

ANCIENT MYSTERIES & LOST TREASURES

THE MODERN ADVENTURE RPG

By Simon Washbourne

Based upon: Swords & Wizardry: Whitebox By Marv Breig
& Swords & Wizardry: Core Rules by Matthew J. Finch

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Introduction

Ancient Mysteries & Lost Treasures is a role-playing game set in the modern day. It is about a secret program in which teams consisting of highly trained field agents use covert ops and scientific research to tackle scientific, solve ancient mysteries and track down legendary treasures.

Although primarily a modern adventure-thriller game, Ancient Mysteries & Lost Relics can be used to play more pulp-like adventures, in the Indiana Jones style. These games would be set in the 1930's through to about the 1950's but the style of game wouldn't be too different.

A game of Ancient Mysteries & Lost Relics is brimming with exploration, conspiracies, adventure and discovery. It should take the characters across the world and back again; to ruins of lost civilizations, sites of mysterious power, underwater caverns, Aztec temples, Egyptian tombs, Atlantean palaces and Tibetan monasteries.

The game is about age-old secrets guarded by or sought by secret societies, shadowy cabals and other enemy groups competing for the same goals or opposing the PCs every step of the way in a race against time; the Templars, the Masons, the Illuminati, Nazis and other covert governmental or religious agencies are all possibilities in a game of Ancient Mysteries & Lost Treasures.

Add into the mix a legendary artifact or a world-shattering discovery hidden away by the ancients – the Holy Grail, the Ark of the Covenant, Excalibur, the Spear of Destiny, scientific discoveries before their time, the secret of eternal youth or evidence of alien visitors to earth or something else that will rock current scientific thought to its foundations and you have the ingredients for a rollicking good game of Ancient Mysteries & Lost Treasures.

You are free to publish your own adventures, house-rules, and any other sort of materials designed for this game. Guidelines and requirements are at the end of the book.

– Simon Washbourne

References

To help visualization, here are a few sources that helped inspire Ancient Mysteries & Lost Relics

Books

Andy McDermott – Nina Wilde & Eddie Chase Series

Clive Cussler - Dirk Pitt Series, Numa Files, Oregon Files, Fargo Adventures

David Gibbins – Jack Howard Series

James Rollins – Sigma Force Series

James Twining – Tom Kirk Series

Matthew Reilly – Jack West Series, Scarecrow Series

Robert Ludlum – Covert One Series

Scott Mariani – Ben Hope Series

Movies & TV

Bonekickers (TV)

Indiana Jones (several movies)

Legend Quest (TV)

National Treasure & National Treasure: Book of Secrets (movies)

Sahara (movie)

Wanted (movie)

Warehouse 13 (TV)



CHAPTER 1: GETTING STARTED

Ancient Mysteries & Lost Treasures (AM<), like most role playing games requires one person to run the game, called the Referee and (preferably) two or more players. For Players, the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, and buying in-game equipment. If you're the Referee, however, you've got a bit more preparation to do—that's covered later in these rules.

Rule Number One

The most important rule in AM< is that the Referee always has the right to modify the rules. In fact, it's encouraged! This is your game, after all. There are gaps in the rules—holes left open on purpose—because much of the fun of “old school” gaming is being able to make up rules as needed.

Dice

AM< uses several different types of dice, and they are abbreviated herein according to the number of sides they have. For example, a four-sided die is noted as “d4.” If this text requires a player to roll “3d4” that means to roll three (3) four-sided dice and add the results together. Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner. However, there is no die with 100 sides. When asked to roll d100, instead roll two (2) ten-sided dice, treating the first roll as the “tens” and the second as the “ones.” So, if one were to roll a “7” and then a “3”, the result would be “73.” Please note that rolling two zeroes is treated as “100.”

Remember

Throughout this text are suggestions, explanations, and ideas presented in textbox format; feel free to use or discard them at leisure. New rules for governing certain situations can range from simple guidelines like “grab some dice, roll them, and tell me the number” to a complex series of tables for the smallest of details.

Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Referee and Player. For AM<, the character sheet could be something as simple as a 3x5" index card—with equipment and other notes written on the back:

NAME	
STR	CLASS
INT	LEVEL
WIS	XP
CON	ST
DEX	DC
CHA	HP
	ENC
\$	MOVE

Attribute Scores

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity and Charisma of a character.

Rolling Attributes

In the world of AM<, the PCs are highly trained individuals. Accordingly, characters are created by rolling 3d6 a total of six times and allowing players to “arrange to taste.” This allows the player to put the best results on the attributes that best suit a particular character concept.

Attribute Modifier

Each attribute has the potential to modify what you can do. Refer to the following table to see the bonuses (or penalties) that apply from high or low attributes.

Table 1: Attribute Modifier

Attribute Roll	Description	Bonus/Penalty
3	Very Poor	-3 (or -5%)
4-5	Poor	-2 (or -5%)
6-8	Below Average	-1 (or -5%)
9-12	Average	—
13-15	Above Average	+1 (or +5%)
16-17	Good	+2 (or +5%)
18	Exceptional	+3 (or +5%)

Experience Modifier

Each character gets a bonus (or penalty) percentage to their “experience points” (XP) that will increase the amount of experience points gained during an adventure. All characters add together their percentage Prime Attribute Bonus, Wisdom Bonus, and Charisma Bonus for a total experience bonus for the character. The maximum attainable bonus is 15%.

Strength (STR)

A high Strength lets a character carry more weight and will give him bonuses to attacks and damage when attacking with a melee weapon or his fists.

Intelligence (INT)

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every point above 10. INT is the Prime Attribute for an *Adventurer-Scientist*.

Wisdom (WIS)

Wisdom determines a character’s insight, perception, good judgment and willpower.

Constitution (CON)

Constitution refers to the health and endurance of a character. A high Constitution score gives a character additional hit points per hit die.

Dexterity (DEX)

Dexterity is a combination of coordination and quickness. A high Dexterity score gives a character a bonus on their “to-hit” roll when attacking with a firearms or other ranged weapons.

Charisma (CHA)

A highly charismatic character has a better chance to talk his way out of trouble and can lead more followers than a character with a lower Charisma.

You can use your CHA to modify the number of Non-Player Character (NPC) hirelings you can acquire. You can use your CHA to modify the loyalty of these NPCs (See Loyalty, Page 22).

Table 2: Charisma Bonus

Charisma	Hirelings	Loyalty
3	1	-3
4–5	2	-2
6–8	3	-1
9–12	4	0
13–15	5	+1
16–17	6	+2
18	7	+3

Hit Points

Hit points (HP) represent the amount of “damage” 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 the experience of the character 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 (7).

HP are re-rolled each time a Player Character advances in level—however, if the re-roll results in a character having fewer HP for their new level than their previous level, ignore the re-roll and retain the prior amount.

Action Points

In the world of AM<, characters are often caught in life-or-death situations from which they somehow manage to escape. They are able to perform seemingly impossible feats; to pull the answer to a puzzle out of the air in the nick of time or find that length of rope or old rusty nail to get themselves out of a tricky situation.

To represent this, all PCs start with an Action Point (AP) at 1st level and receive an extra one at each odd level. APs once used are gone until the next adventure, so they must be used wisely. However, it’s best to use them than have them left over at the end of an adventure. They can be used to:

- Re-roll a ST, a “to-hit” roll or an initiative check
- Add a d6 to any ST, a “to-hit” roll or an initiative check
- Obtain a clue or “hunch” from the Ref, if stuck
- “Find” any ordinary piece of equipment or small item as a “lucky find” or because the PC had it in his bag all along. As long as it’s conceivable that the thing could be where the player says it is, then the Referee should allow it.
- Anything else the Player can think of that the Referee feels is appropriate (“bullet-bending”, shooting bullets out of the air etc.)

Saving Throw

There are no skills, as such, in AM<. Saving Throws (ST) are used instead. Mostly, the characters can do things pretty well. When something they try to do might have consequences, you make a ST on a d20 to avoid something bad happening to him. You add the character’s Attribute Modifier to the roll, where an attribute is appropriate. For example, if a snake bites your character, you can attempt a save against the poison. You’d add your character’s CON modifier, in this instance. The ST is also used as the roll to avoid bad things happening as a result of using the character’s class abilities – these are set out in the class description.

Table 3: Saving Throw Examples

Danger/Effect	Attribute
Alcohol or poison	CON
Ambush	WIS
Avoiding pits/falling blocks	DEX
Death	CON
Deception	WIS
Drowning	CON
Explosion	DEX
Falling	DEX
Grappled	STR
Rockfall	DEX
Spotting traps/moving floors	WIS

Levels

As characters gain XP, they improve at what they do. This is represented by level advancement. At each level, the character is tougher and can position himself better in combat to make what would be deadly hits into glancing blows or grazes (receives more HP). He is also more accurate (increased To Hit Bonus) and more alert to dangers that might otherwise kill him (better Saving Throw).

CHAPTER 2: CHARACTER CLASSES

There is just one character class in AM&LR; the Adventurer-Scientist. The Referee is free to invent other character classes or may allow optional classes from other games.

THE ADVENTURER-SCIENTIST

The adventurer-scientist is a brilliant individual; part treasure hunter, part explorer and part archaeologist. Add to this mix training in deep-sea diving, wilderness survival and military combat techniques and you get some idea of the potential of this class.

Table 4: Adventurer-Scientist Advancement

Level	XP	HD (d6)	To Hit Bonus	Armour Bonus	ST
1	0	1+1	+0	+0	15
2	2500	2	+1	+1	14
3	5000	3	+2	+1	13
4	10000	4	+2	+2	12
5	20000	5	+3	+2	11
6	40000	6	+4	+3	10
7	80000	7	+4	+3	9
8	160000	8	+5	+4	8
9	320000	9	+6	+4	7
10	640000	10	+6	+5	6

Adventurer-Scientist Class Abilities

Weapons: Adventurer-scientists can use any standard weapons and standard types of armour.

Saving Throw: Adventurer-scientists receive a +2 bonus on saving throws vs. death.

Combat Training: Adventurer-scientists add their level to their initiative checks.

Scientific Specialty: All adventurer-scientists are academically qualified. Therefore they have knowledge and understanding of the most fields of science. However, for an adventurer-scientist, he also needs to be a particular expert in a field that has some use in tracking down hidden treasures and solving ancient mysteries. Therefore, each PC has a specific proficiency in one field of study, for which he receives a +2 to his checks. Choose from (but not limited to) the following:

Anthropology, Archaeology, Astronomy, Astrology, Biology, Botany, Chemistry, Criminology, Linguistics, History, Law, Geology, Geography, Physics, Mathematics, Cryptology, Medicine, Zoology.

Area of Expertise: All adventurer-scientists are explorers and so they are able to perform basic survival techniques, underwater diving, rock-climbing, camouflage and so on. However, each has also received extra training in one discipline from the following, which gives a +2 to their check (or as noted). At each even level, they may choose one extra skill (or, if preferred, one extra Scientific Specialty).

Assess Opponent (INT): This allows the PC to weigh up the opposition at the start of a gunfight and make a saving throw to see if they can determine the strengths and weaknesses of the opposition (i.e. their level or HD).

Charmer: (CHA): The PC has the gift of the gab – he is very persuasive and can use his charm and influence to get what he wants, sometimes by deceit, bluff or seduction. They can use this skill to get out of tricky situations or to trick the gullible into doing something they wouldn't normally do.

Climb (STR): The PC can scale cliff faces or walls quickly and efficiently. If they have appropriate equipment, they may receive an additional +1 to a +4 bonus.

Contacts (CHA): The PC knows many competent and professional people from his travels and some of these people can be called upon to help when needed.

Resourceful (INT): The PC is highly inventive and can make something useful out of virtually nothing. Give him a broken mobile phone and he can create a bug or a timer for an explosive charge. Give him an old parachute and a couple of bamboo poles and he can knock together a hang-glider. Obviously, to make machinery, you need mechanical parts, to make electronic devices you need some electronic parts and so on, but creativity should be embraced. The Referee ultimately has the final say, but if it sounds plausible (and fun) then go with it.

Leadership (CHA): (Only one PC in the party can choose this) Once per day per level and as long as the team have earpieces and are in contact and the PC is not doing anything else, the PC can help the team act together to coordinate their actions. This gives them all +1 initiative as well as to attacks and damage for as long as they can hear the PC (or he stops coordinating them) and for 5 rounds after.

Medic: The PC is especially effective at using the contents of a medical kit. As long as he has his kit, he can restore up to 2HP per level per day to injured characters (there is 20HP worth of medicines/bandages etc in a full kit). He also enables another character that has fallen to below 0 HP to make another save vs. death if he fails his first one and the PC reaches him within 1 round per level. Both uses of this ability take several rounds of work.

