

The Uncanny!

CURSE of SEKHMET!

by J.C. Connors

About the Adventure

The Uncanny Curse of Sekhmet is a *Broken Compass: Golden Age* adventure although it can be easily translated to other pulp-style systems (*GURPS* and *Call of Cthulhu* versions are 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 adventurers. The end of the adventure includes seven, ready to play and pregenerated pulp characters.

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

Adventure Summary

Like most pulp serials, *The Uncanny Curse of Sekhmet* begins in the middle of the action. The adventurers are mo-

ments from capturing the famed gangster Skeet Skitshaw, a Chicago bank robber who escaped prison, took a trip to Europe, and robbed four more banks as part of his vacation. With a big bounty on his head, the heroes tracked Skeet and his girlfriend to Rome. They barely get onto his getaway plane just as it takes off, only to find their cover blown and guns drawn.

After surviving the incident in the air, the heroes 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 completely out of funds and are searching for the location of the Tomb of Hetshepsut, which supposedly contains a vast treasure of forty golden chariots. The Count believes one of the old professor's medieval manuscripts describes the location of the tomb and its riches.

The manuscript points the heroes to an archaeological dig at Leontopolis, Egypt's ancient City of Lions. Hidden at the site is a description of the location of Hetshepsut's tomb. The *Vipers*, however, are difficult to outmaneuver. They ambush the heroes and attempt to kill them and retrieve the location of the tomb for themselves.


After fending off the Vipers, the heroes find themselves at the ancient pseudo-pyramid of Meidum. Somewhere in the ancient mastabas that surround the pyramid is the chamber that holds Hetshepsut's resting place... and a treasure that will make any man rich. Unfortunately, even if the heroes have escaped the Vipers, they discover that the pyramid is being robbed by a beautiful and obsessively curious German archaeologist and her team of treasure hunters.

If the adventurers outmaneuver their many foes and use their wits to discover the lost tomb, they discover the unnatural secret that awaits them at the eternal resting place of Queen Hetshepsut...!

The Skies of Viterbo, Italy, 1936...

The adventure begins aboard an Imperial Airlines civilian airliner. Having just departed Rome, the plane is headed north to Milan. The adventurers 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 heroes! Skeet pulled a gun on everyone, and now there's a tense standoff 8,000 feet in the air.

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

Skitshaw's Crew

In addition to the adventurers, 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 heroes.
- Skeet's right-hand goon, GEORGIE FELDSMAN 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.

THE DESPERATION OF VIPERS

In the summer of 1936 it was clear that the British were going to depart Egypt. The recently negotiated Anglo-Egyptian Treaty required all British troops to leave the country, except for about 10,000 soldiers required to guard the Suez Canal.

The secretive mercenary group the Testament of Vipers were excited about the withdrawal. Without the British interfering in local politics, the Vipers could infiltrate the Egyptian government and use the country as a base of operations. There was only one problem. The Testament was broke.

The recent invasion of Manchuria had cost the secret brotherhood a fortune. Then a handful of Irish thieves pulled off a stunningly-executed heist and stole the Testament's remaining gold stash from their Swiss vault. In just a few years, the Testament had gone from being one of the world's most effective and well-funded revolutionary mercenaries to being completely incapable of mounting even the smallest international mission.

The leader of the Testament, COUNT MALEFIK knew that times were changing. If he wanted to be a participant in the new world that was coming, he had to find funds fast. That's when he learned that Queen Hetshepsut's undiscovered tomb hid forty solid gold chariots inside... a find that would fund the Vipers for years to come! How hard could it be to locate the tomb of one of Egypt's most famous pharaohs and rob it?

Three kidnapped Egyptologists later, Count Malefik learned that the site of Queen Hetshepsut's tomb was harder to find than he thought. He had discovered that its location was only hinted at in the medieval manuscript, *The Mourning of Janshai*. There were two copies of the papers in existence. One was in the libraries at Oxford, the other was held in the personal collection of an Italian scholar, ALBERTUCCHIO DANIELI.

Count Malefik went to Oxford to steal the papers. In a stroke of ill-luck, the would-be theft was discovered by a British scholar named JAMES CURLE. Overhearing what Malefik was looking for while browsing the library, Mr. Curle stole the manuscript minutes before the count could find it. Eventually chased, locked in Oxford an office, and cornered, the scholar burned the book in a trash can and escaped out the window.

Furious and more desperate than ever, Count Malefik knew his last hope was to steal the second copy of *The Mourning of Janshai* from Albertucchio Danieli. He chartered a plane to Rome and tracked the old man down to his home in Calcata – which is where the adventurers find him...

Fortune Master's Note: An adventurer who passes an EXTREME CULTURE task will have heard of the Testament, its leader, and its financial troubles. Adventurers who spend enough time and research can also uncover that Count Malefik was last seen in Oxford.

A Precarious Start

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

🧑 For added kickoff adrenaline, the hero with the best pilot skill (if any) managed to talk themselves into a co-pilot role on the plane – and begins the adventure stuck up front in the open cockpit with Skeet’s uncle. Also, a hero who is a Daredevil, or has the highest STUNT ability, was held up on the runway by some of Skeet’s friends... and is now *desperately clutched on to the starboard wing of the bi-plane!*

Skeet points his revolver at the heroes in the cabin; Georgie has his shotgun pointed in their general direction. The heroes’ only leverage is that they managed to grab Skeet’s briefcase with a 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 adventurers look like they are going to try something funny, Skeet reminds 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 lay a fat finger on me up here? Huh?

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 heroes is on the wing of the plane, a few new options are added to the scenario. The wing walker must deal with high wind and turbulence, but can move from strut to strut on the wing slowly. Moving any faster, the wing walker must survive an EXTREME DANGER to avoid tumbling off!

Because the cockpit is open, anyone on the wing has a reasonably clear shot at the cockpit. They can also get a shot

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 enclosed “saloon” for 12 passengers, along with two crew in an open cockpit. There’s no door between the two, only a small slit for communication. It was the first airliner to include an on-board lavatory, which was located in the center of the plane, behind the cabin and in front of the cargo area. The hull of the aircraft is made from spruce and only provides minimal protection. The large windows of the aircraft can be slid open for ventilation.

The Handley Page W 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. The plane engines are *noisy* (all OBSERVATION or similar tasks will be harder inside the cabin).

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 small cockpit – this feat is an EXTREME STUNT task!

With enough activity, the bad guys in the cabin will eventually 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 any opponents inside the cabin first.

If Flyboy the pilot sees a wing walker, he’ll try to shake him off by jinking and rolling the plane. This causes everyone inside to crash around and face a CRITICAL DANGER to stay on their feet and avoid injury! The wing walker must pass an EXTREME success to grab on for life! If the pilot fails to shake off the wing walker, he’ll pull his revolver and take a few shots at the daredevil passenger.

Dealing with Skeet

The adventurers have two big challenges to overcome on the plane. The first is Skeet and Georgie, his trigger-happy goon, 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

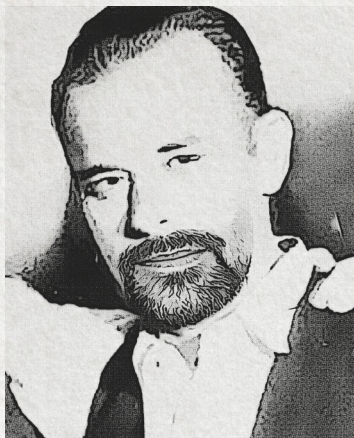
SKEET SKITSHAW

Bank Robber and Gangster

CRITICAL
ENEMY!

Lecherous, ill-tempered, and overconfident, Skeet Skitshaw is having the time of his life. He's flush with cash after a string of robberies and is taking an Italian vacation he's always dreamed of. Unfortunately, he's barely holding on to his secrets – that he just started an affair with Elena Altieri, right under his girlfriend's nose. But Skeet's not too worried since he thinks he can talk his way out of anything!

Skeet always carries his trusty .38 revolver, and he's not afraid to use it when things get hairy.



J. "FLYBOY" SKITSHAW

Skeet's Uncle and Veteran Pilot

CRITICAL
ENEMY!

"Johnny Flyboy" enjoys flying his bigtime 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 end the day relaxing on a sunny balcony.

Flyboy's a sneaky guy, and when faced with trouble will pretend to go along while he hatches a plan to get revenge. Flyboy proudly wears his old aviator jacket, and he hides a .32 revolver in his cockpit.



