 6hp worth), more sharks will come to investigate (about 1d6 sharks of any size). All sharks will be attacking madly, and

each time a shark attacks there is actually a 1 in 6 chance that it will target another shark instead of a human. Smaller sharks would have 1HD per foot of length.

Small Shark (3HD): HD 3; AC 6[13]; Atk 1 bite (1d4+1); Move 0 (Swim 24); Luck 14; CL/XP 3/60; Special: Feeding frenzy.

Small Shark (4HD): HD 4; AC 6[13]; Atk 1 bite (1d4+1); Move 0 (Swim 24); Luck 13; CL/XP 4/120; Special: Feeding frenzy.

Medium Shark (5HD): HD 5; AC 6[13]; Atk 1 bite (1d6+2); Move 0 (Swim 24); Luck 12; CL/XP 5/240; Special: Feeding frenzy.

Medium Shark (6HD): HD 6; AC 6[13]; Atk 1 bite (1d6+2); Move 0 (Swim 24); Luck 11; CL/XP 6/400; Special: Feeding frenzy.

Large Shark (7HD): HD 7; AC 6[13]; Atk 1 bite (1d8+4); Move 0 (Swim 24); Luck 9; CL/XP 7/600; Special: Feeding frenzy.

Large Shark (8HD): HD 8; AC 6[13]; Atk 1 bite (1d8+4); Move 0 (Swim 24); Luck 8; CL/XP 8/800; Special: Feeding frenzy.

Giant Shark: HD 13; AC 5[14]; Atk 1 bite (1d10+8); Move 0 (Swim 18); Luck 3; CL/XP 13/2300; Special: Feeding frenzy.

SNAKE

Normal snakes are not particularly dangerous, with these exceptions. Vipers are highly poisonous, and about a foot or two in length. Their poison is lethal, but the Luck throw is at a bonus of +2. Boa constrictors are not poisonous, but if they hit, they do automatic damage from constriction thereafter.

Viper: HD 1d6hp; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Luck 18; CL/XP 2/30; Special: Lethal poison (+2 Luck).

Boa Constrictor: HD 2; AC 6[13]; Atk 1 constriction (1d3); Move 12; Luck 16; CL/XP 2/30; Special: Constriction.

SPIDER, POISONOUS

Poisonous spiders are aggressive hunters.

Poisonous Spider: HD 1hp; AC 10[9]; Atk 1 bite (1hp + poison); Move 9; Luck 17; CL/XP 3/60; Special: lethal poison (+2 Luck throw)

SQUID, GIANT

Giant squid are one of the more feared sort of sea monster; they can sink small vessels and occasionally try to pick prey off the decks even of large ships. These creatures are often mistaken for a true kraken, but they are not intelligent. The squid's tentacles constrict for 1d8+1 points of damage after the first hit, and they are used to pull food to the creature's deadly beak, which it keeps below the water. When a tentacle hits, roll 1d6: 1= both arms pinned, 2= right arm pinned, 3= left arm pinned, 4-6= arms are not pinned. A giant squid's tentacles can take 10hp of damage before being severed, but attacking tentacles does not affect the squid's actual hit point total – only attacks to the body and head affect the squid's true hit points.

Giant Squid: HD 12; AC 7[12] head and tentacles; 3[16] body; Atk 8 tentacles (1d8+1), 1 beak (5d4); Move 0 (Swim 20); Luck 3; CL/XP 14/2600; Special: Constrict

TOAD, POISONOUS

Poisonous toads bite with lethal poison, and their skin is also poisonous to the touch. They are about the size of a man's fist, and can attack at the end of a hop. These toads can sometimes be brightly colored in vibrant reds and greens.

Poisonous Toad: HD 1hp; AC 7[12]; Atk 1 bite (1 point + poison); Move 6 (Hop 30ft); Luck 16; CL/XP 4/120; Special: Poison skin and bite

TURTLE, GIANT SEA

Giant sea turtles do not hunt humans, but they are aggressive in their territory, and are large enough to capsize small ships (15 foot diameter shell). Obviously, the size and hit dice of individual specimens will vary; these stats are for an average adult turtle.

Giant Sea Turtle: HD 15; AC 3[16] shell, 5[14] head/flippers; Atk 1 bite (4d6); Move 3 (Swim 12); Luck 3; CL/XP 15/2900; Special: None.

TURTLE, GIANT SNAPPING

Giant snapping turtles are massive, having a shell with the same diameter in feet as the creature's hit dice. Their incredibly thick shells make them almost invulnerable to attacks that are not targeted at the head or limbs.

Giant Snapping Turtle (8HD): HD 8; AC 2[17] shell, 5[14] head/limbs; Atk 1 bite (4d6); Move 4 (Swim 9); Luck 8; CL/XP 8/800; Special: None.

WHALE, KILLER

Killer whales might be found as the allies of any intelligent underwater species, chaotic or lawful, good or evil. Some killer whales are as intelligent as humans, others are not.

Killer Whale: HD 12; AC 4[15]; Atk 1 bite (3d10); Move (Swim 24); Luck 3; CL/XP 12/2000; Special: None.

WHALE, SPERM

Sperm whales can swallow small ships whole, and automatically swallow whole any human-sized prey they hit with an attack. Blows from their tails destroy boats and might also destroy ships, or damage them terribly. Some sperm whales are intelligent (and often malevolent).

Sperm Whale: HD 36; AC 4[15]; Atk 1 bite (4d10), 1 tail (4d10); Move (Swim 18); Luck 3; CL/XP 37/7400; Special: Swallow whole.

APPENDIX ONE: REAL WORLD HEROES, VILLAINS, PLACES AND THINGS

This is a collection of real-world people, places and things related to archaeology, treasure-hunting, and ancient mysteries to inspire your adventures, or fill out the backgrounds of your characters. Further research on your part will be rewarded with great stories!

Aegis: The aegis is carried by Athena and Zeus, but its nature is uncertain. It had been interpreted as an animal skin or a shield, sometimes bearing the head of a Gorgon. There may be a connection with a deity named Aex, a daughter of Helios and a mistress of Zeus. The aegis of Athena is referred to in several places in the Iliad. "It produced a sound as from a myriad roaring dragons and was borne by Athena in battle ... and among them went bright-eyed Athene, holding the precious aegis which is ageless and immortal: a hundred tassels of pure gold hang fluttering from it, tight-woven each of them, and each the worth of a hundred oxen." For a fantastic interpretation, see the description of the Aegis relic on page 50.

Agrippa's Book of Occult Philosophy: Heinrich Cornelius Agrippa (1486-1535) is the most influential writer of Renaissance esoterica, and indeed all of Western occultism. The Book of Occult Philosophy (*De Occulta Philosophia libri*) is Agrippa's study of occult philosophy, acknowledged as a significant contribution to the Renaissance philosophical discussion concerning the powers of ritual magic and its relationship with religion. The book was printed in 1531 in Paris, Cologne, and Antwerp. It was an ambitious attempt to rejuvenate the art of magic which had degenerated during the medieval ages. He did this by assembling an intellectual and theoretical foundation from his extensive collection of sources. Agrippa started with a "systematic exposition of Ficinian spiritual magic and Trithemian demonic magic and treatised in practical magic" (I. P. Coulano in *Hidden Truths* 1987, p. 114). Other major sources used by Agrippa include *Liber de mirabilibus mundi* of pseudo-Albertus Magnus, Giovanni Pico's *Oratio de Dignitate Hominis* and *Apologia*, Johannes Reuchlin's *De Verbo Mirifico*, Pliny's *Historia Naturalis*, as well as *Picatrix* and the Hermetic and Neoplatonic texts. The resulting text circulated widely in manuscript form.

Unknown to most was that the original hand written book contains true occult power, filled with spells, incantations, and alchemical recipes. The original has long been lost, but recent clues have arisen that might reveal its actual location. The volume was published in three books (and it might make for a more interesting adventure to have the players collect three originals).

Consult the spell list of the Occultist for the kinds of powers this tome may contain.



Ahnenerbe: An institution created by Heinrich Himmler, originally a research organization to determine the racial purity of potential SS soldiers and then to teach them about their Nordic history and heritage. Over time, this group was also assigned additional research tasks designed to help the Nazis create a unified sense of Aryan culture, including traveling around the world to investigate the putative roots of the Aryan people. Known expeditions organized in this manner went to Tibet and the Crimea as well as across Europe; there were proposals covering most of the rest of the planet. In pop “conspiratorial” fiction the Ahnenerbe were far more organized and sinister, collecting arcane weapons and relics for the Reich.

Alamut: The “Eagle’s Nest,” a mountain fortress in northwestern Iran. It was home to the citadel of Hasan-i Sabbah and the Assassins. Hasan, the leader of a sect of Ismaili Shiite Muslims, became known as the Old Man of the Mountain, and his followers were originally called hashishin, which was intended derogatorily to mean “users of hashish” – they referred to themselves as fedayin, “Men That Do Not Fear Death.” This loyal order developed a terrifying reputation as unseen killers who carried out secretive assassinations of opposing political leaders. Their loyalty was reportedly derived (by Marco Polo, nonetheless) from extensive brainwashing and use of hallucinogenics, including visits to a secret garden filled with beautiful women that was presented to the drugged devotees as a vision of the paradise they would go to as a reward. Alamut itself, including its legendary library, was destroyed by invading Mongols in 1256. In the 1930s, the ruins still stand on a narrow slab of rock five hundred feet above a dangerous river.