Sneak attack: If the PC gets the drop on a foe in melee or within 30' with a ranged weapon, he causes an extra die of damage if he hits.

Stealth (DEX): The PC is especially skilled at using the terrain, cover, shadows and so on to move without being noticed by his prey or his enemies.

Tactical Weapons: The PC can now use the weapons and armour types listed on the non-standard lists (see the equipment section).

Survivalist (WIS): The PC is especially skilled in outdoor skills; he can spot and follow a trail across almost any ground, automatically knows which direction is north and can recognize edible plants and fungi.

Tomb Robber (DEX): The PC is adept at breaking into old sealed-up crypts and booby-trapped tombs. She can open locked doors and moveable walls/hidden entrances and discover and remove booby traps & tripwires as well as setting them in appropriate places.

Weapon Specialist: This gives a +1 bonus to hit and damage using one type of firearm, chosen at outset (see the equipment section).

Wheelman (DEX): You are an exceptional driver and can throw your vehicle around like the very best of stunt drivers. You can also hotwire vehicles and are a more-than-competent auto mechanic.

XP Bonus for Intelligence: INT is the Prime Attribute for Adventurer-Scientists, which means that a high INT score grants them an additional 5% on XP earned.

CHAPTER 3: WEAPONS & EQUIPMENT

Starting characters in an AM< campaign can be assumed to have the following equipment, rather than purchasing items individually:

Adventurer-Scientists begin play with:

A set of reasonable civilian clothing

A set of rugged military or outdoor style clothing

Ballistic vest or stab vest II (or I if preferred), impact panel II (or I if preferred)

A standard melee weapon

A standard firearm

An item pertinent to the character's selected area of expertise (such as a medical kit, a toolkit, climbing gear, specialist weapon or tactical armour)

A tablet PC

A cell phone

A car up to the value of \$25,000

\$10 x 3d6 in cash

Savings of \$1,000 x 3d6



Money

The usual coins are replaced in AM< by Dollars (\$), quarters dimes, nickels and cents. 100 Cents makes a Dollar.

The prices given here are only approximations and are based on prices for at least average quality examples. If you are prepared to wait or buy second hand/poorer quality, you can pay half or less the price of most of the items listed. If you need something very quickly or want better quality items, you can pay up to double or more. Certain goods will be harder to come by (or unavailable) in out-of-the way places and may cost more.

Table 5: Gear

Gear	Weight	Cost (\$)
Bug, audio	0.25	25
Camera, miniature	0.25	50
Camera, professional	3	1,000
Camera, standard	1	250
Camera, video	5	3,000
Cell phone	0.5	300
Climbing gear, complete	15	500
Computer, Tablet	1.5	600
Flash Suppressor	1	150
Flashlight	1	80
Ghillie Suit	8	100
Handcuffs, "plastic restraints"	0.25	5
Handcuffs, steel	0.5	50
Headset radio	0.5	40
Laser sight	1	200
Medical kit	6	200
Night vision binoculars	2	500
Night vision goggles	1	200
Parabolic microphone	5	2,500
Rucksack (35ltr capacity)	2	50
Scuba Gear (wetsuit, fins, tank etc)	50	1,000
Silencer	1	30
Telescopic sight	0.5	80
Tent, 2-4-8 person	4 – 7 - 10	100 – 300 - 600
Thermal imager	2	800
Toolkit, electronic	5	200
Toolkit, mechanical	10	250
Travel case, Aluminum	8	125

Table 6: Vehicles

Type	AC	HP	Mph	Seats	Cost (\$)
Compact car	12	50	90	4	18,000
Humvee	18	85	80	6	100,000
Luxury car	13	55	100	4	80,000
Police car (s/h)	13	50	120	4	20,000
Small car	11	25	80	4	10,000
Sports car	11	35	140	2	50,000
SUV	13	70	90	4	40,000
Helicopter	12	35	160	4	500,000
Military Helicopter	16	80	190	2 (crew)	7,000,000
Ultralight	11	20	40	2	50,000
Lear Jet	12	90	500	8	3,000,000
Mini-Sub	12	35	20	2	60,000
Speedboat	11	30	60	4	15,000

Table 7: Services & travel

Type	Cost (\$)
Drinks (beer, wine, spirits etc)	5-10 per glass
Basic/average/good/superb meal	6-80 per serving
Sleazy/average/good/deluxe hotel	25-500 per night
Rail fare (US coast to coast)	220
Air fare, internal (average journey)	330
Air fare, worldwide (average journey)	920

Table 8: Standard Concealable Body Armour

Armour	AC vs. bullets	AC vs. edged	Weight	Cost (\$)
Ballistic vest I	11	10	3.5	220
Ballistic vest II	12	10	4	300
Stab vest I	10	11	2.5	130
Stab vest II	10	12	3	250
Stab panel I	-	+1	1.5	60
Stab panel II	-	+2	2	80
Impact panel I	+1	+1	2.5	130
Impact panel II	+2	+2	3	180

NOTE: Stab panels or impact panels can be inserted into special pockets in either type of ballistic vest or stab vest. You can only insert one type of panel at one time so you could wear a stab vest II with stab panel II (AC10 vs. bullets, AC14 vs. knives) and later, take out the stab panel and insert an impact panel I (AC11 vs. bullets AC13 vs. knives).

Table 9: Tactical Body Armour

Armour	AC vs. bullets	AC vs. edged	Weight	Cost (\$)
Ballistic vest III	13	10	5	850
Ballistic vest IV	14	10	6	1200
Impact Panel III	+3	+3	4.5	700
Helmet	+1	+1	3	730
Assault Shield I	+1	+1	11	1000
Assault Shield II	+2	+2	15	1500
Assault Shield III	+3	+3	20	2000

Table 10: Standard Melee Weapons

Weapon	Damage	Weight (lb.)	Cost (\$)
Fighting knife*	1d6-1	0.5	100
Combat knife	1d6	1	175
Baton/Tonfa	1d6-1	3	25
Fists**	1d3	-	-

* Can be thrown

** Temporary damage

Table 11: Standard Missile Weapons

Weapon	Damage	Rate of Fire*	Range (feet)	Weight (lb.)	Cost (\$)
Thrown fighting knife	1d6-1	1	20	1.5	100
Fragmentation Grenade	3d6	1	30	1	

* Rate of Fire is the number of projectiles than can be fired per combat round

Note: There is a +2 “to-hit” bonus for missile weapons utilized at short range (x1), a +1 “to-hit” bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks

Table 12: Standard Firearms

Weapon	Damage	Rate of Fire*	Capacity	Range (feet)	Weight (lb.)	Cost
Pistol, light	1d6	2	5-12	80	1	400
Pistol, med	1d6+1	2	6-11	120	2.5	500
Pistol, heavy	1d6+2	2	6-9	150	4	800
Machine pistol	1d6	2/burst	20	120	3	1200
Smg	1d6+1	2/burst/full	32	150	4	2000
Rifle	2d6+2**	2**	5	600	8	1000
Assault Rifle	2d6+1**	2/burst/full	30	500	7.5	5000
Shotgun	2d6***	1	7	80	6	300

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

**Roll 2d6; take the highest result, adding 1 or 2

*** 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 save (DEX mod applies) for half damage

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

Note: Aiming for one interrupted round reduces any "to-hit" penalty by 1. Aiming, with sights, reduces any "to hit" penalty by 2.

Table 13: Exotic Melee Weapons

Weapon	Damage	Weight (lb.)	Cost (\$)
Bo staff	1d6	4	20
Sword	1d6	4	200

Table 14: Exotic Missile Weapons

Weapon	Damage	Rate of Fire*	Range (feet)	Weight (lb.)	Cost (\$)
Crossbow	1d6	2	80	7	200
Crossbow, pistol	1d6-1	2	30	4	50
Longbow	1d6	2	60	6	160
Shuriken	1d3	3	10	¼	3
Slingshot	1d3	2	20	1	10

* Rate of Fire is the number of projectiles than can be fired per combat round

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

Table 15: Tactical Weapons

Weapon	Damage	Rate of Fire*	Cap	Range (feet)	Wgt (lb)	Cost (\$)
Sniper rife	2d6**	1	5	800	20	5000
Sniper rifle .50	2d6+2***	2	5-10	1000	30	8000
Light MG	2d6+1**	Burst/full	100	1000	25	10000
Heavy MG	2d6+2***	Burst/full	belt	1200	100	15000
Rocket Launcher	6d6	1	1	600	5	2200

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

** Ignores up to +1AC from ballistic or impact armour (see weapon description).

*** Ignores up to +2AC from ballistic or impact armour (see weapon description).

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

Note: Aiming for one interrupted round reduces any “to-hit” penalty by 1. Aiming, with sights, reduces any “to hit” penalty by 2.

Standard Concealable Body Armour

This armour is in the form of a light vest, which can be worn under a shirt. It’s not noticeable to a casual viewer but a search (especially if worn with panels) will reveal it. This sort of armour is worn by police and security guards.

Ballistic vest: Body armour made up of layers of material designed to slow down a bullet and contain it within the vest. It has pockets built in to receive panels for additional protection.

Stab vest: The materials in a stab vest are designed to deflect edged and pointed weapons but won’t stop a bullet. Like a ballistic vest, a stab vest has pockets to receive additional protective panels.

Stab panels: these are inserts made of materials that can help to provide extra protection against knives and spikes.

Impact panels: These are ceramic or steel inserts that will protect against bullets and edged weapons.

Tactical Armour

This armour is military grade and therefore heavier, obvious and requires special training to wear effectively. Vests and panels otherwise work exactly as the standard armour types and if required, the standard panels can be inserted into tactical vests.

Helmet: This is a specialist military style helmet with headset and night vision goggles built-in. If wearing a helmet, you add +1 to your total AC.

Assault Shields: These are large cumbersome items designed for specialist law enforcement and military use

Standard Melee Weapons

Fighting knife: With 3”-5” blades, these backup weapons can be hidden in boots or elsewhere on the body; useful for throwing or close quarters fighting.

Combat knife: These military knives are a bit bigger with 6” or bigger blades. Used by combat troops, it could represent a kukri, machete or corvo. Some can’t really be thrown effectively.

Baton/Tonfa: Made from a variety of materials (wood, steel, dense rubber), these short sticks can come in expandable forms or with side-handles. Used by law-enforcement agencies and martial artists.

Standard Missile Weapons

Fragmentation Grenade: The fragmentation grenade (commonly known as a frag) is an anti-personnel weapon that is designed to disperse shrapnel upon exploding. It causes 3d6 damage to those within a 15’ radius of the landing point, 2d6 to those within a 30’ radius and 1d6 to those within a 45’ radius.

Exotic Melee Weapons

Bo staff: The bo is a 5'-6' staff, usually made with hard wood, such as red or white oak, although bamboo has been used. It also covers 2-and 3 section staffs and nunchucks and is always used two-handed.

Sword: This represents every type of one-handed sword – sabres, katanas, rapiers and so on. Basically a length of steel between 2½' – 3½' or so, with a handle. If used two-handed, add +1 to damage.

Exotic Missile Weapons

Crossbow: A modern, rifle-grip crossbow.

Crossbow, pistol: A smaller, lightweight crossbow fired like a pistol.

Bow: Modern compound bow, generally made from compounded fiberglass.

Shuriken: This covers small throwing stars, mini throwing knives, blades & spikes. They are lightweight and highly concealable.

Slingshot: Basically, a modern catapult with a pistol grip and wrist support firing carbon steel balls.

Standard Firearms

Pistol, light: Easily concealable small handguns of small caliber, such as the Pathfinder .22 or the S&W M&P .22.

Pistol, Med: Represents most handguns of around 9mm or .38 to .45 caliber, like the Colt M1911, Colt Python, Ruger Service 6, Beretta 92F or Glock 17. Revolvers hold 6 rounds.

Pistol, Heavy: This is a powerful handgun represented by something like the S&W Magnum revolver or a Desert Eagle. Revolvers hold 6 rounds

Pistol, Machine: This is a handgun capable of burst fire; such as a Skorpion, Ingram MAC10 or 11, Beretta 92R or Micro Uzi.

Submachinegun (Smg): Designed to be a lighter version of an assault rifle, this is actually a heavier version of a machine pistol – like an Uzi 9mm, H&K MP5 or Beretta MX4.

Rifle: This is a single shot rifle, something like a Remington 700 or Winchester 94 hunting rifles.

Assault Rifle: Modern military rifles able to fire single shot, bursts or on full auto, mainly in 5.56mm caliber - such as the M4 carbine or Steyr AUG.

Shotgun: Examples include the Atchisson assault shotgun, the HK CAWS and the Spas-12 & Spas-15.

