



The Uncanny

CURSE

of

SEKHMET!

Calcata

Leontopolis

Meidum

A 1930's Pulp Adventure
by J.C. Connors

About the Adventure

The Uncanny Curse of Sekhmet is a pulp *Call of Cthulhu* “cliffhangers” adventure although it can be easily translated to other systems (a *GURPS* version is also available on 1shotadventures.com).

Set in August 1936, the adventure hurls the heroes across Italy and Egypt in a search for the legendary Tomb of Hetshepsut. Racing against them to find the treasures of ancient Egypt is the *Testament of Vipers*, a rogue group of nefarious mercenaries who are desperate to replenish their funds so that they can influence the fate of Europe before war breaks out.

The Uncanny Curse of Sekhmet is suitable for three-to-five investigators. The end of the adventure includes six pregenerated pulp characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map 🗺️ are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person 👤 are opportunities for specific investigators, notably the pregenerated characters from the end of this adventure.

Adventure Summary

Like any good pulp serial, *The Uncanny Curse of Sekhmet* begins in the middle of the action. The investigators are moments from capturing the infamous gangster Skeet Skitshaw, a Chicago bank robber who escaped prison, fled to Europe, and celebrated by robbing four more banks. After tracking Skeet and his girlfriend to Rome, the investigators leap aboard his getaway biplane just as it takes off – only to have their cover blown and guns drawn.

After surviving the incident in the air and landing the plane, the investigators find themselves stranded near the ancient, cliffside city of Calcata. There, a young woman begs them to rescue her retired father, an acclaimed theology professor. The professor has been taken captive by Count Malefik, a cruel man who leads a secretive group of mercenary revolutionaries called the *Testament of Vipers*.

The Vipers are broke and desperate. They believe one of the professor’s medieval manuscripts reveals the location of the Tomb of Hetshepsut, a legendary burial site said to contain

forty golden chariots and a fabulous fortune. This treasure would be more than enough to fund the Vipers and help them influence powerful men around the world.

The manuscript points the investigators to an archaeological dig at Leontopolis, ancient Egypt’s City of Lions. Hidden at the site is a description of the location of Hetshepsut’s tomb, which lies near the pseudo-pyramid of Meidum.

The Vipers, however, are difficult to outmaneuver. They ambush the investigators at the dig site in an attempt to kill them and retrieve the location of the Tomb of Hetshepsut for themselves.

After driving off the Vipers once again, the investigators travel to Meidum in search of the lost tomb. Hidden somewhere among the ancient mastabas lies Hetshepsut’s burial chamber... and a treasure great enough to make any adventurer rich. But even if they have escaped the Vipers, they soon discover the site is already being plundered by a beautiful, obsessively curious German archaeologist and her team of Nazi treasure hunters.

In the final encounter, the investigators must outmaneuver their many foes and use their wits to discover the lost Tomb of Hetshepsut. However, it contains more than they bargained for, because an unnatural secret has been hidden in the tomb for thousands of years, and they may have just discovered the eternal resting place of the goddess Sekhmet herself... and her immortal guardians!



The Skies Above Viterbo Italy, 1936...

The adventure begins aboard an Imperial Airlines civilian airliner. Having just departed Rome, the plane is headed north to Milan. The investigators boarded the plane hoping to apprehend notorious bank robber SKEET SKITSHAW who is fleeing the country with a satchel full of stolen *lire* worth a half a million dollars.

Unfortunately, the heroes' plan went south fast. Just after takeoff, Skeet's girlfriend BETTY SAGE recognized one of the investigators! Skeet pulled a gun on everyone, and now there's a tense standoff 8,000 feet in the air.



If playing with the pregenerated investigators, Betty recognizes Duke Duckworth, the detective investigating the death of her friend, starlet Lauren St. James. Otherwise, the Keeper can invent a reason Betty recognizes one of the investigators.

Skitshaw's Crew

In addition to the investigators, there are five passengers on board the airplane, all of whom work for Skeet Skitshaw in some capacity.

- Skeet Skitshaw is at the front of the plane, his gun drawn and pointed at the investigators.
- Skeet's right-hand goon, GEORGIE FELDS-MAN is next to him.
- Skeet's drunk girlfriend, Betty Sage, is behind Skeet, extremely annoyed that her vacation is being interrupted.
- The pilot, Skeet's uncle JOHN "FLYBOY" SKITSHAW, is in the open cockpit, studying the map binder to fine tune his course to Milan. Note that on this older model civilian plane, the cockpit is *inaccessible* from the passenger compartment!
- Betty Sage's new friend, up-and-coming Italian actress ELENA ALTIERI is in the lavatory due to airsickness. She has no idea what's going on in the cabin.

A Precarious Start

The investigators begin the scene in the rear of the passenger compartment, staring down Skeet and Georgie.

DESPERATION OF VIPERS



In the summer of 1936, it was clear the British would soon leave Egypt. The newly negotiated Anglo-Egyptian Treaty required all British troops to withdraw except for roughly 10,000 soldiers assigned to guard the Suez Canal.

The secretive mercenary group known as the Testament of Vipers welcomed the withdrawal. Without British interference, they could infiltrate the Egyptian government and use the country as a base of operations. There was just one problem: the Testament was broke.

The invasion of Manchuria had drained the brotherhood's treasury. Then a daring band of Irish thieves stole the Testament's remaining gold reserve from a Swiss vault. In only a few years, the once wealthy and influential organization had become incapable of financing even a modest international operation.

Its leader, COUNT MALEFIK, knew he needed money quickly. Then he learned that Queen Hatshepsut's undiscovered tomb supposedly contained forty solid gold chariots – enough to finance the Vipers for years. How difficult could it be to locate one of Egypt's greatest pharaohs and rob her tomb?

After kidnapping three Egyptologists, Malefik discovered the tomb's location was hinted at only in the medieval manuscript *The Mourning of Janshai*. Just two copies existed: one in Oxford's libraries, the other in the collection of the Italian scholar Albertucchio Danieli.

Malefik traveled to Oxford to steal the manuscript, but a British scholar named JAMES CURLE overheard his inquiries and took the book first. Chased, trapped in an office, and cornered, Curle burned the manuscript in a trash can before escaping through the window.

Enraged, Malefik realized his only remaining chance was Danieli's copy. He chartered a plane to Rome and tracked the scholar to his home in Calcata – where the investigators enter the story.

Keeper's Note: An investigator making a successful HISTORY roll will have heard of the Testament, its leader, and its financial troubles. Enough time and a LIBRARY USE roll can also uncover that Count Malefik was last seen in Oxford.

 To begin the adventure with *maximum* pulp action, the PC with the highest Pilot skill (if any) talked their way into the co-pilot's seat and starts the adventure in the open cockpit beside Flyboy Skitshaw. Meanwhile, the PC with the with DEX 50%+ and the lowest LUCK was delayed on the runway by Skeet's friends and is now *desperately clinging to the starboard wing of the biplane!* This setup makes the start more challenging... and way more action packed!

Skeet points his revolver at one of the investigators in the cabin; Georgie has his shotgun pointed in their general direction. The heroes' one bit of leverage is that they managed to grab Skeet's briefcase, which has half a million dollars of stolen *lire* in it. Skeet is furious.

SKEET SKITSHAW

Well look at this. Here I am, on my nice Italian vacation, sitting in my nice plane, just minding my own business, when what happens? I'm interrupted by you idiot stool pigeons. And you know what's worse? You're holding MY suitcase with all MY money in it. Can you believe these guys, Georgie? Trying to rob me on my own plane? So listen - here's how it's gonna work. I'm gonna give you ten seconds to toss my girlfriend that case. And if you don't...? Well, let's just say your cause of death's gonna be altitude sickness via lead poisoning...

If the investigators try something funny, Skeet tells them:

SKEET SKITSHAW

When we land in Milan, I got TWENTY boys with tommy guns waiting for me on the runway. And my uncle Johnny is flying this plane. What do you think's gonna happen to you if you chuckleheads lay a fat finger on me up here? Huh? What do you think?!

The Open Cockpit

Flyboy is oblivious to any action inside the plane. He's just dutifully flying to Milan. Because the cockpit is separated from the cabin, there's no way for the pilots to know what's going on inside the plane, unless someone physically signals to them from the wing. Even gunfire may go unnoticed!

Wingwalking Outside the Plane

If one of the investigators is on the wing of the plane, they add a few new options to the scene. The wing walker must deal with wind and turbulence and can move from strut to strut on the wing, but only at a slow walk. Any faster, and the wing walker must make a DEX roll to avoid tumbling off!

THE HANDLEY PAGE W.8F



The old, three-engine Handley Page airplane should have been retired years ago, but when Skeet Skitshaw wanted a plane *immediately*, Imperial Airlines scrambled and made due.

The Handley has an open cockpit for two pilots and an enclosed "saloon" for 12 passengers. There's no door between the two, only a small slit for communication. It was the first airliner to include an onboard lavatory, which was located in the center of the plane, behind the saloon and in front of the cargo area. The hull of the aircraft is made from spruce (armor 3). The large windows of the aircraft can be slid open for ventilation.

The Handley is not a fast plane by modern standards, just able to reach 103 mph. It can fly as high as 13,000 feet, but usually flies lower. Its engines are *noisy* (all LISTEN rolls will be Hard inside the cabin). Flying the Handley requires the PILOT skill.

Because the cockpit is open, anyone on the wing has a reasonably clear shot at the cockpit. They can also get a shot into the cabin, or scramble to a window, slide it open, and squeeze inside. It's also possible to climb from the wing to the cockpit, but this involves climbing up the fuselage to the top of the plane, and then down into the tight cockpit (a CLIMB roll pulls this off).

Every few turns, the bad guys in the cabin should make a Hard SPOT HIDDEN roll to notice the wing walker. This will certainly surprise Skeet and his allies inside the plane, but they won't take shots at the wing walker until they've dealt with anyone inside the cabin first.

If Flyboy the pilot sees a wing walker, he'll try to shake him off by jinking the plane. This causes everyone inside to make a DEX roll to stay on their feet! The wing walker must make a DEX or STR roll (whichever is higher) to grab on for life. Moving safely while the plane is jinking requires a Hard DEX roll! If the pilot fails to shake off the wing walker, he'll pull his revolver and take a few shots at the daredevil.

Dealing with Skeet

The investigators have two big challenges to overcome on the plane. The first is Skeet and his trigger-happy goon Georgie pointing guns at them in the cabin. The second is that Skeet's plane is going to land in Milan, where Skeet's friends - armed to the teeth - are waiting there at the runway to pick him up. If they see something has gone amiss, they'll shoot first and ask questions later.

The Skitshaw Gang

Final
Edition

SKEET SKITSHAW

STR 65 DEX 60 INT 60
CON 60 APP 55 POW 70
SIZ 50 EDU 35 HP 11

Damage bonus: none
Build: 0 Move: 9



Fighting (Brawl) 65%, damage 1D3
Dodge: 40%

Skills: Charm 75%, Climb 40%, Drive Auto 50%, Fast Talk 70%, Firearms 70%, Listen 45%, Psychology 40%, Spot Hidden 60%.

Equipment: S&W .38 revolver (1D10 damage, base range 15, uses per round 1(3), 6 shots, malfunction 100).

Personality: Lecherous, ill-tempered, and overconfident, Skitshaw is having the time of his life. Unfortunately, he's barely holding on to his secrets - that he just started an affair with Elena Altieri, right under his girlfriend's nose.

J. "FLYBOY" SKITSHAW

STR 55 DEX 60 INT 40
CON 50 APP 50 POW 60
SIZ 55 EDU 30 HP 10

Damage bonus: none
Build: 0 Move: 8



Fighting (Brawl) 60%, damage 1D3
Dodge: 40%

Skills: Charm 35%, Climb 40%, Drive Auto 50%, Firearms 60%, Listen 25%, Pilot 75%, Spot Hidden 50%.

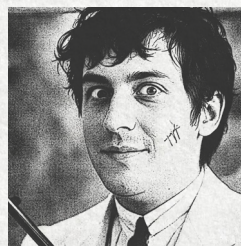
Equipment: S&W .32 revolver (1D8 damage, base range 15, uses per round 1(3), 6 shots, malfunction 100); aviator hat and goggles; leather pilot's jacket (1 armor point).

Personality: Flyboy enjoys flying his nephew across Europe, using his contacts with Imperial Airlines to secure planes that remind him of his WWI flying days. He's utterly loyal to his family, though really just wants to relax on a sunny balcony.

GEORGIE FELDSMAN

STR 60 DEX 60 INT 40
CON 60 APP 65 POW 40
SIZ 60 EDU 30 HP 12

Damage bonus: none
Build: 0 Move: 8



Fighting (Brawl) 70%, damage 1D3
Fighting (Knife) 70%, damage 1D4+2
Dodge: 30%

Skills: Charm 55%, Climb 50%, Drive Auto 60%, Fast Talk 40%, Firearms 75%, Listen 50%, Spot Hidden 60%, Stealth 40%.

Equipment: Ithaca Auto & Burglar 20G (2D6/1D6/1D3 damage, base range 10/20/50, uses per round 1 or 2, 2 shots, malfunction 100); razor-sharp dagger.

Personality: Skeet Skitshaw's unhinged toady, messy-haired Georgie is dangerous and unpredictable... probably due to the phantom voices only he can hear.

BETTY SAGE

STR 40 DEX 50 INT 35
CON 60 APP 65 POW 40
SIZ 50 EDU 40 HP 11

Damage bonus: none
Build: 0 Move: 8



Fighting (Brawl) 30%, damage 1D3
Dodge: 25%

Skills: Art/Craft (Acting) 15%, Charm 60%, Drive Auto 30%, Fast Talk 40%, Firearms 35%, Listen 40%.

Equipment: Bottle of champagne.

Personality: Usually drunk, tipsy, and wearing too much perfume, Betty Sage is almost always at her boyfriend's side. She pretends to not have a clue where his money came from too. However, she's harboring a secret of her own - she recently started a side relationship with the boyfriend of her actress friend, Lauren St. James, just weeks before she was found tragically murdered in Detroit!

There are several good ways for the investigators to extricate themselves from this difficult situation, and Keepers should encourage other fun and creative solutions. In the cabin:

- While Skeet's unlikely to peacefully cut a deal – he believes he has all the leverage – he's prone to keeping a conversation going. A good FAST-TALK or other social skill roll might distract him long enough to get the jump on him.
- Threatening to dump Skeet's briefcase of stolen money out of the plane will also give him pause and keep him talking. However, *actually* tossing the money out of the plane will enrage the gangster... and he'll try to force an investigator out the window to "retrieve" his money.
- Skeet's got a soft spot for Elena Altieri, who is in the lavatory and green from airsickness. Unknown to his girlfriend Betty, Skeet's recently started an intimate relationship with Elena, who thinks he's an upstanding, wealthy American businessman. If the investigators can put together the truth about Skeet and Elena, they can prod drunk Betty to get mad and smash Skeet over the head with a champagne bottle.
- The cargo area in the back of the plane can be accessed. There are some canvas straps (good for tying people up), several trunks filled with expensive clothes luggage, a single parachute, and a large, sealed crate which is labeled the "Sarcophagus of Princess Neferura" – though in reality is only a movie prop. A SPOT HIDDEN roll can find a heavy wrench in the back of the cargo area, left during the last repair. In a pinch, it can be used as an improvised weapon.

And in the cockpit:

- J. "Flyboy" Skitshaw is a skilled pilot with hundreds of hours flying bombers in WWI. Tricking him to believe that there's a flight emergency is very difficult; he should resist such tricks with his PILOT (75%) skill.
- *Intentionally* causing a flight emergency (such as disabling a propeller) requires a PILOT roll.
- Control of the aircraft can also be seized by knocking Flyboy out. If an extended brawl breaks out in the cockpit, there's a great chance the map binder will fly from the plane, making long distance navigation harder.
- Once Flyboy loses control of the aircraft, a NAVIGATE roll (Hard if the map binder was lost) finds a destination; locals can also try a KNOW roll. The options include flying back to Rome, landing on an old country road, or landing in Milan (which is a terrible idea – three cars and a dozen well-armed men await Skeet's plane on the single runway). If the pilot fails the NAVIGATE roll, landing on an old country road is the only real option.

ELENA ALTIERI

STR 40 DEX 55 INT 60
CON 50 APP 65 POW 60
SIZ 45 EDU 50 HP 9



Damage bonus: none

Build: 0 **Move:** 8

Fighting (Brawl) 30%, damage 1D3

Dodge: 40%

Skills: Art/Craft (Acting) 60%, Charm 70%, Drive Auto 30%, Psychology 30%, Spot Hidden 40%

Personality: En route to her first real film shoot in Florence, (Queen of the Scala), Elena Altieri was thrilled when Skeet and Betty volunteered to fly her there in style. While Elena is a bright woman, she is ambitious and impulsive and has no clue she's in the company of wanted bank robbers. If she discovers this is the case, she'll be horrified and want nothing to do with Skeet and his friends. Once she lands back on the ground, she will do everything she can to get to her film set in Milan.