Alexander the Great (356-323 BC): The King of Macedon and ruler of perhaps the largest empire of the ancient world. Alexander conquered almost all of the world he knew, founded over twenty cities named after him, and entered into legend in cultures across Europe and Asia. He is mentioned here specifically because the location of his actual tomb remains one of the greatest archaeological mysteries yet unsolved. He died in June of 323 BC in the palace of Nebuchadnezzar in Babylon, maybe from poisoning or perhaps from malaria. He was placed in a giant golden sarcophagus filled with honey. His funeral cortege was seized on its way back to Macedon by Ptolemy I, who took it to first to Memphis in Egypt. Ptolemy II transferred the body to a large and beautiful tomb in Alexandria, where it stayed for centuries and was regularly visited by various of the Roman emperors until well into the 100s AD. (Reportedly, Caligula stole his breastplate!) Septimus Severus ordered the tomb officially sealed in the year 199 AD. Over the course of succeeding centuries of disaster for the city, the location of the tomb itself was lost, and has been the object of hundreds of major archaeological searches ever since.

Andrews, Roy Chapman (1884-1960): Andrews was a paleontologist and naturalist who became famous in the 1920s for a series of expeditions to Mongolia, where he found hundreds of dinosaur bones and the first examples of dinosaur egg nests. Each trip involved hundreds of workers, caravans of trucks, and scouting parties that would leave behind caches of food and supplies for the main party traveling behind. His books about the expeditions captured the public imagination, and his tales of derring-do involving distant deserts, sandstorms,

brigands, and conflicts with the Chinese military helped define the image of the pulp-era explorer, complete with leather jacket and pistol. He became the director of the American Museum of Natural History in 1934.

Antikythera Mechanism: Recovered as part of a trove of treasure from a shipwreck in 1900, this collection of partially corroded gears and clockwork is actually an analog computer for calculating the passage of zodiacs and astronomical bodies, eclipses, and maintaining a calendar. It seems to date from at least 100 BC, well before the Greeks or any other culture had similar technology. Where it came from remains a mystery, as does whether any more such artifacts might exist somewhere...

Ayers Rock: Called Uluru by native Anangu, Ayers Rock is an enormous sandstone rock formation deep in the central Australian outback, hundreds of miles from the nearest towns. It's over a thousand feet high and riddled with caves, cracks and fissures. The Anangu believe the rock is home to many of the spirits who created the land, as well as the site of many battles with the Serpent People. Europeans first saw Ayers Rock in the 1870s, but in 1920 the land became an Aboriginal Reserve. The Anangu dislike tourists and officially forbid both photography and climbing, though both are common. It is said that deep inside the rocks are hidden caves that no white man has ever seen, and that some of these caves and tunnels connect directly with the spirit world.

Baghdad Battery: A terra cotta vase dating from approximately 200 BC, found in a dig outside of Baghdad in 1938, was discovered by German archaeologist Wilhelm Konig to contain a hollow copper cylinder and an iron rod inside. Konig theorized that if the vase had been filled with an electrolyte like wine or vinegar it might have served as a battery. Though no additional evidence has been found to support this theory, any number of ancient mechanisms might be powered by such batteries in your game.

Bagnold, Ralph (1886-1990): Bagnold served in the British Army's Royal Engineers, fighting in France in WWI and then serving in both Cairo and northern India afterwards. In both of the latter locations he spent a great deal of time exploring nearby deserts, inventing a new type of compass and developing techniques for desert travel and exploration. In 1929 he joined an expedition in search of the mythical Lost City of Zerzura in the Libyan deserts, though he was ultimately unsuccessful. In World War II he founded and led the Long Range Desert Group, a reconnaissance team that Rommel and the Afrika Korps across northern Africa and then into Greece and Italy. He makes an excellent consulting NPC for any desert campaign set between or after the wars.

Bingham, Hiram (1875-1956): Bingham, from a famous family of missionaries, was teaching South American history at Yale when he organized an expedition to Peru in 1911. A local guide there took him to the ruins of Machu Picchu, from which he took over 40,000 pieces back to Yale over the next four years. His books on the subject became best sellers and made Machu Picchu a major tourist attraction. Bingham went on to become first Lieutenant Governor and then a Senator from Connecticut.

Bond, Frederick Bligh (1864-1945): A longtime student of psychic phenomena, Bond was the Director of Excavations at the Glastonbury Abbey site from 1908 until 1921, and claimed that he was guided in his digs by spirits of the dead. He eventually annoyed the Church of England so much with these claims that he was fired, and he moved to America in 1926 to write several books on psychic abilities and research.

"Bone Wars": In the late 19th century, two paleontologists named Othniel Marsh and Edward Drinker Cope developed a vicious rivalry over their efforts to unearth dinosaur fossils in the American West. They resorted to various underhanded tricks to sabotage each other's sites, bribe each other's workers, and even outright steal fossils, while simultaneously publishing articles in scientific journals accusing each other of bad behavior and worse science. Despite the ruckus, both Marsh and Cope made spectacular finds, including the first Stegosaurus, and the battles helped popularize the field of paleontology.

Brazen Heads: Mechanical or magical devices shaped like disembodied human heads were a popular mythical tool legendarily assigned to many historical figures, particularly in Medieval times- among those who reportedly possessed one were Roger Bacon, Albertus Magnus and even Pope Sylvester II. Supposedly, these heads could speak and provide answers, advice and even prophecy.

Burnham, Frederick Russell (1861-1947): Burnham grew up in the American Midwest and served as a Scout in the US Army fighting the Apaches. He then moved to South Africa as a mercenary for Cecil Rhodes and a scout for the British in the Second Boer War. He served with several archaeological expeditions in Mexico, finding several important Mayan sites. After World War I he helped found the Boy Scouts and made a fortune as an oil prospector in California, becoming a well-known conservationist. In short, he's the very model of a real-world high-level Explorer.



Cappadocia: This cave-ridden region of Turkey was once the capital of the Hittite Empire. After being conquered by first the Persians and then Alexander the Great, it became part of the Byzantine Empire. Extensive volcanic activity in the area has created a number of large caves accessible by tunnels and "fairy columns" from the surface, and entire cities were built for local communities, including early Christians escaping Roman persecution. To this day rumors persist of cave cities unseen by human eyes for centuries, which may contain any number of ancient treasures...

Carter, Howard (1874-1939): Perhaps the most famous archaeologist in pop culture, Carter was hired by Lord Carnarvon beginning in 1907 as the supervisor for his massive excavations in the Egyptian Valley of Kings. It took until 1922 (with a break for World War I) to find the tomb of King Tutankhamen, and the final burial chamber (complete with sarcophagus and countless treasures of gold and ebony) was opened in March of 1923 while the world hung on every bit of sensational news. Carter retired the next year and spent his time touring the

country with his finds, firing the imaginations of a generation (and spawning an entire genre of pulpy fictional adventurers opening mysterious tombs!)

Cenote: A natural sinkhole or pit that connects to an underground body of water. Several ancient cultures, notably the Maya, believed some cenotes connected directly to the underworld and used them for sacrifices, throwing treasures and occasionally bodies into them to appease the gods. Raiders will face not only the usual difficulties of underwater operations, but may also have to deal with cave-ins and various dangerous underground fauna to retrieve these sacrifices.

Dead Sea Scrolls: In 1947 a Bedouin shepherd found several jars in a limestone cave on the bank of the Dead Sea. He sold them to a dealer in Bethlehem, who in turn sold them to the Syrian Orthodox Archbishop of Jerusalem. With the assistance of several local universities, they were identified as including the earliest known copies of books from the Hebrew Bible, as well as other ancient texts and documents from the Jewish Second Temple. This sparked a rush on the area, and eventually over 900 separate scroll fragments were recovered from a dozen different caves in the area.

Elgin Marbles: Thomas Bruce, the 7th Earl of Elgin, excavated a set of marble friezes dating from around 440 BC from the temple of Parthenon and other buildings on the Acropolis at Athens, with controversial permission from the Ottoman Sultan who ruled Greece at the time. He sold them to the British Museum, where they have stood ever since despite efforts by Greece to recover them. The collection includes beautiful sculptures and carvings, including a number depicting battles between humans and centaurs.

Evans, Arthur (1851-1941): Evans was a professional reporter and real-world "adventurer" who wrote several books about his travels in the Balkans during years of revolutions and war (during which he was at least suspected several times of being a spy.) In 1883 he returned to England and became head of the Ashmolean Museum at Oxford, for which he regularly headed up various expeditions. His team discovered the Palace of Knossos on Crete, basically discovering the existence of the Minoan civilization that existed there from about 2000 to 1450 BC.