Tactical Weapons

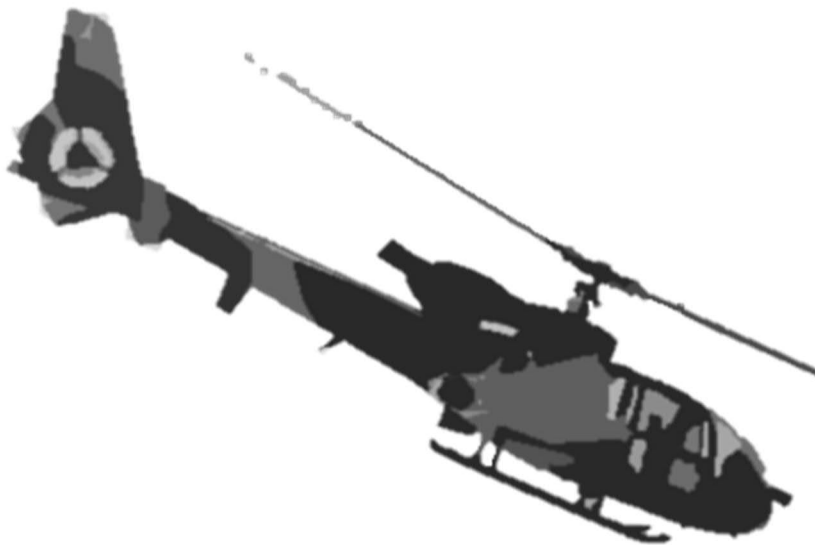
Sniper Rifle: This is a precision rifle designed for accuracy. It is assumed fitted with sights and bipod for stability. It is a bolt action weapon of about 7.62x51mm caliber, something like the US M40A5 or the German Blaser R93. It is powerful and ignores up to 1AC of targets wearing ballistic armour. This means someone in a ballistic vest I gains no effective protection against the weapon and is classed as AC10.

Sniper rifle .50: This is a fifty-cal (12.7mm) weapon, something like the Barrett M82 or Rangemaster .50; technically an anti-material weapon, it is used against light armour and vehicles as well as personnel. It is powerful and ignores up to 2AC of targets wearing ballistic armour. This means someone in a ballistic vest II gains no effective protection against the weapon and is classed as AC10.

Machine Gun, Light: These generally have a caliber of around 5.56mm to 7.62mm NATO. Examples are the German HK MG 43, the L4A1 Bren, the US M60, the FN Minimi and the M249 Squad Automatic Weapon. It is powerful and ignores up to 1AC of targets wearing ballistic armour. This means someone in a ballistic vest I gains no effective protection against the weapon and is classed as AC10.

Machine Gun, Heavy: These generally have a caliber of 12mm or more and are either mounted on a tripod or on a vehicle. Examples are the Browning M2HB, the Chinese QJG 02 14.5mm and the Soviet KPV 14.7mm. It is powerful and ignores up to 2AC of targets wearing ballistic armour. This means someone in a ballistic vest II gains no effective protection against the weapon and is classed as AC10.

Rocket Launcher: A rocket launcher is any device that launches a rocket-propelled projectile, although the term is often used in reference to mechanisms that are portable and capable of being operated by an individual. Also covers other systems, like recoilless rifles and bazookas.



CHAPTER 4: PLAYING THE GAME

Once characters have been created, the Referee will describe where the characters are and what they can see. The game might start in a university in England, or a dig site in Peru, a secret military base in the Arizona desert, a bar in Boston, a museum in Paris or on a boat heading down the Nile. From that point on, players describe what their characters do. Digging through old books in the university library, examining unusual symbols on the temple wall, challenging the guy at the bar who is seemingly watching you, talking to other player characters (PCs) or non-player characters (NPCs) controlled by the Referee—all of these kinds of actions are decided by the players. The Referee then describes what happens as a result. Or the Referee could throw an event at you; there is a gunshot further down the train and a woman screams – what do you do? In the museum, an alarm goes off, a man runs past, thrusts something into your hand and then runs out of the main door pursued by guards. What do you do? The rules below are guidelines handling events like combat, gaining experience, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a world full of hardships, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the Referee's world.

Gaining Experience

Characters are awarded XP for success in their endeavors. NPCs have set XP values in their descriptions, which is acquired by PCs for overcoming those characters. That doesn't mean killing them necessarily, it can mean outwitting them, capturing them for the reward, beating them at poker or otherwise defeating their schemes. XP is also given out for achieving the adventures goals; finding a lost city, recovering some ancient treasures, destroying the Nazi's secret base or foiling the Illuminati's latest plot.

Each character class has a Prime Attribute listed in its description, and the character creation process details how to use your attributes to determine the character's total XP bonus.

Time

There will be times when the PCs are travelling between towns or resting up somewhere and nothing much is happening. When this is the case, you don't necessarily want to play out every minute or even hour of that passing of time. In that case, the Referee will simply rule that an hour, a week or even a month (or longer) passes in the lives of the PCs. At other times, during a gunfight scene in particular, more specific rulings on the passage of time are required - the "turn" and "combat round." A turn (lasting ten minutes) is used to track and

measure actions, movement and resources when our intrepid adventurers are in dangerous situations. The shorter combat round (lasting about 10 seconds) is used in the midst of a gunfight or saloon brawl to allow for a faster blow-by-blow account of the action. There are 60 combat rounds in a turn.

Movement

Base movement rate is calculated on the table below in tens of feet per turn, allowing for two moves per turn.

Table 16: Movement Rate

Weight Carried (lb.)	Move
0–75	12
76–100	9
101–150	6
151–300	3

Table 17: Movement Rate Adjustments

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

Combat

When the party of drifters comes into contact with enemies, the order of events in the combat round is as follows:

1. The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise - this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Determine initiative. One roll is made for each PC. The Referee rolls for a whole group of NPCs. However, important NPCs get a separate roll, just like PCs.
3. The character (or NPCs) with initiative acts first (missile fire, movement, melee attacks, etc.) and results take effect.
4. Then the next highest initiative acts and so on down the line.
5. Individuals can withhold their initiative and wait for an opportunity to act at any time after they were due to act. NPCs can't do this.
6. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of the first combat round, each side rolls initiative on a d20, with any modifiers. The highest acts first, shooting, moving, attacking, hiding, running away etc. He can withhold his action until any time later in the combat round (interrupting another individual's action even). Then the next highest, and so on.

Initiative rolls may result in a tie. When this happens, the individual with the highest dexterity acts first. If they are still equal, the highest level or HD determines who goes first. Otherwise they act at exactly the same time. The Referee may handle this situation in any way he chooses - with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation.

The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a strength bonus (for attacks with hand held weapons) or a dexterity bonus (for attacks with missile weapons). The player then subtracts any "to-hit" penalties they might have from their roll.

If the attack roll is equal to or higher than the DC of the opponent, the attack hits.

20's and 1's

A "natural" roll of 20 is always a hit and always causes maximum damage (as if a natural 6 had been rolled, see Damage and Death, below).

A "natural" roll of 1 is always a miss.

Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat:

Damage

If an attack hits, it inflicts damage. Roll the weapon's damage die (which will normally be a d6, sometimes more and/or sometimes with a + or - to the result) and add any STR modifiers for melee weapons. The damage is subtracted from the defender's hit point total.

If a 6 is rolled, you roll the die again (this time do not add or subtract modifiers for strength or for the weapon) adding the result to the first die roll. You may

roll the extra damage die in this way once per 2 levels of character (round down).

For example, a PC of 5th level shoots a mercenary, rolling a 5 and a 6 for damage with his rifle. He takes the 6 (the best one) as his result and rolls it again, getting another 6. As he is 5th level, he can roll it a second time. This time he gets a 2, for damage of 14 (6+6+2) and then adds +2 for the rifle's extra damage for a total of 16.

Death

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When HP reaches 0, the character gets a saving roll vs. death to see whether he dies. There is a modifier of -1 to the roll for every HP the character is below 0. If he fails the roll, he is dead. If he succeeds, he is just unconscious and requires medical help.

Healing

A character will recover 1 full HP per level per day of uninterrupted rest.

Damage from fists is classed as temporary damage and heals per hour rather than per day. When you hit 0 or less and the damage that took you below zero is temporary (even if you took normal damage too) then you are only unconscious, not dead and a death ST isn't required.

Binding Wounds

Referees can allow any characters to bind 1d3 HP worth of wounds following a battle. There are extra rules for PCs with the Medic ability.

Note that the character can only recover HP lost during this particular battle. Recovered HP cannot exceed the uninjured maximum amount.

Cover

An opponent may be using cover to shoot from. This will give an attacker a negative modifier to the roll, from -1 to -4 on their "to-hit" check, determined by the Referee.

Melee Attack

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. A character's optional 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."

Missile Attack

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.

Burst & Auto fire

Some weapons are capable of shooting short bursts (3 bullets per squeeze of the trigger) or full auto fire (a constant spray of bullets until the trigger is released or the magazine is emptied).

Burst and auto fire increase the chance of hitting a single target and can cause extra damage (you are more likely to "wing" the target with the extra bullets) but use up your ammunition far more quickly and can be wasteful. It can also be used to target more than one opponent but will be less effective used this way. Use the following table:

Table 18: Burst & Auto Fire Modifiers

Number of Targets	Burst		Auto	
	To Hit*	Damage	To Hit*	Damage
1	+2	+2	+4	+4
2	+0	+2	+2	+4
3	-2	+2	+0	+4

*This is in addition to the normal range modifier for missile fire

For example, a 1st level PC firing a burst from his assault rifle at 2 targets in ballistic vests II (AC12 vs. bullets) up to 1000' away (medium) gets -1 to his roll to hit (from the range mod). He rolls 12 for the first target; with his -1 is 11 and isn't enough. However, he rolls for the second target and gets 14, which with his -1 is 13 and hits. Damage is then rolled – he rolls 2d6, getting 3 and 4. He keeps the 4 and adds +1 for the type of gun and +2 for burst fire, 7 in total.

Optional

If using burst or auto fire and you roll a natural 1, your gun has jammed and will take a round to clear.

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 probably 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 assign a ST and get the PC doing the driving to make a roll. 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 ST doesn't necessarily mean the character has crashed his 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.

Two Weapons

Depending on how realistic you want your game to be, you could allow PCs to use a weapon in each hand. If you want realism; don't allow it. If you allow two-weapon gun play, then you could give a -4 penalty to each to-hit roll, or if you want this commonly in your game then the penalty could be as low as -2.

Morale

The majority of NPCs will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when NPCs abandon battle and retreat, based upon the situation and the situation. Referees should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

Loyalty

The Referee may wish to make "loyalty checks" for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When a loyalty check is made, roll 3d6 and consult the Loyalty table for the result. Remember that these checks can be modified by a Player's Charisma score.

Table 19: Loyalty

Roll	Loyalty
3	Traitor
4-5	-2 on next loyalty check
6-8	-1 on next loyalty check
9-12	Average
13-15	+1 on next loyalty check
16-17	+2 on next loyalty check
18	Loyal



Good treatment, respect, and a fair share of money earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

Saving Throws

From time to time, a situation or hazard requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or greater than the

character's saving throw target number, the saving throw is successful.

Modifiers from high or low attributes apply.

Remember

Ancient Mysteries & Lost Relics 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 PCs opponents and other people they meet. In fact, the players and the Referee cooperate with each other to create an entertaining adventure, with the Referee creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Referee's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

CHAPTER 5: RUNNING THE GAME

Running a game of AM< is in some ways easier than running most other role-playing games; simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of enemy agents around the next corner and the players decide not to go around that corner, it’s up to the Referee to determine whether or not it makes sense for the outlaws to rush around the corner and attack—or whether their orders are to simply stay where they are. If a player decides that his character is going to jump through a wall of fire, with several sticks of dynamite in his pockets, it’s up to the Referee to determine whether or not they explode.

This means “making up” a lot of stuff on the spot. If you’re not a good storyteller or if you’re not up to doing a lot of creative thinking on the fly, it might be better that you try a different game - one that provides more rules and guidance for every little situation that might arise. But if you’re a good storyteller, creative and fair, AM<’s small, spartan rule-set frees up your creativity to create a role-playing experience completely different from the type of game that depends on a multitude of rules.

AM< also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add ‘em in. You won’t break anything—there’s not that much to break!

Designing an Adventure

An adventure in AM< usually starts with some sort of a mystery or a puzzle. Maybe at an archaeological dig one of the PCs comes across some artifact that shouldn’t be there; something that looks like some sort of technological device in a layer dating back to the Bronze Age, or a tablet with writing or designs etched onto it from a different time period or from a completely different civilization. Perhaps a professor friend of one of the PCs is found murdered after he’d made some sort of major discovery and his study was ransacked by intruders (who may, or may not have found what they were looking for). Possibly the PCs are looking into something unconnected with the actual adventure and then one or more events occur that gradually lead them deeper and deeper into another mystery. There are all sorts of ways to start the adventure and you should try to vary the introduction to each new one as far as you can so you don’t become predictable.