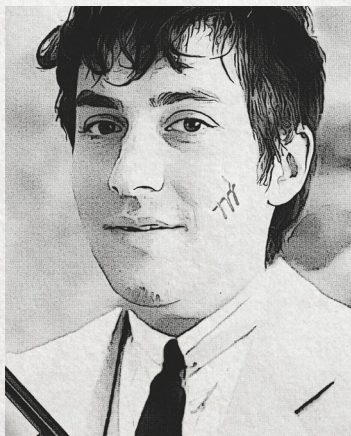
GEORGIE FELDSMAN

Bloodthirsty Henchman

CRITICAL
ENEMY!

Messy-haired Georgie is Skeet Skitshaw's unhinged toady. He's unpredictable and kinda crazy – probably due to the phantom voices that only he can hear – but Skeet loves him anyway. The gals on the flight aren't so sure though.

In addition to a holdout revolver, Georgie carries an Ithaca Auto & Burglar shotgun, and he doesn't mind blowing holes in the spruce fuselage. While the plane doesn't fly high enough to depressurize, Georgie just loves the idea of throwing someone out a hole he just created.



BETTY SAGE

Skeet's Boozy Gal

BASIC
ENEMY!

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 either. 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!

If provoked into a fight (likely if Skeet's relationship with Elena Altieri is revealed), Betty grabs a champagne bottle and acts as a Basic Enemy.



There are a few good ways for the adventurers to extricate themselves from both situations, though clever players will find many more. 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. Good roleplaying and an **EXTREME CHARM** task 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... he'll actually try to force the heroes 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. While his girlfriend Betty doesn't know, Skeet's recently started an intimate relationship with Elena, who thinks he's an up-standing, wealthy American businessman. If the heroes can put together the truth about Skeet and Elena, they can probably tempt 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 **BASIC OBSERVATION** task finds a heavy wrench in the back of the cargo area, left during the last repair. In a pinch, the wrench can be used as an improvised heavy weapon.

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 extremely difficult.
- *Intentionally* causing a flight emergency (i.e., disabling a propeller) is a **CRITICAL DRIVE** task.
- 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 **BASIC SCOUT** task (or **CRITICAL** if the map binder was lost) identifies a safe landing destination. 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 challenge, landing on an old country road is the only real option.

ELENA ALTIERI
Up-and-coming Actress

ACTION ♦♦♦

GUTS ♦♦♦

KNOWLEDGE ♦♦♦

SOCIETY ♦♦♦

WILD ♦♦♦

CRIME ♦♦♦



En route to her first real film shoot (Queen of the Scala), Elena Altieri was thrilled when Skeet volunteered to fly her there in style. While she's a bright woman with a well-tuned wit, she 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. After all, she was just looking for a good opportunity. Elena speaks Italian and English.

If provoked, Elena is merely a Basic Enemy.

A Safe Landing!

With some luck, the heroes can subdue Skeet and his pals, and land the plane.

Safely the plane on a dirt road requires a **CRITICAL DRIVE** task. A failure indicates a rough landing and Critical Danger, as everyone gets bumped and bruised. A bad failure might tear the wheels off or snap a wing! In this event, anyone still on the wing must face an **EXTREME DANGER**!


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 adventurers 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 foreign adventurers any reward or assistance after the apprehension of the gangsters. If the heroes chat with the police, they'll get a tip that the nearby town of Calcata has some good food, but to stay away from the old part of town because it's been recently ordered clear due to the instability of the cliffs.

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

 The hero Duke Duckworth was motivated to get on the plane to interrogate Betty Sage, who he suspected had a key piece of information in the Lauren St. James murder case he's working. If he can intimidate or otherwise convince Betty to spill the beans, she reveals that she had been having an illicit relationship with Lauren's boyfriend, Hobby Malcolm. And that one night, in his sleep, he screamed "I'm gonna kill you, Lauren!" angrily. While this piece of information isn't important at all to this adventure, this gives Duke a clue as to who the murderer might be in his big case, and will make him Focused.

Calcata, Italy

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

An CRITICAL CULTURE task recalls that the government recently condemned the city and forced residents out of 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.

Sure enough, the road to the old town is barricaded and closed. A handful of burly, rude police officers guard the barricade and yell at the heroes 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.

LANDING BACK IN ROME?

It is possible that the adventurers wrenched control of the plane back and were able to navigate back to Rome. In this case, the Fortune Master has a couple ways to get them to Calcata.

If the heroes made a good impression on Elena Altieri, she'll rush off to call her film director to tell him that she will be late to the set in Milan. He tells her to instead meet him in Calcata, where he plans on doing some test photography (this actually is an opportunistic ruse to be alone with her). With few other transportation options at her disposal, Elena begs the heroes to escort her to Calcata, which is about 30 miles from Rome.

The other option to get everyone out of Rome is for the heroes to come under suspicion by the Italian police, who immediately lock down the airport after Skitshaw is arrested. The heroes may have helped apprehend criminals, but the police don't appreciate being shown up by foreigners. The police captain will tell the them that unless they leave Rome immediately, he's opening an investigation on them. With the airport locked down, their best option to leave the country is to drive north to Florence.

Calcata Nuova

Because there are no hotels yet open in Calcata Nuova, some legwork is required to find someone who will rent 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 CRITICAL OBSERVATION task also picks up that the residents are angry that Mussolini ordered the old town closed. The fascist national police quickly and 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 heroes are relaxing, and perhaps espresso is being served to the table, the door the small restaurant bursts in. A woman wearing a plain white dress comes rushing in. She sobs at the feet of LORENZO, the elderly owner of the restaurant.

First in Italian, and then in heavily accented English as she notices the adventurers paying attention to her, MIRELLA DANIELI frantically tells her story. She exclaims that her father, ALBERTUCCHIO has just been abducted!



Albertuccio was forced from their nearby home by strange men and is being taken back to the old town. She describes the strangers as bearded men all dressed in white shirts and wearing baggy black pants. Mirella recalls that her father gasped, “the vipers found me just as they did Mr. Curle!” when they battered down the door to their cottage. Her father urged her to hide in a closet, where she got a glimpse of an older man who told her father he needed a look at his library, while he menacingly fingered a jeweled dagger.

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 the heroes for their assistance.

- Mirella doesn’t know who the older man was who threatened her father. She explains that her father kept many books in a locked library in the cellar of their original home in old Calcata. However, her father did not have time to relocate his books to his their new home before the police forced him to relocate.
- 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.
- An **CRITICAL CULTURE** task recalls that James Curle is an expert at Scottish archaeology and lectures at Oxford. An **Extreme** success recalls that he recently was involved in a scandal where he got drunk and burned a valuable medieval manuscript.
- An **EXTREME CULTURE** task 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.
- Old Lorenzo can be guilt-tripped into offering assistance with a successful influence task, such as **CHARM**. He’ll loan the heroes his 1912 Fiat Zero Torpedo automobile. With an **EXTREME** success, he offers to try to distract the Italian police guarding the old entrance.

- 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 adventurers move fast. She fears the Vipers will get what they want from her father and kill him.

MIRELLA DANIELI

Teaching Assistant

ACTION ◆◆◆


GUTS ◆◆◆

KNOWLEDGE ◆◆◆

SOCIETY ◆◆◆

WILD ◆◆◆

CRIME ◆◆◆



Motivations: Mirella is dedicated to her studies and her father. She is a secret anti-fascist.

Notes: 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 Albertuccio back, although she dislikes outright violence.



Entering Calcata Vecchia

There are multiple paths to the walled old city, but the only gate past the city's wall is are guarded by six, well-armed 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* are under orders from Count Malefik and his Vipers to not let anyone into the city. They'll quickly bully anyone who hangs outside too long. No amount of diplomacy or fast-talking will get the heroes inside, although an obscene amount of bribery will cause them to agree to patrol in the opposite direction for a few minutes.

A CRITICAL STUNT task enables someone to scale one of the city's vertical walls. A second task enables them to climb down into the city itself. A rope will make this easier! 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 walls, the city is being patrolled by two groups of Vipers, each a handful of men. A good vantage point and a BASIC OBSERVATION task can easily discovery this fact. While Count Malefik ordered them to keep watch for nosy *Carabinieri* or townsfolk, only one of the groups is making a real effort to patrol the town. The other has broken into a house in the center of the city and looting it for valuables.