A Safe Landing!

With some luck, the investigators can subdue Skeet and his pals, and safely land. Landing the plane requires a PILOT roll, Hard if landing on a road. A failure by indicates a rough landing; everyone takes 1 damage from bruises. A big failure rips the wheels off and tears a wing off the plane – everyone inside takes 2D6 damage (anyone still on the wing takes 4D8 damage!).

Whether the plane landed in Rome or somewhere in the country, it does not take long for the local Italian police to arrive. Assuming Skeet Skitshaw and his friends survived the ordeal, they are quickly arrested and hauled off to be tried for armed robbery. Of course, Skeet will vow revenge on the investigators for their involvement in his capture:

SKEET SKITSHAW

One day, when you're least expecting it – bam! You're gonna feel lead FIRE burning through your skull!

With expected arrogance, the Italian police do not offer foreigners any reward or assistance after the apprehension of the gangsters. If the investigators try to talk up the police and succeed in a CHARM or similar roll, they'll get a tip that

the nearby town of Calcata has some good food, but to stay away from the old part of the town because it's been recently ordered clear due to the instability of the cliffs.

If Elena Altieri is still with the investigators, she flirts with the police and convinces them to give her a ride to a telephone so she can call her director and explain her delay.

 The PC Duke Duckworth boarded the plane to interrogate Betty Sage, believing she possessed a crucial clue in the Lauren St. James murder case he is investigating. If he successfully intimidates or otherwise persuades Betty to talk, she admits she had been having an illicit affair with Lauren's boyfriend, Hobby Malcolm. She also reveals that one night, while asleep, Hobby angrily shouted, "I'm gonna kill you, Lauren!"

Although this information has no bearing on the events of this adventure, it gives Duke an important clue about the identity of the murderer in his larger investigation.

Calcata, Italy

Assuming the investigators land on a country road or field, they find themselves within sight of Calcata, an ancient fortified town built on 150-foot tall volcanic cliffs. If they land far from the countryside, see the text box "Landing Back in Rome?" for tips to pull them back into the countryside.

A KNOW roll recalls that Mussolini's government recently condemned old Calcata and forced residents out of the city



LANDING BACK IN ROME?



It's possible the investigators took control of the plane and safely returned to Rome. If so, the Keeper has two ways to steer them toward the next part of the adventure in Calcata.

If the investigators impressed Elena Altieri, she calls her film director to explain she'll be late to the set in Milan. He instead tells her to meet him in Calcata for some "test photography" (actually a pretext to be alone with her). With few travel options, Elena asks the investigators to escort her to Calcata, just 30 miles from Rome.

Alternatively, the Roman police become suspicious after Skitshaw is arrested and lock down the airport. Though the investigators helped capture criminals, the police resent being shown up by foreigners. The police captain warns that unless they leave Rome immediately, he'll open an investigation into them. With the airport closed, the investigators' best option to leave the Italy is to drive north toward Florence, and stopping for a meal in Calcata.

because they feared the cliffs would collapse. Now, the former population is located in Calcata Nuova, just a mile or so away from the old town.

The road to the old town is barricaded and closed. A handful of burly, rude police officers guard the barricade and yell at the investigators in Italian, saying that they cannot go into the old town unless they "have four legs and are also a cat." If asked about nearby accommodations, the police bluntly tell them to walk a mile into the newer part of town and ask around.

Calcata Nuova

There are no hotels yet open in Calcata Nuova, so a CHARM roll may be required to find someone who will rent out a spare room for the night. The room is located across the street from a small restaurant, *Il Massimo*, which appears to open at 8 p.m. The restaurant has a menu that offers delicious gnocchi with red potatoes, lasagna with wild mushrooms, and a fantastic selection of local wines.

A successful PSYCHOLOGY roll also picks up that the residents are angry that Mussolini ordered the old town closed. The fascist national police brutally forced people out of their homes over the last few months. They have even fired shots at people who have tried to go back to collect forgotten items. No one believes that the cliffs are actually unstable.

Dinner Interrupted

Just as the investigators begin to relax, perhaps over a freshly served espresso, the restaurant door bursts open. A young woman in a simple white dress rushes inside and collapses at the feet of LORENZO, the elderly owner.

Sobbing first in Italian, then in heavily accented English when she notices the investigators watching, MIRELLA DANIELI blurts out her story: her father, ALBERTUCCHIO, has just been kidnapped!

Albertuccio was dragged from their nearby home by a group of strange men and taken toward the old town. Mirella describes them as bearded men in white shirts and baggy black trousers. When they smashed through the cottage door, her father cried, "The Vipers found me, just as they found Mr. Curle!" before ordering her to hide in a closet. From there, she caught a glimpse of an arrogant older man idly fingering a jeweled dagger as he demanded to see her father's library.

Mirella begs Lorenzo to help, reminding him that he was her father's best friend, and without his help, she thinks these "vipers" will execute her father, or cause him to disappear, as so many others have disappeared recently. Alas, old Lorenzo is too fearful to help, causing Mirella to go to strangers (the investigators) for their assistance.

- Mirella does not know the identity of the older man who threatened her father. She explains that her father kept a large collection of books in a locked library beneath their original home in old Calcata, but the police forced the family to relocate before he could move them to their new house.
- If asked about her father's occupation, Mirella says that he is retired, but was once a professor of theology at the University of Padua.
- She thinks "Mr. Curle" was a coworker of her father's. An **ARCHAEOLOGY** roll recalls that James Curle is an expert at Scottish archaeology and lectures at Oxford. A **EDU** roll recalls that he recently was involved in a scandal where he got drunk and burned a valuable medieval manuscript.
- A **HISTORY** roll identifies the aggressors as members of *the Testament of*

Vipers, a Turkish organization of mercenaries that were once used by the German kaisers to perform kidnappings. The sect was founded and still led by COUNT MALEFIK, a once-wealthy man who wants to exert his will into national politics. Rumors are that the count and his group have run into severe financial difficulties lately.

MIRELLA DANIELI

STR 40	DEX 55	INT 60
CON 60	APP 75	POW 65
SIZ 45	EDU 75	HP 10



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 30%, damage 1D3
Dodge: 40%

Skills: Drive Motorcycle 30%, Persuade 50%, Library Use 60%, History 60%, Natural World 40%.

Personality: A teaching assistant at the University of Florence, Mirella has taken the summer off to help her father relocate from old Calcata. She hates what Mussolini has done to her country and is considering escaping with her father to France in the fall.

Mirella talks a million miles a minute, and is not intimidated by strangers. She'll do anything to get her beloved father back, although she won't support outright violence.



- Lorenzo can be guilt-tripped into offering assistance with a successful influence skill or good roleplaying. He'll loan the investigators his precious 1912 Fiat Zero Torpedo automobile. On a very good reaction, he even offers to distract the Italian police who are guarding the entrance into the old town.
- Mirella will also agree to help in any way she can, although she's not terribly skilled at covert operations. She can give good directions to her old house at the western edge of old Calcata.
- If Mirella is asked about compensation for the rescue attempt, she'll only say that her father has many rare and valuable books still in his library, and that perhaps one of those will be worth their effort.

Mirella insists that the investigators move fast. She fears the Vipers will get what they want from her father and kill him.

Entering Calcata Vecchia

There are multiple paths to the walled old city, but the only gate past the city's wall is guarded by four well-armed and irritable *Carabinieri* national police officers. Two motorcycles are near the men, along with a Fiat truck, its headlights on and engine running.

The Carabinieri *claim* to know nothing about the kidnapping or the Vipers. The Carabinieri have been bribed by Count Malefik and his Vipers to not let anyone into the city. They'll quickly bully anyone who hangs around too long. No amount of diplomacy or fast-talking will get the investigators inside, although an obscene amount of cash, at least \$200 for each man, will cause them to agree to patrol in the opposite direction for a few minutes.

Investigators can scale one of the city's vertical walls with a Hard CLIMB roll. A second roll enables them to climb down into the city itself. A rope reduces the difficulty on the roll. Unlucky climbers may find one or more of Calcata's infamous, feral cats waiting for them on the walls, ready to loudly caterwaul when they see humans intruding into their territory!

Inside, the city is being patrolled by two groups of Vipers, each a handful of men (1 per investigator). A good vantage point can easily discern their patterns. While Count Malefik ordered the groups to keep watch for nosy Carabinieri or townsfolk, only one of the groups is making a real effort to patrol the town. The other is looting a house in the center of the city, not too far from the Danieli's house.

CARABINIERI BULLY

STR 65 DEX 65 INT 50
CON 60 APP 50 POW 60
SIZ 60 EDU 35 HP 12



Damage bonus: +1D4

Build: 1 Move: 8

Fighting (Brawl) 65%, damage 1D3+1D4

Fighting (Baton) 50%, damage 1D4+1D4

Dodge: 35%

Skills: Drive Motorcycle 40%, Firearms 60%, Intimidate 55%, Law 40%, Listen 45%, Spot Hidden 40%.

Equipment: Beretta Mod 1934 pistol (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100); Baton.

SON OF THE VIPERS

STR 65 DEX 60 INT 55
CON 60 APP 50 POW 60
SIZ 50 EDU 45 HP 11



Damage bonus: none

Build: 0 Move: 8

Fighting (Knife) 65%, damage 1D4+2

Dodge: 35%

Skills: Disguise 20%, Drive Automobile 40%, Firearms 55%, Intimidate 60%, Law 15%, Listen 50%, Spot Hidden 40%.

Equipment: Fine large knife, Pickert Arminius Modell 10 pistol (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100); plane ticket to Cairo; electric torch. Inside the Danieli's house, a Viper thug holds an older Beretta SMG (1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96).

Personality: These Viper elites are utterly loyal to Count Malefik. After all, they haven't been paid in months! They are intolerant of Italians (who they think are foolish after hearing all the Count's stories). They've also picked up a horrible trademark of carving an eye into the flesh of their victims.

Sneaking to the Danieli's old house requires the investigators to either create some diversions to keep the patrol away from them, or win an opposed roll of their **STEALTH** vs. the patrol leader's **SPOT HIDDEN** (40%).

If the one of the Viper groups spot the investigators, they'll shout an alarm. The Vipers know that murdering locals is bad for business, so they'll first try to intimidate the investigators, brandishing their guns and knives and warning them they need to leave immediately. If the investigators resist, the Vipers will violently try to expel them.

The Danieli House

Two Viper agents stand guard outside the door to the small Danieli house. Dim lantern light can be seen inside the house – the only house with light in the old town.

As the investigators come closer, a **LISTEN** roll hears talking inside the house. If they make the roll with a Hard success, they clearly hear a man warning another:

COUNT MALEFIK

Unlock it faster! Else I think you are intentionally stalling me, Albertucchio...

Count Malefik is hurrying Albertucchio to unlock the cellar door to his library. In a few moments, Albertucchio finds the key on his massive keychain and unlocks the padlock on the door.

The inside of the cottage is small – only a kitchen, living room, and two small bedrooms. A small door in the kitchen leads down stone steps to the heavy, medieval cellar door.

Inside the cellar is Albertucchio's library, a room adorned with dusty centuries-old bookshelves and over a hundred rare books on theology, mythology, and philosophy.

As the investigators enter the house, they'll hear Albertucchio, Count Malefik, and one Viper armed with a submachine gun down in the library. A bearded, spectacled Count Malefik holds an old oil lantern and a revolver.

COUNT MALEFIK

Now, you will pull the book I've asked for, professor... or you'll be food for the city cats.

The count has exceptional hearing, and it is unlikely the investigators will be able to sneak down the stairs without alerting him.

COUNT MALEFIK

STR 70 DEX 65 INT 55
CON 60 APP 55 POW 80
SIZ 60 EDU 80 HP 26



Damage bonus: +1D4

Build: 1 **Move:** 9

Fighting (Brawl) 80%, damage 1D3+1D4

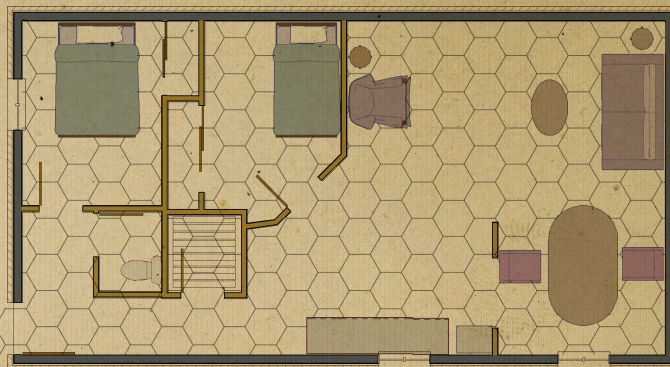
Dodge: 35%

Skills: Archaeology 35%, Firearms 60%, First Aid 40%, Jump 40%, Intimidate 70%, Listen 90%, Psychology 70%, Spot Hidden 50%, Stealth 50%, Throw 40%.

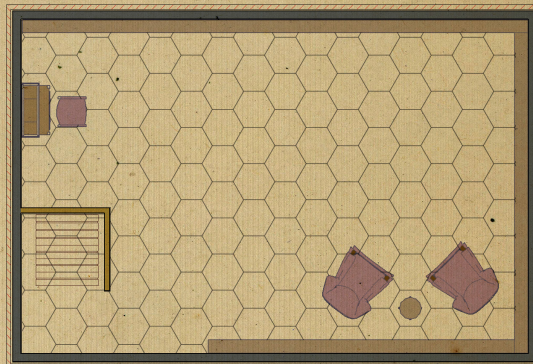
Languages: English; Italian; Spanish; Turkish.

Equipment: Pickert Arminius Modell 10 .32 revolver (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100); smoke grenade (7-yard radius for one minute); airline ticket to Cairo (see [Handout A](#)).

Personality: Ruthless and arrogant Count Malefik established the Testament of Vipers when he realized that no political leader would give him an ounce of power unless he forced it. Unfortunately, his mind for details is severely lacking, and his funds dwindled to nothing in just a few years. Now he's desperate to find a quick source of riches so he can continue his surreptitious political work.



Ground Floor



Cellar

Confronting the Count

Count Malefik has come for one reason: to recover the only known copy of *The Mourning of Janshai*, an illuminated manuscript written by a monk who journeyed to Egypt after his brother died of the plague. The manuscript belongs to Albertuccio, and Malefik is prepared to use Albertuccio's life as leverage to obtain it.

If the investigators spring into action, it's possible that they can defeat the Vipers and escape with the professor. If a fire fight ensues, the count will do everything he can to survive and escape. First, he'll grab Albertuccio to use him as a human shield. If this isn't working, he'll throw his smoke grenade or oil lamp and try to escape up the stairs. Meanwhile, his henchman will be aggressively firing his SMG to keep the count safe.

If the investigators talk with the count, he'll be amused. "You foreigners are all alike. You can't help but sticking your nose in other people's business."

In a negotiation, the count simply insists he is here for an old book "out of curiosity," and says that he'll let Albertuccio go once he gets what he wants. He is perfectly willing to make a trade for Albertuccio's life.

If the investigators let him proceed, Albertuccio points to an dusty, thin tome on his shelf, which Count Malefik will happily take. At that point, Malefik will leave the house, still using Albertuccio as a hostage to ensure his escape.

Count Malefik is ruthless, however, and does not want the intruders to tell others about him. If given the opportunity, he'll betray any deal the investigators make with him. For example, if he makes it up the stairs, he might throw his oil lamp down into the old bookshelves and then lock the door the cellar, hoping to suffocate and burn his opponents. Or, once out in the city, he will rendezvous with any surviving Viper patrols and order them to kill the investigators once they emerge from the house. Finally, if he makes it out of the city, he'll tell the Carabinieri to kill the investigators. (While the Carabinieri are bullies, they don't like the idea of killing locals based on the orders of a foreign count; they can likely be talked down or bribed.)

Keeper's Note: Count Malefik will do everything he can to escape this encounter alive, but his survival is not essential. Nor does he need to leave with the book. In fact, Malefik cannot escape with The Mourning of Janshai because clever Albertuccio gives him the wrong manuscript. For all his cunning, Malefik cannot read Latin, and in the chaos of the moment, he never suspects the terrified old professor has tricked him.