As the PCs investigate the mystery, they should be drawn further and further into the plot and deeper and deeper into danger. Don't try to plan for all contingencies - it's guaranteed that the players will do something unexpected during the adventure and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity. You may want to have a handy world atlas available for those occasions when the PCs want to jet off to somewhere you hadn't considered but you can direct them to some degree by giving them enough clues and leads.

Try to keep the pace up; AM< is an action thriller and so things should happen fast; there can be quieter periods whilst PCs are researching the strange symbols on the ruins, or they are at the library going through old archives but they shouldn't do this for too long before the goons rush in with guns blazing. Let the players know they are under pressure; make them feel they could die at any moment. You can always worry about who sent the goons in afterwards; in fact the players themselves will probably have their own ideas; which saves you thinking about it too hard!

Creating a Campaign

Concluding one adventure may lead the PCs into the next adventure. Friends or enemies from previous adventures might show up again to help or hinder. They will go to and meet up in familiar places; places they treat as "safe houses" where they can rest and talk. They will have a restaurant in town or a museum where the curator can be trusted and where the PCs can drop off stuff they've found or examine other artifacts. The PCs will build on their character's backgrounds and their lives beyond just the numbers on their character sheets.

A campaign is the world beyond the adventure – from the modern high-rise cities to dusty pyramids in the Sahara; from shipwrecks on the seabed off the Greek coast to remote villages in the mountains of Nepal; from Mayan ruins in the jungles of South America to the medieval libraries of Paris and Oxford. The players will almost certainly want their characters to travel the world exploring, tracking down adversaries, following up on leads, evading powerful foes and doing all sorts of exciting things in the world.

If you want to take a shortcut, you can set your entire campaign in a semi-fictional world created by the author of one of your favorite stories; for example, the stories of Clive Cussler, or James Rollins and the PCs could be part of Numa or Sigma Force.

Experience Points

There are many alternative ways for Referees to award XP other than just for killing their enemies. For example, active participation in the campaign might

warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half.

Some Referees make all earned XP a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

If you find that whatever system you're using leads the players toward bad decisions - seeking out unnecessary combat or looking for traps to spring - you might consider adjusting your system. This is true for the "official" system of awarding XP as well. Remember, the Referee is the ultimate judge of what works best for a game and any rule can be changed to fit the group.

Scale of Advancement

This rules set was designed with the notion that 4th level characters are "heroic" and thus the tables were capped at level 10. A Referee who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.



CHAPTER 6: GLOBETROTTING

The characters in AM< are assumed to be world travelers; explorers and adventurers. They will be constantly on the move; expected to go to places that even the most adventurous tourists don't know about – places that aren't on the map, or at least aren't on any map currently in use.

Travelling

The journey to the location isn't generally a very important aspect of a game of AM<. Once the PCs have decided to go somewhere, you can usually cut to the chase and simply tell them they arrive at their destination after a (several hour) long flight, train ride, drive or whatever.

Where the journey might be more interesting is where the PCs have stirred up a hornet's nest before they embark; perhaps a secret society is keeping tabs on them either to see what they do next or to follow them to their destination. Maybe several different groups are watching them. It could be that the PCs have something somebody else wants. Or perhaps an individual or group wishes to prevent them from reaching their destination.

In the above examples, the journey becomes the focus of the game session (or at least a part of the game session). The PCs might need to throw off their tail; which might mean changing their route or taking a different form of transport or even splitting up. This could lead to chases; on foot, in cars, in speedboats or whatever is appropriate.

Often these journeys are in two or three stages. Once at the initial destination (often a major airport), arrangements need to be made to get to somewhere more inaccessible. This can make for some interesting role play, as the PCs look for a means of transport and/or a guide to get them into a remote region. All sorts of transport might have to be considered and sometimes what you need won't be available so you might have to settle for the next best thing.

Even with satellites, Google Maps and all the other technology we have to hand these days, there are still remote parts of the world that remain unknown. Here are some examples:

Rainforests

Many dense jungle regions are unexplored. For example, much of western Brazil has never been mapped in any meaningful way. Satellite imaging isn't especially useful because of the trees, and the terrain and weather make travel very challenging. The rainforests still conceal groups of people that have never come into contact with outsiders. An expedition would require minimal funding, a small crew for supplies, and a few local guides. River travel would

likely be the main option for getting to some of the remotest regions. South America in particular is known for its lost civilizations: the Olmec, Moche, Nazca, Lima, Chimu and Chinchá; quite apart from the more well-known Inca, Maya and Aztec cultures and remains of their known settlements can be found hidden in the forests. Some lost cities of South America, waiting to be discovered by the PCs are: *Paititi*, *Trapalanda*, *El Dorado* and the fabled *Lost City of Z*.

Mountainous regions

Papua New Guinea is another part of the world that remains largely unexplored. The extremely mountainous terrain makes travel difficult and is the main reason that the country has an enormous diversity of cultures and languages (over 800 different languages, most with fewer than 1,000 speakers). Little was known in the West about the island until the nineteenth century, although Portuguese and Spanish explorers had encountered it as early as the sixteenth century. Traders from Southeast Asia had visited New Guinea as long as 5,000 years ago collecting bird of paradise plumes. Human remains have been found which have been dated to about 50,000 BC although this is an estimate. Many remote Papuan tribes still have only marginal contact with the outside world. An expedition would require mountain-climbing skills and a penchant for starting friendly interactions without sharing a language.

The Himalayas are a range of mountains bordering Pakistan, India and China and containing Nepal, Tibet and Bhutan. Several places in the Himalaya are of religious significance and there are a huge number of monasteries located in Tibet. Bhutan is the country with the highest unclimbed mountain, Gangkhar Puensum, which is 7570 m (24,836 feet). A combination of religious beliefs, local customs and inaccessibility seem to be the main reasons it hasn't yet been conquered. However, what is the real reason no-one is allowed up there? Not only would an expedition to the region require mountain-climbing skills but there would also be the religious and political problem of access in the first place.

Deserts

Though all the deserts on earth are known, very few proper land explorations have been conducted as they have the least hospitable environments to sustain human life. The Sahara is the largest hot desert in the world, covering most of Northern Africa. Thousands of years ago people lived on the very edge of the desert, but the Sahara was then a much wetter place than it is today. By 3400 BC, the Sahara was as dry as it is today, due to reduced precipitation and higher temperatures resulting from a shift in the Earth's orbit, and it became a largely impenetrable barrier to humans, with only scattered settlements around the oases but little trade or commerce through the desert. The one major exception

was the Nile Valley. Ancient lake beds have been found under the sands of the Sahara; who knows what other ancient remains lay undiscovered?

The Gobi, covering much of the southern part of Mongolia, had a long history of human habitation, mostly by nomadic peoples. Unlike the Sahara there are few sand dunes in the Gobi; rather you'll find large barren expanses of gravel plains and rocky outcrops. The Gobi Desert is the source of many important fossil finds, including the first dinosaur eggs. Recently, Google Map images have showed up some curious white lines and other structures in the desert. Speculation ranges from secret military bases, satellite targeting grids, remains of mining sites, UFO landing strips or even a mockup of the streets of Washington, D.C., constructed for nefarious military purposes.

Antarctica

No one knows what exactly lies beneath the icy terrain of Antarctica, with ice sheets two miles thick, it is also the coldest place on earth. Scientists believe there is a network of rivers, streams and stony land makes up its geography. Recently, the discovery of sub-glacial lakes has opened a new chapter in Antarctica's exploration. There are possibilities of these lakes harboring life forms which can be studied thus providing useful answers to scientists about life in outer space. Of course, Antarctica might have other secrets in a game of AM&LC; secret scientific research bases, lost expeditions or even alien technology buried under the ice.

Caves & Tunnels

Deep, winding, dark, slippery and uninhabitable; caves remain one of the least explored and documented places on earth. China which has the highest limestone deposits in the world has a large number of unexplored caves. South America, Africa, Antarctica have not been explored to their maximum. The exact number of caves on Earth is still not known. *Voronya Cave*, Georgia is the deepest known cave in the world. It has not been completely explored due to its extremely inhospitable environment. Some caves are over a mile deep, which means that explorers must take supplies for a several-day or even several-week long expedition. This is extremely challenging in such a tight environment. Exploration requires training in spelunking and a several-person crew. That's assuming the PCs entered the cave intentionally.

Then there are the man-made underground complexes; both ancient and modern. Some are simply expanded natural cave systems and others are built for a specific reason. Many of them are secret (which is why they are built underground). Ancient examples would be the Derinkuyu Underground City in Turkey, one of a number of underground complexes in the region of Cappadocia. Settlement initially started on the surface, then slowly moved underground over time, becoming a complex of hundreds of linked rooms that,



together, form an ancient system of underground cities over 2,500 years old. Areas are separated by narrow corridors lit once lit by oil lamps as well as other architectural devices for maximizing the defensibility of the spaces. Parts of it are now open to the public, but what secrets are still hidden?

The Giza Plateau is home to the *City of the Gods*; an enormous and complex underground system complete with natural caverns, snaking passageways, ancient chambers, subterranean rivers and hydraulic underground waterways. Speculations about the function of the City of the Gods differ; some argue that it was the center of the Egyptian mystery schools, still others believe that the Egyptians used the crisscrossing tunnels as an ancient subway system. Supposedly, the expedition that explored the underground city made a documentary about their discoveries titled *Chambers of the Deep*. The film was shown to private audiences, but for reasons unknown, withheld from the general public.

China is now famous for featuring the *Mausoleum of Qinshihuang*, the biggest imperial tomb known to Chinese history. This subterranean wonder was constructed in 38 years by 700,000 laborers, and is perhaps best known for the host of terracotta warriors buried with the Emperor. During the process numerous world-shocking relics were brought out, but this is just the tip of the iceberg, and more treasures remain buried in the underground palace.



Every country has its secret underground bases. One of the more interesting recently unveiled examples would be the *Svalbard Global Seed Vault* (“The Doomsday Vault”). It is designed as a storage space to preserve samples of all the world's seed crops, built deep into a mountainside in the Norwegian Arctic and guarded by polar bears. What is its real purpose?

Underwater

Then there are the underwater areas of the earth. We have better maps of the moon than we do of most of the sea bed. The vast majority of the world's oceans are unexplored. Exploration is very difficult here. Though often mistaken as such, underwater archaeology is not restricted to the study of shipwrecks; nor is it just limited to the sea bed. Lakes and rivers might yield interesting finds too. Underwater sites are inevitably difficult to access, and more hazardous, compared with working on dry land. In order to access the site directly, diving equipment and diving skills are necessary. The depths that can be accessed by divers, and the length of time available at depths, are limited. For deep sites beyond the reach of divers, submarines or remote sensing equipment are needed. This would mean a fairly expensive expedition. However, this does mean that there are many secrets yet to be discovered under the oceans.

The *Yonaguni Monument* is a massive underwater rock formation off the coast of Yonaguni, the southernmost of the Ryukyu Islands, in Japan. There is a debate about whether the site is completely natural, is a natural site that has been modified, or is a manmade artifact. Scientists have discovered markings on the stone surfaces that could represent people and animals. If any part of the Monument was deliberately constructed or modified, that must have happened during the last Ice Age 10,000.00 years ago, when the sea level was much lower than it is today. Could it have been a religious site for early people?

Urban

There are plenty of reasons for city adventures; the PCs need somewhere to stay, so a hotel would be an obvious choice, they may need to visit a university to talk to a professor, or they might need to check out an artifact in a museum or gallery; obtaining a large amount of money might involve a visit to the bank or injuries received might necessitate a visit to a hospital. Good quality equipment and/or black market goods like guns and ammunition is more likely to be available in a large city; likewise being arrested is going to lead to a stay courtesy of the local law enforcement agencies.

Then there are the secret underground areas of the city; places for criminals to hide out, government agencies to hide their secrets and conspiracy theorists to have their field day. Every major city has tunnels below ground for some reason or another. Some are open to tourists (although never **all** of the tunnels) and others are only known about because of urban spelunkers, who explore abandoned sites and installations, usually illegally.

Below Paris are hidden limestone quarries and catacombs dating back centuries - at least 180 miles of abandoned tunnels, secret rooms and caverns running directly below some of the best-known city streets.

Seattle has part of its old town buried beneath the current city after a fire in 1889 destroyed much of old Seattle.

London's Underground has miles of closed and disused tunnels; areas used during WW2 for some of Winston Churchill's World War Two cabinet meetings or an anti-aircraft "Ack Ack" command centre, with maps from this era remaining on the walls today. Similarly there are miles of disused and abandoned subway tunnels and stations underneath the streets of New York.