Sneaking to the Danieli's old house requires the adventurers to either create some diversions to keep the patrol away from them, or pass a CRITICAL STEALTH task.

If the one of the Viper groups spot the adventurers, they'll shout an alarm. The Vipers know that murdering locals is bad for business, so they'll first try to intimidate the heroes, brandishing their guns and knives and warning them they need to leave immediately. If the heroes 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 adventurers come closer, they hear muffled shouting inside the house. If an adventurer makes a CRITICAL OBSERVATION task, they hear one man warning another:

COUNT MALEFIK

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

CARABINIERI BULLIES

Overconfident & Corrupt Police

CRITICAL
ENEMY

These bored *Carabinieri* are all bullies. They'd much rather be operating near a major city where the real action is, but they'll find what entertainment they can get out here near Calcata.



Carabinieri carry batons and Beretta pistols, but will only use deadly force if they feel threatened. They'll always prefer to harass foreigners over native Italians, but anyone who gives them lip will quickly become a target.

SONS OF THE VIPERS

Sinister Cult Members

CRITICAL
ENEMY

These elite henchmen are utterly loyal to Count Malefik. Although they haven't been paid in months, most of these men utterly trust him to deliver on his promise of riches! Vipers are all 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.



Vipers typically carry a large knife, an electric torch, and a .32 revolver. In their pockets they carry airline tickets to Cairo (see [Handout A](#)).

Inside the Danieli's house, one Viper thug holds an old and awkward Beretta M1918 submachine gun. Fortunately, he's not very good with it. Treat him as one additional Critical Enemy.

This is the voice of Count Malefik. He is hurrying Albertuccio to unlock the cellar door to his library. In a few moments, Albertuccio 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 Albertuccio's library, a room adorned with dusty centuries-old bookshelves and over a hundred rare books on theology, mythology, and philosophy.

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

"Now, you will pull the book I've asked for, professor..." threatens the Count in a rich, deep voice.

The count has *exceptional* hearing; it is unlikely the heroes will be able to sneak down the stairs without him hearing.

Confronting the Count

Count Malefik is here for one purpose – to recover the single copy of *The Mourning of Janshai*, an illuminated manuscript written by a monk who visited Egypt after his brother died from the plague. Albertuccio Danieli has the only known copy in existence. In all scenarios, the count will use Albertuccio's life as a bargaining chip.

If the heroes get the jump on the count and his minion, 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 shooting away with his SMG to keep the count safe.

If the heroes confront the count, he'll be amused.

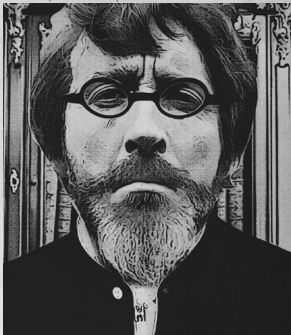
"You foreigners are all alike," he says. "You can't help but sticking your nose in other people's business."

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.

COUNT MALEFIK

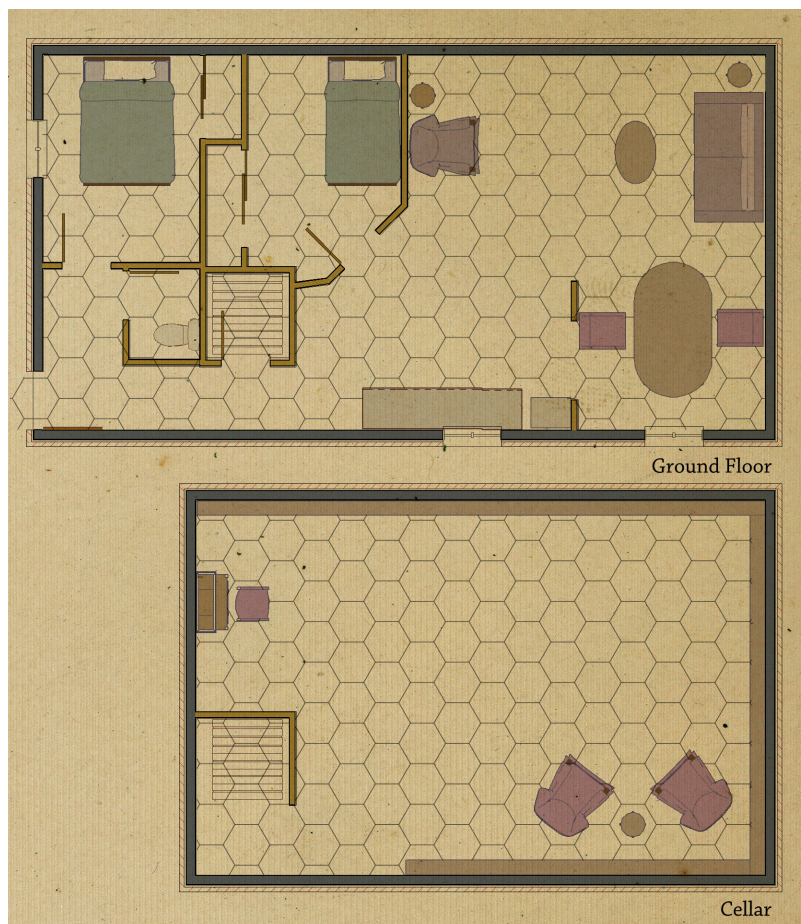
Ruthless Cult Leader

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.



Count Malefik is very bright, and he uses smart tactics when faced with enemies. He flawlessly speaks English, Italian, Spanish, and Turkish. He also has exceptionally keen hearing... something all of his men know well.

Like his henchmen, Count Malefik carries a .32 revolver. He also carries a smoke grenade, which he saves for emergencies. In the Danieli house he carries an old oil lamp. He also has an airline ticket to Cairo in his suit pocket (see [Handout A](#)).



If the heroes 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 heroes to tell others about him. If given the opportunity, he'll betray any deal the heroes 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 heroes once they emerge from the house. Finally, if he makes it out of the city, he'll tell the Carabinieri to kill the heroes. (While the Carabinieri are bullies, they don't like the idea of killing locals based on the orders of a foreign count; they can be talked down or bribed.)

Fortune Master's Note: While Count Malefik will do everything possible to escape with his life in this encounter, it's okay if he doesn't survive. It's also fine if he doesn't leave with the book! In fact, it's impossible for him to actually escape with The Mourning of Janshai, because clever Albertuccio will give him the wrong book. As smart as Count Malefik is, he can't read Latin, and in the heat of the moment, won't think that the scared old professor has tricked him.

The Mourning of Janshai

Once the heroes have rescued Albertuccio and escaped the old city, the scholar invites them back to a Safe Place – his newer cottage to thank them. (*Fortune Master's Note: If, in an unusual turn of events Albertuccio is killed during the "rescue," then Mirella can take over this role.*)

Albertuccio pours everyone some 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 said that he was looking 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!

A CRITICAL CULTURE task 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 heroes 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 the second book was reportedly burned by a drunken professor 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 visiting him and inviting 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, so he soon took a boat back to England. Albertuccio shows the heroes the page in the book (see [Handout B](#)).

Albertuccio doesn't where the Contemplation Chamber is located. The old man is a theologian and has little expertise or interest in mythology. To recall the location of the chamber, the heroes must either rely on contacts, or make a successful CRITICAL CULTURE task. Those who think to use the dozens of books the professor keeps in his newer house in Calcata Nuova may get an Advantage. If the heroes botch all their rolls, Mirella can recall the location!

The ruined temple of Sekhmet is in the city of Leontopolis, the "City of Lions," located in the Nile Delta in Lower Egypt. In 1921, archaeologists unearthed a contemplation chamber there.

The City of Lions, Egypt

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

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

If the heroes hire a driver, or do additional research, they'll learn that 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 Egyptologist DR. C.C. EDGAR.

He has come out of retirement to lead the excavation. Any archaeologist or historian 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 the dig site.