The Mourning of Janshai

Once the investigators have rescued Albertuccio and escaped the old city, the scholar invites them back to his newer cottage to thank them. *If, in an unusual turn of events Albertuccio is killed during the "rescue," then Mirella can take over this role.*

Albertuccio pours strong grappa and shows them the book that Count Malefik tried to steal:

ALBERTUCCHIO

I am mystified why the Vipers would want to steal this old book. It is not even one of a kind. There is another copy in the libraries at Oxford. But I've perused it several times, and it is merely the sad and scattered thoughts of Vicar Eustace, a priest who was overcome with grief from the death of his brother. It has nothing to do with the tomb that the count desperately sought.

Albertuccio goes on to explain that Count Malefik told him that he needed the book to find the **tomb of Queen Hetshepsut**, one of the few women pharaohs of ancient Egypt. The queen is said to have been buried with forty, solid gold chariots. Whoever found her tomb would be very rich!

An ARCHAEOLOGY or HISTORY roll recalls that archaeologists have searched for Hetshepsut's tomb since King Tut's tomb was discovered in 1922, but all their digs have ended in vain.

If the investigators ask about the other copy of the book at Oxford, Albertuccio tells how his acquaintance James Curle was chased by the Vipers for the very same book a few weeks ago. Any further research on the topic, most likely done through contacts, discovers that this second book was reportedly found burned six months ago.

Albertuccio's only explanation why the count wanted *The Mourning of Janshai* is it contains a story where the author, Vicar Eustace, was nearing the end of his sojourn in Egypt. He fell asleep in a place called the **Contemplation Chamber of Sekhmet**, where he received a vision of Queen Hetshepsut who invited him to live with her in his palace. He believed the vision to be a warning that he would be tempted by the devil if he stayed longer in Egypt, and so he took a boat back to England. Albertuccio shows the investigators the page in the book ([Handout B](#)).

Albertuccio does not recall where the Contemplation Chamber is located. The old man is a theology professor and has little expertise or interest in mythology. To recall

the location of the chamber, the investigators must either rely on contacts, or make a successful **ARCHAEOLOGY**, **OCCULT**, **HISTORY**, or **LIBRARY USE** roll (using the dozens of books the professor keeps in his newer house in Calcata Nuova). If the investigators botch all the rolls, Mirella can find the location in the books.

In 1921, archaeologists unearthed a contemplation chamber inside Queen Kama's tomb in the city of Leontopolis, the "City of Lions," located in the Nile Delta in Lower Egypt.

The City of Lions, Egypt

The ancient city of Leontopolis is located 39 miles north of Cairo. The most direct route for the investigators is to fly out of Florence and land in Cairo and then hire a driver to take them north to the dig site. The whole trip costs about \$150 per passenger.

The dig site is several miles from civilization; the nearest town is Mit Ghamr, located on the Nile, where a reasonable hotel can be found.

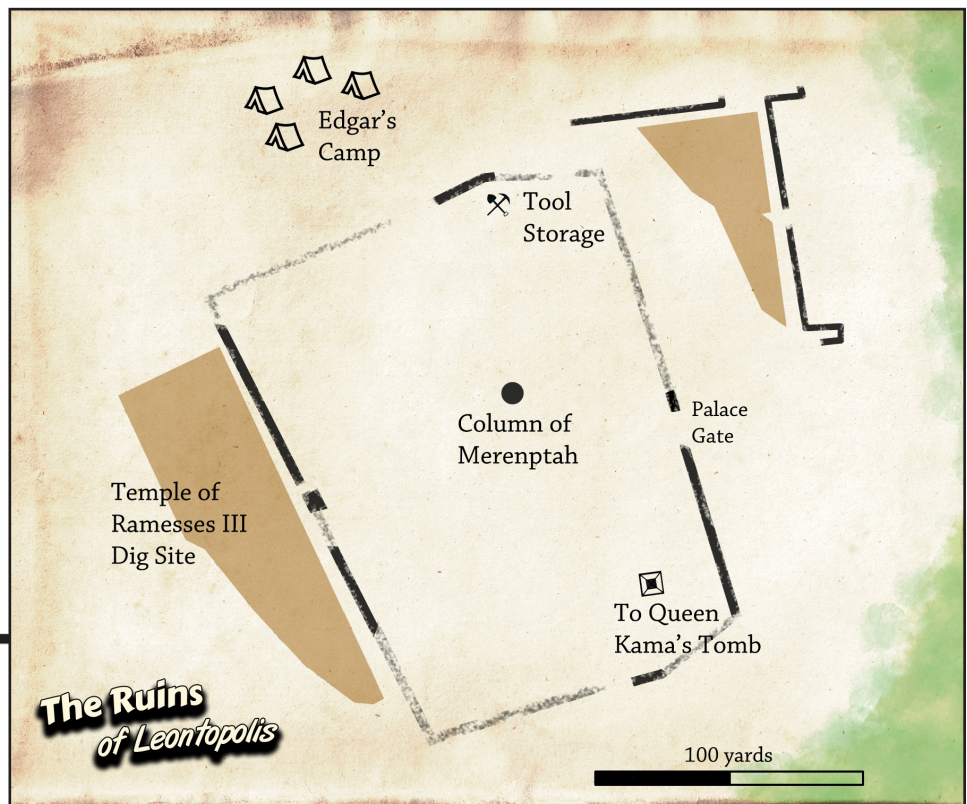
If the investigators hire a talkative driver, or make an **ARCHAEOLOGY** roll, they'll learn that archaeological excavations are actively underway on Leontopolis' largest mound, which contains both the palace of Ramesses II as well as a temple to Ramesses III. The lead of the site is the renowned Scottish Egyptologist DR. C.C. EDGAR. He has come out of retirement to lead the excavation. An **ARCHAEOLOGY** roll recognizes the name, as he was recently the director of the Cairo Museum.

A local will also impart the information that a squad of British army soldiers has recently been dispatched to protect the dig site.

To "officially" gain access to the ruins, the investigators need permission from Dr. C.C. Edgar.

The Ruins of Leontopolis

The ruins are unimpressive at first glance. Centuries of sand have buried the ancient temple and palace, leaving only fragments of a stone wall atop a hill and a remarkably well-preserved 20-foot red granite column. Nearby, a hole in the ground drops through the ceiling into Queen Kama's



burial chamber and into the Contemplation Chamber of Sekhmet, although this will only be obvious to the most expert Egyptian archaeologists.

During the day, a dozen archaeologists from C.C. Edgar's expedition excavate the Temple of Ramesses III on the mound's southwest side. Two British soldiers guard the site, though they spend most of the day dozing and patrol only at night.

Stealthy investigators can slip onto the mound and enter the burial chamber, especially after dark, provided they avoid the patrols. If spotted, the soldiers fire warning shots before investigating. Anyone caught is questioned, but Italians are assumed to be spies in light of the recent invasion of Ethiopia and are immediately taken into custody.

Dr. C.C. Edgar

C.C. Edgar is a famous Egyptologist and, until recently, the Director of Egyptian Antiquities for the Cairo Museum. Having gotten bored of studying papyrus back in the U.K., and fearing Egypt will soon be pulled into war, he came out of retirement to lead the excavation of the temple to Ramesses III. The director is in his mid-sixties, very Scottish and energetic, and utterly obsessed with ancient Egypt, especially Graeco-Roman Egypt.

Dr. Edgar is thrilled to get western visitors. If the investigators casually approach the ruins, he and some of his men come over to openly greet them.

With good roleplaying or influence skill use, Dr. Edgar invites the investigators to tour the archaeological site. He'll show them the current progress on uncovering the temple of Ramesses III, along with five beautiful bronze lions he recently recovered from it. He'll also show them other interesting artifacts, such as the Column of Merenptah and the entrance to Queen Kama's burial chamber.

- If asked about the presence of the British soldiers, he sighs and explains that a group of well-armed locals recently tried to scare the archaeologists away from the site. If pressed, he confides that they think they were members of a revolutionary group known as the Testament of Vipers. He pulled some strings and had a squad of soldiers stationed here to protect the dig, which ends in a few months. Unfortunately, what started as a full squad of guards has whittled down to just two as the British have grown more nervous about an Italian invasion from Ethiopia; the rest were recently sent to Suez.
- If asked more about the Contemplation Chamber, Edgar explains that the **two-room burial chamber of Queen Kama** was found in 1921. He laments that her sarcophagus was badly damaged due to water, but they recovered some jewels from her mummy, which were sent to the Museum in Cairo. The adjacent chamber, known as the Contemplation Chamber of Sekhmet, contained many beautiful images of Egyptian mythology on the walls, but much of the art was also destroyed by water over the centuries. Other than the art, he insists the chamber is empty and devoid of anything valuable.
- Unless he has reason to suspect the investigators mean to damage the site, Dr. Edgar allows them to visit the chamber.

The Column of Merenptah

This 20-ton sandstone column is in near-perfect shape. It is a dedication to the Pharaoh Merenptah and his victory over the Libyans that occurred around 1200 BC.

Tool Storage and Truck

The archaeologists keep their heavier tools here, including some winches, hemp rope, and additional tents. A ten-year old Willys Overland Crossley lorry is here as well, which the archaeologists use to travel into town for food and supplies.



Queen Kama's Tomb

A 6' diameter hole is cut into the rock here. Seven yards below the surface lies the tomb of Queen Kama. Jumping down without **ACROBATICS** skill is foolish (2D6 falling damage), but investigators can easily find rope at the tool storage area. A **CLIMB** roll allows a person to shimmy down (or they can be tied and lowered).

Due to its location below the water table, the floor of the tomb is wet, with up to three inches of water on the eroded tile floor.

There are two connected chambers in the tomb. The first is Queen Kama's burial chamber, which is empty and strewn only with broken tiles and heaps of mud. A **worn statue of Hetshepsut**, complete with a man's beard on her chin, resolutely watches over both rooms.

The second room is the "Contemplation Chamber of Sekhmet," which has walls painted with figures of Egyptian mythology. The most prominent figure in the wall paintings is Sekhmet, a statuesque goddess with the head of a lioness, said to be a warrior goddess and protector of the pharaohs. Sadly, most of the paintings are rubbed away, destroyed by dripping water.

Someone studying the paintings and making an **OCCULT** roll finds that most of the paintings tell traditional stories of Sekhmet. There is, however, an unusual story that seems

to be unique to this tomb, one where Sekhmet appears to be shielding a young Hetshepsut from fiery light (**Handout C**).

The Secret Room

Unknown to the archaeologists, the Contemplation Chamber holds a secret door in its south wall. The door is perfectly concealed and locked by ancient, master architects. The only way to unlock the secret chamber is to place over 200 lbs. of weight on the statue of Hetshepsut while someone else pushes on the image of Sekhmet on the southern wall of the Contemplation Chamber. This causes the statue to sink down into the floor up to its knees and the wall with the image of Sekhmet to push inwards.

For someone to discover this architectural secret on their own, they'd have to thoroughly examine the room and succeed a contest of SPOT HIDDEN vs. the ancient architect's ARCHITECTURE (94%) – very unlikely!

The tomb, however, is a strange place with eons of history emanating from its walls. Anyone who sleeps in the chamber will experience a strange dream that hints at the way the door is opened – exactly like Vicar Eustace did hundreds of years ago when he wrote his book, *The Mourning of Jonshai*.

Keeper's Note: If the investigators don't think to sleep in the chamber, Dr. Edgar can share that when he first uncovered the chamber, he thought about sleeping in it, just as Vicar Eustace did, but the floor was too wet for his comfort.

The Dream of Eustace

A vivid dream visits those who sleep in the tomb. Dreamers see a large, golden lioness suddenly leap atop the room's statue, staring at them with the piercing yellow eyes of a predator. The statue sinks into the ground from the lion's weight. As the dreamers back up to escape the lion, they feel the room shrinking, their backs pressed against the cold wall of the tomb. Suddenly, the lion-headed goddess Sekhmet appears behind them, wrapping her arms around them, protecting them from the lion. With that, the dreamers feel her pull them through the wall. The stone dissolves away and they find themselves in a new chamber, beautifully preserved and filled with polished, gold lion statues.

This dream should be a strong hint on how to unlock the secret chamber. If the players still can't figure it out, the Keeper can give them some help. A SPOT HIDDEN roll allows them to see the faint outline of a door surrounding the painting of Sekhmet, or a MECHANIC roll lets them find the mysterious pressure mechanism present in the room's statue of Hetshepsut.

BRITISH SOLDIER

STR 60 DEX 60 INT 50
CON 60 APP 50 POW 50
SIZ 50 EDU 40 HP 11



Damage bonus: none

Build: 0 Move: 9

Fighting (Brawl) 60%, damage 1D3
Dodge: 35%

Skills: Archaeology 10%, Drive Automobile 40%, Firearms 60%, Intimidate 35%, Law 40%, Listen 45%, Spot Hidden 45%, Survival 50%, Track 30%

Equipment: Enfield SMLE rifle (2D6+4 damage, base range 110, uses per round 1, 8 shots, malfunction 100); Brodie helmet (2 points of armor, rarely worn).

VIPER RAIDER

STR 55 DEX 60 INT 55
CON 60 APP 50 POW 65
SIZ 50 EDU 50 HP 10



Damage bonus: none

Build: 0 Move: 9

Fighting (Knife) 60%, damage 1D4
Dodge: 35%

Skills: Drive Automobile 40%, Climb 35%, Firearms 60%, Intimidate 50%, Listen 40%, Spot Hidden 40%, Throw 40%.

Additionally, Radames has EDU 70%, Archaeology 40%, History 50%, and Intimidate 60%.

Equipment: Most of the Vipers wield older Mauser Modell 10E rifles (2d6+1 damage, base range 100, uses per round 1, 8 shots, malfunction 100). They also carry small knives kept hidden in their boots.

Two of the raiders have Beretta SMGs (1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96). These men also carry one stick grenade apiece (4D10 damage / 3 feet).

The Chamber of Lions

The hidden chamber is dry, somehow avoiding centuries of water damage. The room holds six brass lioness statues which would be fantastically precious to any museum.

A lioness-headed stone statue of Sekhmet rules over the other lions. High above her head she holds a bronze and alabaster, single-masted boat. The artifact is the size of a large child's toy but weighs 6 lbs. Removing the boat from her hands is easy as it is held loosely by the statue. The artifact is very valuable, worth at least \$2,500 to a reputable museum.

Carved on to the wall behind the statue is a depiction of a five-stepped pyramid – the Meidum Pyramid, also known as the “pseudo pyramid” – which any HISTORY or ARCHAEOLOGY roll will identify. It is a unique stepped structure that looks markedly different from traditional pyramids. In hieroglyphics underneath the pyramid is a description of Tomb of Hetshepsut (**Handout D**):

“When the sun sets above Meidum... and its shadows falls on the mastaba tombs of the dead princes, Sekhmet's pointed shadow shall take the living to the eternal sun halls of Hetshepsut.”

Once inside this secret chamber, a LOCKSMITH roll can figure out how to reset the room's locking mechanism, which involves rotating one of the bronze lions (a two man effort). Once this happens, the door reseals itself after about one minute, giving anyone inside the room time to escape.

A Testament of Trouble

Unfortunately for the heroes, AHMED FAHMY, one of C.C. Edgar's assistants is in league with the Testament of Vipers. Soon after the investigators arrived, he managed to send a message to the Vipers through one of the locals who delivers meals to the archaeologists.

A truck full of six Vipers arrives soon after the investigators enter and resolve the Chamber of Lions. Their brute force strategy is to drive at full speed straight up to the mound, park next to the ceiling entrance, and then drop a tear gas grenade into the burial chamber.

The gas instantly fogs up the first two chambers. Victims must make two CON rolls, one to avoid

RAGING TOMB WATERS!



Queen Kama's burial chamber is located underneath the water table. Its walls have been seriously weakened by water damage over the centuries. An ARCHITECTURE roll identifies that the tomb is in structural jeopardy.

If the Vipers detonate explosive grenades inside the tomb, the walls begin to dramatically crumble, cracks stretching up towards the ceiling of the chamber. With the weight of the Viper's truck atop the tomb, the entire ceiling soon collapses. Anyone within 8 yards of the ceiling entrance comes falling into the tomb (3D6 damage). Those below the collapse can take cover in the adjacent chamber before the collapse, but anyone stupid enough to stick around below the collapse takes 4D6 damage from falling debris. The tomb then begins to rapidly fill with mud and water!

Surviving Vipers are terrified and desperately try to climb out before they drown! Climbing out requires a CLIMB roll, although this may get harder as the tomb walls get wet from the rising water. Only Radames is resolute enough to try to accomplish his original mission during this crisis. If he's still in good shape after the fall, he'll try to prevent the investigators from escaping, trying to shoot them as they climb out. Finally, he'll try to rush into the Chamber of Lions to glimpse its secrets before finding an air pocket in the crumbling tomb to survive until he is rescued.

coughing (most skills become Hard), the other to resist blindness. Ill effects endure for about five minutes.

The high-ranking leader of the Viper raiders, a man named RADAMES, will call down to anyone in the burial chamber, saying he has far more deadly grenades to gift them unless they surrender to his men.