Fawcett, Percy (1867-1925?): Colonel Fawcett, who was a real-world inspiration for Doyle's Professor Challenger and perhaps for Indiana Jones as well, served in the Royal Artillery in Ceylon where he mastered mountain-climbing and surveying. The Royal Geographic Society hired him in 1906 to head a team sent to map jungle areas on the border of Brazil and Argentina. He made seven such trips between 1907 and 1924, with a brief break to fight at Flanders during WWI. He made several remarkable discoveries, but many of his claims seem fanciful - he told many stories of giant snakes and spiders, as well as other animals as yet unencountered. At the end of his career he became obsessed with finding a hidden city he called "Z," which he had heard tales of from natives and believed may have been connected to ancient Atlantis. He disappeared in 1925 along with his entire team somewhere near the Upper Xingu River in the Amazon valley, and is believed to have been killed by hostile natives; however, reports of his continued life deep in the jungles continued to circulate for decades after his disappearance.

Great Zimbabwe: A Lost City of southern Africa, Great Zimbabwe was a trading town founded in probably the 4th Century and reached its peak in the 11th or 12th. By the mid-15th century the gold mines nearby had likely been exhausted, and trade was no longer coming from the tribes to the north, so the city was slowly abandoned and fell into ruin. The ruins were rediscovered by German explorers in 1867, and the city was theorized in the popular press as being the home of the Queen of Sheba or the mines of King Solomon. While these claims have been largely disproven, many beautiful soapstone sculptures and other treasures have been recovered from the site.

Irem of the Pillars: A legendary lost city mentioned in the Koran (Al-Fajr 89:7), Irem supposedly met its end when King Shaddad defied Allah and mistreated the prophet Hud. In revenge, Allah destroyed the city, perhaps with a sandstorm. Lovecraft claimed the hidden city was the home of Cthulhu's cult, while other writers have connected it to other Arabic "lost cities" such as Ubar. In the early 1990s NASA satellite photographs identified what might have been roads that led to a water hole; excavation revealed the remains of what must have been a massive fort, which had collapsed into a sinkhole.

Kokuryūkai (Black Dragon Society): This was an ultra-nationalist Japanese secret organization founded in 1901, with roots both in Japanese right-wing militarism and in organized crime. Its public goal was to keep Japan's rival Russia out of China (it was named after the Amur, or Black Dragon River, that was seen as the border). As Japan's foreign policy became more aggressive throughout the 1920s and 1930s, the Black Dragon extended its goals toward expanding Japanese power and influence worldwide. It recruited secret agents, saboteurs, and assassins who operates not just in China and other parts of Asia but also in Russia, the Middle East, India, Europe, and even North and South America. Its member included nationalist politicians, military officers of all ranks, businessmen, spies, revolutionaries, and professional criminals. It also forged alliances with certain extremist Buddhist sects across the world. In a Raiders campaign, the Black Dragon Society's agents would be behind any attempt to acquire ancient Buddhist relics (or anything else) of interest to Japan, or to sabotage the efforts of Russia and America to acquire potent relics. Although not a government agency, the members who were part of Japan's elite could give it unofficial access to Imperial Japanese troops and weapons when operating within the Empire of Japan's sphere of influence.

Loch Ness: This deep lake in the Scottish Highlands is reputedly home to the world's most famous cryptid, the Loch Ness Monster. "Nessie" was first supposedly the subject of a blurry photograph in 1933, which brought her extensive press attention, but stories about a mysterious creature in the lake supposedly date back to Saint Colomba in the 6th Century. Loch Ness was the site of several major monster-hunting expeditions in the 1930s, and then again when cryptids became a fad in the 1960s. Aleister Crowley once lived on the shore of Loch Ness - his manor was later purchased by Jimmy Page.

Mitchell-Hedges, Frederick (1882-1959): Mitchell-Hedges was a notorious explorer, self-promoter and tall-tale teller who had a radio show in New

York City during the 1930s. He told exciting stories of his dangerous encounters in various wild places of the world, including being captured as a spy by Pancho Villa, battling African headhunters, and searching for lost Atlantis. He claimed to have discovered an ancient crystal skull among Mayan ruins in Lubantun, Belize, which supposedly had mystical powers, and his daughter continued to promote it until her own death in 2007.

Mouhot, Henri (1826-1861): A French explorer based primarily in Bangkok, Mouhot explored the jungles of Siam, Laos and Cambodia, and wrote extensively about the ruins and temples of Angkor. Though he is frequently credited with “discovering” it, or at least being the first European to see it, neither is true. Angkor, the capital of the Khmer empire from the 10th to 13th Centuries, includes Angkor Wat, a temple to Vishnu that is the largest religious monument in the world and reputed to contain many hidden passageways and chambers that may yet conceal treasures.

Mutalibun: A legendary sect of Arab treasure-hunters, who were experts in opening tombs and avoiding dangerous traps.

Orrery: An orrery is a clockwork mechanism depicting the various planets, moons and other heavenly bodies, usually as spheres of various sizes on metallic arms that rotate around a central body (depending on the model, either the Earth or the Sun.) Ancient advanced cultures could supposedly use these to predict the alignments of planets or stars, usually to predict alignments or exact dates when “the stars are right” for a particular auspicious or magically-important event. If sufficiently gigantic, they also make excellent locations for a dramatic fight scene, as the arms swing wildly around making random attacks on anyone who wanders too close. The planets themselves might contain individual treasures or clues if broken into.

Ossuary: An ossuary is a box, urn or container for the bones of the dead, generally used in ancient cultures where burial space is scarce or conditions are poor for buried items to remain so. It may be quite large, or perhaps no more than the minimum size needed to store the collection of bones.

Petrie, Flinders (1853-1942): Petrie was perhaps England’s foremost Egyptologist of the period, and his work surveying Giza and the pyramids is still well-regarded today.

Piri Reis Map: In 1929 researchers in Topkapi Palace in Turkey found a map of the world made by the Ottoman admiral Piri Reis in 1513 and presented to the Sultan Selim I in 1517. Reis credited over twenty other maps in his accompanying notes, including lost maps reputedly made by Columbus himself. The map supposedly contains details of the South American and Antarctic coastlines that were unknown in the 16th Century, and many intriguing claims have been made about the maps including unknown explorers, secret societies, and even alien authorship (see Von Daniken below.)

Pontifical Commission of Sacred Archeology: This is an official organization of the Vatican founded in 1852 by Pope Pius IX. It has the mission of promoting and directing excavations in the catacombs under Rome and on other sites that of Christian antiquarian interest. It is also charged with safeguarding the

objects found during such excavations. In 1925, Pope Pius XI increased the power and responsibilities of the commission. The organization would be a suitable patron for adventurous relic hunters working with the Church.

Rahn, Otto (1904-1939): Rahn was a lieutenant in the SS who had studied and written about the Cathars and the legends of the Holy Grail. Himmler was interested in his work and sent him to various locations around Europe in the 1930s searching for clues to the Grail. The Gestapo discovered he was homosexual and tried to arrest him, but he vanished in 1939; his frozen corpse was found on a mountainside in Austria.

Rosetta Stone: Napoleonic soldiers in Egypt in 1799 discovered the Rosetta Stone, a 1600-lb. stele containing a decree proclaiming the various deeds of Ptolemy V and declaring him to be a god alongside his ancestors, dating from 196 BC. The decree was in three languages, including ancient Greek and ancient Egyptian hieroglyphs, which until that point had never been successfully translated by modern scholars.

Schliemann, Heinrich (1822-1890): Schliemann, a millionaire businessman and amateur archaeologist, retired in 1863 to travel extensively in Greece and Turkey, visiting the sites his beloved Homer had written about. He eventually led an excavation in search of the city of Troy, which many experts believed was either mythical or much smaller than Homer described. Though his efforts were generally rushed and frequently destructive, he did in fact find historical Troy in a Turkish hillside, including some incredible pieces of treasure, jewelry, silver and gold (which he smuggled out of the country, leading to legal problems and fines.) Emboldened by his success and fame, Schliemann continued with several more digs, including a massive one at Mycenae. Though his grasp of history remained sketchy, he was an excellent showman, and did much to popularize the field of archaeology.

Shroud of Turin: This is a length of linen cloth, about fourteen feet long and three-and-a-half feet wide, which bears the image of a man, believed by some to be Jesus Christ. The man whose image is imprinted seems likely to have had injuries indicative of crucifixion. How the image came to appear on the cloth remains a scientific mystery to this day. Historical records of the cloth itself can only be confirmed back to the 14th century, and indeed efforts at radiocarbon dating small pieces of the material suggest it is only perhaps 100-200 years older than that, but some of these dates have been disputed. It has been in the possession of the Cathedral of St. John in Turin, Italy, since 1578.

Terra Cotta Army: The tomb of China's first emperor, Qin Shi Huang Di, was discovered accidentally by industrial well diggers in Xi'an in 1974. The vast mausoleum contained thousands of intact clay sculptures of life-sized warriors, with incredibly detailed unique faces and poses. Among the warriors are also sculptures of horses, chariots, dancers and acrobats. Qin, who died in 210 BC, had ordered more than 700,000 workers to work for more than twenty years on the project, which apparently was still incomplete when he died. The tomb remains partially sealed today (primarily to protect the fragile paints and lacquers on the statues.)