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

The Ruins of Leontopolis

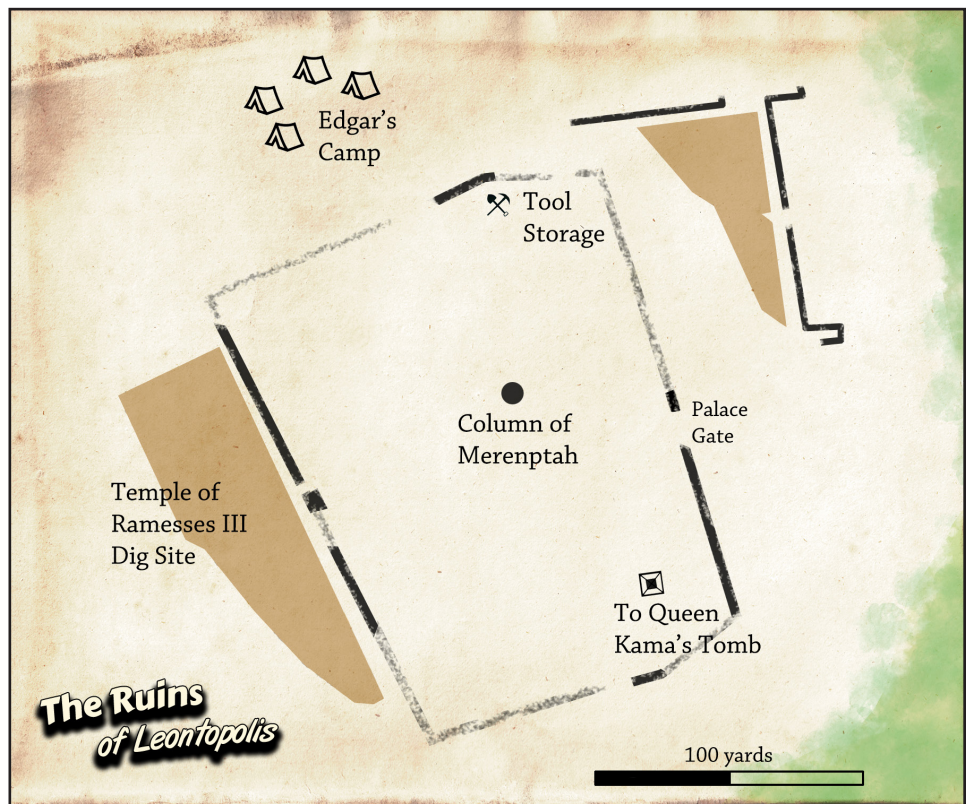
The ruins themselves are not much to look at. Sand and dirt have long covered both the temple and palace here. The only sign of the city's ancient existence are pieces of an intact wall atop a hill, and a 20' red-granite column that still stands and is well-preserved. On the same hill is a hole that leads through the ceiling of Queen Kama's burial chamber and the Contemplation Chamber of Sekhmet.

A dozen or so archaeologists that are part of C.C. Edgar's group are present on the mound during the day. They are busy digging in the southwest part of the mound, where the Temple to Ramesses III is being slowly uncovered. The men are being guarded by two British soldiers, who mostly sleep during the day but patrol the ruins at night.

If the adventurers are stealthy, they may be able to sneak on to the mound and enter the burial chamber without anyone finding out. This is most possible at night, although they'll have to avoid the two British soldiers. If the British soldiers observe the heroes sneaking into the site, they'll first fire some warning shots to scare them off. If the soldiers catch the heroes, they'll question them see if they're up to no good. Due to the recent invasion of Ethiopia, the soldiers are extremely distrustful of Italians sneaking on to the property. They assume they are spies and immediately take them 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 UK, and fearing Egypt will soon be pulled into war, he recently came out of retirement to lead up 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 excited to get western visitors. If the heroes casually approach the ruins, he and some of his men come over to openly greet them (although not without getting the attention of the camp's two British soldiers).

Once charmed, Dr. Edgar invites the heroes to tour the archaeological site. He'll show them the current dig site on 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 them away from the site. He confides that 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 adventurers mean to damage the site, C.C. 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-foot diameter hole is cut into the rock here. Seven yards below the surface lies the tomb of Queen Kama. Jumping down without skill is foolish, but heroes can find rope at the tool storage area. A **CRITICAL STUNT** task 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 – 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 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 (see [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 the tomb's ancient master architect. The only way to unlock the secret chamber is to place at least 200 lbs. of weight on the statue of Hetshepsut while someone else lightly 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 pass an **IMPOSSIBLE OBSERVATION** task – an extremely unlikely occurrence, given the architect of the tomb was a true master!

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*.

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 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 find the secret chamber. If the players can't figure it out, the Fortune Master can give them some help. Perhaps an **OBSERVATION** task allows them to see the faint outline of a door surrounding the painting of Sekhmet, or a **TECH** task finds the mysterious pressure mechanism present in the room's statue.

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 even a **BASIC CULTURE** task 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 (see [Handout D](#)):

“When the sun sets above Meidum and the shadows fall 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 **CRITICAL TECH** task 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 adventurers, one of the C.C. Edgar's assistants is in league with the Testament of Vipers. When the heroes arrived, he managed to send a message through one of the locals who delivers meals to the archaeologists.

BRITISH SOLDIERS

Alfred & Vincent

ACTION ♦♦

GUTS ♦♦

KNOWLEDGE ♦♦

SOCIETY ♦♦

WILD ♦♦

CRIME ♦♦



Assigned to protect C.C. Edgar's dig while it wraps up, Alfred and Vincent are anxious to get assigned a new and better mission. But they are nice chaps, always try to do the right thing, and take their job seriously. The soldiers carry their trusty Enfield rifles, and occasionally wear their Brodie helmets (when it's not too hot out). If provoked, these two soldiers are a **Critical Enemy**.

VIPER RAIDERS

More Cult Members!

CRITICAL ENEMIES!

Like the rest of the Vipers, these men are utterly loyal to Count Malefik. Most of them come from Egypt and the surrounding area, so they're comfortable with the desert. Their squad leader, Radames is clever, though sometimes his bad temper gets in the way. He might be the only Viper who wonders whether Count Malefik will follow through on his promise to lead the Vipers to wealth and influence.



The raiders carry Mauser rifles and stick grenades, although some have submachine guns. Treat a squad of these raiders as 1 **Critical Enemy**, with Radames himself counting as another **Critical Enemy**.

A truck full of six Vipers arrives soon after the adventurers discover 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 grenade instantly fogs up the first two chambers. Victims must roll **TOUGH**. One **CRITICAL** success is required to avoid coughing and becoming Dizzy from the gas, a **BASIC** success is required to avoid being Blinded for the remainder of this scene!

The high-ranking leader of the raiders, a man named **RA-DAMES**, 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 adventurers are intransigent, he isn't above sending some of his men to capture C.C. Edgar or any of his archaeologists to use as bargaining chips.

There are several ways to escape the Vipers' ambush. First, if any of the adventurers were stationed outside the burial chamber, they'll likely have seen the truck speeding up and might have been able to take cover or duck out of sight. These heroes could lead an attack against the Vipers, perhaps with the British soldiers' help.

Second, if the heroes stall too long or irritate Radames, he'll make good on his threat and toss a grenade or two into the chamber to kill or scare them into surrendering. An explosion causes a terrible calamity in the unstable underground chamber (see text box), which gives the adventurers a dangerous opportunity to escape.

Finally, while Radames isn't stupid, he can be manipulated. He only wants the information on the location of Hetshepsut's tomb that he knows is down in the burial chamber. If the heroes 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 adventurers up out of the tomb while he sends his own men down inside.

Fortune Master's Note: If the heroes don't know what happened to Count Malefik in Calcata, they may ask Radames about him. Regardless of the truth, Radames will say that he is dead and that he is new leader of the Testament of Vipers!

Once the heroes defeat or escape from the Vipers, they should now know the location of the Tomb of Hetshepsut – somewhere near the Meidum Pyramid, which lies about 90 miles south of them. If brought into the excitement of it all, C.C. Edgar will happily lend the heroes his lorry to make the grand discovery (and, with good roleplaying, may even agree to accompany them).

THE RAGING WATERS OF THE TOMB!

Queen Kama's burial chamber is located underneath the water table. The walls have been seriously weakened by the water damage over the centuries. A **CRITICAL TECH** or similar roll identifies that the tomb is in serious structural jeopardy.

If the Vipers detonate explosive grenades inside the tomb, the walls begin to dramatically crumble, cracks stretching up towards the tall ceiling of the chamber. With the weight of the truck atop the tomb, the entire ceiling collapses. Anyone within several yards of the ceiling entrance comes crashing down into the tomb. Treat this as an **EXTREME DANGER**, which can cause the loss of up to 9 Luck Points. Heroes underneath a collapse can take cover in the adjacent chamber before the ceiling falls; this is a **CRITICAL DANGER** which can be avoided with a **DEXTERITY** task. The tomb then rapidly fills with mud and water.