Radames enjoys having the upper hand and gloating about it. If the investigators remain defiant, he isn't above sending some of his men to capture C.C. Edgar or any of his archaeologists to use as bargaining chips.



The investigators have several ways to escape the Vipers' ambush. If any were posted outside the burial chamber, they likely spotted the approaching truck and had time to take cover. They can launch a counterattack, perhaps with help from the British soldiers.

Alternatively, if the investigators stall too long or provoke Radames, he follows through on his threat and hurls one or two explosive grenades into the chamber. The blast triggers a catastrophic collapse in the unstable ruins (see text box), creating a dangerous, but potentially lifesaving, chance to escape.

Finally, while Radames isn't stupid, he's overconfident and can be manipulated. He singularly wants the location of Hetshepsut's tomb that he knows is down in the burial chamber. If the investigators give him what he wants, he'll leave (though will throw a grenade or two down for good measure). It's also possible a clever plan or great roleplaying might convince him to pull the investigators up out of the tomb while he sends his own men down inside.

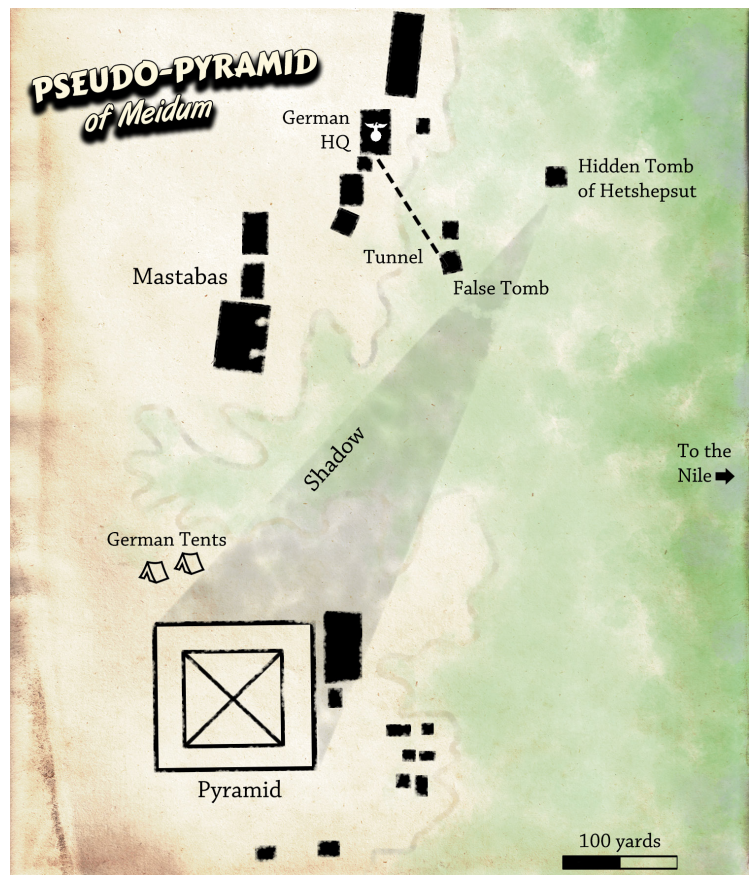
Keeper's Note: If the heroes ask about Count Malefik's fate in Calcata, Radames claims Malefik is dead and that he now leads the Testament of Vipers... whether this is true or not. If Malefik actually survived Calcata, he may reappear during the next scene at the Meidum Pyramid.

Once the investigators defeat or escape from the Radames and the Vipers, they should now know the location of the Tomb of Hetshepsut – somewhere near the Meidum Pyramid, which is 90 miles south of them. If brought into the excitement of it all, C.C. Edgar will happily lend the investigators his lorry to help make the grand discovery (and, on a great reaction, even agree to accompany them).

Edge of the Western Desert, Egypt

The Meidum Pyramid is located on the edge of the Western Desert, about 62 miles south of Cairo. The investigators can drive here in a few hours along a lonely desert road, or rent a boat that takes them down the Nile and deposits them on the western shore near Meidum.

Surrounding the towering pyramid are a dozen mastabas, square mudbrick tombs that contain various princes and high-ranking servants. Most of the mastabas were robbed years ago and now only contain empty chambers and hastily-dug robber tunnels. Only a rare few of the mastabas are still sealed, unmarred by both tomb robbers and archaeologists.



An ARCHAEOLOGY roll recalls that the Meidum site was most recently excavated in 1928, but has now been abandoned for a few years. Sure enough, as the investigators arrive, the site looks deserted.

Unfortunately for the investigators, the Meidum site has now become the home of a team of Nazi treasure hunters, who are out of sight working in one of the mastabas, crating up archaeological treasures. See p. 16 for details on this crew.

Keeper's Note: If the investigators somehow gave away the location of the Tomb of Hetshepsut to the Vipers, the pyramid will soon have a truckload of mercenary visitors. This can also happen if Radames was able to escape into the Chamber of Lions in the tomb of Queen Kama, where he discovered the location of the Tomb of Hetshepsut. When he is rescued a few hours later, he notifies his allies to rush to Meidum, and will arrive soon after the investigators (see p. 17).

The Tents

Two canvas tents sit outside the pyramid. The western tent contains six empty crates, each big enough to hold a large amount of tools or artifacts. There is also a box of flares and a several coils of heavy rope. There are no clues that this equipment obviously belongs to the Nazis!

Nazi Treasure Hunters!

Final
Edition

The Nazi treasure hunters at Meidum are led by the vibrant and stunning historian, MARGRIT KEHLER. The team has secretly been dispatched to illegally loot the remaining mastabas of their gold. They have made their base in one of the largest mastabas (German HQ on the map) and have erected two tents that they use to temporarily crate and store treasure until a plane arrives to transport them back to Berlin.

If the investigators arrive in Meidum noisily, or explore the pyramid and surrounding mastabas, they'll be spotted by one of the Nazis. Kehler, thinking that their illicit operation has been discovered, first radios a plane for pickup, which arrives in about an hour. But soon her curiosity gets the better of her and she ventures out of her mastaba to talk to them. She uses a convincing cover story that she is an archaeology student working with the Cairo museum. She deploys her charm, sex appeal, and her ability to put on a perfect London accent to perfect the ruse. Kehler's objective is to discover what brings the investigators to Meidum.

If asked about the tomb of Hetshepsut, Kehler says that she has already discovered it, via a robber's tunnel, and points to the False Tomb. Kehler honestly believes she *has* discovered it, as the hieroglyphics in the False Tomb *do* describe the resting place of Hetshepsut. She describes the tomb as "beautiful but empty". In reality, her treasure hunters already stole most of the artifacts inside the false tomb. Half were cargo-planed out of Egypt days ago, the other half is in her HQ inside one of the larger mastabas.

Unless the investigators are utterly convincing, Kehler is likely to grow suspicious of them. She offers to lead them to the tomb... but her Nazi assistants will attempt to capture them, and interrogate them for information. If Kehler ever discovers that they are searching for something special, her intense curiosity takes hold of her and she may agree to work together to find it. Kehler is not bloodthirsty, so she will hesitate to kill the investigators, especially before any new treasure is found. Her men, on the other hand, do not agree with this approach. But her loyalty to the Third Reich is strong, and it is likely she will do anything she can to seize any priceless treasures for her country's future glory.

When Kehler's plane eventually arrives, she will order her men to destroy any vehicles at the site and then try to escape with any remaining artifacts in the Germans' possession.

MARGRIT KEHLER

STR 40 DEX 55 INT 80
CON 60 APP 70 POW 50
SIZ 45 EDU 70 HP 12

Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 55%, damage 1D3
Dodge: 35%

Skills: Archaeology 70%, Cthulhu Mythos 5%, Fast Talk 60%, Firearms 55%, History 70%, Listen 60%, Medicine 40%, Persuade 60%, Psychology 40%, Spot Hidden 60%, Stealth 30%, Throw 30%.

Languages: German, English (with a perfect London accent), Hieroglyphics

Equipment: Walther Modell 8 .25 pistol (1D6 damage, base range 15, uses per round 1(3), 9 shots, malfunction 100).

Personality: Obsessively curious with a deep love for ancient Egypt, Margrit Kehler loves her job. She naively has no idea that the Third Reich will melt down these artifacts to build steel tanks, and not keep them as historical treasures.



NAZI GOLD HUNTER

STR 70 DEX 60 INT 55
CON 60 APP 50 POW 40
SIZ 50 EDU 30 HP 10

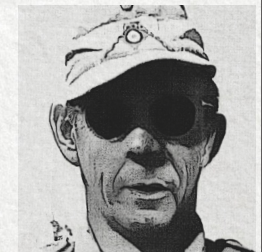
Damage bonus: none

Build: 0 Move: 9

Fighting (Brawl) 60%, damage 1D3
Dodge: 35%

Skills: Archaeology 30%, Climb 60%, Firearms 65%, Jump 40%, Spot Hidden 40%, Stealth 30%, Throw 40%.

Equipment: Walther PPK .32 pistol (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100). The *Oberleutnant* has a brand new Bergmann MP34 SMG (1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96).



The second tent contains a cheap plywood table and stools. A map of the dig site is on the table, held down by rocks (**Handout E**). The map seems to show that progress is being made exploring the various mastabas around the site.

Shadow of the Pseudo-Pyramid

Towering 213 feet above the desert, the three-stepped great Meidum pyramid resembles an ancient tower more than a traditional pyramid. The top of the pyramid is strewn with rubble, having collapsed over 3,000 years ago.

Climbing the pyramid is treacherous and requires two CLIMB rolls, the last one is Hard due to the sheer walls! The climb takes about an hour.

As the sun sets, the pyramid casts a **long shadow** towards the Nile. Majestically, the shadow stretches and grows and just as the sun fades below the horizon, its tip almost touches one of the northern mastabas – the False Tomb, located in a thicket of grass and palm trees at the edge of the desert. This wondrous sight fulfills the directions written on the wall of the Chamber of Lions in Queen Kama's tomb. The shadow points towards the final resting place of Hetshepsut!

The shadow, however, lies. The pyramid has eroded over the centuries, and was once much higher – about 70 feet higher! The Keeper can allow a SPOT HIDDEN roll to realize that the pyramid of 1936 looks different from the pyramid depicted on the Chamber of Lions wall.

An IDEA roll would realize that the shadow should extend proportionately further, deeper in the grass and brush.

The False Tomb of Hetshepsut

The false tomb is a sturdy, square mastaba set atop a mound overgrown with thick grass. A narrow slab still seals the tomb shut. Carved into the slab is a faint outline of Sekhmet holding a boat above her head – the same likeness that was in the Chamber of Lions. Unsealing this tomb's entrance would require industrial machinery.



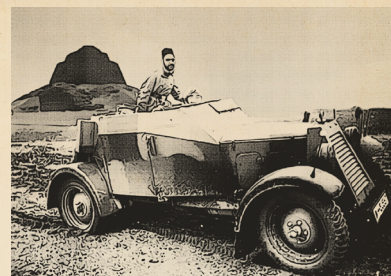
RETURN OF THE VIPERS!



If the investigators left Count Malefik or his lieutenant Radames alive, they may dramatically arrive at Meidum to claim the treasure they believe is theirs. The Vipers' return is optional, so the Keeper should decide whether they appear based on how well the investigators covered their tracks in earlier chapters.

The Vipers have no alliance with the Germans and view everyone at Meidum as an obstacle. Unless they already know the location of Hetshepsut's tomb, they will gun down any resistance, seize a few knowledgeable hostages, and force them to lead the search.

The Vipers arrive with a truckload of raiders (p. 13) and a commandeered armored car. Though unwieldy, the cheap German-made car mounts a bloodthirsty amateur gunner (Guns 60%) eager to mow down anyone in the cult's way. If Count Malefik or Radames survived, one of them occupies the gunner's seat, delighted at the chance to finally take revenge on them!



Vehicle	HP	Top Speed	LWt.	Occ	Armor	Price
Kfz 13 Adler	46	69mph	2.4t	1 driver, 1 crew	3 points	\$750

The Adler has a tripod-mounted 7.92mm MG (2D+4 damage, Range 150, full auto Malf 96, 21 lbs).

The Nazis, however, have already found a way into this tomb, via a northern tunnel that was originally started by tomb robbers. This tunnel is the only practical way inside. The false tomb has a low-ceiling and is decorated with beautiful carvings of Hetshepsut and the lioness-headed goddess Sekhmet.

A wooden chariot used to be the centerpiece of the chamber, but it has fallen apart and now lies asunder. The Nazi treasure hunter Margrit Kehler believes that this chariot is the only thing true about the original legend of Hetshepsut's forty golden chariots.

An opened sarcophagus inside the false tomb contains a mummy – but this mummy is only a high-ranking servant, not the preserved corpse of the great Queen of Egypt. A careful examination, and an **ARCHAEOLOGY** roll notices that the mummy is not wrapped with the usual care a pharaoh would receive.

The Nazis took most of the golden valuables from this room. The only thing left of value is the **Amulet of Ahmose**, a beautiful pectoral that shows two lionesses jumping at each other. It is made from gold and inlaid with turquoise, lapis lazuli, carnelian, and garnet. It would easily fetch thousands of dollars. The amulet was removed from a box found in the room, but it slipped behind the sarcophagus of the mummy. A careful investigation or **SEARCH** roll can find it.

The German HQ Mastaba

The Germans have occupied the inside of one of the largest mastabas at Meidum to use as their base of operations. The tomb includes:

- A table holding a battery-powered portable radio. Using it will connect to a German base nearby!
- Three crates filled with golden treasures looted from the tombs at Meidum, including solid gold burial masks, perfume boxes, alabaster chests, headrests, and pendants are all carefully wrapped in straw, ready for shipment.
- Cots, blankets, and food for a few days.
- Digging tools, including picks, brushes, and shovels.
- A first aid kit.
- A small, locked metal box labeled “Dynamit”. There are only two sticks left (4D10 damage).

The Tomb of Hetshepsut

The actual tomb of Hetshepsut is a square mastaba overgrown by Nile grass and palm trees. From the outside, it looks crumbled and long-robbed – a false door looks like it has been broken into, its entrance filled with fallen rubble.

However, a careful search atop the mastaba finds loose sand and dirt covering a heavy, flat stone slab. The slab weighs over 2,000 lbs. so at least four strong men are required to drag it. When the slab is pulled away from its opening, a massive plume of foul-smelling, hot dust roars out of the tomb. Investigators within five yards of the opening take 1D3 damage from the burning dust and must make a **CON** roll or wheeze and cough horribly for thirty minutes (making most skill rolls **Hard!**). However, anyone making an **ARCHAEOLOGY** roll will remember to cover their mouths while opening the tomb.

The slab covers a steep shaft that descends fifteen yards down into the dark tomb. A **SPOR HISSWN** roll sees a faint glow emanating from the bottom.

Climbing down requires a heavy rope, or a daring, **Hard CLIMB** roll. Falling down the shaft is deadly, with hapless victims taking 4D6 damage!

The Tomb of Sekhmet

The shaft leads directly into the most treasured vault of Meidum – the Tomb the Great Pharaoh Hetshepsut, but also the Goddess Sekhmet. Sealed for over three thousand years, the tomb was undisturbed until this moment.

There are only two chambers in this tomb – the large chariot vault where the investigators enter, and the burial chamber to the north. When the investigators rappel down into the tomb, they see a bright white glow emanating from the burial chamber; its mesmerizing backlight effect makes it impossible to clearly see the burial chamber's contents.

The Gold Chariot Vault

The central vault is a large, square room. The corners of the room hold raised platforms; each contains a **solid gold chariot!** Contrary to the legend, there are only four chariots in this room, not forty. However, each chariot is worth over half a million dollars!

The Queens' Tomb

The centerpiece of the burial chamber are **two mummies** lying together on a raised platform at the end of the room. A **mirror-like wall** behind the mummies is made from polished silver and flecks of crystal, which somehow creates an intense, bright glow that is difficult to stare directly at.

A casual investigation and a **KNOW** roll determines that there's not enough reflected sunlight coming into the chamber to actually create a glow of that intensity. A closer examination discovers that the strange crystals seem to actually be emitting light! A **SCIENCE** roll identifies the crystals

as a rare variety of fluorite. If the investigators take a sample and get it back to a lab, they will learn that the fluorite appears *extraterrestrial* in nature, likely recovered from a meteor impact.

The two mummies are wrapped in bleached white bandages that still look new. Very little, if any, decomposition has affected these mummies.

One mummy holds a glass-striped, bronze crook and flail, the symbols of pharaonic authority. A HISTORY roll identifies this as the corpse of Queen Hetshepsut, one of the greatest pharaohs of ancient Egypt.

