



THE MUMMY'S REVENGE



A
**THRILLING
TALES**
ADVENTURE

THE MUMMY'S REVENGE



A prominent archeologist is found murdered and the mummy he recently brought back from Egypt has disappeared from the Metropolitan Museum in New York City. The PCs are called in to solve the murder and find the missing mummy!

The background information, persons, events, and locations of this adventure are described in three sections:

- **Dramatis Personae**, describing the characters and their relationships;
- **The Course of Events**, a rough chronology of events immediately prior to and following the murder of Dr. Ainsworth; and
- **Handouts**, consisting of newspaper reports on Dr. Ainsworth's expedition to Egypt.

This adventure is designed for a group of 3d-5th level heroes. The following skills may be useful for this adventure: Gather Information, Investigate, Knowledge (current events, history, streetwise), Search, Sense Motive.

TALE OF MYSTERY, TALE OF SUSPENSE



This adventure can be run either as a supernatural thriller (The mummy is on the loose!) or as a mystery (The jealous rival did it).

Throughout the adventure, under the heading "*Tale of Mystery*," a GM will find information and advice for running the adventure as a mystery.

Similarly, under "*Tale of Suspense*," a GM will find information and advice on running the adventure as a supernatural thriller.

As a Tale of Mystery, several of the characters have motivations and

opportunities that may make them suspects in the murder. Every mystery needs red herrings. Alternatively, the GM could choose to rework the mystery so that one of the other characters is the murderer.

Mysteries can present a challenge to GMs and players that are accustomed to more straightforward adventures. For a GM, there can be challenges in keeping track of the various clues, maintaining the pace of the game, and understanding the NPCs, their motivations, and how they might act. The best thing that a GM can do is to thoroughly read through the adventure, carefully plan how to present the mystery, and anticipate what the players and their PCs might do. No GM will be able to anticipate all of the actions that the PCs might take. The trick is to stay one or two steps ahead of the players.

One of the challenges in running a mystery is that there are usually multiple ways that the PCs can approach and interpret the clues. The PCs may leap to conclusions and chase after red herrings. While it is a key element in mysteries for the PCs to get sidetracked, thwarted, delayed, and wind-up in dead ends, in a roleplaying game, a GM needs to ensure that the players are not getting bored or frustrated.

A GM can influence the PCs during their investigation through NPCs and events. The NPCs can assist the PCs with aid or clues or can distract them and provide them with misinformation. A mystery can also be driven by events: clues can be discovered, the villain can attempt to eliminate clues or witnesses, someone can be framed for the crime. The police or other NPCs can drive events by publicly accusing someone of having committed the crime or by uncovering clues for themselves. Also, as a noted crime writer famously said, “when you don’t know what else to do, send someone through the door with a gun.”

For players, mysteries can be challenging because they might not always see how to proceed. Players and the GM should look for ways that a character’s background and skills can be used to follow leads and uncover clues. The GM and players should work together to actively develop how the PCs fit into the setting and the adventure.

The players should be encouraged to think of contacts based on the PCs’ backgrounds that might provide them with useful leads. If the players are

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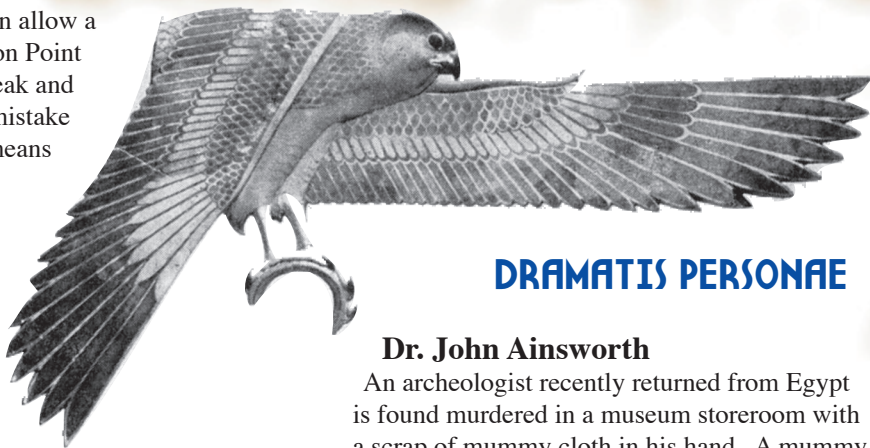
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truly stumped, a GM can allow a player to spend an Action Point so that the PCs get a break and uncover a clue due to a mistake by the villain or other means that the player might describe.

One of the real challenges for a GM running a mystery is when to call for skill checks. Too many skill checks can interrupt the pacing and slow down the game. Too few, and the players may begin to rely on their own knowledge and speaking skills rather than roleplaying their characters. On the other hand, the players should not rely only on their characters' skills to solve the mystery for them. If this happens, a GM should call for fewer skill checks, roleplay more encounters with NPCs, throw out red herrings, and prompt the players to question what is going on.

A good rule of thumb is for a GM to let the party freely investigate, responding to their questions and calling for a skill check only when needed to provide new information or as needed to check their roleplaying against their characters' skills and abilities. Be aware of the distinctions between player knowledge and character knowledge, and always call for a skill check if the player is about to do something that the character might know is the wrong. Each GM and group needs to find the balance that works best for them.



DRAMATIS PERSONAE

Dr. John Ainsworth

An archeologist recently returned from Egypt is found murdered in a museum storeroom with a scrap of mummy cloth in his hand. A mummy, the expedition's prize find, is also missing from the Metropolitan Museum of Art. Earlier in the evening before the murder, the museum had hosted a reception to honoring Dr. Ainsworth and celebrating the success of his expedition.