Surviving Vipers will desperately try climb out of the chamber to escape the water – they can't swim! Climbing out requires a **CRITICAL STUNT** roll, though this gets harder as the tomb walls start to get slick and 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 heroes 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.

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 adventurers 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 have been robbed years ago and now only contain empty chambers are hastily dug robber tunnels. Some of the mastabas, however, are still sealed, unmarred by both tomb robbers and archaeologists.

Educated adventurers may recall that the Meidum site was most recently excavated in 1928, but has now been abandoned for a few years. Sure enough, as the adventurers arrive, the place looks deserted.

Unfortunately for the heroes, the Meidum site has now become the home of a team of Nazi treasure hunters, who are hidden in one of the mastabas, crating up archaeological treasures. (See text box on p.16 for details.)

Fortune Master's Note: If the heroes somehow gave away the location of the Tomb of Hetshepsut to the Vipers, the site 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. When he is rescued a few hours later, he notifies his allies to rush to Meidum, and will arrive soon after them (see p.17).

The Tents

Two canvas tents sit outside the Meidum 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.

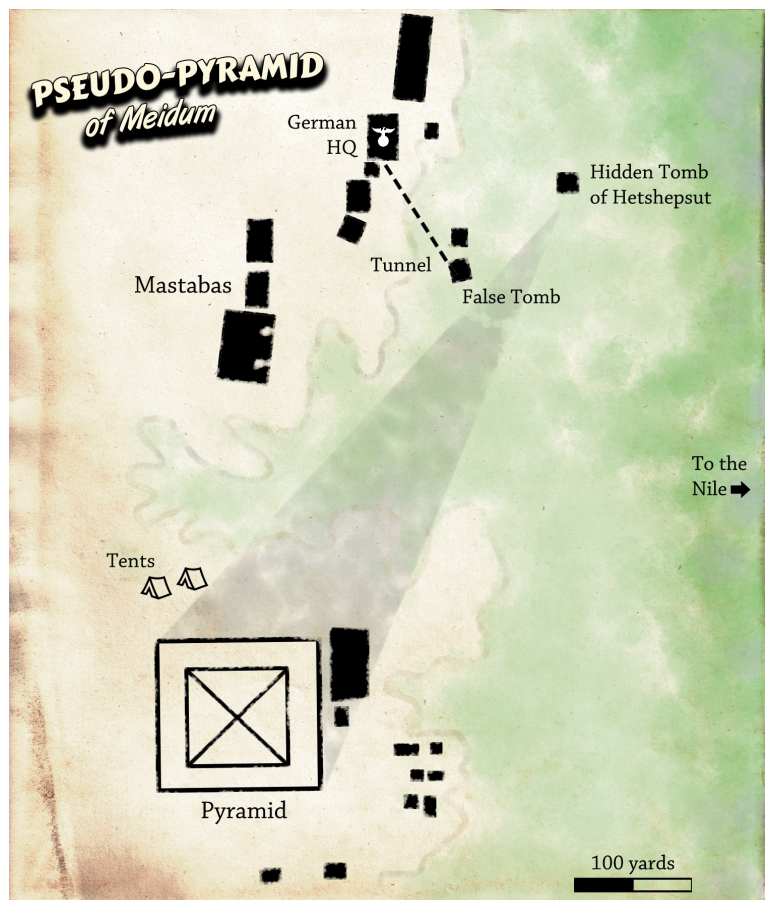
The second tent contains a cheap plywood table and stools. A map of the dig site is on the table, held down by rocks (see [Handout E](#)). The map seems to show that progress is being made exploring the various mastabas around the site.

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. The top of the pyramid collapsed 4,000 years ago.

Climbing the pyramid is treacherous, and takes about an hour. Passing a CRITICAL STUNT task gets about halfway up, an EXTREME success gets to the steep top of the pyramid.

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 Fortune Master can allow a CRITICAL OBSERVATION task to realize that the pyramid of 1936 looks different from the pyramid depicted on the wall.

A CRITICAL SUCCESS would realize that the shadow should extend proportionately further, deeper in the grass and brush, while an EXTREME SUCCESS can pinpoint the *exact* location the higher pyramid's shadow would point to.

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.

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.

Nazi Treasure Hunters!

Final
Edition

The Nazi treasure hunters are led by the vibrant and stunning historian, MARGRIT KEHLER. The team has secretly 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), though 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 heroes arrive in Meidum noisily, or explore the pyramid and surrounding mastabas, they'll likely 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 Kehler's curiosity gets the better of her and she ventures out of her mastaba to talk to the heroes. She uses a convincing cover story that she is an archaeology student working with the Cairo museum. She deploys her acting skill, 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 heroes 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 stole most of the artifacts inside the 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 heroes are utterly convincing, Kehler is likely to grow suspicious. She offers to lead them to the tomb... but has positioned her Nazi assistants inside the mastaba to capture the heroes, and interrogate them for information. If Kehler ever discovers that the heroes 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 them, especially before any 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

Nazi Treasure Hunter

ACTION ♦♦

GUTS ♦♦

KNOWLEDGE ♦♦

SOCIETY ♦♦

WILD ♦♦

CRIME ♦♦



Obsessively curious and holding a deep love for ancient Egypt, Margrit Kehler loves her job. She gets to fly around the world acquiring long-lost artifacts. She naively has no idea that the Third Reich will melt down the treasures she is finding to fund new factories pumping out steel tanks and definitely not preserve them as historical treasures.

The beautiful and convincing agent speaks with a perfect London accent, perfect to fool the adventurers into thinking she is a mere grad student.

If provoked, treat Margrit as a Critical Enemy. She carries a hidden Walther Modell 8 .25 pistol in her bag.

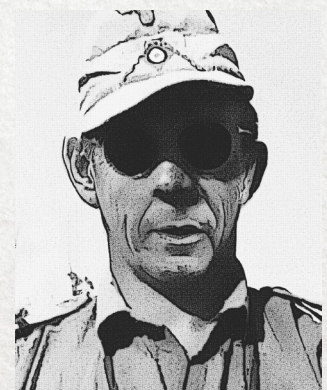
NAZI GOLD HUNTERS

Callous Henchmen

These guys were hand-picked to help Margrit Kehler "acquire" Egyptian artifacts. They are desert trained, stealthy, and mean business.

The Nazis all carry Walther PPK pistols and combat knives. Their Oberleutnant also has a brand new Bergmann MP34 SMG, which he deeply loves. Treat the entire group of Nazis as a Critical Enemy.

CRITICAL
ENEMY





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 a CRITICAL OBSERVATION task 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. A search of the room finds find it.

The German HQ

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

- A table holding a battery-powered portable radio.
- Three crates filled with golden treasures looted from the tombs at Meidum. 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, picks, brushes, and shovels.
- A first aid kit.
- A small, locked metal box labeled “Dynamit”. There are only two sticks left.

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.



THE RETURN OF THE VIPERS!

If the adventurers left either Count Malefik or his high-ranking servant Radames alive, they are likely to dramatically arrive in Meidum to seize the treasure that they believe is theirs. The Vipers' arrival is not critical to the adventure, so Fortunate Masters should use their judgment as to whether they show up based on how well the heroes covered their tracks in the previous chapters of the adventure. But if they do show up, treat the Viper raiders as 1 or 2 Critical Enemies.

The Vipers have no alliance with the Germans and will treat everyone at Meidum as an obstacle standing between them and their treasure. Unless the Vipers know exactly where the Tomb of Hetshepsut is located, their plan is to gun down any resistance, take a few knowledgeable hostages, and force them to help look for the tomb.

To ensure their success, the Vipers arrive with a truck-full of raiders (see p.13). They have also commandeered a Kfz 13 Adler armored car – an Extreme Enemy with the standard 3 Luck Points! The cheap, German-made car is slow, heavy, and not very maneuverable, but holds a bloodthirsty, amateur gunner who is prepared to gun down anyone in his way with his tripod-pointed machine gun. (If either Count Malefik or Radames survived to arrive at Meidum, *they* should be in the gunner position, excited to get revenge on the heroes that have embarrassed them so many times already!)