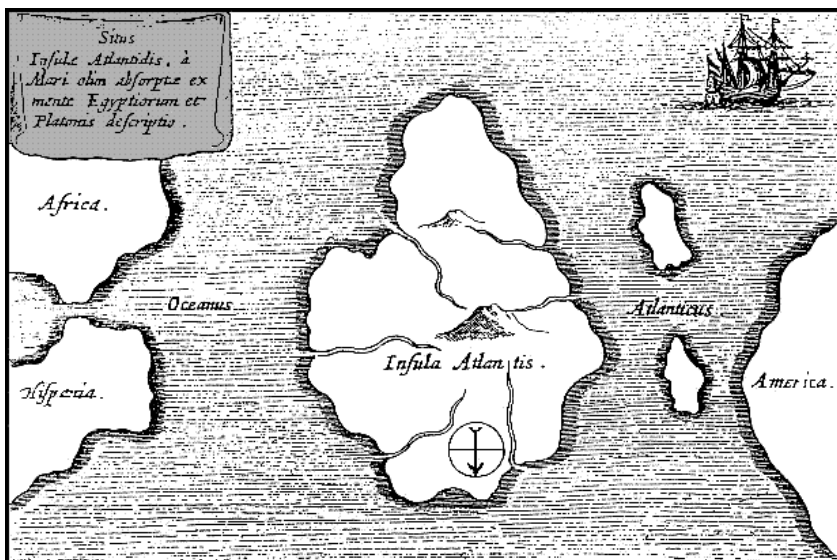
Beneath modern Rome is a hidden city with spectacular ancient remains. Explorers will find theaters, baths, stadia, imperial villas, apartment buildings, fire stations, and pagan temples - even an enormous sundial that used an Egyptian obelisk as a pointer.

CHAPTER 7: LOST CIVILIZATIONS AND MYSTERIOUS SITES

Most religions have the belief that there was once a more perfect world, from which man has been banished. This has often been interpreted as meaning a real previous civilization used to exist. Outside religion, central to such ideas is Atlantis, a mythical island deep in our past with a perfect, but powerful society, finally destroyed by a great cataclysm. There are a myriad of myths of sunken cities, and structures off-shore that could be man-made. From the *Bimini Road* in the Caribbean, to *Yonaguni* in the Far East, tantalizing glimpses of possible human endeavour exist under the sea, not far from the coast. Other lost civilizations are rumoured to have existed in other remote regions; deep in unexplored rainforests or hidden in inhospitable mountain ranges. Some of these places exist in religious texts, such as the *Shangri La* of Asian myth. Others exist in stories passed down through generations amongst native peoples of the region; places like *Paititi*. Others in snippets of information gleaned from journals and accounts of expeditions like *The Lost City of Z*. Here is just a sampling of places that might appear in your own games of AM<.

Atlantis

There are many theories as to the true location of Atlantis; indeed, there are many theories about whether Atlantis was fact or fiction. Plato wrote about the beautiful, technologically advanced continent-sized island back in 370BC, but his description of its location was limited and vague. Those who think it did exist have sought evidence or at least clues in almost every corner of the globe.



Some believe remnants of Atlantis are to be found around Bermuda; other proposed locations for Atlantis include Antarctica, Mexico, Peru, off the coast of England and in, or near, the Mediterranean Sea. At least one writer (Alan F Alford) has made the case that Atlantis was not an island at all, but an exploded planet and we are descended from a race of aliens from that planet.

Cambay

In about the last decade, a vast city has been discovered 120 feet underwater in the Gulf of Cambay off the western coast of India, which could be over 9,000 years old. It is believed to predate the oldest known remains in the subcontinent by more than 5,000 years. Amongst the artifacts recovered from the site are shards of pottery, sections of walls, beads, sculpture and human bones and teeth. Exploring the area is immensely difficult because of strong currents and rip tides, but marine archaeologists using sonar profiling have shown that the city is made up of immense structures on huge foundations. Why they would be so massive is anyone's guess and subject to much dispute. Could these structures have anything to do with Lemuria?

Egyptian Empire

Egypt is the most romanticized ancient civilization and because of this it is a source of great mystery and wide-ranging conspiracy theories. Many of these theories relate to the Sphinx and its actual age. The Sphinx is generally accepted to have been built along with the Pyramids of Giza around 2500BC. However, there was no written record from that era regarding the Sphinx or its construction. Because there are erosion marks on the Sphinx that seem to have been caused by falling rain rather than wind or sand, a number of researchers believe that the Sphinx could have been built much earlier by a more ancient civilization – maybe at least back as far as 5000BC. Others have pushed this date further back to 10,500 BC using astronomical data. The Pyramids of Giza have also been the subjects of conspiracy theories over the years. Many people believe that the pyramids are a link to an ancient lost civilization and may still contain evidence to prove it. Several theories regarding secret chambers and passageways within the pyramids persist to this day. Conspiracy theorists believe that the Egyptian authorities have uncovered evidence of a lost civilization in the pyramid and that they have carried out secret excavations to reveal more information. There is also a belief that the Illuminati are privy to some of the secrets of the pyramids.

El Dorado

The story of El Dorado was one of the most influential myths connected with the New World. The legend first appeared in the mid 1500's as a story of an Indian chief who was rich enough to cover himself with gold dust during certain ceremonies; this chief was the golden man, *El Hombre Dorado*. The

legend had its foundation in the Colombian highlands, near present-day Bogota, but when the Spanish conquistadors reached this region they found no such rich chief or kingdom. After an amazing series of horrific and unsuccessful searches for El Dorado, the myth finally solidified as a story about a rich city of El Dorado, located on a huge lake in the highlands of Guyana. In 1595 Sir Walter Raleigh led an expedition to search for El Dorado. He did locate some gold mines but no City of Gold. Others have searched for the fabled city since, but all in vain.

Gobleki Tepe

Discovered by a Kurdish Shepherd in 1994, Gobleki Tepe in Turkey is the site of structures and artifacts that have been dated to be about 12,000 years old; older than the great Egyptian pyramids, Sumeria and even Stonehenge. The site, which seems to be some sort of temple, comprises 45 oblong stone megaliths placed in circles, inscribed with bizarre and delicate images - mainly of lions, spiders, snakes and scorpions. The stones themselves seem to be shaped to represent human forms with stylized “arms”, which angle down the sides. Only about 5 percent of the site has been excavated, so who knows what treasures and wonders are buried there? It pre-dates Mesopotamia, the so-called “cradle of civilization,” by thousands of years. It is so old that it predates settled human life. It is pre-pottery, pre-writing, pre-everything. Gobleki hails from a part of human history that is unimaginably distant, right back in our hunter-gatherer past. Some people believe this might have been the centre of an ancient death cult; others suggest extra-terrestrial influence.

Lemuria

Lemuria is the name of a hypothetical lost land located in either the Indian or Pacific Ocean. The stories of a lost continent off the coast of India, named *Kumari Kandam* have inspired some to draw parallels to Atlantis. Accounts of Lemuria differ, but all share a common belief that a continent existed in ancient times and sank beneath the ocean as a result of a geological, often cataclysmic, change, such as pole shift.

Lyonesse

Lyonesse is a country in Arthurian legend that is said to border Cornwall. It is most notable as the home of the hero Tristan, whose father was king. In later traditions Lyonesse is said to have sunk beneath the waves some time after the Tristan stories take place, making it similar to Ys and other lost lands in medieval Celtic tales, and perhaps connecting it with the Isles of Scilly.

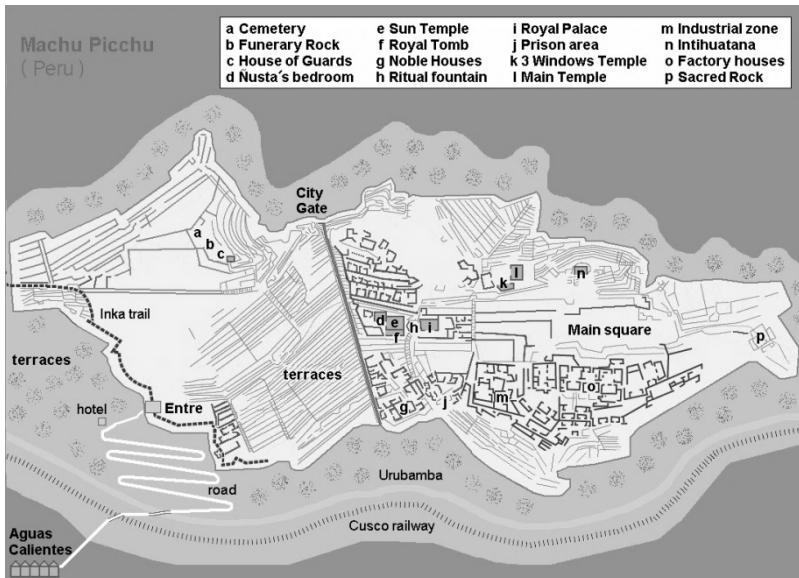
Mu

Mu is the name of a hypothetical continent that allegedly existed in one of Earth's oceans, but disappeared at the dawn of human history. The concept and the name were proposed by 19th century traveler and writer Augustus Le

Plongeon, who claimed that several ancient civilizations, such as those of Egypt and Mesoamerica, were created by refugees from Mu - which he located in the Atlantic Ocean. This concept was popularized and expanded by James Churchward, who asserted that Mu was once located in the Pacific. Churchward claimed that whilst he was a soldier in India, he'd been shown a set of ancient clay tablets by a high-ranking temple priest. The text was in a long-lost *Naga-Maya* language. He mastered the language himself and found that the tablets had originated from the place where man first appeared - Mu. Churchward claimed that Mu was the common origin of the great civilizations of Egypt, Greece, Central America, India, Burma and others, including Easter Island, and was in particular the source of ancient megalithic architecture. The continent was supposedly destroyed in a great cataclysm. Scientists have concluded there is no evidence of its existence today and therefore Mu is considered to be a fictional place, like many other "lost civilizations".

Machu Picchu

The Machu Picchu ruins, perched at 8,000 feet above sea level on an Andean mountaintop, are Peru's main tourist attraction. The complex of palaces and plazas, temples and homes was built in the 1400s by the Inca Empire. It may have been built as a ceremonial site, a military stronghold, or a retreat for ruling elites. Machu Picchu appears to lie at the center of a network of related sites and trails - and many landmarks both man-made and mountainous appear to align with astronomical events like the solstice sunset. The Inca had no written language, so they left no record of why they built the site or how they used it before it was abandoned in the early 16th century.



Nazca Lines

The Nazca Lines are an enigma. They are etched into the surface of the desert sand of the Pampa region of Peru; a desolate plain 400 km. south of Lima. They cover nearly 400 square miles of desert. They comprise hundreds of figures and geometric shapes that are only clearly distinguishable from the air. Since their discovery, the Nazca Lines have inspired fantastic explanations from ancient gods, a landing strip for returning aliens, a celestial calendar used for rituals related to astronomy or some sort of map to underground water supplies.

Paititi

In the archives of the Jesuits in Rome is a document, which dates from about 1600, describing a large city rich in gold, silver and jewels, located in the middle of the tropical jungle. Many other historical sources refer to Paititi, to its possible locations and to expeditions searching for it. Paititi is a legendary Inca



lost city, supposedly located somewhere within the remote rainforests of southeast Peru, northern Bolivia or southwest Brazil. There have been several expeditions only in the last decade or so and although several possible sites have been discovered, nothing conclusive has been found.

Conspiracy theories maintain the Vatican has further documentary evidence about the whereabouts of Paititi but has kept its location secret for its own reasons.

Shangri-La

Shangri-la is a fictional place, a permanently happy land in a mystical valley, isolated from the outside world. The people who live in Shangri-La are almost immortal, living years beyond the normal lifespan and only very slowly aging in appearance. However, it is supposedly based on the mythical kingdom of Shamballa, hidden somewhere in Inner Asia; possibly Tibet, though other places are cited. Sought by explorers (including three separate 1930's expeditions sent by Himmler) and never yet found (or has it?) many secrets are purportedly to be discovered there.

CHAPTER 8: SECRET SOCIETIES



There are hundreds of conspiracy theories about the many secret societies that supposedly exist in the world today. If you Google them, you will unearth plenty of material for your AM< adventures. However, here is a small selection of groups for you to get started.

The Fraternity

The Fraternity is a modern secret society that has its roots in the Cathar religion. This religious movement appeared in the Languedoc region of France and other parts of Europe in the 11th century and flourished in the 12th and 13th centuries. The movement was extinguished during the early decades of the thirteenth century by the Albigensian Crusade, when the Cathars were persecuted and massacred at their fortress of Montsegur. Afterwards, the Inquisition was set up to track down any remaining heretics, so that by about 1325 there were believed to be none left.