Martin de Vreis

A rival of Dr. Ainsworth, both professionally and in love. Dr. de Vreis is angry at Ainsworth's success and at being passed over for inclusion in the expedition. He has long lusted after Rebecca Ashton, Ainsworth's girlfriend, and has attempted to date her on several occasions. While Ainsworth was in Egypt, Rebecca let de Vreis take her out twice to dinner at the Harvard Club. On the evening the murder, de Vreis left the museum after the reception and then went home to his East Side apartment.

Tale of Mystery: Dr. de Vreis murdered Ainsworth and staged it to look like the mummy did it. de Vreis signed out from the museum at 6 p.m. but feigned that he had forgotten something in his office. He then remained in the museum to confront Ainsworth, slipping out of the museum while the guard was on his rounds. After the murder, de Vreis will become increasingly frustrated when he does not receive Rebecca's affections which he feels that he deserves. Ultimately, he will begin stalking her.

Tale of Suspense: Dr. de Vreis is a bit of a kook, suggesting that the mummy killed Ainsworth.

Smart Ordinary 5: CR 4; Medium-size human; HD 5d6+5; hp 25; Mas 12; Init +1; Spd 30 ft.; Defense 13 (+1 Dex, +2 class); BAB +2; Grap +2; Atk +3 melee (1d6 nonlethal, unarmed strike); Full Atk +3 melee (1d6 nonlethal, unarmed strike) or +2 melee (1d4/19-20 antique dagger) or +3 ranged (2d6 Colt Police Positive (.38S revolver)); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ambition; SV Fort +2, Ref +2, Will +2; AP 3; Rep +2; Str 10, Dex 13, Con 12, Int 16, Wis 8, Cha 14.

Occupation: Academic (bonus class skills: Decipher Script, Knowledge (history), Research).

Skills: Craft (writing) +6, Decipher Script +12, Diplomacy +6, Gather Information +5, Hide +5, Intimidate +7, Knowledge (arcane lore) +6, Knowledge (art) +8, Knowledge (civics) +6, Knowledge (current events) +5, Knowledge (history) +12, Knowledge (theology & philosophy) +6, Move Silently +6, Profession +2, Read/Write Ancient Egyptian, Read/Write Arabic, Read/Write French, Read/Write German, Read/Write Greek, Read/Write Latin, Research +12, Speak Arabic, Speak French, Speak German.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious

Possessions: Fine business clothes, lab coat, pipe.

Rebecca Ashton

Ainsworth's girlfriend. She is a celebrated debutante from a wealthy family. Her parents are currently traveling in Europe. Ainsworth gave her a necklace from the tomb as a gift. Only, she wasn't entirely faithful, having dated de Vreis and a gangster, Tony Galioto, while Ainsworth was out of the country. A matchbook from the New Amsterdam Club can be found in a search of her apartment.

Tale of Mystery: She was bored with Ainsworth and ready to end their relationship before he gave her the gold jewelry from the tomb. Now with Ainsworth out of the way, she'll go back to partying at the New Amsterdam Club and may even take a

romantic interest in one of the investigators.

Tale of Suspense: She's got the necklace, and the Mummy wants it. She will be victim number two unless the PCs can stop the mummy.

Charismatic Ordinary 3: CR 2; Medium-size human; HD 3d6+3; hp 17; Mas 12; Init +2; Spd 30 ft.; Defense 14 (+2 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d3 nonlethal, unarmed strike); Full Atk +2 melee (1d3 nonlethal, unarmed strike) or +4 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Proving Mom Wrong, Getting What She Wants; SV Fort +3, Ref +3, Will +1; AP 0; Rep +2; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

Occupation: Dilettante (bonus class skill: Intimidate).

Skills: Bluff +8, Diplomacy +8, Disguise +4, Drive +5, Gather Information +6, Intimidate +9, Knowledge (art) +5, Knowledge (business) +3, Knowledge (current events) +5, Knowledge (popular culture) +7, Knowledge (streetwise) +3, Listen +1, Read/Write French, Speak French, Spot +1.

Feats: Alertness, Deceptive, Dodge, Simple Weapons Proficiency.

Possessions: Expensive casual, formal, and stylish clothes.



Tony Galio

Rebecca Aston's former date. He hasn't seen much of her since news arrived of Ainsworth's big find. He enjoyed his time with her, but he was dating other women then and has since. He took Ashton to the New Amsterdam Club, a Midtown Speakeasy. Tony met Willy Ashton through Rebecca and now acts as his bookie. Willy may be slow on his payments, but Tony knows that he will continue to make money as long as he keeps Willy on the hook.

Strong Ordinary 2/Charismatic

Ordinary 1: CR 2; Medium-size human; HD 2d8+1d6-3; hp 6; Mas 8; Init +2; Spd 30 ft.; Defense 13 (+2 Dex, +1 class); BAB +2; Grap +2; Atk +2 melee (1d4 lethal or nonlethal, unarmed strike); Full Atk +2 melee (1d4 lethal or nonlethal, unarmed strike) or +4 ranged (2d6, Colt Detective (.38S revolver)); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Getting ahead, Organized Crime; SV Fort +2, Ref +3, Will +1; AP 0; Rep 0; Str 10, Dex 14, Con 8, Int 13, Wis 12, Cha 15.

Occupation: Criminal (bonus class skills: Knowledge (streetwise), Move Silently).

Skills: Bluff +4, Diplomacy +3, Gather Information +3, Intimidate +4, Knowledge (current events) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +7, Listen +4, Move Silently +3, Profession +5, Sense Motive +2, Speak Italian, Spot +4.

Feats: Alertness, Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Sharp business clothes.