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. – 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. Anyone within a few yards of the opening must face a **BASIC DANGER**, but a failure also indicates they are coughing and wheezing for thirty minutes (i.e., Dizzy).

The slab covered a steep shaft that descends fifteen yards into the dark tomb. Keen eyed heroes see a faint whitish glow emanating from the bottom.

Climbing down requires a heavy rope, or a daring **CRITICAL STUNT** task to climb down. Falling down the shaft is deadly – an **EXTREME DANGER**!

The Tomb of Sekhmet

The shaft leads directly into the most treasured vault of Meidum – the Tomb of the Sekhmet and the Great Pharaoh Hetshepsut! 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 adventurers enter, and the burial chamber to the north. When they rappel down into the tomb, they see a bright white glow emanating from the burial chamber; its mesmerizing back-light effect makes it impossible to clearly see the burial chamber's contents.

The Gold Chariot Vault

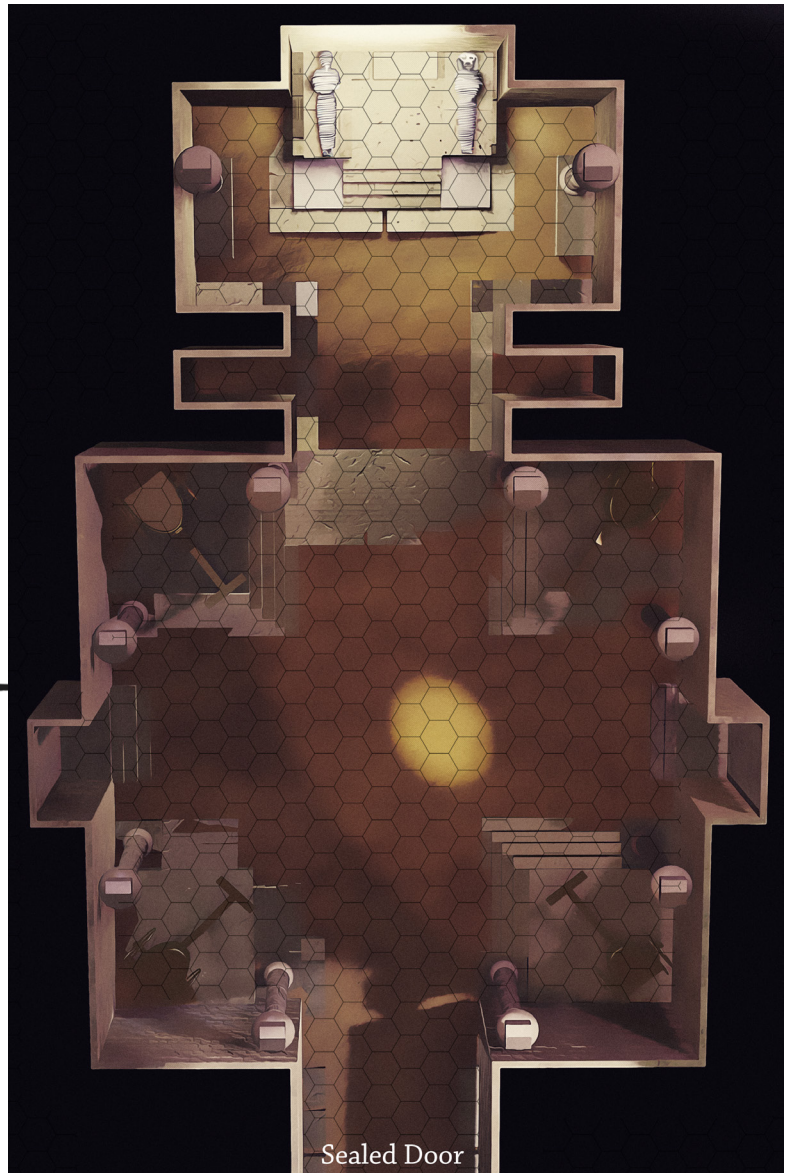
The central vault is a large, square room. The corners of the room hold raised platforms; each contains a solid gold chariot! Contrary to the legend, there are only four chariots in this room, not forty. However, each chariot is worth over half a million dollars!

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 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 **CRITICAL TECH** task identifies the crystals as a rare vari-



ety of fluorite. If the heroes 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 **CRITICAL CULTURE** task clearly 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

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 curious adventurers remove the mask off this mummy, they see that the actual anatomy of the corpse has a head anatomically similar to that of a lioness!

The heroes 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 requires EXTREME COOL task to avoid being Shocked! A closer examination reveals that this deformity is no mere stitch work – the creature they have discovered actually seems to be a hybrid of man and *panthera leo*.

Fortune Master's Note: If the heroes are hesitant to pull of the mask, then certainly one of the curious NPCs accompanying the PCs will think to do so, especially the German archaeologist Margrit Kehler, or one of the Viper or Nazi goons.

Removing the mask of Sekhmet, however, unleashes a curse upon intruders in the tomb, starting with a burst of terrible energy. See the next page for details on the curse, and the horrors it summons!

Finale

With up to four factions of explorers fighting over 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.
- Kehler's Nazis are greedy and looking for loyalty. They have no problem killing the heroes 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 escaping the tomb.
- The Vipers are motivated purely by greed, regardless of whether Malefik or Radames is leading the group. They both need a large amount of gold to survive. Whether the Vipers charge headlong into the fray and are in the tomb with the heroes and the Nazis at the end... or bide their time to ambush the heroes after they escape the tomb is entirely up to the Fortune Master, and how badly the heroes have angered or embarrassed the Viper leaders over the course of the adventure.

- The 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 adventurers have dealt with their foes and escaped the tomb. If the heroes are fortunate, they will have also escaped with an artifact, or at least a deeper understanding of the goddess Sekhmet and her true nature.

Unfortunately, recovering the chariots from the tomb is exceedingly difficult. A winch and heavy machinery is needed to lift the golden chariots out (the Vipers' Adler 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 heroes 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.

For completing the adventure, the adventurers should receive appropriate Experiences and Scars for having discovered the Tomb of Sekhmet and Hetshepsut. Retrieving any of the legendary artifacts in the adventure may confer additional rewards, perhaps a Wealth level. Fortune Masters should also confer various reputations, contacts, or patrons for befriending any of the influential folk in the adventure. And if the nefarious Vipers survived the adventure, they make excellent long-term enemies for the adventurers!

Special Thanks

Special thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. Thanks also to Ajay Viknesh on Fiverr for creating the 3D model of the various tombs. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a telegram to @SageThalcos on Twitter or post a note on 1shotadventures.com

The material presented here is an original creation, intended for use with the Broken Compass system from Two Little Mice. This material is not official and is not endorsed by Two Little Mice.



The Doom of Sekhmet!

Final
Edition

Within a minute of the mask of Sekhmet being removed, the adventurers hear 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. Within another minute, the mummy is pulled into the air, as if by a wire. It floats, upright, in front of the large mirrored wall, its fingers clenching spastically. Those that see this should make a **CRITICAL COOL** task or else be Terrified, and at Disadvantage against any of the unnatural encounters in this tomb!

Suddenly, a burst of energy explodes outwards from the wall flecked with crystal. Although the heroes will likely not realize it, this is a 20-rad burst of *radiation*! Treat this as a Critical danger! However, anyone carrying the Amulet of Ahmose from the False Tomb is strangely immune to the effect.

Simultaneous with the burst of energy, the scratching sounds in the walls grow louder. Suddenly, bursting out of the tomb walls are the undead guardians of the Sekhmet – two fierce tomb guardians and a horde of skeletal servants. Fortune Masters should tune the number of enemies based on whether or not the Nazis or Vipers are present to help fend them off, etc.). Remember the golden rule of no more than 3 Enemies at once!

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 terrifying 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 GUARDIANS

Guardians of Sekhmet

The sacred honor guard of Sekhmet, these large guardians are hidden behind bronze lion masks. No one knows whether they were once skilled Egyptian warriors... or something else.

Either way, their glowing white eyes, superhuman strength, and razor-sharp khopesh swords terrify anyone who has to fight them.

The guardians skillfully use their curved swords to hook and trip their opponents, and then fling them into a horde of angry skeletal servants.

Tomb Guardians, however, will hesitate to attack anyone holding the Amulet of Ahmose from the False Tomb. It is said that it was once worn by their old captain, centuries ago.