However, a small party of Cathar *Perfecti* escaped from the fortress before the massacre at Montsegur, taking with them the treasures of the Cathars; sacred texts, the accumulated wealth and most important of all, a massive loom. The loom was the Cathars greatest treasure at Montsegur. It is rumored that this loom was one of five similar looms; the others hidden in other Cathar holdings.

The legend of these looms includes their seemingly mystical capabilities. The loom of Montsegur was referred to as the *Loom of Fate*. Certain Cathar leaders were able to read encoded messages in the patterns of a fabric woven by the Loom. According to the legends, the loom revealed their hidden enemies and secret allies and it foretold the rise and fall of the Cathars themselves.

The Fraternity now has this loom in their headquarters in an abandoned factory in Chicago. They continue to use the encoded messages to manipulate world events by assassinating individuals whose names are revealed in the loom's weave.

Adventure ideas

Whilst it is possible that the Inquisition found the other looms and destroyed them, it is equally possible that they survived intact. They might be secreted away somewhere deep within the Vatican's underground vaults. Or they might

still exist, possibly dismantled and unrecognized for what they are, hidden in the cellars of other old Cathar holdings. The Fraternity's agents (Perfecti) are occasionally tasked to follow up a clue that might lead to the whereabouts of the remaining looms, or any surviving parts. It is possible that the PCs will come across these Perfecti during their adventures.

The Illuminati

Historically the name refers to the Bavarian Illuminati, an Enlightenment-era secret society founded in 1776. Illuminati's members took a vow of secrecy and pledged obedience to their superiors. Members were divided into three main classes, each with several degrees, and many Illuminati chapters drew membership from existing Masonic lodges.

In AM<, the Illuminati have a private board of elite, interlocking delegates who control the world's major banks. Organizations such as the United Nations, the International Monetary Fund, the World Bank, and the International Criminal Court are seen as tentacles of the Illuminati. They create inflations, recessions, and depressions and manipulate the world markets, supporting certain leaders and coups and undermining others to achieve their overall goals. The supposed goal behind the Illuminati conspiracy is to create and then manage crises that will eventually convince the masses that globalism, with its centralized economic control and one-world religious ethic, is the necessary solution to the world's woes. This structure, usually known as the *New World Order*, will, of course, be ruled by the Illuminati. Many theorists believe the *Freemasons* and possibly some sects of the *Rosicrucians* are connected with the Illuminati. The Illuminati have many low-level agents who know nothing of the upper echelons to do the legwork for the order but at the higher levels are the rich and powerful.

Adventure ideas

Perhaps your version of the Illuminati is that they are a benevolent group actually seeking to protect the world. However, their intentions may appear at odds with the PCs from time to time. Or there might be a breakaway group (called the Alumbrados, taking their name from practitioners of a mystical form of Christianity in Spain during the 15th-16th centuries) at war with the original group whose methods they disagree with.

The Jesuits

The Jesuits today form the largest single religious order of priests and brothers in the Catholic Church. They have a strict, almost militaristic hierarchy, from novices, to brothers, scholastics, and then up to priests, ministers, rectors, vicar-generals assistant generals and the superior-general.

The Jesuits are very secretive and it is believed they are behind many incidents throughout history and right up to the present. The earliest recorded anti-Jesuit conspiracy theories are found in the *Monita Secreta*, an early 17th century document that alleged that the Jesuits were trying to gain wealth by illicit methods. Many anti-Jesuit conspiracy theories emerged in the 18th century Enlightenment, as a result of an alleged rivalry between the Freemasons and the pious Jesuits. The Jesuits were supposedly behind the sinking of the Titanic. In the 1930's and 40's the Nazis clashed with the Jesuits and murders were committed on both sides.

Adventure ideas

Jesuits today appear to have huge wealth and influence. One of their main goals is the accumulation of wealth. They also continue a secret war against the Nazis after discovering that the party still exists, following the recent assassinations of some of their higher-ranking members.

The Nazis

The National Socialist German Workers' Party rose to prominence in Germany and parts of Europe in the 1920's to the mid 1940's. Its long-term leader was Adolf Hitler who, with most of the upper echelon of the Nazi party was obsessed with the occult, especially as it pertained to Aryan purity and the *Thousand Year Reich*. Himmler was arguably the most obsessed and in the 1930's and throughout WW2 he sponsored a number of scientific expeditions to the world's darkest corners in hopes of finding evidence to support the Nazi's claims. In AM< there is still a small but active Nazi party, with members scattered over the world, seeking to continue Himmler's work.

Adventure ideas

Adolf Hitler did not commit suicide in Berlin in 1945, but actually escaped and fled to South America. He lived on in Argentina for 17 years and raised two daughters before he died in 1962. Stalin, Eisenhower and Hoover of the FBI all knew there was no proof of him dying in the bunker but at the time it seemed better to let the world believe he was dead. The skull fragments found in the bunker were actually of a young unknown woman.

Hitler's daughters, Adala and Carla are the heads of the Nazi party and still fund expeditions (using money from the sale of art treasures Hitler took with him when he escaped), around the world to seek out evidence of Aryan superiority.

They also funded the upgrade of a mothballed German secret base in the Antarctic, which was originally built in 1938-39. It houses U-Boat facilities as well as a fully staffed scientific research laboratory.

There are also rumours of buried Nazi gold hidden around the world and the sisters often fund (and occasionally lead) treasure hunts to track it down. One suggested location for such hidden gold (as well as a number of sealed tubes that were said to contain the details of secret Nazi bank accounts in Switzerland) is beneath a lake in the Austrian Alps, near Salzburg.

Finally, the Nazis have arranged the assassinations of several prominent figures and continue their war against the Jesuits, for whom they still have a deep mistrust.

The Templars

The Knights Templar, or simply Templars, are among the most famous of the Western Christian military orders. The organization existed for nearly two centuries during the Middle-Ages. There was a threefold division of the ranks of the Templars: the aristocratic knights, the lower-born sergeants, and the clergy. Knights were required to be of knightly descent and to wear white mantles. The secrecy around the powerful medieval Order of the Knights Templar, and the speed with which they disappeared over the space of a few years, has led to numerous Knights Templar legends. These range from rumours about their association with the Holy Grail and the Ark of the Covenant, to questions about their association with the Freemasons, to searches for lost treasures.

Adventure ideas

The Holy Grail, or Sangreal, was found by the Order and taken to Scotland during the suppression of the order in 1307, and it was buried beneath Rosslyn Chapel. One of the first pilgrims, William Brewster (possibly a Freemason) visited Rosslyn Chapel just weeks before he set sail and took the Holy Grail with him. There is a clue to this within Rosslyn Chapel; the symbol of a flame atop a chalice, resting on a pedestal. This is actually a secret message to those “in the know” to inform them that it was moved to North America; possibly Washington DC where there is a strong Freemason presence.



CHAPTER 9: LEGENDARY ARTIFACTS & OTHER MYSTERIOUS TREASURES

Treasure hunters are always looking for lost treasure troves; whether these are in sunken wrecks or buried under the earth. Here are a few items of interest; some are just plain unusual and others are yet to be found.

The Antikythera Mechanism

The Antikythera Mechanism is a corroded clock-like object found among the ruins of a sunken ship in the Greek Islands. The mechanism is the oldest known complex scientific calculator, proving that advanced scientific technology existed far earlier than was ever thought possible. Scientists have since discovered that this mysterious invention predicted solar eclipses and may well be linked to renowned astrologer and engineer Archimedes. Though no other such mechanisms have ever been found, experts believe that many more made around the same time in 100 BC once existed.

The Ark of the Covenant

The Ark of the Covenant is a chest containing the tablets of stone on which the *Ten Commandments* were inscribed. The Ark was built at the command of God, in accordance with the instructions given to Moses on Mount Sinai. Some records suggest the Ark was taken from Jerusalem to the village of Rennes-le-Château in Southern France. The Freemasons believe the Ark was moved from here at the outbreak of World War II to America. The Ark has been sought by many groups including the Nazis and the Templars.



The Baghdad Battery

Found outside Baghdad, Iraq in 1936, the Baghdad Battery is a small clay jar containing an iron rod suspended in a copper cylinder which is soldered shut and sealed with asphalt. Replicas that have been made since then can produce small amounts of electricity, proving the battery's capabilities, but the question of what the battery was used for many never be answered.

The Coso Artifact

The Coso Artifact is a spark plug found encased in a lump of supposedly 500,000-year old hard rock in 1961 by Wallace Lane, Virginia Maxey, and Mike Mikesell while they were prospecting for geodes near the town of Olancho, California. As spark plugs were invented in the 19th century, it is a mystery how the spark plug became so encased. Paranormal investigators decided there were three possibilities for how it got there: The first is that it was created by an extremely advanced ancient civilization, maybe Atlantis. The second that aliens visited the earth during the time of dinosaurs. Lastly, time travelers from the future left clues in the distant past. The Coso artifact has gone missing and, of its discoverers, Lane has died, Maxey is alive but avoids public comment, and the whereabouts of Mikesell are not known.

Crystal Skulls

Thirteen crystal skulls of apparently ancient origin have been found in parts of Mexico, Central America and South America. These skulls, found near the ancient ruins of Mayan and Aztec civilizations (with some evidence linking the skulls with past civilization in Peru) are a mystery as profound as the Pyramids of Egypt, the Nazca Lines of Peru, or Stonehenge. Some of the skulls are believed to be between 5,000 and 36,000 years old. These skulls have undergone serious scholarly scrutiny and theories about their origins abound. Most of the skulls are privately owned, but two are on display in museums; one in Paris and the other in London.

Excalibur

Excalibur is the legendary sword of King Arthur, sometimes attributed with magical powers or associated with the rightful sovereignty of Great Britain. Sometimes Excalibur and the Sword in the Stone (the proof of Arthur's lineage) are said to be the same weapon, but in most versions they are considered separate. The sword was associated with the Arthurian legend very early. In Welsh, the sword is called Caledfwlch.

Holy Grail

The Holy Grail is a sacred object figuring into literature and certain Christian traditions, most often identified with the dish, plate, or cup used by Jesus at the Last Supper and said to possess miraculous powers. Where the Grail is now is a matter of speculation. Jerusalem, Spain, Italy and the USA all have claims to

the resting place of the Grail. There are also two locations in Great Britain that could be the Grail's resting place. There is a legend that says the Templars returned from the Crusades with all the famous Biblical relics, and hid them throughout the British Isles. The Grail was buried somewhere on *Glastonbury Tor*, perhaps between Arthur and Guinevere's coffins, the most poetic place. Alternatively, the Grail now resides at the Rosslyn Chapel, maybe in the family crypt.

Manuscript No. 512

The Manuscript is a file of papers housed in the collection of the Bibliotheca Nacional do Rio de Janeiro. It details the account of a 1753 expedition by Portuguese treasure-hunters in Brazil. The papers were used by Percy Harrison Fawcett in his search for the *Lost City of Z*. The document consists of the expeditionary report of an unnamed author, written in Portuguese and is the basis a number of archaeological fables. Access to the original Manuscript is limited but a digital copy has recently been made available. The appearance of the city narrated in Manuscript 512 describes characteristics similar to those of ancient civilizations as well as other elements difficult to identify. There are descriptions of immense buildings lining the city square various statues of unusual countenance, a column of black stone of extraordinary size and on it a statue of a man pointing to the North Pole.

The Phaistos Disc

There's very little known for sure about the Phaistos Disc. It's made of clay and features 241 impressions of 45 distinct symbols, some of which are easily identifiable as people, tools, plants and animals. Its origin, meaning and purpose remain shrouded in mystery. Discovered in Crete, the disc is like nothing else from the same time period. Archaeologists haven't been able to provide a meaningful analysis of its content.

The Piri Reis Map

In 1929, a group of historians found an amazing map drawn on a gazelle skin. It was drawn in 1513 by Piri Reis, a famous admiral of the Turkish fleet in the 16th century. The admiral explains in a series of notes on the map that he compiled and copied the data from a large number of source maps, some of which dated back to the 4th century BC or earlier. The Piri Reis map shows the coasts of Africa, South America, and the northern coast of Antarctica. The northern coastline of Antarctica is perfectly detailed. The most puzzling however is not so much how Piri Reis managed to draw such an accurate map of the Antarctic region 300 years before it was discovered, but that the map shows the coastline under the ice. Geological evidence confirms that the latest date that region could have been charted in an ice-free state is 4000 BC. The question is: Who originally mapped the Antarctic? Which unknown civilization had the technology or the need to do that? Much speculation exists to suggest

that it was mapped originally by an unknown Ice Age civilization; possibly the Atlanteans or Lemurians.

The Spear of Destiny

The Holy Lance (also known as the Spear of Destiny, Holy Spear, Lance of Longinus, Spear of Longinus or Spear of Christ) is the name given to the lance that pierced Jesus' side as he hung on the cross. There are several possible locations for the Lance; the Vatican, Armenia, Vienna or Krakow. Another theory is that the real spear was onboard the German U-boat U-534 which sunk off the Danish coast in the final days of WW2.