Robert Dunham

A young graduate fellow at the museum and a member of the Ainsworth expedition. He has the hots for Rebecca, but has never said anything. He will be offered a position at the museum now that Ainsworth is dead. He can provide the PCs with information on events in Egypt. On the evening Dr. Ainsworth was murdered, Dunham left the museum after the reception ended and went to the New Amsterdam Club for dinner. He ran into

Rebecca there, saw that she was wearing jewelry from the expedition, and learned that Ainsworth had asked her to marry him. He returned to the museum after 10 p.m. to retrieve some papers from his office. He left the museum around 10:45 and returned by cab to his West Side apartment. If questioned, he will also say that he overheard Willy Ashton and Ainsworth arguing and that he saw de Vreis in the office when he left at 6:15.

Tale of Mystery. Dunham could have killed Ainsworth out of anger at being passed over at work and out of love for Rebecca.

Tale of Suspense. He will dismiss any suggestion of a curse or that the mummy is out stalking members of the expedition. If the GM wishes to inflate the body count, he could be killed by the mummy on Day 3 or 4.

Smart Ordinary 3: CR 2; Medium-size human; HD 3d6+3; hp 9; Mas 12; Init +1; Spd 30 ft.; Defense 12 (+1 Dex, +1 class,); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Archeology; SV Fort +2, Ref +2, Will +1; AP 0; Rep +1; Str 10, Dex 13, Con 12, Int 15, Wis 8, Cha 14.

Occupation: Student (bonus class skills: Knowledge (art), Knowledge (history), Research).

Skills: Craft (writing) +4, Decipher Script +6,

Diplomacy +3, Gather Information +3, Knowledge (arcane lore) +3, Knowledge (art) +9, Knowledge (current events) +4, Knowledge (history) +9, Knowledge (theology & philosophy) +5, Listen +1, Profession +5, Read/Write Ancient Egyptian, Read/Write Arabic, Read/Write French, Research +9, Search +6, Speak Arabic, Speak French, Spot +1.

Feats: Alertness, Educated (art, history), Simple Weapons Proficiency, Studious.

Possessions: Average business clothes.

Meredith Long

The bookish archivist at the museum. She has been quietly infatuated with Dr. Ainsworth since they met at the museum, but she was never able to attract his attention. If questioned, she will tell the PCs of the rivalry between Ainsworth and de Vreis. If pressed, she will also mention that she heard Willy Ashton arguing with Ainsworth in his office the afternoon before the murder. The evening Dr. Ainsworth was murdered, she worked late in her office on the second floor of the museum cataloging items and going over paperwork brought back by the expedition. She was there until about 9:45 p.m. She walked back to her apartment in Midtown, stopping at an automat for dinner.

Tale of Mystery. Meredith could have murdered Ainsworth out of frustration and unrequited love upon learning that he planned to marry Rebecca.

Tale of Suspense. If the GM wishes to inflate the body count, the mummy could come after Meredith on Day 2 or 3.

Smart Ordinary 3: CR 2; Medium-size human; HD 3d6+3; hp 12; Mas 12; Init +1; Spd 30 ft.; Defense 12 (+1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal, unarmed strike); Full Atk +0 melee (1d3-1 nonlethal, unarmed strike) or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Museum; SV Fort +2, Ref +2, Will +4; AP 0; Rep -2; Str 8, Dex 13, Con 12, Int 15, Wis 14, Cha 10.

Occupation: Student (bonus class skills: Knowledge (art), Knowledge (history), Research).

Skills: Decipher Script +8, Gather Information +3, Knowledge (art) +9, Knowledge (business) +7, Knowledge (civics) +7, Knowledge (current events) +7, Knowledge (history) +9, Listen +7, Move Silently +2, Profession +6, Read/Write Ancient Egyptian, Read/Write Greek, Read/Write Latin, Research +8, Spot +7.

Feats: Alertness, Dodge, Low Profile, Simple Weapons Proficiency.

Possessions: Average business dresses.

Ted Galwaith

Expedition photographer. He was injured when the crates broke loose at sea (his broken arm is still in a sling). Before Egypt, he thought of himself as a rational man. Now, after all that has happened, he suspects that there may be a curse haunting the expedition, particularly after Ainsworth's death. He left the museum reception shortly before 6 p.m. and then met a friend at the Rainbow Room for dinner.

Smart Ordinary 2/ Tough Ordinary 1: CR 3; Medium-size human; HD 2d6+1d10+3; hp 16; Mas 15; Init +2; Spd 30 ft.; Defense 15 (+2 Dex, +2 class, +1 leather jacket); BAB +1; Grap +2; Atk +2 melee (1d3+1 nonlethal, unarmed strike); Full Atk +2 melee (1d3+1 nonlethal, unarmed strike) or +3 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Travel, Photography; SV Fort +2, Ref +2, Will +2; AP 0; Rep +1; Str 13, Dex 14, Con 12, Int 15, Wis 10, Cha 8.

Occupation: Adventurer (bonus class skills: Spot, Survival).

Skills: Concentration +3, Craft (visual art) +7, Diplomacy +1, Gather Information +1, Knowledge (art) +6, Knowledge (civics) +6, Knowledge (current events) +7, Knowledge (history) +6, Knowledge (popular culture) +6, Knowledge (streetwise) +7, Knowledge (technology) +6, Listen

+2, Profession +6, Read/Write French, Read/Write Spanish, Speak French, Speak Spanish, Spot +8, Survival +5.

Feats: Alertness, Improved Damage Threshold, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Average business clothes, leather jacket, cameras.