Thompson, Edward (1857-1935): Thompson was the United States consul to the Yucatan, as well as an amateur archaeologist. Beginning in 1885 he sent Mayan artifacts back to sponsors and patrons in the US, and in 1894 he purchased a plantation that included the ruined Mayan city of Chichen Itza, which had been a major capital from approximately 600-1200 AD. He explored the ruins for many years, and between 1904 and 1910 drained and explored the Sacred Cenote (a well where worshippers made sacrifices to the gods), finding dozens of valuable pieces of gold and jade as well as weapons and tapestries.

Von Daniken, Erich (1935-): Von Daniken is a best-selling Swiss author who has written extensively about his theories of ancient contact between humans of various locations and cultures and aliens. He has suggested that the Nazca lines, pyramids, and even Stonehenge are evidence of extraterrestrial influence on humanity. Though his theories are wild speculation, many of them remain eminently gameable and inspirationally useful.

Wheeler, Mortimer (1890-1976): Wheeler served in both World Wars, eventually reaching the rank of Brigadier. Between the wars he established the Institute of Archaeology at the University of London, specializing in the Roman era of Great Britain (approximately 40-400 AD.) After WWII he headed the Archaeological Survey of India, directing several important sites. He later returned to England and became a well-known television personality, hosting shows about history and archaeology.

Woolley, Leonard (1880-1960): Woolley, a British archaeologist, worked with T.E. Lawrence on the excavation of Carchemish in 1912, and afterwards took regular assignments for the British Museum across ancient Mesopotamia. In 1922 he found the royal tombs at the site of Ur, the capital of Sumeria, in modern-day Iraq. The tombs were full of ancient treasures, including the mummified body of the Queen Pu-Abi.



APPENDIX TWO: OCCULTIST CLASS

The Occultist is an optional class, probably best reserved as a non-player character. The Referee may allow a player to choose this class if it fits into the campaign. Magic-User or Cleric classes from other original edition sourcebooks could be used, along with their spell lists, to create evil sorcerors, wizards, and twisted priests if you want that level of magic in your campaign.

(Excerpted from Warriors of the Red Planet's Sorcerer of the Black Gate with slight modification)

Occultist

Esoteric knowledge, forbidden lore, and the unseen arts are they purview of the Occultist. Depending on the level of magic permitted by the Referee in her campaign the Occultist may be able to wield actual magic. If no magic use by the players is permitted then the Occultist is much like a specialized academic who may know a great deal about fringe areas of research relevant to the player's adventures.

Occultists may use any weapon, but typically favor little more than a belt knife. They almost never wear any sort of armor.

Level	XP	HD4	BTH	Title	Spells	Knowledge
1	0	1	0	Apprentice	1/	49%
2	2500	2	+1	-	2/	54%
3	5000	3	+1	Journeyman	2/1	59%
4	10000	4	+2	-	2/2	64%
5	20000	5	+2	Adept	3/2/	69%
6	40000	6	+3	-	3/2/1	74%
7	100000	7	+3	Master	3/2/2	79%
8	250000	8	+4	-	3/3/2/1	84%
9	500000	9	+4	Occultist	3/3/2/2	89%
10	1000000	10	+5	Wizard	3/3/3/2/1	94%

Magic Sense: With one minute of uninterrupted concentration, an Occultist can determine whether an item, location, or creature has been sorcerously enchanted. While this sense will give a vague impression of the nature of the enchantment, specificity requires more intense and lengthy research.

Esoteric Knowledge: This percentile chance represents an Occultist's ability to decipher ancient languages or magical script, to research lost lore, and to learn new spells. Occultists with high Intelligence (13+) may add +5% to this chance.

Spells: Legends purport that thousands of sorcerous spells were once known. Today, fewer than a hundred remain. The more An Occultist is able to acquire, the greater his infamy! An Occultist begins his or her career with 1d3 spells in his or

her spellbook, and may copy new ones into their book as they are found. While a character automatically knows how to use these starting spells, newly acquired spells require an Esoteric Knowledge roll to learn. If the roll is a failure, special instruction must be sought to learn the spell.

At their essence, spells are refined combinations of materials, incantations, geometric patterns, quantum equations, and arcane physics. A spell must be memorized and held captive in the Occultist's mind, like a caged beast screaming for release, until cast. An Occultist may only memorize and cast a limited number of spells each day. Occultists of unusually high Intelligence (13+) may memorize one additional first level spell per day.

Corruption: The use of the magic arts is often damaging to the mind and body. Upon attaining each level after the first, the Occultist must roll a d20, if the result rolled is under their new level then they must roll on the RANDOM CORRUPTION TABLE and suffer the result!



Occultist Spells

Level 1

1. **Artrun's Radiant Ray** – Ray of energy unerringly strikes creature for 1d6 points of damage, +2 damage per level of caster.
2. **Black Eyes of J'gheh** – Renders 2d6 HD of creatures unconscious for 1d6 turns.
3. **Claw of the Bodiless** – Telekinetically move and manipulate objects of up to 10lbs/level.
4. **Eyes and Ears of Pawleesh** – Enables caster to see in darkness, see invisible things, and enhances hearing (to a 5 in 6 chance) for 1 hour/level.
5. **Foth's Flying Feet** – Enables caster to levitate up to 30' per round for 1 round/level.
6. **Imp of the Pit** – Summons up an Imp (HD 2, AC4 [16], Atk bite, Dmg 1d6, Luck ?, Move ?) to serve or defend the caster for 1 hour/level.
7. **Kerpithia's Beneficent Palm** – Enables the caster to lay on hands, healing 1d6 points of damage, +2 points of damage per level of caster.
8. **Wards of the Impudent** – Invisible energies impart the caster with an AC of 4 [16] for 1 turn/level.
9. **Winsome Guiles of Grix** – Target must Luck or serve the caster faithfully for 1d3+1 days per level.
10. **Xgh's Perilous Mist** – Green mist covers a 10'/level area for 1 turn + 1 round/level. Anyone in the mist must Luck each round or become ensnared in its grasping tendrils.
11. **Yowl of the Soulless** – Creatures of 1HD or less hearing the yowl must Luck or flee.
12. **Zggzr's Spiteful Orb** – Orb of purple energy (range 100') leaches life force from all living creatures within 20' for 1d6 damage (increases to 2d6 at 5th level).

Level 2

1. **Beneen's Veil** – Shrouds caster in shadows. Caster is 95% invisible in all but direct sunlight, and receives a +2 bonus to AC, for 1 turn/level.
2. **Creeping Crawling Curse** – Up to three targets are covered in biting black insects for 1 round per caster level, and take 1d4 damage per round. Victims may attempt to Luck for half damage each round provided they take no other actions.
3. **Crupton's Curse** – Afflicts 3d6 HD worth of creatures with violent muscle seizures, causing 1 point of damage per caster level and rendering them at -2 to all attacks, Lucks, and damage for 1 turn.

4. **Despicable Servant of Yang** – Summons up an unsightly, emaciated demon from the Depths Below (HD 3, AC5 [15], Atk weapon, Dmg by weapon, Luck 10, Move 9) to serve the caster for 1 hour per level.
5. **Drixl's Uncouth Maw** – Enables caster to converse with a corpse for 1 turn.
6. **Drixl's Reluctant Reprieve** – Temporarily (1 turn per level) removes the effects of a curse, disease, poison, enchantment, or other such affliction on the individual touched.
7. **Flux-Mynde** – Cause 3d6 creatures of 3HD or less to forget what they were doing and wander off to do something else.
8. **Grom's Gauntlets** – Crushes the bones in the hands of up to 3d6HD of creatures. They immediately drop whatever they are holding and suffer 1d6 points of damage. Hands are useless until healed.
9. **Hamsels's Spell of Deliverance** – Instantaneously teleports the caster to a visible spot within 100'.
10. **Luthric's Horrific Compulsion** – Allows the caster to mystically reach in and withdraw the beating heart of an intelligent being of 3HD or less (Luck allowed). The victim must obey the caster slavishly for as long as the Occultist chooses to keep the heart without crushing it and killing its former owner. The Occultist can return the heart whenever he likes.
11. **Worm of Jurbus** – Summons a 60' long, 5' wide, segmented, elemental worm from any available stone and earth for 1d6 turns +1 turn/level. The worm does not attack, but may be used as a bridge, wall, ladder, or even transportation (120' movement rate).
12. **Zggz's Black Spike** – This spell produces a spear of black and purple energy that lasts for one round per level. Each round, the caster can unerringly strike foes within 30' for 2d6 points of damage.

Level 3

1. **Abstract Malignity of Kroll** – Causes 4d6HD worth of creatures to suffer the following effects – Round 1: Drop items and sit or lay down with vacant expressions. Round 2: Howl in agony and claw at themselves (1d4 damage). Round 3: Get up and flee, screaming, from the area.
2. **Baleful Steed of Beneen** – Summons a huge black dragonfly-like creature with glowing eyes to serve the caster for 1 hour/level (HD 4; AC3 [17], Atk bite, Dmg 2d6, Luck F4, Move 240' (fly)). It can carry the caster and up to two passengers.
3. **Blessa Ultima** – Caster touches a victim of one curse, poison, disease, or other such problem, curing them of it instantly.
4. **Dire Curse of Ix** – Summons a catastrophic explosion of raw Chaos up to 100' feet away for one round. Anyone within 30' of the blast takes 1d6/level damage (Luck for half).