EXTREME
ENEMIES



SKELETAL SERVANTS

Guardians of Sekhmet

The desiccated corpses of the servants and slaves who were buried with Sekhmet and Hetshepsut, these undead minions have been cursed to forever protect the tomb of their pharaohs. They will lurch forward with bronze ceremonial knives, determined to gut anyone who intrudes in the tomb.

If there are no Vipers or Nazis in the tomb, treat the horde of servants as 2 Basic Enemies. Otherwise, treat them as a single Basic Enemy.

BASIC
ENEMIES



Handouts

75-

IMPERIAL AIRWAYS LIMITED
AND/OR SUBSIDIARY COMPANIES (B)

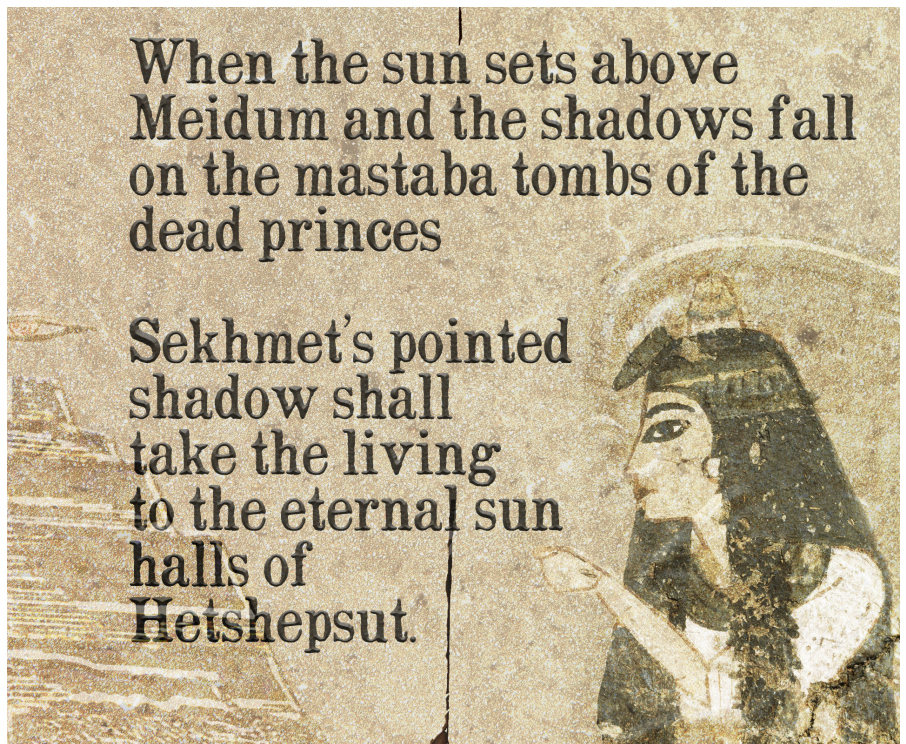
No. GBLF 46

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

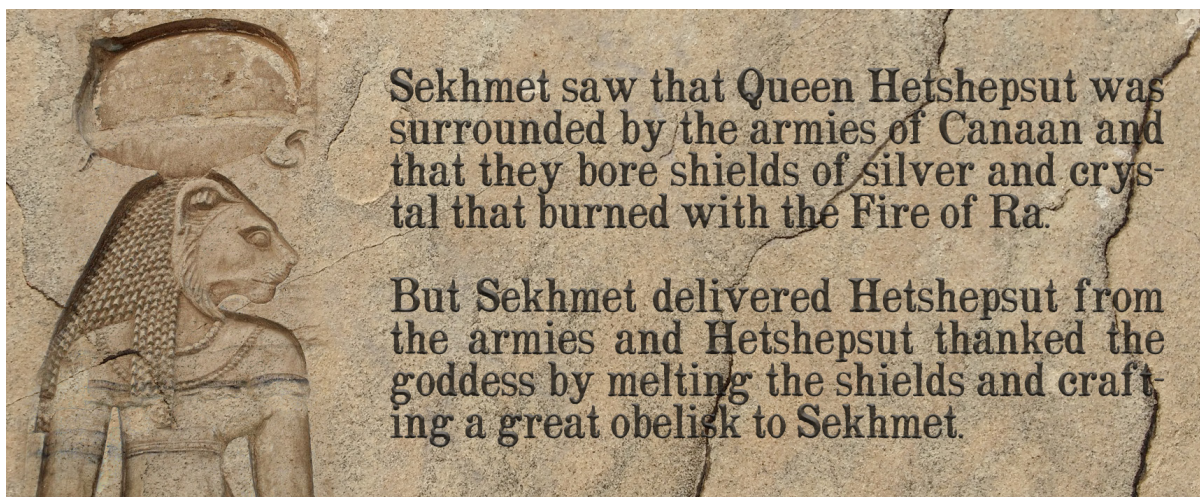
DATE 12 MAY 1936 CAIRO	AGENT B
FARE	

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

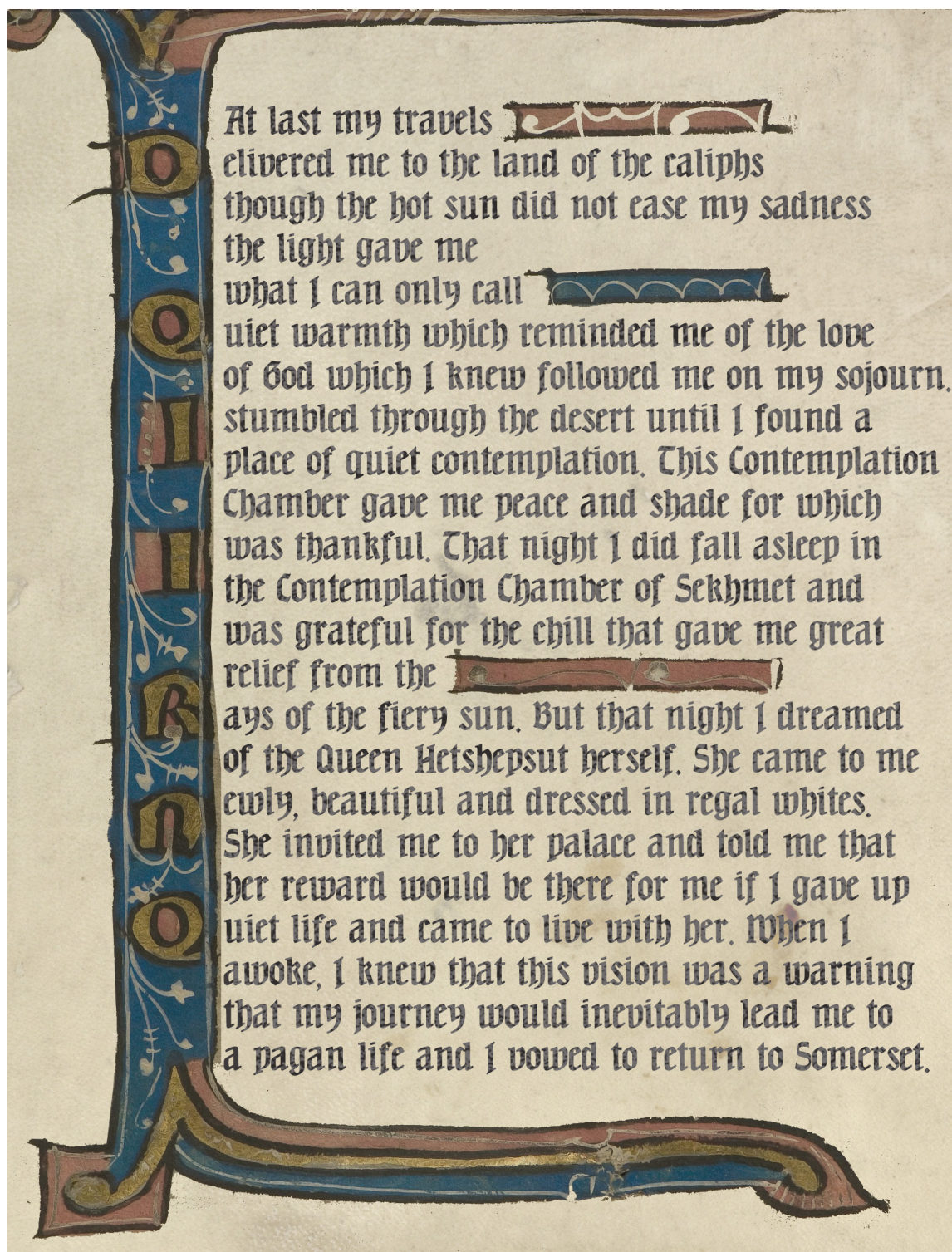
Handout A - Airway ticket found in the pockets of the Count Malefik and his Vipers