The Voynich Manuscript

The Voynich manuscript dates to Italy in the early 15th century and is named after the book dealer Wilfrid Voynich, who purchased it in 1912. Much of the manuscript resembles herbal manuscripts of the time period, seeming to present illustrations and information about plants and their possible uses. However, most of the plants do not match known species, and the manuscript's script and language remain unknown and unreadable. During the last century, top military code-breakers, linguists and historians have tried to decipher it – all have failed. People have gone insane in their obsessions trying to figure it out. It currently resides at the Beinecke Rare Book and Manuscript Library of Yale University although a pdf of it is available online.

More Undiscovered Treasures

The Amber Room: A chamber decorated with amber & gold panels in Russia's Catherine Palace. Looted by Nazis, it hasn't been seen since WW2.

Oak Island Money Pit: A mysterious pit; inaccessible due to a flooding trap. Pirates or even the Templars are rumoured to have loot buried there.

Copper Scroll Treasure: The Dead Sea Scrolls list various treasures with clues to where they are hidden; possibly leading to the Ark of the Covenant.

Peking Man Fossils: 500,000 years old fossils with clues about evolution, lost in 1941 whilst being smuggled out of China.

The Kruger Millions: Hoard of gold buried by President Paul Kruger during the Boer War – valued at a possible \$30 million.

Yamashita's Gold: Japanese plunder from WW2 buried in the Philippines. The gold and jewels are supposedly hidden in booby-trapped tunnels.

The Czar's Faberge Eggs: During the Russian Revolution of 1917, eight Faberge eggs worth up to \$30 million each just disappeared.

The Pharaohs' Missing Treasures: Many treasures from the Pharaohs' tombs went missing; some of it could be stored in the tomb of Herihor, which as yet, has not been located.

Treasures of Lima: In 1823 a trove of gold and jewels was shipped out of Peru by the Spanish and buried somewhere on Cocos Island. It's believed to be worth \$130 million.

CHAPTER 10: CRITTERS & OPPONENTS

There's not a lot of detail given about the critters, because you know what they are and what they generally look like. If you don't you can look them up readily enough.

Opponents are all generic versions of the types of folk the characters will meet on their quests. You can create tougher versions of these NPCs by giving them experience levels and extra HD.

The following is a quick reference guide for how to read critter and NPC descriptions:

Action Points

Critters don't have APs. Most NPCs don't have APs either. Some NPCs, like Perfecti do have APs and they use them just like players do. Where NPCs have APs it is noted in the text beneath the stat block.

Armour Class

AC is similar to AC for the PCs. A small fast critter may have a higher AC than a larger slower critter.

Attacks

"Attacks" lists the number of attacks an opponent has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage - there are however, some exceptions.

Experience Points

"Experience Points" are the number of XP the adventuring party gains as a result of killing the creature. In most cases, however, the Referee may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Experience Points listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Hit Dice

"Hit Dice" is the number of dice (d6) rolled to determine an individual creature's HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

Note: In AM<, the monster's normal "to-hit" bonus is equal to its hit dice (capped at +15). For example, a monster with 3 HD attacks with a +3 "to-hit" bonus.

Move

“Move” is the monster’s movement rate and is handled like it is for PCs.

Saving Throw

All critters and NPCs have a saving throw. It is the number on the d20 the critter needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the critter’s HD from 19. For example, a critter with 4 HD has a saving throw of 15.

Special

“Special” is just a “flag” of sorts for the Referee that serves as a reminder that a monster has a special ability.



Critter Descriptions

This is just a bunch of ordinary wild animals that PCs might come across in their travels, which might resent some unexpected dangers.

Bear, Black

Armour Class: 13

Hit Dice: 3+6 ST: 16

Attacks: Claws, Bite

Special: Grapple

Move: 14

XP: 240

If it hits with both claws it can then start to grapple, if the PC fails a ST (STR modifies). After that damage is automatic, d6 per round.

Bear, Grizzly or Polar

Armour Class: 14

Hit Dice: 5+6 ST: 14

Attacks: Claws, Bite

Special: Grapple

Move: 14

XP: 600

If it hits with both claws it can then start to grapple, if the PC fails a ST (STR modifies). After that damage is automatic, d6 per round.

Cougar (or Jaguar)

Armour Class: 14

Hit Dice: 3+1 ST: 16

Attacks: Claws, Bite

Special: Pounce

Move: 14

XP: 120

Crocodile

Armour Class: 16

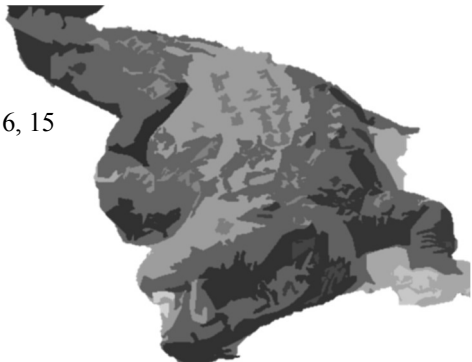
Hit Dice: 4+2, 5+2, 6+2 ST: 17, 16, 15

Attacks: Bite

Special:

Move: 9/16 (swim)

XP: 120, 240, 400



Shark

Armour Class: 15

Hit Dice: 3+3, 5+5 or 7+7

ST: 16, 14, 12

Attacks: Bite (2d6, 3d6 or 4d6)

Special: Track (blood)

Move: 18 (swim)

XP: 120, 400, 800



Snake, Constrictor

Armour Class: 13

Hit Dice: 3

ST: 16

Attacks: Bite

Special: Constrict

Move: 9

XP: 120

If it hits with its bite it can then start to constrict, if the PC fails a ST (STR modifies). After that damage is automatic, d6 per round.

Snake, Rattler

Armour Class: 14

Hit Dice: ½

ST: 19

Attacks: Weapon

Special: Venom

Move: 9

XP: 15



Tiger

Armour Class: 14

Hit Dice: 4+3 ST: 15

Attacks: Claws, Bite

Special: Pounce

Move: 14

XP: 240

Wolf

Armour Class: 13

Hit Dice: 1+1 ST: 18

Attacks: Bite

Special: Track (scent)

Move: 16

XP: 15

NPC Types

Here are stats for a few sample NPC types – feel free to adjust to suit. If there are 2 ACs, the first is vs. ballistic, the second vs. edged attacks.

Cop

Armour Class: 11/12

Hit Dice: 1+1 ST: 18

Attacks: Baton, pistol

Special: Police backup

Move: 12

XP: 15

This is an ordinary member of the police force. He would wear a Stab Vest and have a radio and handcuffs with him.

Goon

Armour Class: 11

Hit Dice: 1+1 ST: 18

Attacks: Weapon

Special: None

Move: 9

XP: 15

This guy has been around a bit and knows the score. This type is usually hired just to fill out the ranks. He's not expected to think for himself.

"Joe" Average

Armour Class: 10

Hit Dice: 1-1 ST: 19

Attacks: Fist

Special: None

Move: 9

XP: 10

These are just your ordinary everyday folk; shop assistants, parking attendants, businessmen, office workers and so on.

Mercenary

Armour Class: 12/12

Hit Dice: 2 ST: 17

Attacks: Weapon

Special: +1 initiative

Move: 12

XP: 30

This guy is well-trained ex-soldier. He is likely wearing a Ballistic Vest II with a Stab Panel II. He could be armed with just about any weapon depending on the situation. He is hired when the situation demands that bit extra.

Perfecti

Armour Class: 13

Hit Dice: 5 ST: 14

Attacks: Weapon

Special: +2 initiative, +2 to hit with firearms

Move: 12

XP: 400

Perfecti are highly trained agents of the Fraternity and this is representative of just the standard agent. There are far better ones out there (higher HD and AC). They don't tend to wear armour but nevertheless are hard to target due to their extensive training. They are masters of most weapons and often use a pistol or machine pistol in each hand. They receive an additional +2 "to hit" with any firearm. Perfecti also have at least 2 Action Points.

Street Thug

Armour Class: 10

Hit Dice: 1 ST: 18

Attacks: Fist, baseball bat or knife

Special: Knows the area

Move: 12

XP: 15

This is a mugger or street gang member. He might run away if shown serious opposition.

Swat

Armour Class: 18/14

Hit Dice: 3+1 ST: 16

Attacks: Weapon

Special: Police backup

Move: 9

XP: 120

These are elite law enforcement agents. They are trained to perform high-risk operations that fall outside of the abilities of regular officers. They could be armed with any weapon, including tactical weapons. They wear Ballistic Vest IV and Impact Panel III with a helmet. They might also have Ballistic Shields.

Templar, Knight

Armour Class: 12/14

Hit Dice: 4 ST: 15

Attacks: Weapon

Special: +1 initiative, +1 with melee weapons

Move: 12

XP: 240

A knight is likely wearing a Ballistic Vest II with an Impact Panel II.

Table 21: Critter & Opponent XP by HD/Level

Hit Dice	Base “to-hit” Bonus	Saving Throw	XP Awarded
< 1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1,100
10	+10	9	1,400
11	+11	8	1,700
12	+12	7	2,000
13	+13	6	2,300
14	+14	5	2,600

This table shows the critter or NPC “To Hit” bonus, based on its HD, its ST and the XP given out to the PCs when they defeat the opponent. For NPCs with special abilities, bump up the XP by a level for each (unless the ability is not particularly powerful or dangerous); if it is a particularly powerful ability, bump it up by 2 levels.



CHAPTER 11: THE CATHAR CALIBRATION

(A Sample Adventure)

Introduction

This adventure is designed for about four PCs of 2nd or 3rd level. It assumes they are members of a covert government agency and that they are generally expected to act autonomously although they do have secure ways of reporting back to their superiors when absolutely necessary. It would be relatively straightforward to alter this if you prefer to have them as freelance treasure hunters or investigators. The adventure leads them to France and then across Europe to Moravia (in the current Czech Republic) and to a secret hidden by the *Cathars* since the 13th Century. It also brings them into conflict with *Julius*, one of the *Perfecti*; a dangerous agent of the secretive *Fraternity*.

Historical Background

Unknown to the Fraternity (see p. 42), there were actually two Looms at Montsegur, before it fell in 1244. The *Loom of Fate* was one of them (which the Fraternity now has at its secret HQ in Chicago). The other one, the *Loom of Fortune*, was brought to Montsegur for safe-keeping from Carcassonne (where it had been stored in the back room of a theatre) by the Troubadour Arnaut Rogier, shortly after 1209. The Loom was still stored in a dismantled state when the Siege of Montsegur began in 1243 so it was easier to remove to safety than the Loom of Fate, which had to be broken down first. So, the Loom of Fortune was taken safely away from the castle by a small group under the Perfecti, Andre Gadal. They went to Carcassonne first and then on across France and Germany and to Dolni Bela, in Moravia, the home village of Villem Babka, one of Gadal's group. The Loom became an extremely important artifact in the village, which quickly became a secretive Cathar stronghold. The Loom was initially set up in the church but in 1313 the castle of Bela was built by Racek Hroznata, (an influential member of the Czech nobility) specifically to house the Loom where it is to this day.

Recent Background

The Fraternity has been interested in Professor Gerald Anderson for a while and has been keeping an eye on him, because of his interest in the Cathars and their secret treasures. When he recently visited France and found some information that seems to lead to one of the missing Cathar Looms, they decided to act quickly and sent in some local mercenaries, led by an Eastern European killer called Viktor, to grab him and his research. They were to pass him and whatever notes they found to *Julius*, who the Fraternity sent to question the professor and then to act as appropriate, especially if questioning revealed the whereabouts of any old Cathar treasures; especially the Loom.

Sometimes plans don't go as expected; the mercenaries were supposed to kidnap Anderson, but ended up shooting him when he resisted. Nevertheless, they grabbed his tablet pc and his papers and quickly fled the scene to proceed to the agreed place (Carcassonne) to meet Julius.

Character briefing

Professor Gerald Anderson was found dead in his hotel room in Montsegur, in the Pyrenees region of France yesterday just before midnight. According to the local police, he'd been killed by two shots to the stomach and chest from a 9mm handgun at close range. The professor's hotel room (*Auberge De Montsegur*, situated right in the village) had been ransacked and there appear to have been several assailants. They seemingly found what they were looking for and fled the scene, being seen by several hotel guests and staff who'd heard the gunshots.

The professor was an eminent historian, with a particular interest in the religious Inquisitions in Europe in the 12th and 13th Centuries. In recent years this appears to have been more specifically centered on the history of the Cathars and the Languedoc region of France. He was over in France working on his latest paper pursuing his belief that the Holy Grail may have been one of the treasures secreted away from Montsegur when it fell in 1244 to the Inquisition.