5. **Eagrid's Acidic Talc** – Covers a 20' square area in a poof of yellow powder that eats away any material Luck stone or glass in 1d6 rounds. Living creatures caught in the radius suffer 2d6 damage.
6. **Grom's Internal Combustion** – Causes the blood of up to 3d6HD of creatures to boil for one round, causing 3d6 damage to each. Creatures killed by this actually burst open!
7. **Mercifus Ablumb** – Causes one intelligent being, of HD equal to or less than the caster's, to slowly and unconsciously, over a period of 1d4 weeks, become the Occultist's willing slave.
8. **Nehrtrig's Inexorable Pull** – Pulls down one wall or small building.
9. **Pestilent Cage of Lim** – Traps one creature in a cage of reeking, indestructible fungi for 1d6 turns. Being trapped in the cage causes 1 point of damage per round.
10. **Sopp's Hurrah** – Causes the next three wounds the caster sustains to close right back up again harmlessly. Protection lasts for one hour.
11. **Tragh Troox Trinde** – Imparts Strength and Dexterity of 18 to one being for 1 turn per caster level.
12. **Zggzr's Wailing Wind** – Encircles the caster at a 10' radius. Deflects arrows, bullets and other missiles, drowns out sounds, and blows away small creatures and objects.

Level 4

1. **Fauna Chimera** – Allows to the caster to assume the form of another animal or being, changing at will, for 1 hour per level.
2. **Golem** – Allows the caster to animate a golem of his or her own creation, which requires 1 day + 1000gp per HD (A 10HD Flesh Golem takes 10 days and 10,000gp).
3. **Hateful Tentacles of Mong** – Weapons held by up to 3d6 creatures turn into slimy green tentacles that wrap around their possessors' bodies and constrict for 1d6 points of damage per round, for one round per caster level.
4. **Igriogor's Calcification** – For one round per level, the caster's touch permanently turns beings into statues of salt-streaked limestone.
5. **Jyx-Jor Guardians** – Summons two demons (HD 5; AC 2 [18]; Atk greatsword, Dmg 2d6, Luck ?, Move ?), encased in black iron and wielding flaming greatswords, from the Lower Depths to defend the caster for 1 turn.
6. **Refuge of Bez Al'Rhimahr** – Opens a door to an invisible, extra-dimensional space (roughly 100 square feet per caster level) that lasts 1 hour per level.

Level 5

1. **Torment of the Red Tentacles** - Opens a yawning chasm beneath the victim from which flaming tentacles emerge . The tentacles wrap him helplessly in wracking pain for 1d6 turns, causing 10 points of damage per turn.
2. **The Implacable Compulsion of Yx Bzyrgh** - Allows the Occultist to impart an unavoidable quest or mission to the target.
3. **Devastating Flames of Yar Ming** - Summons a storm of fire covering an area of 100' radius, causing 1d10 damage per level of the Occultist.
4. **Gholt's Disappearance** – instantly transports the caster and up to one "guest" to a location up to 1000 miles away.
5. **Unbreachable Wards of Ard Ang Vuul** - Surrounds the caster with a 20' radius globe of impenetrable force, lasting up to one hour per caster level.
6. **Shuddering Wrath of Moksha** - Sends an earthquake coursing through the earth in the direction of the caster's choice.

RANDOM CORRUPTION TABLE (d20)

1. Skin turns purple.
2. Eyes turn milky white.
3. Limbs shrivel and atrophy (no effect on STR).
4. Ears resemble bat wings.
5. Constantly exude odor of death.
6. Speech unintelligible to any save other Occultists.
7. Fingers and toes webbed.
8. Sprout a prehensile tail.
9. Knees and elbows reverse.
10. Neck elongated.
11. Constantly bleeds from nose, ears, and eyes (no damage).
12. Teeth turn to sharp, shark-like rows.
13. Nails lengthen and harden to obsidian.
14. Skin takes on a rough reptilian texture.
15. Personality splits into two halves, both aware at all times, argumentative.
16. Hair turns to writhing tentacles.
17. Sprouts demon-like wings.
18. Body dies, continues as undead.
19. Body changes unavoidably to hideous beast for 24 hours every 33 days.
20. Back becomes hunched and spiny.

APPENDIX THREE: SAMPLE ADVENTURE

The Treasure of the Rhinemaidens

This is a sample scenario for *Raiders!*, designed to be modifiable based on the number and level of your players. It can usually be run in a single session, but can easily be expanded if necessary. It's based on the plot of the Ring Cycle, a set of four operas written by Richard Wagner between 1848 and 1874 that remain among the most popular and influential ever written, and that draw extensively on Germanic mythology. If you've never seen or heard the operas themselves, don't worry; a quick summary of the plot is included below, and you've almost certainly seen and read many references to it in pop culture, even if it's only the *What's Opera, Doc?* Bugs Bunny cartoon.

The Ring Cycle

In short: Alberich, a Nibelung (or dwarf) lives deep underground near the banks of the Rhine River. He encounters three mermaids, the Rhinemaidens, who are the guardians of a treasure of gold. When they mock his clumsy advances, he renounces love, which it turns out is one of the requirements



allowing him to steal their gold. He and his brother Mime then forge a magic ring from some of the gold, creating an incredibly powerful artifact that causes people to desire it, much like another ring you may have heard of elsewhere (!). Wotan, king of the gods, and Loge, god of tricksters, steal the ring from Alberich by tricking him into using another magical item, the Tarnhelm, to shapechange into a toad.

Meanwhile, Wotan has failed to pay two giant brothers, Fafner and Fasolt, for their construction of the castle Valhalla, and they have captured the goddess Freia as their payment. Wotan is forced to surrender the ring and the Rhinegold to the brothers to rescue Freia, and then spends the rest of the next three operas scheming to get it back, as does Alberich. (Fafner promptly slays Fasolt in order to keep the ring for himself.)

Wotan's son Siegmund winds up, through a series of misadventures, falling in love with his own sister Sieglinde, and is aided by a Valkyrie named Brunnhilde

who is yet another sister but is still killed. Brunnhilde is stripped of her immortality as punishment, and trapped in a magical sleep within a ring of fire on a mountainside. She is eventually rescued by the hero Siegfried, the son of Siegmund and Sieglinde, and he kills Fafner (who has become a dragon) and gets the ring.

Siegfried is betrayed by Alberich's son Hagen in a complicated scheme involving the Tarnhelm and mistaken identities, but is unable to claim the ring for himself. Brunnhilde takes it to her own funeral pyre while Valhalla itself is destroyed because of Wotan's various failings. The Rhinemaidens return again at the end, reclaiming the ring and disappearing back into the Rhine. Whew!

If nobody in your group is familiar with the story, this information can be given to any appropriate PC, particularly an Occultist or Dilettante with a performing background, or delivered by a patron.

Introducing The MacGuffin

The PCs enter this adventure when they receive a package from a recently deceased colleague, Stanislaw Arminski. How they know Arminski, if at all, is up to the Referee and the makeup of the party. Perhaps the team's Scientist or Occultist knew him as a fellow student or participated in other digs with Arminski. If the team has a university or museum as a patron, the package might instead simply be addressed there and the PCs happen to be the ones it gets forwarded to. Regardless, someone in the team should at least be familiar with Arminski's reputation – he was a brilliant archaeologist who has some *unusual* ideas about German mythology, namely that many myths are based on the activities of actual historical beings that have been distorted over centuries of retelling. He was particularly fascinated by the same stories Wagner used as the basis for the Ring Cycle, and spent the last decade or so trying to establish precisely when and where Siegfried, Hagen and others might have lived. Unfortunately, he died a few weeks ago in an automobile accident in Warsaw when his car plunged from a bridge, apparently while driving at night at unsafe speeds.

The package itself is a small box wrapped in paper and bound with twine. Inside is a notebook, with every page covered in scrawled notes (mostly in Polish, but also in several other languages) and dozens of additional sheets, maps, and notes stuffed in between pages. They basically describe Arminski's life work on the matter of the Ring Cycle, including every scrap of information and reference he ever found that might support his theories. Alongside the notebook is a small flute, simply but beautifully carved from some sort of bone. Pretty much anyone can use the flute to make a pretty noise, and anyone with musical skill will discover that it has a beautiful, clear tone.

The receivers of the package will only have a short time to review the notebook and other pages, but they will quickly note that one of the pages includes sheet music for the flute- the tune is simple, but hauntingly beautiful, whether played on the flute or another instrument. Before they can get much farther in, however, they will have a visitor (at whatever address the package was mailed to.) This is Henry

Brady, an officious, rude, and overweight man in his fifties who claims to be from the law firm of Schalter & Gibbs, demanding the return of the package. He will be quite vague about the reasons he thinks they should give it up, claiming only that it “belongs to my client” and was apparently stolen. When the players presumably refuse to give it up to him, he will leave after making some threats about future lawsuits. If the PCs give up the book and flute, well, they’re probably not cut out for the Raiders business, and you should consider finding either another game or different players.