Reginald Pierce

Museum director. He can provide the PCs with an overview of the museum and its staff, but he is generally unaware of the office politics and romances. He is very distraught at what has happened, how it has upset his plans for prominently displaying the expedition's treasures and for the potential long-term effect on the museum.

Smart Ordinary 5: CR 4; Medium-size human; HD 5d6; hp 13; Mas 10; Init +1; Spd 30 ft.; Defense 13 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3-1 nonlethal, unarmed strike); Full Atk +1 melee (1d3-1 nonlethal, unarmed strike) or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Museum; SV Fort +1, Ref +2, Will +4; AP 0; Rep +5; Str 8, Dex 13, Con 10, Int 16, Wis 12, Cha 14.

Occupation: White Collar (bonus class skills: Diplomacy, Knowledge (art)).

Skills: Craft (writing) +9, Decipher Script +11, Diplomacy +12, Gather Information +7, Intimidate +5, Knowledge (art) +12, Knowledge (business) +8, Knowledge (civics) +8, Knowledge (current events) +7, Knowledge (history) +11, Knowledge (theology & philosophy) +9, Profession +9, Read/Write French, Read/Write German, Read/Write Latin, Read/Write Greek, Research +13, Speak French, Speak German.

Feats: Renown, Studious, Simple Weapons Proficiency, Trustworthy.

Possessions: Fine business clothes.

Mike O'Conner

A no-nonsense police detective from the streets of the Bowery. This is a high profile investigation, though, and he is under a lot of pressure to solve it as soon as possible. The archaeology and history of Egypt doesn't interest him. He understands murder for money and ambition.

Tale of Mystery: He will focus his investigation on Willy Ashton.

Tale of Suspense: He doesn't believe any of this malarky about the mummy stalking the streets.

Strong Ordinary 3/Dedicated Ordinary 2: CR 4; Medium-size human; HD 3d8+2d6+5; hp 33; Mas 12; Init +7; Spd 30 ft.; Defense 17 (+3 Dex, +4 class); BAB +4; Grap +5; Atk +5 melee (1d4+1 lethal or nonlethal, unarmed strike); Full Atk +5 melee (1d4+1 lethal or nonlethal, unarmed strike) or +5 (1d6, sap) or +6 ranged (2d6, Colt Detective (.38S revolver)); FS 5 ft. by 5 ft.; Reach 5 ft.; AL New York City, NYPD; SV Fort +5, Ref +2, Will +3; AP 0; Rep +1; Str 13, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Occupation: Law Enforcement (bonus class skills: Gather Information, Intimidate).

Skills: Gather Information +3, Hide +4, Intimidate +2, Investigate +3, Knowledge (civics) +2, Knowledge (current events) +2, Knowledge (streetwise) +4, Listen +4, Move Silently +4, Profession +4, Sense Motive +6, Spot +6.

Feats: Combat Martial Arts, Improved Initiative +4, Personal Firearms Proficiency, Quick Draw, Simple Weapons Proficiency

Possessions: Average business clothes, handcuffs, unmarked radio car.

William Wormwood Ashton IV

Rebecca's younger brother Willy. He lives at the family estate on Long Island's north shore having recently flunked out of Brown University. Their parents are traveling in Europe. Willy has a fondness for fast cars, boats, and women. He also has problems with drinking and gambling.

On the afternoon before Ainsworth was murdered, Willy went up to him at the Museum reception to ask him for a loan. Ainsworth took Willy back to his office where many strong words were exchanged. Ainsworth turned Willy down. Willy left the museum around 6:45 and went to the New Amsterdam Club where he met his girlfriend Theresa. Later, they both drove out to the Ashton's house on Long Island. The next day, Rebecca called him to say that she would allow him to sell some of the artifacts that Ainsworth gave her so that he could raise the cash.

Tale of Mystery: Willie is the most obvious suspect, and he will be very interested in clearing his name and avoiding further contact with the police.

Tale of Suspense: Willy still has one artifact, a black statuette of a man with the head of a jackal, at the house on Long Island.

Charismatic Ordinary 2: CR 1; Medium-size human; HD 2d6+3; hp 10; Mas 12; Init +2; Spd 30 ft.; Defense 14 (+2 Dex, +1 class, +1 leather jacket); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +3 ranged (2d6, Webley (.455 revolver)); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Having a Good Time, Avoiding Anything that Looks Like Work; SV Fort +3, Ref +4, Will -1; AP 0; Rep +2; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

Occupation: Dilettante (bonus class skill: Gamble).

Skills: Bluff +5, Diplomacy +2, Drive +2, Gamble +3, Knowledge (current events) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +4, Knowledge (technology) +2, Profession +1, Read/Write French, Repair +2, Speak French, Swim+2.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Windfall

Possessions: Average business clothes, leather jacket, roadster, speedboat.



The Mummy

Tuthret was a counselor in the court of Queen Hatshepsut during the New Kingdom before he died and was buried in the Valley of Kings with full honors.

Tale of Mystery: The mummy is an object. Martin de Vreis removed the mummy from the museum storeroom and hid it in a storage drawer with another mummy recovered by the museum's 1892 expedition.

Tale of Suspense: The mummy's rest has been disturbed, and it is out for revenge. After escaping from its crate in the museum storeroom and killing Doctor Ainsworth, the mummy escaped into Central Park. The mummy is driven by a compulsion to recover the artifacts taken from its tomb, and it will go after Rebecca Ashton to take back the jewelry that Ainsworth gave to her. Before leaving the museum, the mummy took Dr. Ainsworth's hat and coat. Tuthret's mummy was linked to the artifacts in its tomb by a magic spell that allows the mummy to sense and track down each of the artifacts taken from its tomb.