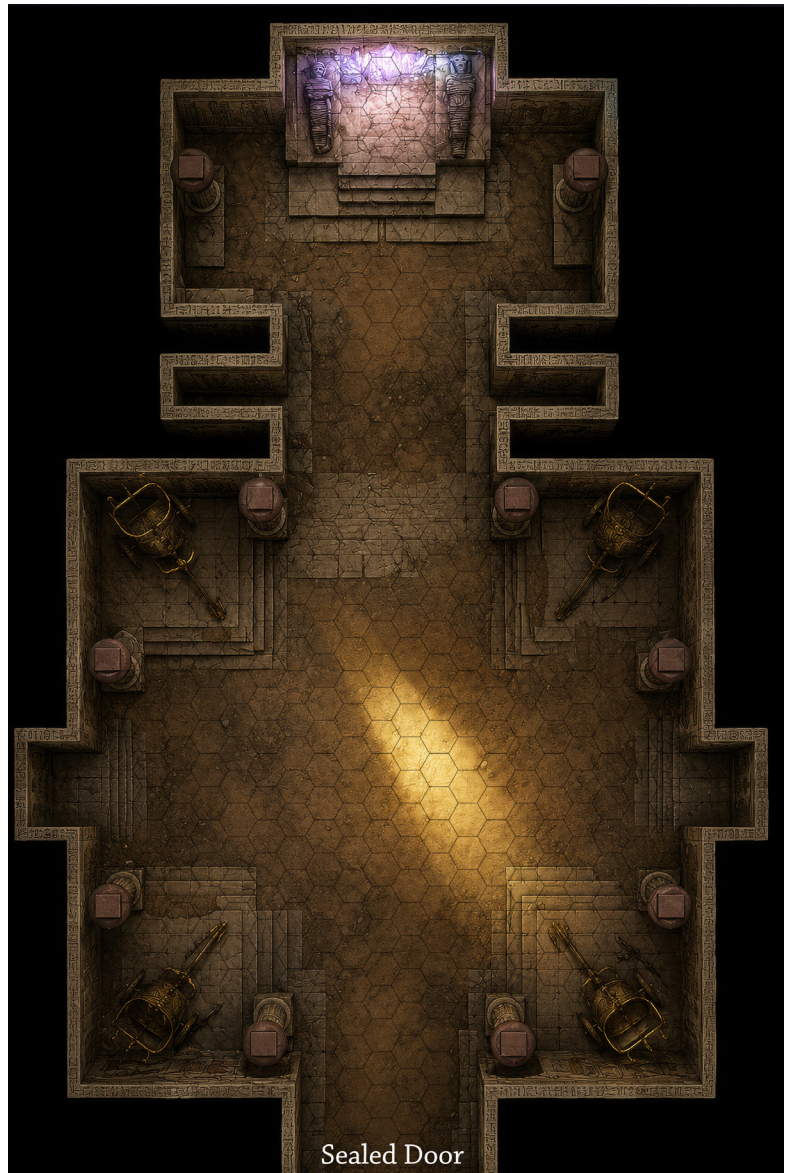
The second mummy is well-built and significantly taller than the other. The preserved body looks not-quite seven feet tall. Furthermore, the mummy has a fierce, silver lioness mask covering its head. A closer look at the silver head shows that the metal is inscribed with thousands of tiny hieroglyphics. However, anyone who can read hieroglyphics, or a HISTORY roll, spots that there are anomalies in the symbols. The language here is gibberish, and furthermore, several of the glyphs are wholly new and very much non-Egyptian!

If anyone removes the mummy's funerary mask, they discover a face that is clearly not human. At first, the shriveled features seem distorted by age and embalming, but closer inspection reveals an elongated jaw, strangely shaped teeth, and a skull with subtly impossible proportions. Only after a long moment does the resemblance emerge: the anatomy is unsettlingly similar to that of a lioness, though it somehow feels older, stranger, and unlike any earthly creature.

A closer examination, and a MEDICINE or similar roll confirms that this deformity is no mere stitch work. The investigators seem to have discovered the actual tomb of the lion-headed goddess, Sekhmet... or perhaps a queen of some unknown ancient species that lived and died alongside the pharaohs. This unnatural realization causes a SANITY CHECK (1/D6)! The creature they have discovered actually seems to be a hybrid of man and *panthera leo*.

Removing the mask of Sekhmet, however, unleashes a curse upon intruders in the tomb, starting with a burst of terrible energy. See the p. 20 for details on the curse.

Keeper's Note: If the investigators seem hesitant to pull of the mask, then certainly one of the curious NPCs accompanying



the investigators will think to do so. Good candidates include the German archaeologist Margrit Kehler or one of the Viper or Nazi goons.

Finale

With up to four factions of explorers interested in the contents of the tomb, the finale of the adventure can play out in many ways:

- **Margrit Kehler** is motivated by her intense curiosity, love of artifacts, and loyalty to the Third Reich. She will try to escape the tomb with *something* valuable. Once her plane arrives, she will happily escape Egypt and return to Berlin.

The Doom of Sekhmet!

Final
Edition

Within a minute of the mask of Sekhmet being removed, a LISTEN roll hears scratching sounds coming from the interior of the tomb's walls. At the same time, the mummified corpse of Sekhmet begins to twitch and move, causing a SANITY CHECK (1/1D4) for those who notice it.

Within another minute, the corpse is pulled into the air, as if by a wire. It floats, upright, in front of the large mirrored wall, its fingers clenching spastically.

Suddenly, a burst of energy explodes outwards from the wall flecked with crystal. Although the investigators will likely not realize it, this is a 20-rad burst of *radiation*! Anyone in the tomb must make a CON roll or suffer its ill effects:

- An Extreme success, or an investigator carrying the Amulet of Ahmose from the False Tomb, shrugs off the effects.
- A success burns the victim, causing 1D6 damage.
- A failure additionally causes nausea. After 1D10 hours, the all of the victims skill rolls become Hard. Furthermore, the victim gains hemophilia, which adds an additional 1D4 damage to any cutting or piercing type wound. These ill effects wear off in a few days.
- A roll of 96+ causes all of these results *instantly*.

Simultaneously, the scratching sounds in the walls grow louder. Suddenly, bursting out of the tomb walls are the undead guardians of the Sekhmet – two tomb guardians and ten skeletal servants (although the Keeper can tune this depending on his group, whether Nazis or Vipers are present to help fend them off, etc.).

As chaos breaks out in the tomb, the corpse of Sekhmet continues to float, twitching lifelessly, bathed by the glowing light of the mirrored wall. However, the radiation emitting from the wall slowly starts to disintegrate her body. First her bandages dissolve away, revealing the desiccated corpse of a creature that looks like a combination of a woman and a lion. Her hands are claws, her teeth are canines, and a withered tail hangs from her buttocks. Soon, her dried flesh body is torn away to a skeleton, which eventually turns to dust and blows across the tomb.

TOMB GUARDIAN

STR 105 INT 40 HP 14
CON 80 POW 65
SIZ 65 DEX 35

Damage bonus: +1D6

Build: 2 Move: 7

Attacks per round: 2

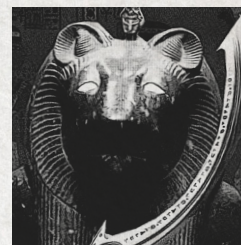
Fighting (Khopesh) 70%, damage 1D8 + damage bonus

Dodge: 17%

Skills: Stealth 35%.

Armor: 2-point skin (3-points on the head due to its bronze lion mask). Impaling weapons, including bullets, have little effect on its dry body (half damage).

Sanity Loss: 1/1D6



DESICCATED SERVANT

STR 55 INT 40 HP *
CON - POW 05
SIZ 60 DEX 50

Damage bonus: none

Build: 0 Move: 7

Attacks per round: 1

Fighting (Ceremonial Knife) 70%, damage 1D4+2

Dodge: 30%

Skills: Stealth 35%.

Sanity Loss: 0/1D6

* **Special Defenses:** Any blow striking a servant has a chance of destroying it equal to or less than the damage done x 5 (as rolled on 1D100). Unless the skeleton shatters, it remains totally undamaged. Apply one penalty die on attacks made with an impaling weapon, including bullets.



- Her **Nazis** are greedy and looking for glory. They have no problem killing the investigators to take all of the treasure of the tomb of their own. Obviously, once the curse brings undead chaos to bear, the Nazis' first priority becomes defending themselves and fleeing the tomb.
- The **Vipers** are driven by greed above all else, whether they are led by Malefik or Radames. Both men need a fortune in gold to secure and maintain their grip on the Testament of Vipers. They have little interest in ideology or alliances, and will readily betray anyone if it means claiming the treasure first. Whether the Vipers charge into the tomb alongside the investigators and the Nazis, or hang back to ambush the survivors after they emerge, is entirely up to the Keeper. Their tactics should reflect how badly the investigators have frustrated, humiliated, or thwarted the Viper leadership throughout the adventure.
- The undead **guardians of the tomb** have the simplest motivation! They wish to kill the intruders and reseal the tomb, protecting the secret of Sekhmet forever.

Either way, the adventure is concluded once the investigators have dealt with their foes and escaped the tomb. If the investigators are fortunate, they will have also escaped with an artifact, or at least a deeper understanding of the goddess Sekhmet and her true, bizarre nature.

Unfortunately, recovering the chariots from the tomb is unlikely. A winch and heavy machinery is needed to lift the golden chariots out (the Vipers' truck would do it). But the presence of the radioactive wall causes sickness and other health issues, giving true validity to the idea of an ancient curse upon tomb robbers. If the investigators leave it up to the Egyptian government to retrieve the treasures, they'll pull out one chariot and then quickly give up on the mission due to sickness and exhaustion... resealing the tomb for another thousand years.

Rewards

For completing the adventure, surviving investigators receive a 1D4 SAN reward, or 1D6 if they saved they defeated the Vipers along the way. Keepers may also confer various reputations, contacts, or patrons for befriending some of the influential folk in the adventure, or retrieving any of the legendary artifacts from the Tomb of Sekhmet. And if the nefarious Vipers survived the adventure, they make excellent long-term enemies for the player characters!

Special Thanks

Thanks to Ajay Viknesh on Fiverr for creating the 3D model that was used to create the tomb maps.

For VTT assets for this adventure or more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the authors ask is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or give a shout-out to @1shotjc.bsky.social on Bluesky.

Disclaimer

The material presented here is an original creation, intended for use with the Call of Cthulhu system from Chaosium, Inc.. This material is not official and is not endorsed by Chaosium.

Version History

- 1.0 - Original release
- 2.0 - Edits for clarity, reformatting
- 2.1 - Reduced guards at Calcata, added Climbing skill to Marisa
- 2.2 - Minor balance updates
- 3.0 - New formatting, minor updates for clarity

Handouts

75-

IMPERIAL AIRWAYS LIMITED
AND/OR SUBSIDIARY COMPANIES (B)

No. GBLF 46

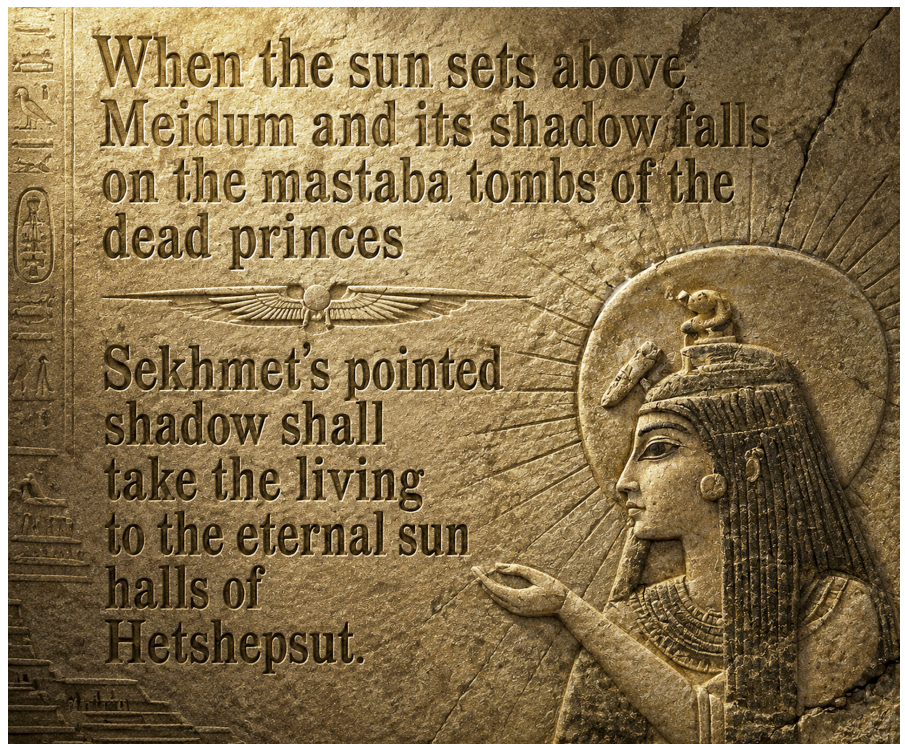
Valid for
ONE PASSENGER FLIGHT
IN A
MULTI-ENGINED AIR LINER
OF
IMPERIAL AIRWAYS LIMITED
ROME

DATE 12 MAY 1936 CAIRO	AGENT B
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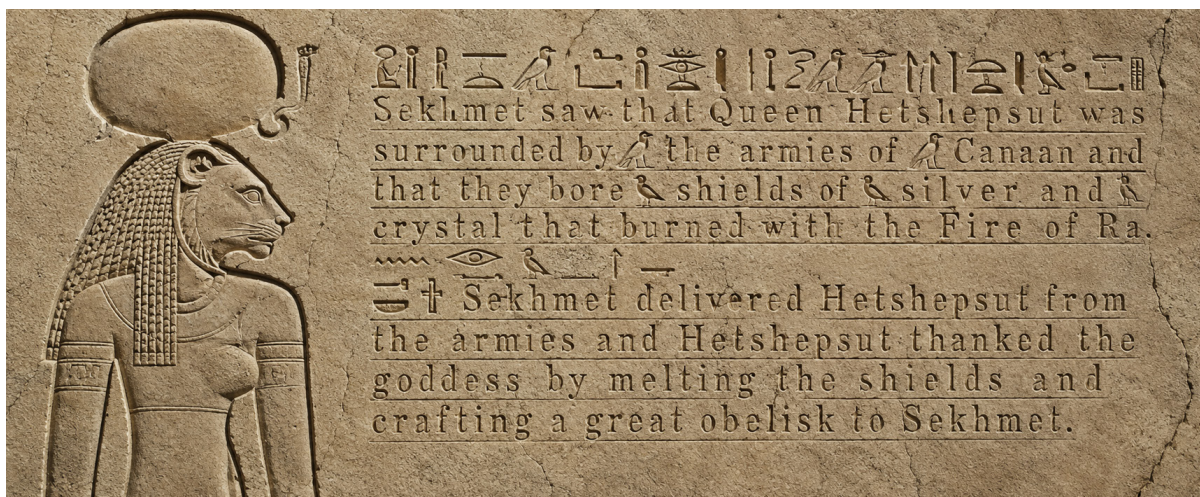
FARE

For Conditions to which the issue of this Ticket and all Flights are subject. SEE BACK.