Examining the rest of the notebook will take the better part of a day. The sheet music was found by Arminski in an old hymnal at an estate sale some years ago, and his cramped notes suggest that the tune has some connection to the ancient Germanic gods, like Wotan, Loge and Donner. Several of the other entries discuss references to the operas of the Ring Cycle, including line-by-line dissections of the texts in search of clues. The final entry is written in a cipher code, which will require an Intelligence-based Luck to solve. Solved, it says “The music is the key. At the source it will call the maidens.”

That night, the PCs will be attacked by Nazi thugs looking to retrieve the book, flute and music. There should be at least one Nazi (see p. 76 Soldier, Elite) for each PC. If your PCs are above 1st level, there should be a leader who is a Mercenary of the same level as your highest level PC. They’ll attempt to break into whatever your heroes use for a headquarters, quietly if possible but perfectly willing to be noisy and violent. They’ll attempt to cover their attack by setting the building on fire and fleeing in the confusion. If defeated and interrogated, they’ll admit to being local Bundists (German-American supporters of Nazism) in the hire of a Doktor Franz Anders, an archaeologist of some reputation with the Ahnenerbe.

The Road to Switzerland

The final entry in the notebook clearly refers to the “source” and the “maidens” and the players should eventually realize the maidens in question are the Rhinemaidens, and therefore the source is of the Rhine River itself. The source of the Rhine is Lake Toma in the Lepontine Alps in Switzerland, on the north face of a small mountain called Piz Badus (9606 ft.). There is a village called Tschamut, with a small railway station, about 20 miles north and down, and the nearest roads are closed due to snow from October to April or May. The area is known to advanced skiers during the winter.

Depending on how the players decide to get there, and how much you want to draw the adventure out, from here the adventure should become a race. Doktor Anders is a Scientist 1 level higher than the highest-level PC, is leading a team of SS soldiers from the German Army’s Excavations Department, and has a Treasure Hunter named Otto Janssen of the same level as the PC team’s highest-level character. There is plenty of opportunity for the teams to attack each other or sabotage their efforts, from the streets of Zurich to the snowy climb of the Alps.

Remember that Switzerland is formally neutral; both German soldiers and American adventurers can expect no official help from local officials.

The Lake of the Rhinemaids

Eventually the PCs (and perhaps their enemies) will make it to Lake Toma. The lake is home to the Rhinemaids, the three powerful magical mermaids who guard the Rhinegold treasure. (Their names are Weglinde, Wellgunde and Flosshilde.) They have the power of prophecy, though they themselves can never benefit from it. They are stunningly beautiful, and prone to mock anyone who points that out to them.

Their treasure can only be stolen by someone who has “renounced the power of love” – this is a matter for Referees to determine the game effect. They can be summoned by the music if played on a proper instrument, and be made to take people to the underground cavern where their treasure is. This involves a deep dive into a cave system beneath the shoreline, including a swim of more than 600 feet underwater in near darkness. Then, the swimmers will emerge into a pool within a cave that contains the treasure, as well as any additional monsters the Referee wishes to employ to make the adventure more difficult.

The treasure includes the Ring forged by Mime, which can teleport its user vast distances, increase its wearer’s Charisma, and grant tremendous bonuses to leadership and tactics. Anyone who sees the Ring must luck roll vs. Wisdom or be overcome with the desire to possess it. It also includes the Tarnhelm, a magical helmet that can polymorph its wearer to any creature up to the size and power of a dragon (or down to a toad), or turn him invisible. There is also an enormous pile of pure gold.

This massive pile is protected by a circle of magical fire, which will activate as soon as anyone gets closer than fifty feet. It should be sufficiently powerful to threaten the lives of any PC who would dare walk through it, and so the Referee should set the damage level of the trap.

Remember the ring’s other curse- it can only be stolen and used by someone who has “renounced love.” Anders probably qualifies, being a villainous Nazi. Efforts to steal it without such renunciation should end in disaster- the cave might collapse or flood, etc.

Depending on the Referee’s future plans for the campaign, it may be more appropriate for the PCs to decide that the ring is too powerful and dangerous to be brought back to civilization at all- they might instead decide to give it back to the Rhinemaids, who might ally with them against the Nazis. They should get full XP of they choose this path. If it does wind up in the PCs hands, make sure they all make their Luck rolls or wind up desiring it for themselves, up to and including fighting their teammates for it. If they all luck roll, well, then bringing it back somewhere for safe storage will probably be an adventure all by itself...

APPENDIX FOUR: OPTIONAL SKILLS

While Raiders does not utilize specific skills, promoting the aesthetic that player action trumps random rolls, some Referees and players may prefer some sort of die check be made to determine whether or not a character is successful attempting a particular action. In these cases, the Referee can utilize this skill system to augment the basic rules.

Skills represent the various areas of expertise and are broadly defined, representing a wide range of studies and possible uses. When the Referee determines that a Skill might be useful in a given situation, the player should roll a D20 and compare the result to their Skill plus whatever Attribute modifier applies (which is listed for each Skill.) If they meet or exceed that number, they succeed at the task.

Easy: 10 (generally should be automatic success)

Difficult: 15

Hard: 20

Very Hard: 25

Many conflicts will not involve a specific skill, and in those cases Referees should feel free to call for a simple Attribute check, at the same Skill level and including Attribute bonuses or minuses. For example, jumping over a pit might call for a Strength check or, depending on the circumstances, perhaps a Dexterity check. Again, remember to modify the roll by the character's Attribute modifier if they have one.

Referees are encouraged to allow automatic success in areas reflected by a character's skill list when reasonable, or when the player adequately describes the steps he or she takes to accomplish the desired objective. In some cases more than one skill can be appropriate to a given situation; for example, a malfunctioning machine gun might be repaired by use of Grease Monkey or Soldiering.

Skill Checks should be reserved for the most dramatic points in a story; there's no need to call for checks when characters are not under pressure or in dangerous situations. At no time should a player be called on for a Skill Check unless the Referee is ready for the character to either succeed or fail. And ready for failure should not be limited to "you're dead."

SKILLS

Ancient Lore (INT): the character can know facts or theories about matters most people consider to be mythical or magical, including the nature of various gods, monsters, and systems of magic.

Anthropology (INT): This is the study of human cultures and societies. This skill allows you to answer questions and gather information about the people who lived in a given location, including who might have built a tomb or other structure and for what purpose.

Appraise (INT): Characters using this skill can quickly assess the value of unusual items, determine which pieces will most appeal to collectors, and determine if they are getting a good deal when purchasing supplies or negotiating with locals.

Archaeology (INT): This is the study of human history, including architecture and artifacts of past cultures. For the purposes of this game, the Anthropology skill is used for questions about people, while Archaeology is for locations and objects.

Backstab (DEX): With this skill characters can sneak up on unwitting opponents and attack them from behind, getting a +4 “to-hit” bonus and doing double damage with a melee weapon. The opponent must be unaware of the character (for example, by a successful use of the Sneak skill below) and must have a definable “back.”

Biology (INT): This skill represents the study of living things, and allows the user to answer questions and perform tasks related to the activities, behaviors and physical traits of animals and creatures.

Chemistry (INT): This is the study of physical matter, generally at an atomic or molecular level. This skill can be used to identify mysterious substances, neutralize (or create) traps based on acids, gasses or toxic poisons, or tell genuine precious metals from clever fakes.

Climbing (STR): This skill allows the user to climb twice as fast as an ordinary person (normally a person can climb a steep incline or wall at about half their standard move rate). It also allows the character to only take one-half of the ordinary damage from falls.

Cryptozoology (INT): This skill represents knowledge of creatures that traditional biologists believe do not exist – for example, yetis or lake monsters.

Demolitions (INT): This is the study of structural engineering and explosives, specifically centered on the use of both to dismantle or destroy buildings and other edifices. While anyone can use explosives like dynamite to make a large kaboom, this skill is required for any sort of controlled use to collapse a tunnel, open or seal a tomb, etc., without extensive damage to anything else around.

Disguise (CHA or WIS): This skill allows characters to disguise themselves as other people. Successful rolls allow the character to pass as a general example of a type of person or one with a specific job- a policeman, soldier or beggar, for example. To pass as a specific person requires winning an opposed check, and the opponent might get bonuses if they know the impersonated individual well!

Driving (DEX): This skill is used to avoid dangerous or unusual obstacles when behind the wheel of a ground vehicle. Also, success allows the driver to win any

aces against other drivers (interesting NPC opponents may themselves get Skill Throws, of course.)

Empathy (CHA): This is the skill of determining what other people are thinking or feeling. Characters can use this ability to add +2 to Charisma checks or luck rolls by themselves or fellow players.

Find/Disarm Traps (DEX): This is the basic skill for disarming any sort of trap that might be found in a tomb or wilderness area. (Individual traps might also be detectable and/or disarmable by other skills, such as Demolitions or Grease Monkey as appropriate.) Particularly difficult traps may apply penalties to the roll or require additional time.

Fortune Telling (WIS): This skill covers various means of predicting the future, generally by using divining methods like astrology, Tarot cards, tea leaves, or crystal balls. As a general rule use of this skill should be restricted to quiet times out of combat and require the physical items that apply to the method chosen. Referees should take care to make sure that successful use of this skill gives vague but generally useful advice about the future, but generally not specific facts.