Mummy Strong Hero 4: CR 8; Medium-size undead; HD 6d12+4d8; hp 60; Mas -; Init -1; Spd 20 ft.; Defense 20 (-1 Dex, +3 class, +8 natural); BAB +7/+2; Grap +10; Atk +13 melee (1d10+6 plus mummy rot, slam); Full Atk +13/+6 melee (1d10+6 plus mummy rot, slam), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire vulnerability, resistant to blows, damage reduction 5/ballistic, darkvision 60 ft.; AL evil, law; SV Fort +4, Ref +2, Will +8; AP 2; Rep +0; Str 18, Dex 8, Con -, Int 10, Wis 14, Cha 11.

Skills: Hide +11, Intimidate +2, Listen +10, Move Silently +11, Read/Write Ancient Egyptian, Speak Ancient Egyptian, Spot 10.

Feats: Archaic Weapons Proficiency, Brawl, Cleave, Improved Brawl, Power Attack, Stealthy.

Talents (Strong Hero): Melee smash, improved melee smash.

Possessions: None.



COURSE OF EVENTS

The adventure begins with the discovery of Dr. Ainsworth's body at the museum. Set out below is an outline of events that can take place over the following days. The order of these events could be changed as the result of player actions.

A GM should also feel free to reorder the events as necessary to improve the drama and pacing of the adventure during play. While the adventure could be set during dark, rainy evenings in the fall, specific dates have not been used, so that the GM may select the month and year that best suits their campaign.

Day 0

Museum Reception

Late in the afternoon, the museum hosted a reception honoring Dr. Ainsworth and the success

of his expedition. Attending the reception were Reginald Pierce, Robert Dunham, Martin de Vreis, Meredith Long, Ted Galwaith, Rebecca Ashton, Ainsworth, and other notable patrons, personages, and reporters. The reception ended at 6 p.m. Dr. Ainsworth and Willy left the reception around 5:50 to go back to his office. There, they had an argument over money.

Day 1

Death at the Museum

A security guard finds Dr. Ainsworth dead in a storeroom at the museum while making his rounds at 4:35 a.m. It is apparent that a struggle took place in the storeroom. The police are called and arrive at 4:50 a.m. The security guard also calls Reginald Pierce, the museum director who arrives at 5:30 a.m.

A careful examination (Search or Spot DC 15) will reveal a scrap of ancient cloth in Dr. Ainsworth's right hand. The cloth smells faintly of fragrant herbs. A Knowledge (history) check (DC 15) will confirm that this is likely a piece of cloth from a mummy. If questioned or if the PCs make a Gather Information check (DC 15) while at the museum, the guard will produce the following security log showing when people signed in and out of the museum the previous evening:

	In	Out
Robert Dunham		6:20 p.m.
Reginald Pierce		6:30 p.m.
Martin de Vreis		6:15 p.m.
Meredith Long		9:45 p.m.
Robert Dunham	10 p.m.	10:45 p.m.

The museum is on Fifth Avenue in Central Park between 80th and 84th streets.

Medical Examiner's Report

The medical examiner's report will be available beginning in the late afternoon, and Detective O'Conner will have it by 5:30 p.m. The report will confirm that Dr. Ainsworth was beaten and strangled.

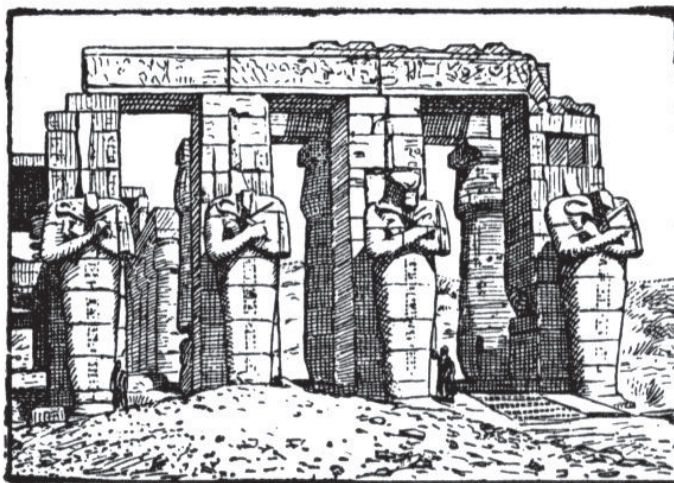
Ainsworth's Apartment

A search of Ainsworth's apartment will reveal (DC 15) several artifacts and keepsakes from the expedition. A more thorough search will reveal (DC 15) a few carefully bundled letters from Rebecca Ashton and a receipt from a jewelry store for a deposit on a diamond ring. The letters do not convey a great deal of emotion or affection. The building's doorman can confirm that Dr. Ainsworth had been spending most of his time since his return either at the museum or with Miss Ashton.

Pounding the Pavement

Additional local sources of information

- Doorman of Rebecca Ashton's building. Can confirm that Ms. Ashton returned to the building sometime after 10 p.m. the night before and that Dr. Ainsworth had been a frequent visitor. If asked, the doorman will also report that her other visitors have included her brother, Dr. de Vreis, and Tony Galioto.



- NY Times Editor (Gather Information 20). Can provide background information on the newspaper articles (handouts).
- Theresa Delecta. Willy Ashton's girlfriend. She can confirm his whereabouts. Willy met her through Tony Galioto.

Ancient Evenings

The following information can be learned through research in the newspaper room of the New York Public Library:

- Newspaper articles on the Ainsworth expedition (Research DC 10) (handouts 1-3).
- Egyptian police have arrested a man in the death of Ahmed Said. The police believe that Said was murdered over a gambling debt (Research DC 20).