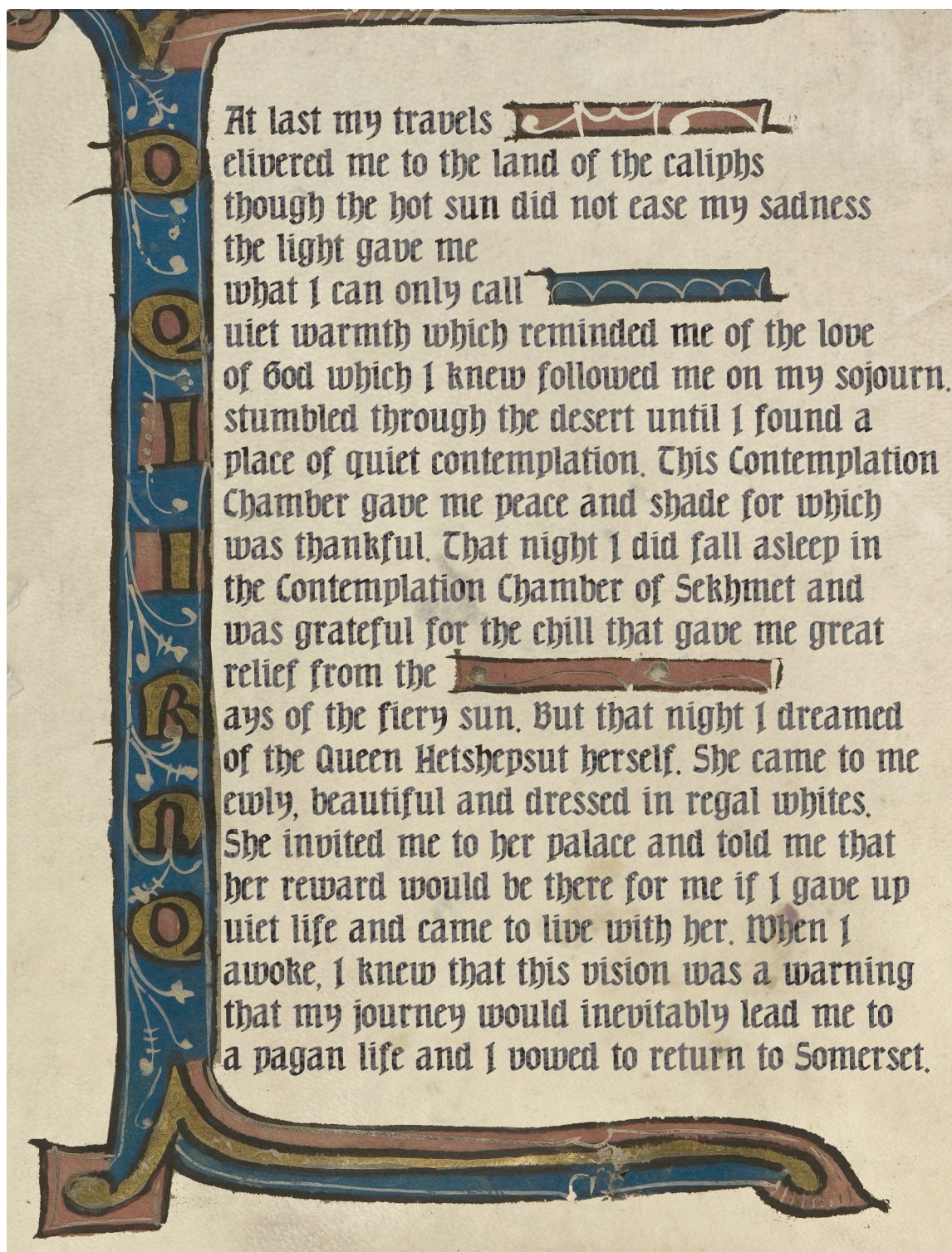
Handout A - Airway ticket to Cairo found in the pockets of the Count Malefik and his Vipers



Handout D - Inscription in the secret room of the Contemplation Chamber which reveals the location of the Tomb of Hetshepsut at the Meidum Pyramid

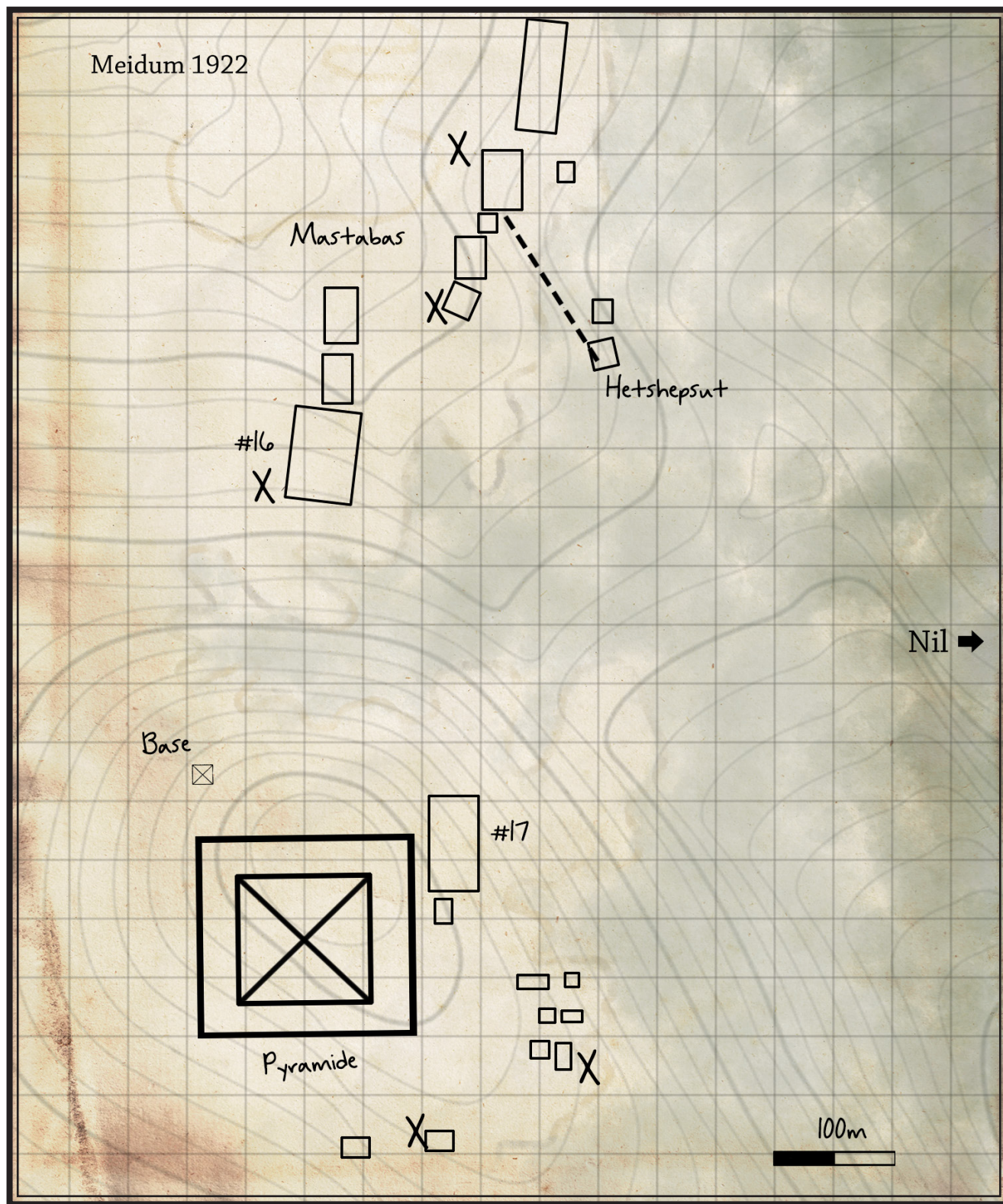


Handout C - Translation of the new myth of Sekhmet found in the Chamber of Lions



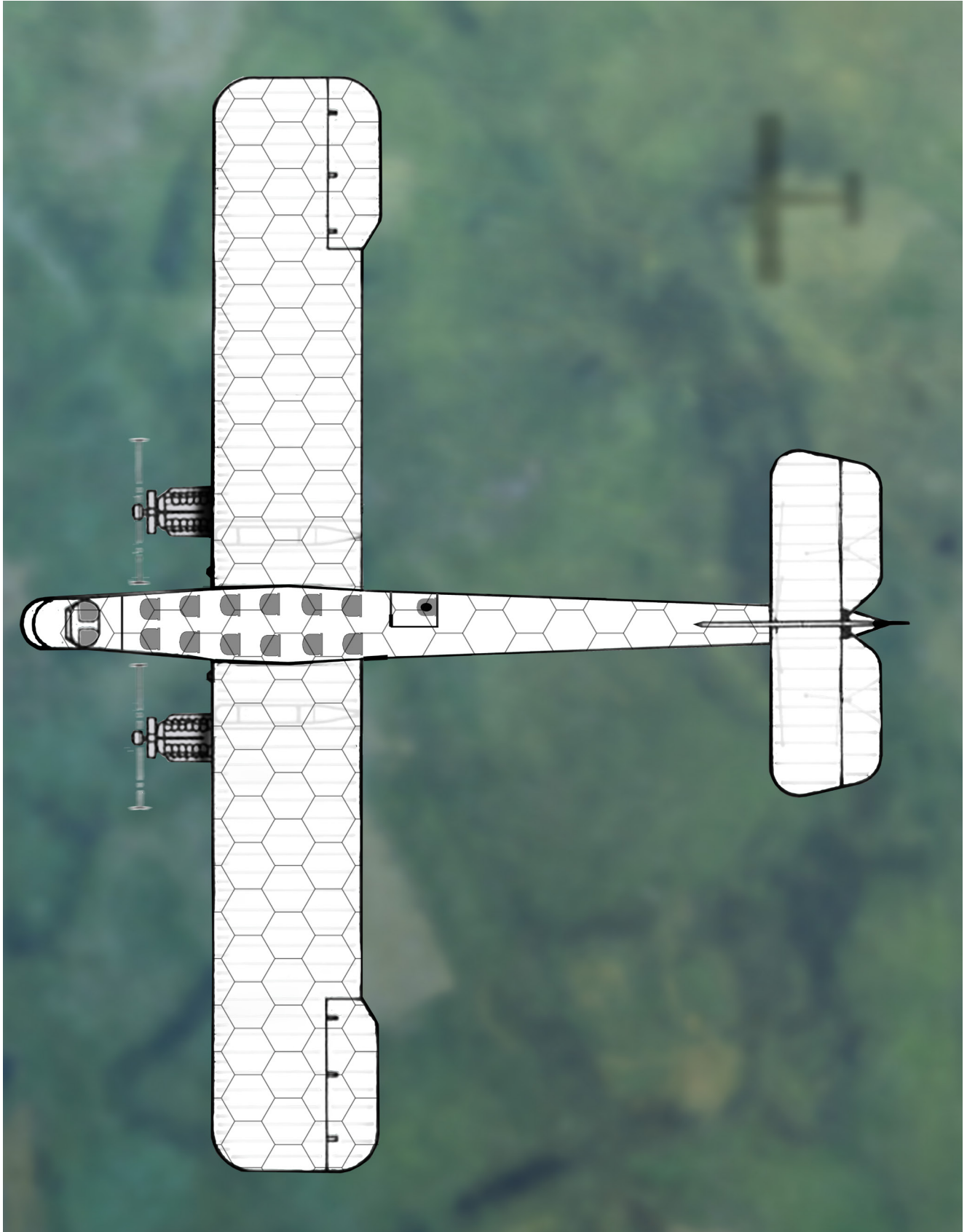
Handout B - Translated page from *The Mourning of Janshai* (originally in Latin)

Handouts



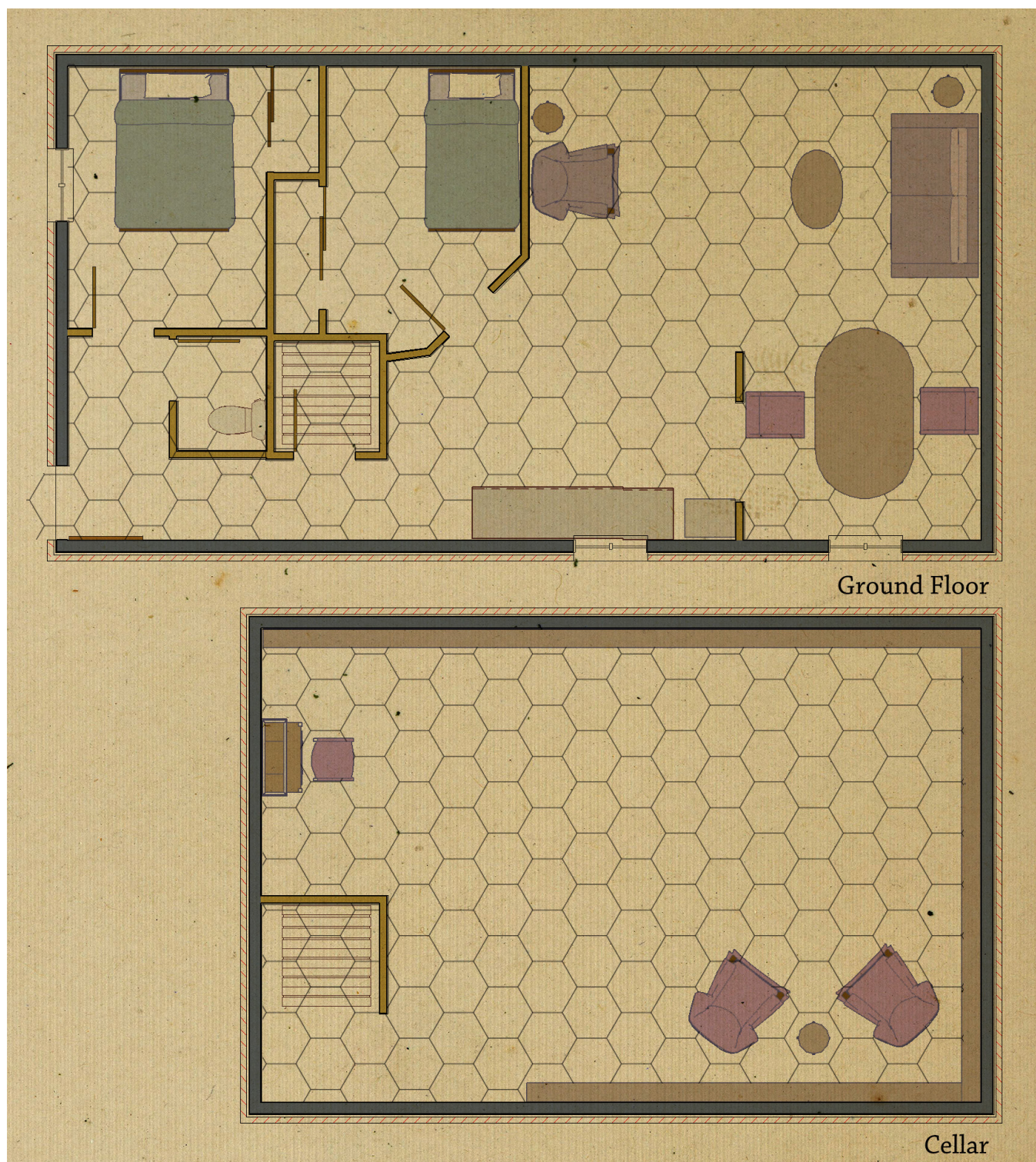
Handout E - Map of Meidum found in the nearby tents

PLAYER SAFE MAPS



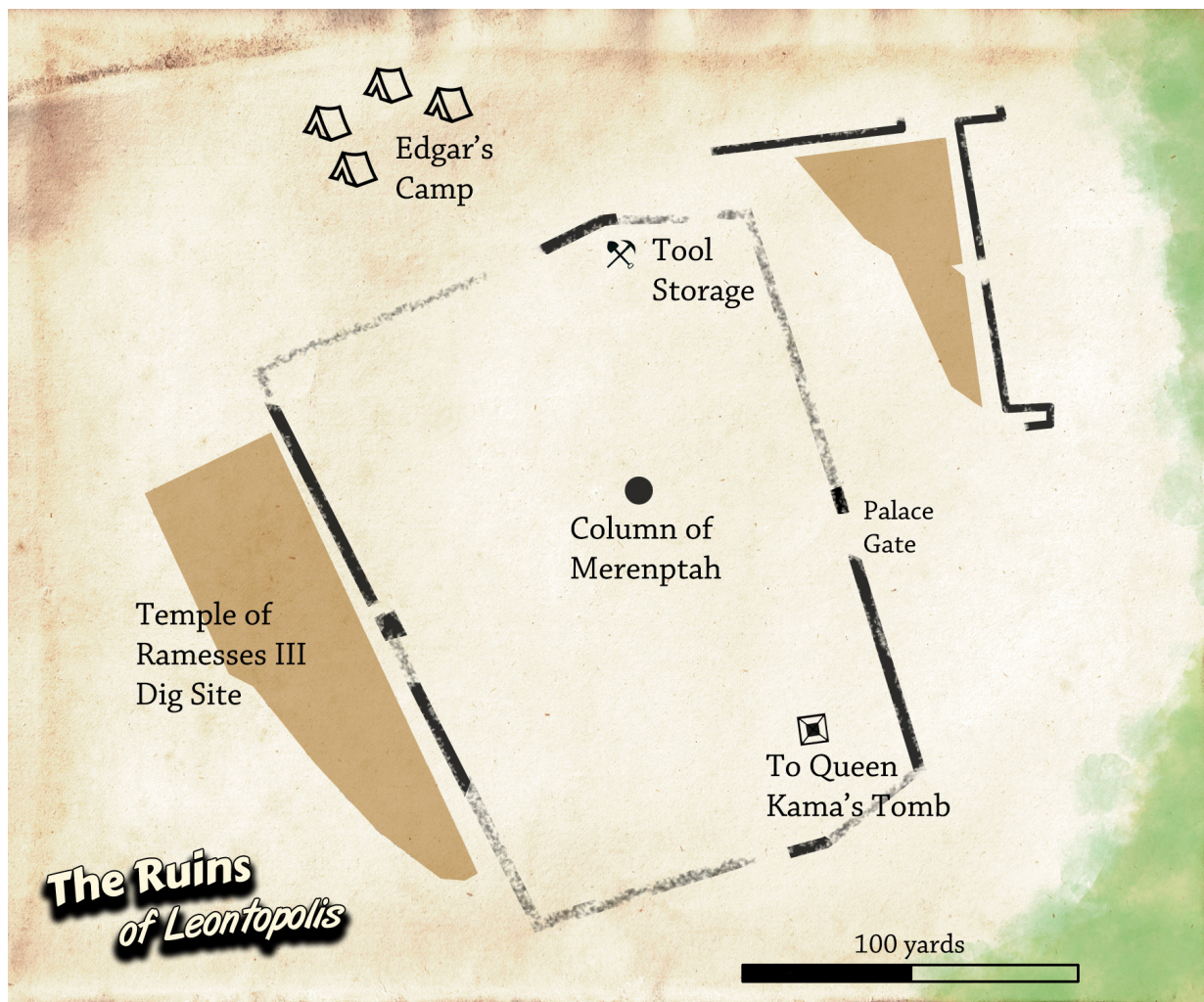
The Handley

PLAYER SAFE MAPS



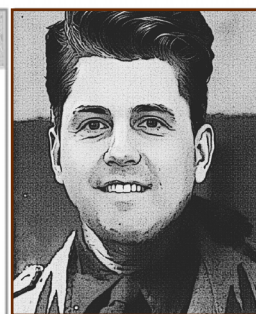
The Danieli's House

PLAYER SAFE MAPS



Name Carlo Grandi
 Player _____
 Occupation Veteran
 Age 23 Sex Male
 Residence Rome, Italy
 Birthplace Rome, Italy