Gambling (WIS): Using this skill, characters can generally come out ahead in any games of chance that involve any skill at all- cards, dice, sports betting, etc. In most cases, this requires opposed checks against other bettors; entering into such competitions without this skill is usually hazardous to the pocketbook!

Grease Monkey (INT): This skill allows users to repair equipment or vehicles damaged in the field.

Herbal Remedies (INT): This is the skill of nontraditional medicines and healing arts from non-Western cultures, including herbalism, chi manipulation and the like. A character can use this skill to heal back 1 d6 hit points of damage after an injury to another character, once per injury.

Hide (DEX): Anyone can hide from people looking for them if they have time and plausible places to hide in. With this skill, characters can hide on an instant's notice, even in locations where cover seems unlikely.

Hypnosis (WIS): This skill cannot be used on an unwilling subject; actual mind control is a magical power, not a skill. However, characters can use Hypnosis to put someone into a mesmeric trance, including if they are unwittingly engaged in a conversation with the character. (To put a person into a trance without their knowledge requires at least five minutes of quiet, uninterrupted conversation, followed by the target failing a WIS luck roll.) While under a trance, they can recover lost memories or remember specific details; they can be made to answer questions

honestly; and they can be convinced to do things that they are not otherwise strongly opposed to doing.

Language: Each time this skill is taken allows fluency in one additional language. No roll is required.

Medic (INT): This skill allows the character to provide emergency battlefield medical care. Using it allows the character to heal back 1d4 hit points of damage after an injury to another character, once per injury.

Medicine (INT): This skill represents the entire science of human health. It allows the character to diagnose disease, perform field surgery or set a broken bone. A character can use this skill to heal back 1d6 hit points of damage after an injury to another character, once per injury.

Medium (WIS): With this skill, characters can gather a group of people together and use their combined psychic power to contact spirits of the dead. Like Fortune Telling above, the spirits will only provide broad and nonspecific answers, usually by either “knocking” on the table, ceiling or floors, or by temporarily “taking over” the character and speaking through them.

Open Locks (DEX): This skill allows characters to pick locks, crack safes, and otherwise get past mechanical barriers.

Paleontology (INT): This is the study of ancient life forms on Earth before humans. Characters can use this skill to gather information about dinosaurs or other prehistoric natural animals and plants.

Physics (INT): The study of the physical traits of the universe, including the motion of objects through space and time, are represented by this broad skill. In this game it represents a wide range of scientific endeavors, from astronomy and calculus to the exciting new concepts of relativity and quantum mechanics.

Pick Pockets (DEX): With this skill characters can palm or remove small items from targets without being noticed. It also represents small feats of sleight-of-hand, such as magic tricks.

Piloting (DEX): This skill is required to avoid crashes due to stormy weather or enemy action. It also allows the pilot to win races against other pilots (in opposed checks against important opponents.)

Psychokinesis (WIS): This skill allows characters to focus their psychic energies to manipulate and move physical objects at a distance. The objects cannot weigh more than 1 kg/Level, and the range cannot exceed 10' per Level. Moving objects

travel at the character's base movement rate, and if used as a weapon only strike with the character's base STR. (note: this skill suggests paranormal abilities and is subject to the referee's approval)

Psychology (INT): This is the study of the human mind. This skill can be used to diagnose mental illness, or to make broad predictions about the behavior of other people. Characters with this skill can add a +1 to Charisma checks or luck rolls by themselves or their fellow players.

Quick Reflexes (DEX): Characters with this skill give a +1 Bonus to their side when rolling initiative. Only one such bonus can be added per "side."

Riding (DEX): This skill is required to avoid unusual obstacles or injury while riding a horse (or other riding animal.) It also allows the rider to win races against other mounted opponents, or enter opposed Luck contests with skilled NPCs.

Rocketry (INT): This skill covers all of the knowledge needed for designing, analyzing and building rockets, including missiles, torpedoes and even high-tech devices like jetpacks. This skill is required for the successful use or modification of any such weapons or vehicles.

Sailing (DEX): This skill is required to avoid unusual obstacles, capsizing, etc. when at the wheel of a water vehicle. It also allows the captain to win races against other boats or ships, or attempt opposed STs if called for.

Sixth Sense (WIS): Characters with this skill are very difficult to surprise, as they can frequently tell when hidden dangers are present. This skill frequently is appropriate for the Referee to roll, rather than the player, to maintain a sense of mystery about whether one's forebodings are indeed correct.

Sneak (DEX): Using this skill, a character can move from one area to another without being noticed. Penalties may be applied for difficult circumstances, including moving other people or large objects, or moving through areas with obstacles or noisy environments.

Soldiering (INT): This skill represents basic daily duties of a career military man. It allows the user to repair weapons, understand and use basic military tactics, and impress fellow soldiers with knowledge of militaria or by telling old war stories.

Swimming (CON): This skill allows the user to avoid drowning in difficult circumstances. Also allows character to win races against other swimmers, or to hold their breath underwater for up to one full minute.

Use Item (INT): With this skill, characters can figure out how to use either a gadget or magical item they have "acquired" from somebody else as though they were a Scientist or Occultist.

SKILL LISTS BY CHARACTER CLASS

A character gets 1 general skill and 1 skill specific to their class at 1st level, and gains 1 additional skill each level which may be chosen from the general or their specific class list. If the skill system is used it may be redundant with the innate character class abilities, and could conflict in some cases. The Referee will need to moderate these situations.

GENERAL

Climbing
Driving
Gambling
Grease Monkey
Language
Medic
Piloting
Quick Reflexes
Riding
Sailing
Soldiering
Swimming

MERCENARY

Mercenaries choose from the general skills list only.

OCCULTIST

Ancient Lore
Cryptozoology
Empathy
Fortune Telling
Herbal Remedies
Hypnosis
Medium
Psychokinesis
Sixth Sense

SCIENTIST

Anthropology
Archeology
Biology
Chemistry
Demolitions
Medicine
Paleontology
Physics
Psychology
Rocketry

TREASURE HUNTER

Appraise
Backstab
Disguise
Find/Disarm Traps
Hide
Open Locks
Pick Pockets
Sneak
Use Item

APPENDIX FIVE: ADDITIONAL PHOBIAS

The most game appropriate phobias are listed in the main character creation rules. These are additional ones that may require more work on the part of the Referee and player to integrate into the game. Or they may make excellent phobias for villains or NPC's that temporarily join the player's adventure.

1. **Trypophobia** – The fear of holes is an unusual but pretty common phobia.
2. **Galeophobia** – The fear of sharks in the ocean or even in swimming pools. Any mysterious body of water could trigger this.
3. **Agoraphobia** – The fear of open or crowded spaces. People with this fear often won't leave home.
4. **Astraphobia** – The fear of thunder/lightning AKA Brontophobia, Tonitrophobia, Ceraunophobia.
5. **Carcinophobia** – The fear of cancer. People with this develop extreme diets.
6. **Glossophobia** – The fear of public speaking. Not being able to do speeches.
7. **Monophobia** – The fear of being alone. Even while eating and/or sleeping.
8. **Atychiphobia** – The fear of failure. It is the single greatest barrier to success.
9. **Alektorophobia** – The fear of chickens. You may have this phobia if chickens make you panic.
10. **Enochlophobia** – The fear of crowds is closely related to Ochlophobia and Demophobia. Trypanophobia
11. **Aphenphosmophobia** – The fear of intimacy. Fear of being touched and love.
12. **Trypanophobia** – The fear of needles. I used to fear needles (that and death).
13. **Anthropophobia** – The fear of people. Being afraid of people in all situations.
14. **Autophobia** – The fear of abandonment and being abandoned by someone.
15. **Gamophobia** – The fear of commitment or sticking with someone to the end.
16. **Hippopotomonstrosesquippedaliophobia** – The fear of long words. Believe it or not, it's real.
17. **Xenophobia** – The fear of the unknown. Fearing anything or anyone that is strange or foreign.
18. **Vehophobia** – The fear of driving. This phobia affects personal and work life.
19. **Basiphobia** – The fear of falling. Some may even refuse to walk or stand up.
20. **Achievemephobia** – The fear of success. The opposite to the fear of failure.
21. **Theophobia** – The fear of God causes an irrational fear of God or religion.
22. **Metathesiophobia** – The fear of change. Sometimes change is a good thing.
23. **Globophobia** – The fear of balloons. They should be fun, but not for phobics.
24. **Androphobia** – The fear of men. Usually seen in younger females, but it can also affect adults.
25. **Phobophobia** – The fear of fear. The thought of being afraid of objects/situations.
26. **Philophobia** – The fear of love. Being scared of falling in love or emotions.
27. **Emetophobia** – The fear of vomiting and the fear of loss of your self control.
28. **Lepidopterophobia** – The fear of butterflies and often most winged insects.