One of the PCs may attempt to cable the U.S. Embassy or other contact in Cairo with additional questions (Gather Information 20). A reply telegram will arrive in 1d3 days.

Tale of Suspense: Mummy in Hiding

During the day, the Mummy will remain in hiding in a boat shed by the lake in Central Park.

Day 2

Pounding the Pavement

The morning paper includes a story on Ainsworth's murder (Gather Information (DC 5)). In addition, the PCs may pursue leads and lines of questioning that they did not get to during the first day.

Death of a Tramp

In the early morning hours, a beat cop finds the body of a tramp strangled in an ally near Madison Avenue & 78th Street. His shoes had been stolen. The PCs can learn of the discovery by making a Gather Information check (DC 20) on the morning of Day 2 to learn of this from the police or (DC 10) in the evening to read about the murder in the evening paper.



At the morgue, on or after the afternoon of Day 2, the PCs can learn from the medical examiner that the tramp was strangled by a strong man sometime between 9-11 p.m. on Day 1.

Tale of Mystery: This is just a random murder.

Tale of Suspense: The mummy killed him and took his shoes. If the PCs press the medical examiner to closely inspect the tramp's body or if one of the PCs is a doctor and is allowed to examine the body, a successful Treat Injury check (DC 15) will

reveal that portions of the tramp's body are rapidly decomposing due to some unknown cause (mummy rot).

A Quick Sale

In the afternoon, Willy Ashton will go to a Midtown antiques dealer to sell the artifacts that his sister gave him. Suspicious about the source of the artifacts, the antiques dealer will contact the police. Detective Conner will then focus his investigation on Willy.

Tale of Suspense: Mummy in Hiding

The Mummy will spend the day hiding either in the tunnels of the Lexington Avenue subway or in the basement off of an alley in the neighborhood between the museum and the subway.

Day 3

Arresting Willy

Detective O'Conner will arrest Willy Ashton for sale of the missing artifacts and for questioning in the murder of Dr. Ainsworth.

A Complete Count

By late afternoon, Meredith Long and Robert Dunham will have provided Reginald Pierce, the museum director, with a complete inventory of the items brought back by the expedition and a list of the missing artifacts.

Tale of Suspense: A Downtown Train

In the evening, the mummy will begin following Rebecca Ashton as she heads to the Lexington Avenue subway on her way to the New Amsterdam Club. Rebecca will not be aware of the mummy until after she goes through the turnstile. A woman behind her screams at the sight of the mummy. Rebecca and others on the platform race for the waiting train. The mummy arrives on the platform

and pounds on the doors of the subway car, just as the train begins to pull out of the station. Terrified, Rebecca will go to the PCs, Tony, or Willy to tell them what happened. The police will suspect that it was just some vagrant.

Day 4

Tale of Suspense: A House on the Shore

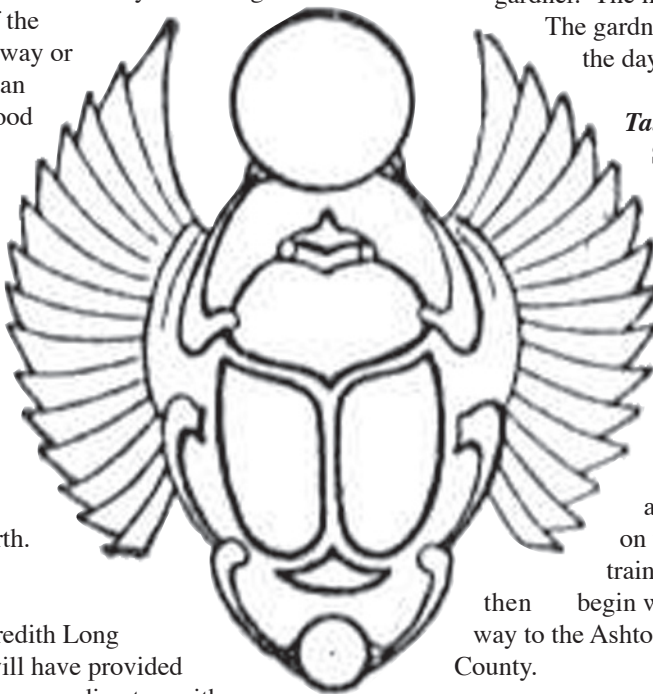
After the near miss in the subway, Rebecca will go to be with Willy at the house on Long Island's north shore. Also at the house are a housekeeper and gardner. The housekeeper lives there. The gardner is only there during the day and lives nearby.

Tale of Mystery: A Surprising Find

Meredith Long will discover the missing mummy in another storage drawer at the museum.

Tale of Suspense: A Walk in the Country

The mummy will hitch a ride out to Long Island on the top or back of the train to Jamaica. He will then begin walking the rest of the way to the Ashton's house in Nassau County.



Day 5

Tale of Suspense: A Stalker in the Dark

The Mummy will arrive at the house shortly before dark. He will avoid coming near the house until after the gardner leaves. After Willy and Rebecca have finished dinner, he will approach the house to complete his revenge.

GETTING THE PCs INVOLVED

Depending on their backgrounds and occupations, there are several ways that the PCs could get involved in this adventure.

- Archaeologists and Explorers could have been friends of Dr. Ainsworth or someone else at the museum.
- Attorneys could be friends of either Ainsworth or Pierce or could be hired by the museum.
- Daredevil drivers and pilots may know Willy Ashton.
- Police Officers could be assigned the case. If one of the PCs is a detective, Detective O'Conner should not be used in the adventure.
- Private Detectives could be hired by Pierce, the museum director to recover the artifacts.
- Reporters could be assigned the story.
- Socialites could be friends of Rebecca and Willy Ashton.