STR	65	$\frac{32}{17}$	DEX	65	$\frac{32}{17}$	POW	50	$\frac{25}{10}$
CON	70	$\frac{35}{15}$	APP	70	$\frac{35}{14}$	EDU	50	$\frac{25}{10}$
SIZ	60	$\frac{30}{12}$	INT Idea	55	$\frac{27}{11}$	Move Rate	9	$\frac{+1}{-1}$



Major Wound	26 HP			
HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

[illegible]

CALL of CTHULHU

																			Out of Luck						01	02	03	04	05	06	07
Luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53								
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76								
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99								

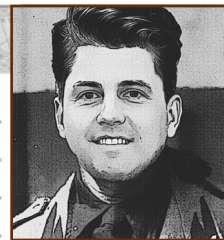
10 M/M					MAGIC POINTS
00	01	02	03	04	
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

☐ Accounting (05%)	☐	☐ Fast Talk (05%)	☐	☐ Law (05%)	☐	☐ Science (01%)	☐
☐ Anthropology (01%)	☐	☐ Fighting (Brawl) (25%)	35 ¹⁷ / ₅	☐ Library Use (20%)	☐	☐	☐
☐ Appraise (05%)	☐	☐	☐	☐ Listen (20%)	40 ²⁰ / ₈	☐	☐
☐ Archaeology (01%)	10 ⁵ / ₂	☐	☐	☐ Locksmith (01%)	☐	☐ Sleight of Hand (10%)	☐
☐ Art / Craft (05%)	☐	☐ Firearms (Handgun) (20%)	70 ³⁵ / ₁₄	☐ Mech. Repair (10%)	☐	☐ Spot Hidden (25%)	☐
☐	☐	☐ Firearms (Rifle/Shotgun) (25%)	70 ³⁵ / ₁₄	☐ Medicine (01%)	☐	☐ Stealth (20%)	☐
☐	☐	☐	☐	☐ Natural World (10%)	20 ¹⁰ / ₄	☐ Survival (10%)	☐ Desert 26 ¹³ / ₅
☐ Charm (15%)	55 ¹⁵ / ₆	☐ First Aid (30%)	40 ²⁰ / ₈	☐ Navigate (10%)	☐	☐ Swim (20%)	☐
☐ Climb (20%)	☐	☐ History (05%)	15 ⁷ / ₃	☐ Occult (05%)	☐	☐ Throw (20%)	☐
☐ Credit Rating (00%)	30 ¹⁵ / ₆	☐ Intimidate (15%)	☐	☐ Op. Hv. Machine (01%)	16 ⁸ / ₃	☐ Track (10%)	☐
☐ Cthulhu Mythos (00%)	☐	☐ Jump (20%)	☐	☐ Persuade (10%)	☐	☐	☐
☐ Disguise (05%)	☐	☐ Language (Other) (01%)	40 ²⁰ / ₈	☐ Pilot (01%)	31 ¹⁵ / ₆	☐	☐
☐ Dodge (half DEX)	☐	☐ English		☐ Parachuting		☐	☐
☐ Drive Auto (20%)	☐	☐	☐	☐ Psychology (10%)	☐	☐	☐
☐ Elec Repair (10%)	☐	☐	☐	☐ Psychoanalysis (01%)	☐	☐	☐
		☐ Language (Own) (EDU)	50 ²⁵ / ₁₀	☐ Ride (05%)	☐	☐	☐
		☐ Italian					

[illegible]

Damage Bonus	+104
Build	1
Dodge	32

BACKSTORY



Personal Description

Great hair

Military rank - "Maresciallo Capo" of the 3rd Bersaglieri Company

Traits Outgoing and vibrant

Stubborn

Ideology/Beliefs

Secretly an anti-fascist

Protective of women (especially older ones)

Injuries & Scars

Has chronic hip pain from a grenade injury

Significant People

Regularly sends money to his mom and grandma

Phobias & Manias

Afraid of cats

Sneezes more often than you'd expect

Meaningful Locations

Arcane Tones, Spells & Artifacts

Collects Mickey Mouse Weekly comics

Treasured Possessions

Encounters with Strange Entities

GEAR

Bersaglieri uniform

Comb

Extra socks

Army watch

Small satchel

Army boots

Mickey Mouse Weekly, Vol 1, #9

PULP TALENTS

TOUGH GUY - May send 10 Luck to shrug off 5 hp of damage in a single combat round

RAPID FIRE - Ignore penalty die for multiple handgun shots

ASSETS

\$150

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

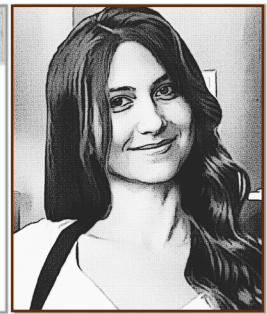
Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You were in Ethiopia in 1935. But six months into the conflict, you had seen enough. You had no idea what Italy was doing there. Almost as soon as you had that realization, you got hit by a grenade and shrapnel almost tore your leg off. You got a metal for your wound and were sent back to Rome. There, you made friends with some of the anti-fascists. Although they were angry you were still in the military, you felt that maybe you could help their cause from behind a desk. When one of your friends, Carolina, told you she was going to the airport to capture an American bank robber, you decided you weren't about to see her get hurt - so you went down to the runway to lend a hand.

Name Marisa Santarelli
 Player _____
 Occupation Stunt performer
 Age 24 Sex Female
 Residence Rome, Italy
 Birthplace Rome, Italy

STR	60	$\frac{30}{12}$	DEX	80	$\frac{40}{16}$	POW	45	$\frac{22}{9}$
CON	70	$\frac{35}{15}$	APP	60	$\frac{30}{12}$	EDU	50	$\frac{25}{10}$
SIZ	50	$\frac{25}{10}$	INT Idea	55	$\frac{27}{11}$	Move Rate	9	$\frac{+3}{-1}$



Major Wound		Hit Points	
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane		Indef. Insane		45																Max																Insane																01																02																03																04																05																06																07																SANTY																				
08		09		10		11		12		13		14		15		16		17		18		19		20		21		22		23		24		25		26		27		28		29		30		31		32		33		34		35		36		37		38		39		40		41		42		43		44		45		46		47		48		49		50		51		52		53		54		55		56		57		58		59		60		61		62		63		64		65		66		67		68		69		70		71		72		73		74		75		76		77		78		79		80		81		82		83		84		85		86		87		88		89			90		91		92		93		94		95		96		97		98		99	

																			Out of Luck						01	02	03	04	05	06	07
Luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53								
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76								
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99								

00	01	02	03	04	MAGIC POINTS
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

☐ Accounting (05%)	☐	☐ Fast Talk (05%)	☐	☐ Law (05%)	☐	☐ Science (01%)	☐
☐ Anthropology (01%)	☐	☐ Fighting (Brawl) (25%)	65 $\frac{32}{13}$	☐ Library Use (20%)	☐	☐	☐
☐ Appraise (05%)	☐	☐	☐	☐ Listen (20%)	☐	☐	☐
☐ Archaeology (01%)	☐	☐	☐	☐ Locksmith (01%)	☐	☐ Sleight of Hand (10%)	☐
☐ Art / Craft (05%) <i>Acting</i>	25 $\frac{12}{5}$	☐ Firearms (Handgun) (20%)	40 $\frac{20}{8}$	☐ Mech. Repair (10%)	☐	☐ Spot Hidden (25%)	☐
☐	☐	☐ Firearms (Rifle/Shotgun) (25%)	☐	☐ Medicine (01%)	☐	☐ Stealth (20%)	35 $\frac{17}{7}$
☐	☐	☐	☐	☐ Natural World (10%)	☐	☐ Survival (10%)	☐
☐ Charm (15%)	☐	☐ First Aid (30%)	☐	☐ Navigate (10%)	☐	☐ Swim (20%)	35 $\frac{17}{7}$
☐ Climb (20%)	40 $\frac{20}{6}$	☐ History (05%)	☐	☐ Occult (05%)	☐	☐ Throw (20%)	☐
☐ Credit Rating (00%)	25 $\frac{12}{5}$	☐ Intimidate (15%)	☐	☐ Op. Hv. Machine (01%)	☐	☐ Track (10%)	☐
☐ Cthulhu Mythos (00%)	☐	☐ Jump (20%)	50 $\frac{25}{10}$	☐ Persuade (10%)	30 $\frac{15}{6}$	☐	☐
☐ Disguise (05%)	☐	☐ Language (Other) (01%) <i>English</i>	40 $\frac{20}{8}$	☐ Pilot (01%)	31 $\frac{15}{6}$	☐	☐
☐ Dodge (half DEX)	60 $\frac{30}{15}$	☐	☐	☐ Psychology (10%)	☐	☐	☐
☐ Drive Auto (20%)	☐	☐	☐	☐ Psychoanalysis (01%)	☐	☐	☐
☐ Elec Repair (10%)	☐	☐ Language (Own) (EDU) <i>Italian</i>	50 $\frac{25}{10}$	☐ Ride (05%)	35 $\frac{17}{7}$	☐	☐

[illegible]

Damage Bonus	-	
Build	0	
Dodge	60	30 15

BACKSTORY



Personal Description

Her confident demeanor always catches your eye
Loves bad horror films

Traits

Fearless
A born entertainer
Lecherous
Enamored with anyone even mildly famous

Ideology/Beliefs

Obsessed with becoming famous
Dislikes police, thinks they are all corrupt
Holds grudges forever

Injuries & Scars

Significant People

Uncle Pierluigi, a mafia don with extensive social power
Elena Altieri, up-and-coming actress friend

Phobias & Manias

Competitive, especially with other actresses

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR

Expensive leather boots
Compass (swiped from her last film)

PULP TALENTS

RESILIENT - May spend Luck to shrug off
Sanity loss (one for one basis)

NIMBLE - Does not lose next action when
"diving for cover" versus firearms.

ASSETS

\$20

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You were AMAZING in your last film - The Crown of Sparta-cus. The director said he'd never seen anyone thrown from a balcony with such gusto - and he meant it. You wanted to KILL him when he then refused to cast you into a speaking part in his next film! Your luck returned when you heard that your friend, ELENA ALTIERI, got cast in a BIG film - and she convinced the director to give you lines! But then you met some new friends who told you Elena had gotten in with some bank robbers. You casually mentioned this to Elena, but she told you to screw off! Then she went to sneak out of town without taking you along. No way was that going to happen...!

1920S ERA INVESTIGATOR

Name Jonny Talon
 Player _____
 Occupation Pilot
 Age 29 Sex Male
 Residence Vero Beach, FL
 Birthplace Meridian, ID

CHARACTERISTICS

STR 60 30 DEX 65 32 POW 55 27
 CON 70 35 APP 60 30 EDU 50 25
 SIZ 70 35 INT 55 27 Move Rate 7 +1
 Idea 11



Major Wound	<u>28</u>		
HIT POINTS	<u>00</u>	01	02
	<u>03</u>	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane		Indef. Insane		<u>55</u>	Max		Insane	01	02	03	04	05	06	07	
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22
	23	24	25	26	27	28	29	30							
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53							
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68
	69	70	71	72	73	74	75	76							
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91
	92	93	94	95	96	97	98	99							

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07	
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	
	31	32	33	34	35	36	37	38
	39	40	41	42	43	44	45	46
	47	48	49	50	51	52	53	
	54	55	56	57	58	59	60	61
	62	63	64	65	66	67	68	69
	70	71	72	73	74	<u>75</u>	76	
	77	78	79	80	81	82	83	84
	85	86	87	88	89	90	91	92
	93	94	95	96	97	98	99	

Magic Points	00	01	02	03	04	
	05	06	07	08	09	
	10	11	12	13	14	
	15	16	17	18	19	
	20	21	22	23	24	

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)	<u>6</u> <u>3</u>	☐ Fighting (Brawl) (25%)	<u>60</u> <u>30</u>	☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	<u>45</u> <u>22</u>	☐ Mech. Repair (10%)	<u>50</u> <u>25</u>	☐ Spot Hidden (25%)	<u>35</u> <u>17</u>
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)	<u>20</u> <u>10</u>	☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)		☐ Navigate (10%)	<u>35</u> <u>16</u>	☐ Swim (20%)	
☐ Climb (20%)	<u>30</u> <u>15</u>	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	<u>35</u> <u>17</u>	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)	<u>6</u> <u>3</u>	☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)		☐ Pilot (01%)	<u>66</u> <u>33</u>	☐	
☐ Dodge (half DEX)		☐		☐ Psychology (10%)		☐	
☐ Drive Auto (20%)	<u>40</u> <u>20</u>	☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	<u>50</u> <u>25</u>	☐ Ride (05%)	<u>20</u> <u>10</u>	☐	
		English	<u>10</u>				

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>65</u>	<u>32</u>	<u>13</u>	1d3 + db	-	1	-	-
.41 Revolver	<u>45</u>	<u>22</u>	<u>9</u>	1D10	15	1(3)	8	100

COMBAT

Damage Bonus +1D4
 Build 1
 Dodge 32 16 6

BACKSTORY



Personal Description

A charismatic daredevil
Always overcomplicates his plans
Has a recognizable square jaw

Traits

Fearless
Fantastic driver's reflexes
Chummy
Impulsive

Ideology/Beliefs

Strong empathy towards others
Has a professional's code of honor

Injuries & Scars

Significant People

Soft spot for farmers - never turns down jobs to help dust crops

Phobias & Manias

Always needs about two hours more sleep every night
Hates unpolished shoes

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

His Piper aircraft

Encounters with Strange Entities

GEAR

Small leather bag
Leather pilot's jacket (1 armor point)
Polished leather shoes
Banana yellow Piper J-3 Cub aircraft
Binoculars (10X)
Pilot's goggles

PULP TALENTS

STRONG WILLED - Gain a bonus die on POW rolls

HOTSHOT - Gain a bonus die on Pilot and Drive rolls

ASSETS

\$270

Owes his flight school a lot of money

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

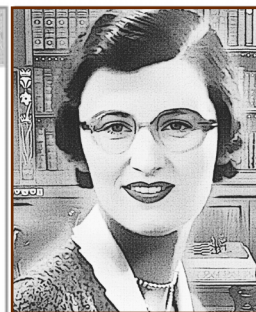
Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Your old man always told you that you were flawed because you wanted too much. He told you to be content living in Idaho. He told you to be happy being a cropduster mechanic. But you knew that wasn't enough, so you pestered the pilots until they taught you how to fly. Then you blew all your money on a new Piper. To make ends meet, you found a high-paying stunt pilot gig in Rome for a new talkie. After you finished the job, an Italian military officer named Carlo offered you a drink. He said that he was hot on the trail of some gangsters and he could use a pilot's expertise to nab the guy. Carlo offered you some good money for your time, so you signed up.