29. **Panophobia** – The fear of everything or fear that terrible things will happen.
30. **Podophobia** – The fear of feet. Some people fear touching or looking at feet, even their own.
31. **Paraskevidekatriaphobia** – The fear of Friday the 13th. About 8% of Americans have this phobia.
32. **Somniphobia** – The fear of sleep. Being terrified of what might happen right after you fall asleep.
33. **Gynophobia** – The fear of women. May occur if you have unresolved mother issues. Koumpounophobia
34. **Apiphobia** – The fear of bees. Many people fear being stung by angry bees.
35. **Koumpounophobia** – The fear of buttons. Clothes with buttons are avoided.
36. **Anatidaephobia** – The fear of ducks. Somewhere, a duck is watching you.
37. **Ranidaphobia** – The fear of frogs. Often caused by episodes from childhood.
38. **Athazagoraphobia** – The fear of being forgotten or not remembering things.
39. **Katsaridaphobia** – The fear of cockroaches. This can easily lead to an excessive cleaning disorder.
40. **Latrophobia** – The fear of doctors. Do you delay doctor visits? You may have this.
41. **Pediophobia** – The fear of dolls. This phobia could well be Chucky-induced.
42. **Achondroplasiaphobia** – The fear of midgets. Because they look differently.
43. **Mottephobia** – The fear of moths. These insects are only beautiful to some.
44. **Zoophobia** – The fear of animals. Applies to both vile and harmless animals.
45. **Bananaphobia** – The fear of bananas. If you have this phobia, they are scary.
46. **Sidonglobophobia** – The fear of cotton balls or plastic foams. Oh that sound.
47. **Scelerophobia** – The fear of crime involves being afraid of burglars, attackers or crime in general.
48. **Cibophobia** – The fear of food. The phobia may come from a bad episode while eating, like choking.
49. **Equinophobia** – The fear of horses. Animal phobias are pretty common, especially for women.
50. **Catoptrophobia** – The fear of mirrors. Being afraid of what you might see.
51. **Agliophobia** – The fear of pain. Being afraid something painful will happen.
52. **Tokophobia** – The fear of pregnancy involves giving birth or having children.
53. **Telephonophobia** – The fear of talking on the phone. Phobics prefer texting.
54. **Pogonophobia** – The fear of beards or being scared of/around bearded men.
55. **Omphalophobia** – The fear of belly buttons. Touching and looking at navels.
56. **Pseudodysphagia** – The fear of choking often after a bad eating experience.
57. **Bathophobia** – The fear of depths can be anything associated with depth (lakes, tunnels, caves).
58. **Cacomorphobia** – The fear of fat people. Induced by the media. Affects some anorexics/bulimics.

59. **Gerascophobia** – The fear of getting old. Aging is the most natural thing, yet many of us fear it.
60. **Chaetophobia** – The fear of hair. Phobics tend to be afraid of other peoples hair.
61. **Nosocomophobia** – The fear of hospitals. Let's face it, no one likes hospitals.
62. **Ligyrophobia** – The fear of loud noises. More than the instinctive noise fear.
63. **Didaskaleinophobia** – The fear of school. This phobia affects kids mostly.
64. **Technophobia** – The fear of technology is often induced by culture/religion.
65. **Chronophobia** – The fear of the future. A persistent fear of what is to come.
66. **Spheksophobia** – The fear of wasps. You panic and fear getting stung by it.
67. **Ergophobia** – The fear of work. Often due to social or performance anxiety.
68. **Coulrophobia** – The fear of clowns. Some people find clowns funny, coulrophobics certainly don't.
69. **Allodoxophobia** – The fear of opinions. Being afraid of hearing what others are thinking of you.
70. **Samhainophobia** – The fear of Halloween affects children/superstitious people.Samhainophobia
71. **Photophobia** – The fear of light caused by something medical or traumatic.
72. **Disposophobia** – The fear of getting rid of stuff triggers extreme hoarding.
73. **Numerophobia** – The fear of numbers and the mere thought of calculations.
74. **Ombrophobia** – The fear of rain. Many fear the rain due to stormy weather.
75. **Coasterphobia** – The fear of roller coasters. Ever seen Final Destination 3?
76. **Thalassophobia** – The fear of the ocean. Water, waves and unknown spaces.
77. **Scoleciphobia** – The fear of worms. Often because of unhygienic conditions.
78. **Kinemortophobia** – The fear of zombies. Being afraid that zombies attack and turn you into them.
79. **Myrmecophobia** – The fear of ants. Not as common as Arachnophobia, but may feel just as intense.
80. **Taphophobia** – The fear of being buried alive by mistake and waking up in a coffin underground.



APPENDIX N: INSPIRATIONAL REFERENCE

Books and Comics:

At the Mountains of Madness (H. P. Lovecraft, 1936)
Atomic Robo (comics by Brian Klevinger, 2007-)
B.P.R.D. (comics by Mike Mignola, 2002-)
Congo (Michael Crichton, 1980)
Dinosaur Summer (Greg Bear, 1998) (This novel is a sequel to Doyle's Lost World.)
Gold Digger (comics by Fred Perry, 1991-)
Hellboy (comics by Mike Mignola, 1993-)
Journey to the Center of the Earth (Jules Verne, 1864)
King Solomon's Mines (H. Rider Haggard, 1885) and its various sequels and prequels.
There are at least five movie versions of the first novel.
Maharar of Pellucidar & Red Axe of Pellucidar (John Eric Holmes, 1976 & 1993)
The Lost World (Arthur Conan Doyle, 1912) Again, there are six movie versions and one TV series based on this novel, of wildly varying quality.
The Moon Pool (Abraham Merritt, 1918)
Pellucidar (Edgar Rice Burroughs, 1915) There are multiple books in this series starting with At the Earth's Core. Highly recommended reading.
Planetary (comics by Warren Ellis and John Cassaday, 1998-2009)
Scrooge McDuck (comics by Carl Barks, 1947-1967, and Don Rosa 1986-)
Tarzan at the Earth's Core (Edgar Rice Burroughs, 1929). The Tarzan books are much crazier and adventure filled with great, weird ideas than most people know.
Tintin (comics by Herge, 1927-1983)

Films:

The Adventures of Tintin (2011)
Allan Quatermain and the Lost City of Gold (1986)
Armour of God (1986)
Armour of God 2 (1991)
Atlantis: The Lost Empire (2001)
Congo (1995)
High Road to China (1983)
Indiana Jones and the Last Crusade (1989)
Indiana Jones and the Raiders of the Lost Ark (1981)
Indiana Jones and the Temple of Doom (1984)
Jewel of the Nile (1985)
King Solomon's Mines (1985)
Lara Croft: Tomb Raider (2001)
Lara Croft Tomb Raider: The Cradle of Life (2003)
The Librarian: Curse of the Judas Chalice (2008)
The Librarian: Quest for the Spear (2004)
The Librarian: Return to King Solomon's Mines (2006)
The Mummy (1932)
The Mummy (1999)
The Mummy Returns (2001)
The Mummy: Tomb of the Dragon Emperor (2008)
National Treasure (2004)
National Treasure: Book of Secrets (2007)
River of Death (1989)

Romancing the Stone (1984)

Secret of the Incas (1954, Charlton Heston as Harry Steele, specifically introduces the “light over a model of city” routine)

Sky Pirates (1986)

Stargate (1994)

Television:

Friday the 13th: The Series (1987-1990)

The Librarians (2014-)

MacGyver: Lost Treasure of Atlantis (1994)

Relic Hunter (1999-2002)

The Young Indiana Jones Chronicles (1992-1993, 1996)

Stargate: SG-1 (1997-2007) and its various spin-offs

Tales of the Gold Monkey (1982-1983)

Tabletop Games:

The Adventures of Indiana Jones (David Cook et al, 1984)

GURPS, particularly Cliffhangers (Brian Underhill, 1989), Places of Mystery (Phil Masters & Alison Brooks, 1996) and Suppressed Transmission (Kenneth Hite, collected in 2000)

Hollow Earth Expedition (Jeff Combos et al, 2006)

Pulp Hero (Steve Long, 2005) and various supplements

Spirit of the Century (Fred Hicks, Rob Donoghue and Leonard Balsera, 2006)

Terra Incognita (Scott Larson, 2001)

The World of Indiana Jones (Brian Sean Perry et al, 1994)

Video Games:

Indiana Jones and the Fate of Atlantis (1992), sadly the only good Indiana Jones video game. Fortunately Lara Croft and Nathan Drake picked up the mantle...

The Lara Croft: Tomb Raider games (1996-2016)

The Uncharted games (2007-2016)



**"You and I, we are simply passing
through history. This... this IS history."
-Belloq, Raiders of the Lost Ark.**

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What if the first roleplaying game had been about skulking around in ancient ruins, underground tombs, and ancient graveyards in search of treasure, magic and secrets Man Was Not Meant To Know... but the heroes themselves were pulpy archaeologists, explorers and mercenaries from the 1930s instead of the wizards and warriors of fantasy? **Raiders!** is a roleplaying game about "adventurous archaeology." It is compatible with the Original Edition, and other games often collectively called "OSR" (Old School Rules) such as *Warriors of the Red Planet*, *Colonial Troopers*, *Freebooter & Guardians*.

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- Hundreds of new, incredibly powerful magic items called Relics
- Random Adventure Tables
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