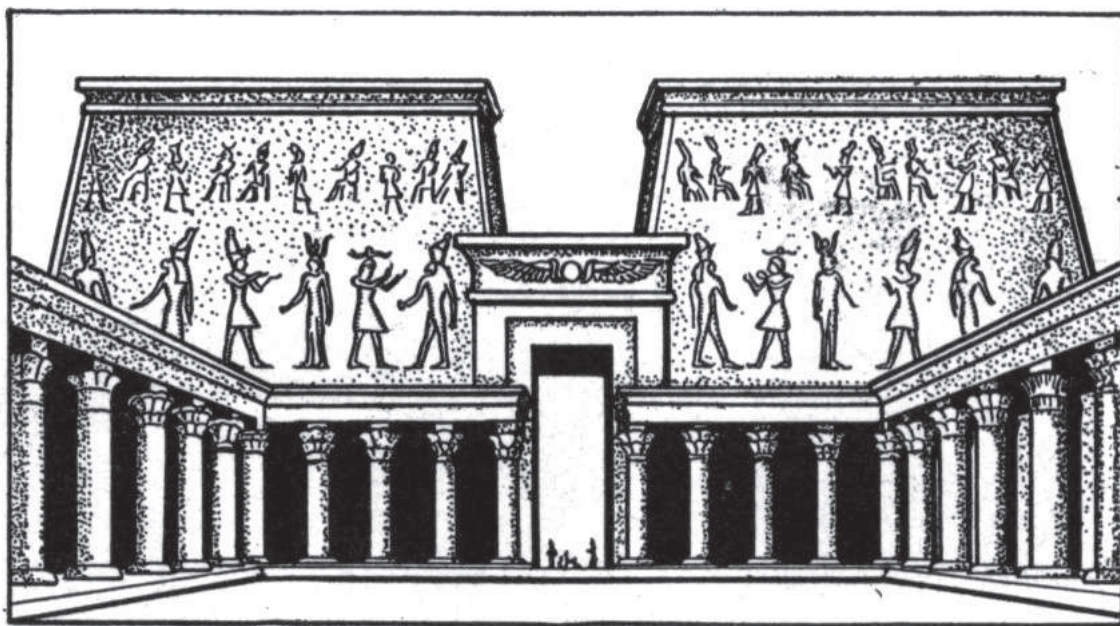
If the PCs know Dr. Ainsworth or any of the other characters, they could even get involved prior to the murder. They could even attend the museum reception on the evening of Dr. Ainsworth's murder.

FINISHING THE ADVENTURE

The outcome of the adventure depends entirely upon the actions of the PCs. Gamemasters should make themselves familiar with the events that occur on a particular day, and should be prepared to react to what the players decide to do.

Tale of Mystery: The outcome of the mystery will, in the best case, be the exoneration of Willy and the capture of the true killer, Martin De Vries. Martin will not hesitate to kill again if he fears discovery, and his stalking of Rebecca may turn violent as well.

Tale of Suspense: Tuthret will need to be destroyed, which may prove difficult for unprepared PCs. GMs who want to add a time-honored Mummy tradition may also have Tuthret kidnap



Rebecca, rather than trying to kill her: in this case, she (naturally) is the reincarnation of Tuthret's long-dead love, Ashbet-Nefer. Perhaps he intends to use one of the Egyptian artifacts from the Ainsworth expedition to awaken the dormant spirit within her. Have fun with it. Cliches are your friend!

New Pistols

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
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Colt Detective (.38S revolver)

2d6	20	Ballistic	20 ft.	S	6 cyl.	Small	1.5 lb.	14	Lic (+1)
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Colt Police Positive (.38S revolver)

2d6	20	Ballistic	30 ft.	S	6 cyl.	Med.	2 lb.	14	Lic (+1)
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Webley Mk VI (.455 revolver)

2d6	20	Ballistic	30 ft.	S	6 cyl.	Med.	3 lb.	15	Lic (+1)
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Colt Detective

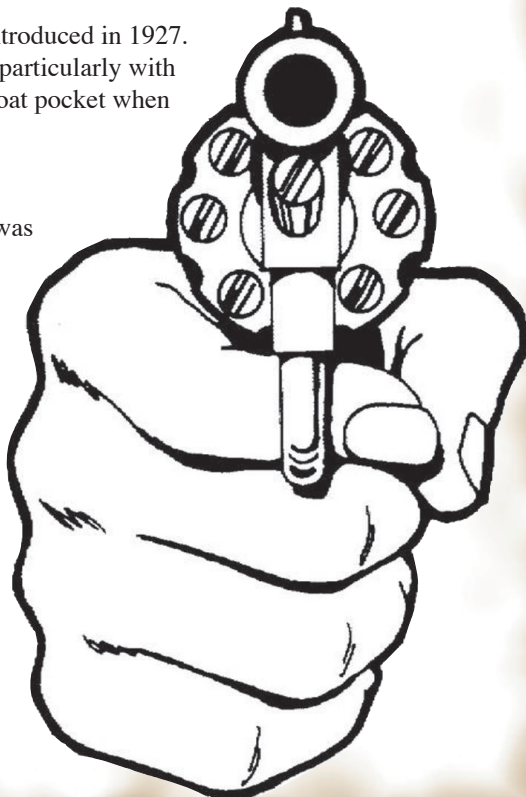
This is a snub-nosed version of the Colt Police Positive introduced in 1927. A popular gun with law enforcement during the Pulp era, particularly with plain clothes detectives. This is the gun to have in your coat pocket when you want to threaten someone.

Colt Police Positive

This long-barrelled revolver was introduced in 1907 and was widely used by police forces during the Pulp era.