NOTE: The PCs will each be sent this briefing, a number of photographs of the dead body and e-tickets for flights to Paris and told to join up with other team members to investigate.

Investigations in Montsegur

Montsegur is a small village (pop. 120) in the Pyreneese. It has no public transport, so PCs will have to fly into Paris, then to Carcassonne and then either hire a car or get a train to the nearest station at Foix, 20 miles away. After that they'd have to get a taxi into Montsegur. There is no police station at Montsegur – the police carrying out the “investigation” are based at Foix, which is also where the body was taken.

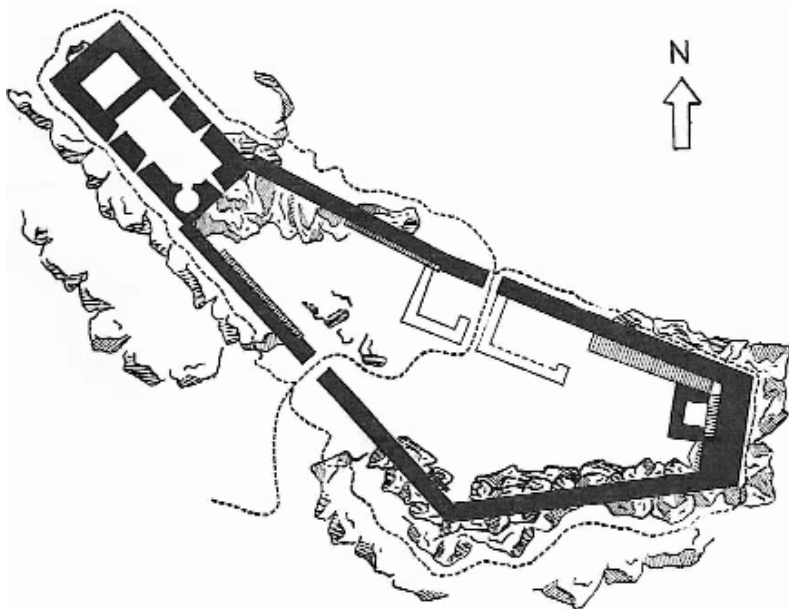
The hotel room: There is police tape all over the door but no doubt the PCs will enter anyway. The local police have had a quick look around the room, but not too thoroughly yet. The room is pretty much as shown in the photos the PCs were sent, but there is a rental car hire receipt in the prof's valise.

Hotel staff: Questioning the staff will reveal that several of them saw a black van outside, which sped away after the shooting. Some saw two men running to the van, where there was a third man. The porter, Henri, spoke to him on the morning before he was murdered. Prof. Anderson told him he was going to

Carcassonne (about 50 miles away) because he'd found something interesting at Montsegur that he needed to follow up on. He also asked if there were any old theatres in Carcassonne, but Henri wasn't sure. The desk receptionist (Francois) saw him return in the evening, but he went straight up to his room with barely a nod; his mind seemingly elsewhere.

The prof's hire car: The car was given a cursory glance by the police and they have left the keys at the desk for when the hire company come to pick it up. However, the PCs will find is the prof's mobile phone under the passenger seat. It fell onto the floor when he drove back from Carcassonne and he forgot to take it up to his room.

On the mobile phone: There are a number of photos of the castle. Several are close ups of a dark interior stone wall, one of the stones of which has a carving by the doorway, appearing with the letters "AR" overlaid on what appears to be a harp, with the date 1209 underneath. The professor had apparently sent this to his university for his colleague to look up the inscription – the message was returned several hours later with the message that "AR" is the troubadour Arnout Rogier of Carcassonne and this was the symbol used on his theatre sign in Carcassonne. There is also a message a day later saying that here are some documents he found in the museum in Carcassonne leading him to believe that "AR" had some secret artifact of the Cathars he called "The Loom" and that he took it to Montsegur in 1209. Also that in 1243 The Loom was brought back this way by the Perfecti Andre Gadal. There is clearly a problem with the photos as his university colleague says the file was corrupted and they aren't on the mobile either.



Montsegur Castle: The castle is perched upon a 1,207 meters high rock, overlooking the village. It is nearly an hour-long hike up to the top. What remains of the fortress is just a shell and nothing like Anderson's photo can be found. There is a padlocked door saying "staff only" in one of the towers and PCs can bribe or persuade the castle curator to open it for them. Alternatively, they can open it themselves. It leads down to some basement levels not normally open to the public and using the information held on Anderson's mobile, the PCs will eventually find the carved feature photographed.

Note: If you want to send in some goons at some point whilst the PCs are in Montsegur, you could have it that one of the mercenaries had approached one of the hotel staff in the morning after the murder and gave him a hundred euros and told him to call if he sees anyone sniffing around asking questions and there'll be more in it for him. Have them send in a goon per PC in the group plus two more.
Goons: AC 11, HD 1+1, Attacks: pistols d6, ST: 18, Special: None, Move 9, XP: 15.

Investigations in Carcassonne

Carcassonne is a beautiful tourist-filled walled city with a medieval castle. It is actually two towns in one, with a low-key, lower town which grew up from about 1247. There is one theatre; open-air, in the upper town but this dates back only to 1908.

If the PCs go to the museum, the curator will be only too pleased to show them the basement record-room, saying this is the third time in as many days that he has been asked about these records. If asked who the previous people were, he will describe Prof. Anderson and another man – tall, blonde, sunglasses, dark suit, made him feel a bit uneasy (this was Julius). In there is a book called *The Loom Journal*, started by Arnout Rogier. It is written in Latin and talks of *The Loom of Fortune*, which he was entrusted by a Cathar Perfecti (unnamed) to look after in the back of his theatre. It seems the journal was left behind and fell into private hands until donated to the museum about thirty years ago. Nobody has really taken much notice of it until now. There is an entry dated May 1209, stating he was worried that the Loom might fall into the wrong hands and he had it dismantled and removed up to Montsegur, where it was stored in their cellars. There is no further record from "AR" but the journal continues in another hand – that of Andre Gadal, some 33 years later, where it again talks of the Loom being moved, this time because Montsegur is in danger of falling to the Inquisition. It appears that the Loom was brought back to Carcassonne and then continued on. There is an entry saying "It will undoubtedly be found here so tomorrow morning, we will take the Loom to Vilem's village of Dolni Bela in Moravia. God be with us". Vilem Babka is noted as one of the members of the group travelling with Andre Gadal.

Note: The Journal was forgotten in the rush to move the Loom to safety, which is why it was left here in Carcassonne.

From France to Moravia

There are options to get to Moravia – PCs can drive, use the train or fly from Paris to Prague. It is about 53 miles from Prague to Dolni Bela, which has no train station, so PCs will need to hire a car at least for the last leg.

This is the ideal opportunity to have the PCs ambushed by Julius' mercenaries under Viktor, who are also following up on the leads from the professor's notes and travelling to Moravia.

Note: If you want the PCs to meet Julius at this stage you could include him; but really you need to keep him away from the PCs so leave him a good opportunity to escape. If nothing else, he can use one of his APs to get away, if things are going badly for him. The PCs can always speak to him using Viktor's mobile!

Viktor: Mercenary Leader: AC 13/13, HD 3+1, HP: 12, Attacks: machine pistol d6, ST: 16, Special: +1 initiative, Move 12, XP: 60. He has a mobile phone he uses to keep in touch with Julius.

Mercenaries (3): AC 12/12, HD 2, HP: 7, 9, 8, Attacks: pistol d6, ST: 17, Special: +1 initiative, Move 12, XP: 30.

Investigations in Dolni Bela

Dolni Bela is a strange little village set in the mountains of less than 500 inhabitants; most of the houses are quite large and the village displays signs of affluence. Although it dates back to the 12th Century, there is little left from that date. The castle dates back nearly that far although it has been updated and is the main feature of the village. The locals are very wary of outsiders and their presence will be reported to the castle straight away. Every household owns at least one gun due to the militaristic nature of this sect of Cathars.

The original church was pulled down but there is now a Cathar church in the village – any character going inside (which isn't made easy as it is locked at any time there isn't a service) will realize that it is to a religious doctrine that supposedly died out in the 13th Century. Adanek Hroznata is the church leader. They do not allow outsiders into church services. On the Sundays, there will be guards on the church doors (with hidden pistols) if there are outsiders in town.

There is a small shop, a tiny hospital and a school. The school has a militaristic look to it (all of the children are taught weapons from an early age).

The Municipal Office has a police station (with just one policeman, who is of course a Cathar and one of Hroznata's men, Izak Huss) attached and doubles as a guest house for visitors. It is run by one of Janek Hroznata's best men, the village mayor Vidor Polansky.

The castle is still owned and lived-in by the Hroznata family. The current residents are Adanek Hroznata and his son Janek and daughter Elita. There are three mercenary guards in the castle too and Vidor can often be found there when the Municipal office is closed. The Loom is kept in one of the basement rooms of the castle, under lock and key.

Adanek is the only person who can currently read the Loom's code; even then he isn't as adept at it as were the original Cathars. His son Janek is unhappy at not being entrusted yet with its secrets. The code in the Looms weave tells the person able to decipher it how to make money; interpreting it correctly these days can enable someone to invest in the right shares on the stock market. Adanek does this but is careful not to make a show of too much wealth as he wants to keep below the radar at the moment. The family does have massive wealth hidden away in Swiss bank accounts and much of the money they make is spread around the rest of the villagers too.

Besides the castle guards, there are at least a dozen men and women in the village who will help out if the Loom or their way of life is threatened. These are treated as goons. (Increase or reduce the numbers of goons as necessary for the number of PCs).

Adanek Hroznata: Mercenary: AC 13/13, HD 4+2, HP: 14, Attacks: pistol d6, ST: 16, Special: +1 initiative, Move 12, XP: 120.

Janek Hroznata: Mercenary: AC 13/13, HD 3+1, HP: 14, Attacks: assault rifle 2d6+1*, sword d6, ST: 16, Special: +1 initiative, +1 melee damage, Move 12, XP: 60.

Elita Hroznata: Mercenary: AC 14/14, HD 3+1, HP: 11, Attacks: knives d6-1, ST: 17, Special: +2 initiative, stealth +2, Move 12, XP: 60.

Vidor Polansky: Mercenary: AC 13/13, HD 2, HP: 8, Attacks: machine pistol, ST: 17, Special: +1 initiative, Move: 12, XP: 30

Isak Huss: Cop: AC 11/12, HD 1+1, HP, 5, Attacks: pistol d6, baton d6, ST: 18, Special: police back up, Move: 12, XP: 15

3 x mercenaries: AC 13/13, HD 2, HP, 7, 5, 9, Attacks: pistol, ST: 17, Special: +1 initiative, Move: 12, XP: 30

Villagers: Goons: AC 11, HD 1+1, Attacks: pistols d6, ST: 18, Special: None, Move 9, XP: 15.

How this part of the adventure goes is really down to what the PCs do, how they approach the village and so on. Initially the villagers will be wary of the outsiders but will tolerate their presence. If the PCs stay too long or ask too many questions, Adanek will start to become more interested in them and might send Janek or Elita to check them out – maybe they'll search the PCs rooms if they are staying in the Municipal building. Or maybe they will invite them up to the castle for dinner or something, so that they can get a good look at them and find out what they are up to.

Of course Julius will be here too, by now. So it depends on what he is doing by this stage too. He is careful, so he'll watch the village (particularly the PCs and the castle from a distance) he is undoubtedly going to try to get into the castle as soon as possible. If he finds the Loom, he is going to want to report this to his superiors who will send in a squad of Perfecti to claim it from the Hroznata family. In those circumstances, the Hroznata's might seek help from the PCs.

Note: The Fraternity will not stop if they are defeated once; finding the Loom is the whole purpose of their existence. The only way to stop the Loom falling into the hands of the Fraternity is to destroy it or dismantle it and remove it somewhere safe.

"Julius": Perfecti: AC 13, HD 5, HP: 25, Attacks: 2 x machine pistols d6, ST: 14, Special: +2 initiative, AP: 2, Move 12, XP: 400. He also has a pair of binoculars and a mobile phone which he used only to keep in touch with Viktor. He keeps in touch with the fraternity by other means. He also has a case containing Prof. Anderson's tablet PC and handwritten notes.

Finishing the adventure and notes on XP

It is suggested that you give XP out based on defeating, outwitting or otherwise overcoming the opponents and NPCs as presented. Also, completing the adventure should provide some rewards; depending on what your PCs objectives are. For some it will be to obtain the Loom for their superiors (or for themselves, if they are simply freelance treasure hunters). For others it will be to stop it falling into the Fraternity's hands by any means. You'll have to judge the PCs success or otherwise and award, say 500 XP for completing the adventure, 750 XP for a successfully completed adventure and maybe 1,000 XP for a very successful adventure.

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