Name Carolina Ezzat
 Player _____
 Occupation Ex-law student
 Age 23 Sex Female
 Residence Rome, Italy
 Birthplace Venice, Italy

STR	50	$\frac{25}{10}$	DEX	55	$\frac{27}{11}$	POW	65	$\frac{32}{13}$
CON	50	$\frac{25}{10}$	APP	50	$\frac{25}{10}$	EDU	70	$\frac{35}{14}$
SIZ	50	$\frac{25}{10}$	INT Idea	85	$\frac{42}{17}$	Move Rate	8	$\frac{4}{1}$



HIT POINTS	Major Wound		20 HP						
	Dying		00	01	02				
	Unconscious		03	04	05				
	06	07	08	09	10				
	11	12	13	14	15				
	16	17	18	19	20				

Temp. Insane	Indef. Insane		65																Max		Insane																SANITY																	
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44		45	46	47	48	49	50	51	52	53								
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90		91	92	93	94	95	96	97	98	99								
00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90		91	92	93	94	95	96	97	98	99								

CALL of CTHULHU

[illegible]

MMP					MAGIC POINTS
00	01	02	03	04	
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

☐ Accounting (05%)	☐	☐ Fast Talk (05%)	☐	☐ Law (05%)	35 ¹⁷ / ₆	☐ Science (01%)	☐
☐ Anthropology (01%)	16 ⁸ / ₃	☐ Fighting (Brawl) (25%)	☐	☐ Library Use (20%)	40 ²⁰ / ₈	☐	☐
☐ Appraise (05%)	☐	☐	☐	☐ Listen (20%)	☐	☐	☐
☐ Archaeology (01%)	31 ¹⁵ / ₅	☐	☐	☐ Locksmith (01%)	6 ³ / ₁	☐ Sleight of Hand (10%)	☐
☐ Art / Craft (05%)	☐	☐ Firearms (Handgun) (20%)	25 ¹² / ₅	☐ Mech. Repair (10%)	☐	☐ Spot Hidden (25%)	36 ¹⁸ / ₆
☐	☐	☐ Firearms (Rifle/Shotgun) (25%)	☐	☐ Medicine (01%)	☐	☐ Stealth (20%)	☐
☐	☐	☐	☐	☐ Natural World (10%)	☐	☐ Survival (10%)	☐ Desert 30 ¹⁵ / ₆
☐ Charm (15%)	☐	☐ First Aid (30%)	☐	☐ Navigate (10%)	☐	☐ Swim (20%)	☐
☐ Climb (20%)	☐	☐ History (05%)	40 ²⁰ / ₈	☐ Occult (05%)	30 ¹⁵ / ₆	☐ Throw (20%)	☐
Credit Rating (00%)	30 ¹⁵ / ₆	☐ Intimidate (15%)	☐	☐ Op. Hv. Machine (01%)	☐	☐ Track (10%)	☐
Cthulhu Mythos (00%)	☐	☐ Jump (20%)	☐	☐ Persuade (10%)	40 ²⁰ / ₈	☐	☐
☐ Disguise (05%)	20 ¹⁰ / ₄	☐ Language (Other) (01%)	50 ²⁵ / ₁₀	☐ Pilot (01%)	☐	☐	☐
☐ Dodge (half DEX)	☐	English	25 ¹² / ₅	☐ Psychology (10%)	40 ²⁰ / ₈	☐	☐
☐ Drive Auto (20%)	☐	Arabic	☐	☐ Psychoanalysis (01%)	11 ⁵ / ₂	☐	☐
☐ Elec Repair (10%)	☐	☐ Language (Own) (EDU)	70 ³⁵ / ₁₄	☐ Ride (05%)	☐	☐	☐
		Italian					

[illegible]

Damage Bonus	-
Build	0
Dodge	27
	13
	5

BACKSTORY

Personal Description

Ex-law student turned an angry protester

Nearsighted

Charismatic and intuitive

Ideology/Beliefs

Strong anti-fascist - set on taking down Mussolini

Always finds new causes to talk about

Believes in the best of people

Significant People

Feels like she is in the shadow of her mother; the great professor

The Carabinieri national police are looking for her

Traits

Selfless and stubborn

Photographic memory



Injuries & Scars

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR

Leather purse

Journal and pencil

Fashionable sunglasses

Photo of her family at the pyramids

PULP TALENTS

LINGUIST - Gain a bonus die to language rolls

PHOTOGRAPHIC MEMORY - can remember many details; gains a bonus die when making Know rolls

ASSETS

\$100

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

The Fascists made you quit law school and then lose your journalist job. So when you overheard some Americans talking about how there was a \$23,000 reward for the capture of a bank robber - and the robber was in Rome - you talked them into giving you a cut of the reward if you helped them track him down. That kind of money would really make a dent in equipping your new anti-fascist friends! Plus you have a ton of friends with their ear to the ground of what's happening in Rome, and tracking an American bank robber who loves to throw money around wouldn't be that hard. Sure enough, you located him in 24 hours. Now you're making sure you'll be there when he gets nabbed, so no one screws you out of that reward!

1920S ERA INVESTIGATOR

Name Duke Duckworth
 Player _____
 Occupation Private detective
 Age 33 Sex Male
 Residence Detroit, MI
 Birthplace Detroit, MI

CHARACTERISTICS

STR 60 30 DEX 60 30 POW 55 27
 CON 70 35 APP 55 27 EDU 50 25
 SIZ 55 27 INT 60 30 Move 9 +1
 Idea 12 Rate -1



Major Wound	<u>25</u>		
Dying	<u>00</u>	01	02
Unconscious	<u>03</u>	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane		Indef. Insane		<u>55</u>	Max	Insane	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30			
	31	32	33	34	35	36	37	38	39	40	41	42	43
	44	45	46	47	48	49	50	51	52	53			
	54	55	56	57	58	59	60	61	62	63	64	65	66
	67	68	69	70	71	72	73	74	75	76			
	77	78	79	80	81	82	83	84	85	86	87	88	89
	90	91	92	93	94	95	96	97	98	99			

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30					
	31	32	33	34	35	36	37
	38	39	<u>40</u>	41	42	43	44
	45	46	47	48	49	50	51
	52	53					
	54	55	56	57	58	59	60
	61	62	63	64	65	66	67
	68	69	70	71	72	73	74
	75	76					
	77	78	79	80	81	82	83
	84	85	86	87	88	89	90
	91	92	93	94	95	96	97
	98	99					

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

INVESTIGATOR SKILLS

☐ Accounting (05%)	<u>25</u> <u>12</u> <u>5</u>	☐ Fast Talk (05%)	<u>55</u> <u>27</u> <u>11</u>	☐ Law (05%)	<u>25</u> <u>12</u> <u>5</u>	☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)	<u>30</u> <u>15</u> <u>6</u>	☐	
☐ Appraise (05%)	<u>25</u> <u>12</u> <u>5</u>	☐		☐ Listen (20%)	<u>50</u> <u>25</u> <u>10</u>	☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)	<u>21</u> <u>10</u> <u>4</u>	☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)	<u>25</u> <u>12</u> <u>5</u>	☐ Firearms (Handgun) (20%)	<u>50</u> <u>25</u> <u>10</u>	☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	<u>70</u> <u>35</u> <u>15</u>
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)	<u>20</u> <u>10</u> <u>4</u>	☐ First Aid (30%)		☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)	<u>40</u> <u>20</u> <u>8</u>	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	<u>25</u> <u>12</u> <u>5</u>	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	<u>25</u> <u>12</u> <u>5</u>
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)		☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	<u>45</u> <u>22</u> <u>9</u>	☐		☐ Psychology (10%)		☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	<u>50</u> <u>25</u> <u>10</u>	☐ Ride (05%)		☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>55</u>	<u>27</u>	<u>11</u>	1d3 + db	-	1	-	-
Colt .38 Revolver	<u>50</u>	<u>25</u>	<u>10</u>	1D10	15	1(3)	6	100

COMBAT

Damage Bonus -
 Build 0
 Dodge 45 22 9

BACKSTORY

Personal Description

Tough detective - known for being involved with a starlet's murder
Not a lot of new cases means he's struggling

Traits

Truthful
Good boxer (great footwork)
Whistles when he's alone



Ideology/Beliefs

Respects physicians, regrets not becoming one

Injuries & Scars

Significant People

Lauren St. James - murdered starlet he loved
Has good contacts with Detroit and Los Angeles area journalists

Phobias & Manias

Thinks he's the unluckiest man alive - might be
Always dresses for warm weather
Carries glasses to look smart (but doesn't need them)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Calls his favorite gun "my third fist"

Encounters with Strange Entities

GEAR

Cheap leather briefcase
Body holster
Journal and pencil
Sinclair Lewis' *It Can't Happen Here*

PULP TALENTS

TOUGH GUY - May send 10 Luck to shrug off 5 hp of damage in a single combat round

SHADOW - Gain a bonus die on Stealth rolls. If unseen, you can make two surprise attacks

ASSETS

\$15

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

LAUREN ST. JAMES. Talented, drop-dead gorgeous, and those battleship gray eyes that could sink a man's soul. After two drinks with her at Mikey's - right after she finished shooting her scenes for her new movie - you knew you had it bad for her. But three days later she turned up dead, and you were the first suspect they arrested. Sure, eventually the Detroit police realized they were goof-offs and let you go, but it killed your reputation big time. But you swore you'd find the no-good SOB who killed Lauren. When you heard a socialite friend of hers, Betty Sage, knew who Lauren was with that night, you grabbed a plane to Italy to talk with the broad.

Birthplace Toulouse, France

SIZ	50	25 10	INT Idea	60	30 12	Move Rate	9	+7 -1
-----	----	----------	-------------	----	----------	--------------	---	----------



II	16	17	18	19	20
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CALL OF CALADAN

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

20	21	22	23	24	25
----	----	----	----	----	----

☐ Elec Repair (10%)

☐ Language (Own) (EDU) 50 25
English 10

☐ Ride (0.5%)[illegible]

Dodge	35	17
		7

BACKSTORY

Personal Description

Resourceful junior agent in French intelligence; does not tolerate fools
Distinctive purple-gray eyes

Traits

Bloodthirsty in fights
Always on alert



Ideology/Beliefs

Intolerant of fascists - especially German ones
Loves horses
Has no patience for show-offs

Injuries & Scars

Significant People

Member of Deuxième Bureau - French intelligence
Daughter Agnes, age 6, left with her parents in Toulouse

Phobias & Manias

Loves her wine and cocktails - probably a bit too much

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR

Expensive purse
Nice ladies hat
Suitcase full of clothes for all occasions
Nice Swiss watch
Leather shoes

PULP TALENTS

ALERT - Never surprised in combat. You'll usually go first.

SHARP WITTED - Gain a bonus die when making Intelligence (but not Idea) rolls

ASSETS

\$500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

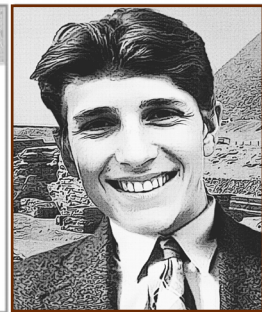
Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Deuxième Bureau, French intelligence, wants you nowhere near Mussolini's fascists while you're on assignment in Rome. That's why they told you to go track down an American bank robber - SKEET SKITSHAW - who somehow escaped prison in Chicago, vacationed across Europe with his dumb girlfriend, and then robbed four more banks in Italy when he ran low on cash. This is the case you get assigned? Fortunately, Mr. Skitshaw is as easy to track as a bear in a bookstore, and you were able to buy a ticket on to the plane he's using to escape Rome to Florence...

Name Willy Van Der Woodson
 Player _____
 Occupation Adventure capitalist
 Age 25 Sex Male
 Residence New Haven, CT
 Birthplace Boston, MA

STR	50	$\frac{25}{10}$	DEX	60	$\frac{30}{12}$	POW	70	$\frac{35}{14}$
CON	60	$\frac{30}{12}$	APP	60	$\frac{30}{12}$	EDU	75	$\frac{37}{15}$
SIZ	55	$\frac{27}{11}$	INT	65	$\frac{32}{13}$	Move Rate	8	$\frac{+1}{-1}$



Major Wound	☐	23		01	02
HIT POINTS	Dying	☐	00	03	04
	Unconscious	☐	05	06	07
			08	09	10
			11	12	13
			14	15	16
			17	18	19
			20	21	22

Temp. Insane	Indef. Insane		70																Max		Insane																SANITY
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30															
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53															
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76															
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99															

CALL of CTHULHU

[illegible]

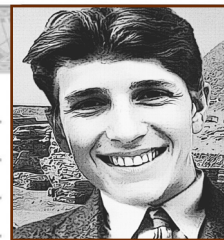
00	01	02	03	04	MAGIC POINTS
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

☐ Accounting (05%)	20	10	4	☐ Fast Talk (05%)	55	27	11	☐ Law (05%)			☐ Science (01%)		
☐ Anthropology (01%)				☐ Fighting (Brawl) (25%)				☐ Library Use (20%)			☐		
☐ Appraise (05%)				☐				☐ Listen (20%)			☐		
☐ Archaeology (01%)	50	25	10	☐				☐ Locksmith (01%)			☐ Sleight of Hand (10%)		
☐ Art / Craft (05%)				☐ Firearms (Handgun) (20%)	36	18	7	☐ Mech. Repair (10%)	35	17	☐ Spot Hidden (25%)	30	15
☐				☐ Firearms (Rifle/Shotgun) (25%)				☐ Medicine (01%)			☐ Stealth (20%)		6
☐				☐				☐ Natural World (10%)			☐ Survival (10%)		
☐ Charm (15%)				☐ First Aid (30%)				☐ Navigate (10%)	25	12	☐ Swim (20%)		
☐ Climb (20%)				☐ History (05%)	30	15	6	☐ Occult (05%)			☐ Throw (20%)		
Credit Rating (00%)	80	40	16	☐ Intimidate (15%)				☐ Op. Hv. Machine (01%)			☐ Track (10%)		
Cthulhu Mythos (00%)				☐ Jump (20%)				☐ Persuade (10%)			☐		
☐ Disguise (05%)				☐ Language (Other) (01%) Arabic	30	15	6	☐ Pilot (01%)			☐		
☐ Dodge (half DEX)				☐	30	15	6	☐ Psychology (10%)			☐		
☐ Drive Auto (20%)	30	15	6	☐				☐ Psychoanalysis (01%)			☐		
☐ Elec Repair (10%)	20	10	4	☐ Language (Own) (EDU) English	75	37	15	☐ Ride (05%)			☐		

[illegible]

Damage Bonus	-
Build	0
Dodge	35

BACKSTORY



Personal Description

Broad-smiled, bright, and incredibly wealthy
Has a big, almost-fake smile all the time

Traits

Charismatic
Good mechanical intuition
Overconfident

Ideology/Beliefs

Loves funding races and grand adventures
Never gambles with friends

Injuries & Scars

Significant People

Loves his mom, writes to her almost every day
Has a bitter rival - Richard Maskhaven

Phobias & Manias

Compulsive spender
Buys overly nice gifts for friends - can be embarrassing
Calls guns "bean shooters" (thinks it's cool)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Loves expensive cars - obsessed with race cars

Encounters with Strange Entities

GEAR

Leather carrier bag
Nice European suit
German PERTRIX flashlight torch
Travel diary and pencil
Racing bicycle - Oscar Wastyn Special
Italian leather shoes
Two 1932 Talbot 65 Coupes

PULP TALENTS

SHARP WITTED - Gain a bonus die when making Intelligence (but not Idea) rolls

TRUST FUND - Gain a bonus die to Credit Rating rolls

ASSETS

\$2,500
Trust fund (\$2,500 per month)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

It's not like you need the money, but when you found out there was a \$23,000 reward for the capture of the notorious escaped bank robber, SKEET SKITSHAW, you couldn't resist. Plus, you and he were already in Rome thanks to that whole affair with the sword of Julius Caesar that you'd prefer no one found out about. But capturing a bank robber would make the whole trip worth it, not to mention the coverage you'd get in the papers if you pulled it off! So you rounded up some reliable friends, bought a ticket on to Skeet's plane, and are 99% sure that just waving a bean-shooter at the guy will get him to surrender pronto.

Jonny Talon

BARNSTORMER



Duke Duckworth

BAD NEWS DETECTIVE



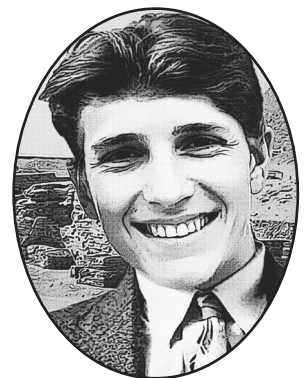
Marisa Santarelli

HIGH-ENERGY STUNT WOMAN



Willy Van der Woodson

RICH, VERY RICH



Patience Paquet

FRENCH INTELLIGENCE



Carolina Ezzat

DETERMINED ANTI-FASCIST



Carlo Grandi

WOUNDED WAR CAPTAIN