Webley Mk VI

The Webley Mk VI was introduced in 1915 and saw extensive service with British troops during the First World War and remained in service through World War II. This break-action revolver is quick and easy to load. There is a ring for a lanyard at the base of the grip.



HANDOUTS

These are clippings from the New York Times:

Handout One:

Egyptian Find Met Expedition Uncovers Tomb

CAIRO, Egypt -- An expedition from the Metropolitan Museum of Art has unearthed an intact tomb in the Valley of the Kings south of Cairo. Dr. John Ainsworth, head of the expedition, said that the tomb is believed to be that of a senior advisor to Queen Hatshepsut.

Artifacts found in the tomb include a mummy inside a gilt sarcophagus, gold jewelry, and other burial goods.

Dr. Ainsworth said that the tomb consisted of three chambers. The mummy was found in the innermost chamber.

The expedition will bring the mummy and other artifacts with them back to New York. Dr. Ainsworth said that the artifacts would likely be placed on display for the public sometime in the future.

Handout Two:

Troubles Delay Ainsworth Expedition

CAIRO, Egypt -- The departure of the Ainsworth expedition from Egypt has been delayed due to a death in the expedition. Ahmed Said, an Egyptian advisor to the expedition was found dead three days ago, shortly after the expedition returned to Cairo.

The Egyptian authorities have asked that the expedition members remain in Egypt while they pursue their investigation.

Mr. Said was found strangled in his apartment. Mr. Said was an antiquities director at the Cairo Museum. The police are pursuing several leads and soon expect to make an arrest.

Dr. John Ainsworth said, "Ahmed was a valuable member of our expedition, and his death is a great loss for Egyptian scholars.

Mr. Said's death was the latest in a series of problems that have plagued the Ainsworth expedition. Shortly after uncovering the tomb in the Valley of the Kings, several workers abandoning the dig and delaying work at the site. After arriving in Cairo, one of the expedition's trucks was involved in a traffic accident that spilled crates filled with valuable artifacts onto the street. Dr. Ainsworth said that almost all of the contents from the crates was recovered.

Dr. Ainsworth scoffed at the suggestion that the expedition was now plagued by a curse that had been placed on the tomb that they discovered. "That is just superstitious nonsense," Ainsworth said, "these accidents are nothing more than a string of coincidences."

Dr. Ainsworth said that he and the other members of the expedition will cooperate fully with the Egyptian authorities and that he expects that they will be able to leave within a week.

Handout Three:

Troubled Ainsworth Expedition Returns

NEW YORK, NY-- The Museum of Metropolitan Art's expedition to Egypt led by Dr. John Ainsworth returned to the city. The expedition brings with them treasures from a newly discovered tomb.

The expedition was delayed in leaving Egypt for six days due to the death of an Egyptian scholar that had been working with the expedition. In addition, the expedition suffered several mishaps and accidents following its discovery of the tomb.

The expedition's bad luck continued at sea when their ship encountered heavy weather. In the pitching seas, several crates broke loose, and a member of the expedition was injured while securing the crates. In addition, several persons on board were taken ill. "That was nothing more than an intestinal parasite," said Dr. Ainsworth.

Dr. Ainsworth has continued to deny that the expedition's troubles have been related in anyway to their opening of the ancient tomb.

The artifacts unearthed in Egypt have been taken to the Metropolitan Museum where they will be catalogued and examined before being made available to the public.

Archaeologist Murdered

Mummy Missing from Museum

Is Expedition Cursed?

NEW YORK, NY-- Noted archaeologist Dr. John Ainsworth was found murdered in his Upper East Side apartment yesterday morning. Dr. Ainsworth's body was found when co-worker's came to tell him that the mummy unearthed by his expedition was missing from the museum.

Early yesterday morning, workers at the museum discovered the mummy missing and that other materials from the expedition had been ransacked.

Dr. Ainsworth had recently returned from a successful expedition to Egypt that unearthed a new tomb in the Valley of Kings. The rich tomb included many treasures, but the greatest was probably the mummy and its gilt sarcophagus.

Although the expedition had experienced numerous problems since the discovery of the tomb, Dr. Ainsworth had scoffed at the idea that the problems were in any way related to the opening of the tomb. "That is just superstitious nonsense," Ainsworth said while in Egypt, "these accidents are nothing more than a string of coincidences."

Dr. Ainsworth's death has become the latest in a lengthy string of coincidences. Shortly after uncovering the tomb in the Valley of the Kings, several workers abandoning the dig and delaying work at the site. After arriving in Cairo, one of the expedition's trucks was involved in a traffic accident that spilled crates filled with valuable artifacts onto the street.

The expedition was delayed in leaving Egypt for six days due to the death of an Egyptian scholar that had been working with the expedition. At sea, a member of the expedition was injured when crates of artifacts broke loose in a storm.



Ted Galwaith, the expedition's photographer, suggested that expedition may be cursed. "We have had nothing but trouble since we opened that tomb," Mr. Galwaith said. "Now, with John's death, I've just got wonder if something is going on." Mr. Galwaith was the member of the expedition injured at sea. Mr. Galwaith was the National Geographic Society's representative on the expedition.

Others disagree that there is a curse over the expedition. "Any suggestion of a curse is pure nonsense," said Reginald Pierce, director of the Metropolitan Museum. "The last thing that Dr. Ainsworth would want would be for his death to be linked with that superstitious nonsense," said Dr. Robert Dunham, a member of the expedition.

Mr. Pierce said that the museum was cooperating with the police in the investigation of Dr. Ainsworth's death. The museum is also actively searching for the missing mummy. Mr. Pierce said that any public display of artifacts from the expedition would have to be postponed until the investigations were concluded.

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