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

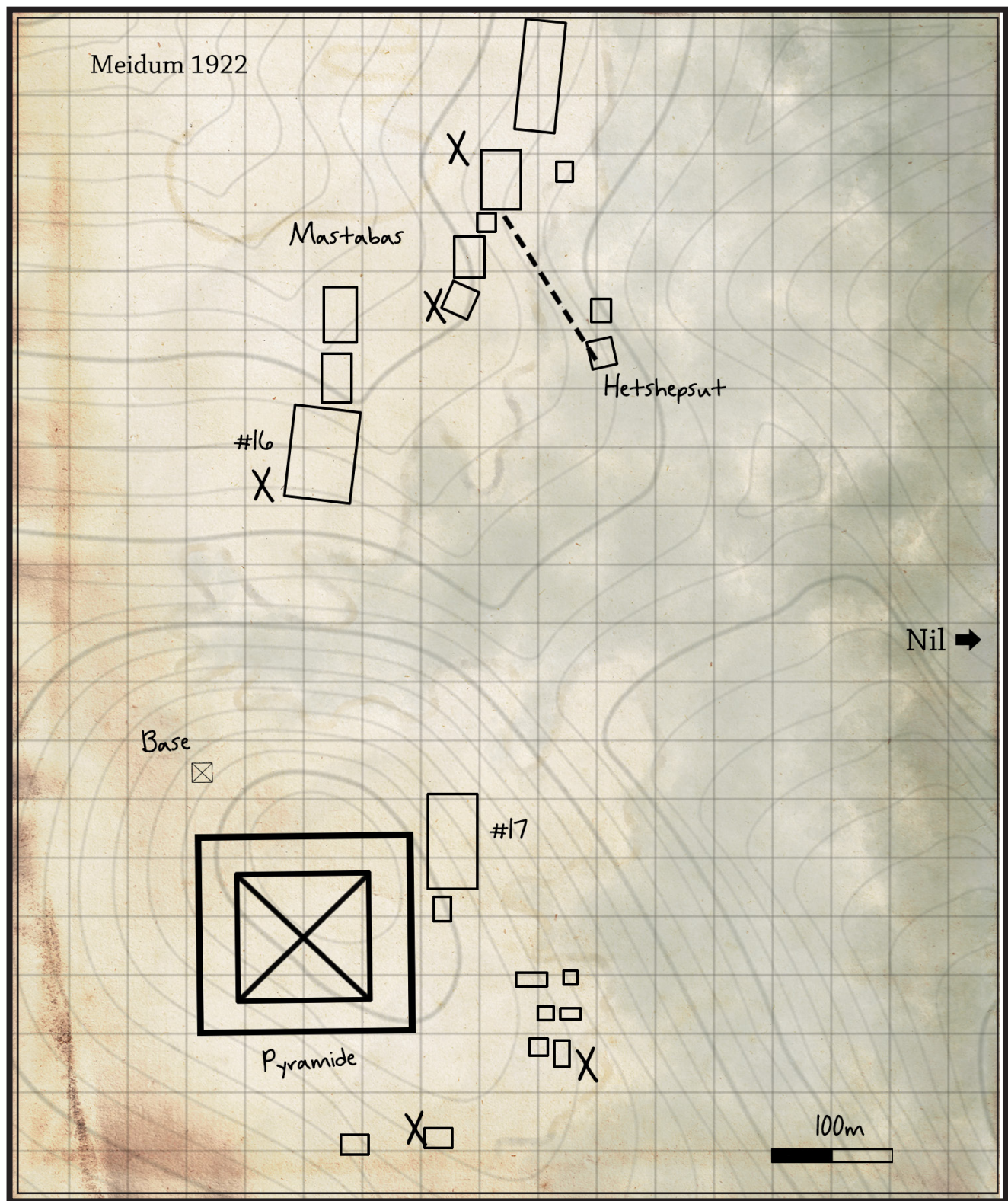


Handout C - Translation of the new myth of Sekhmet found in the Chamber of Lions



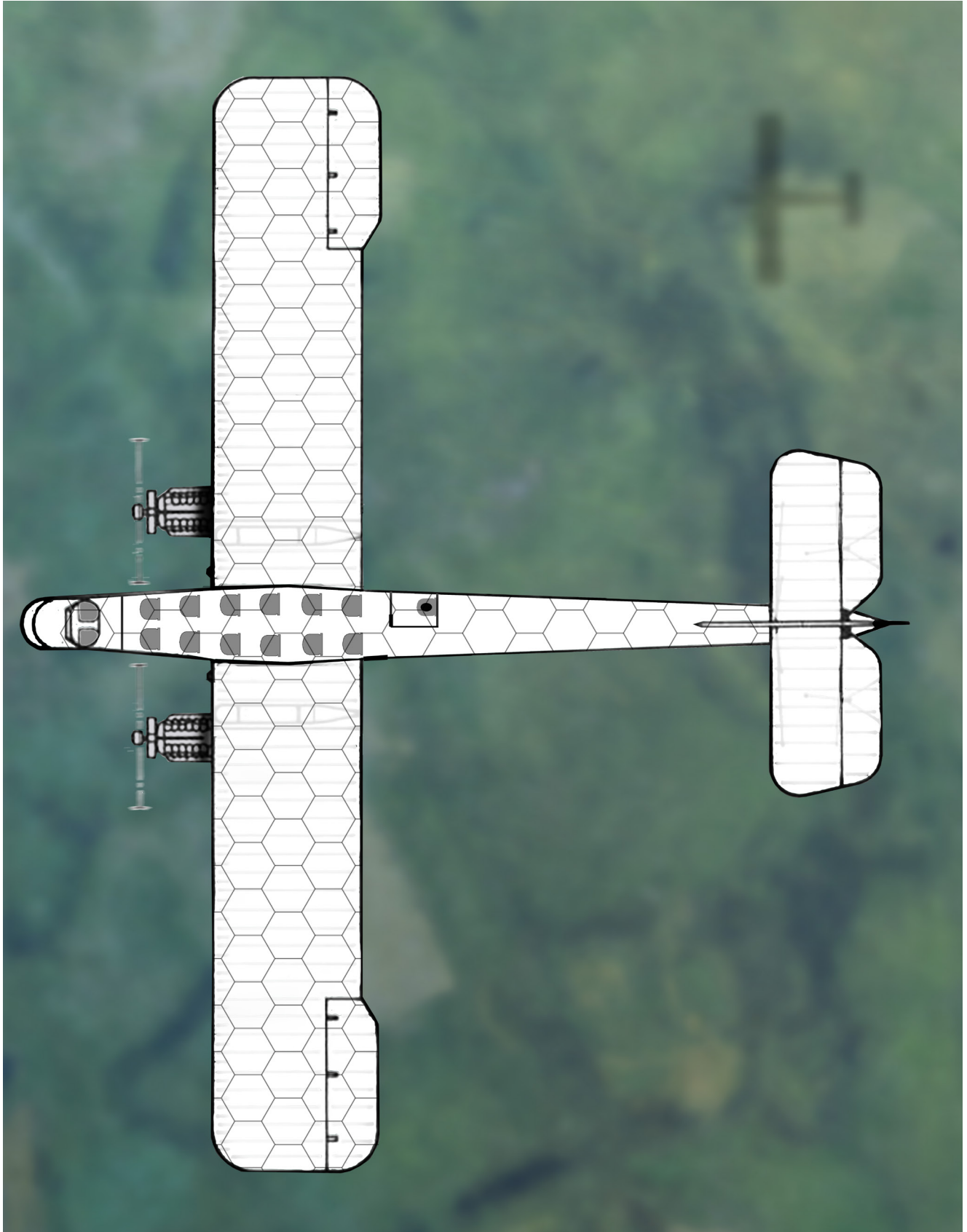
Handout B - Translated page from *The Mourning of Janshai* (originally in Latin)

Handouts



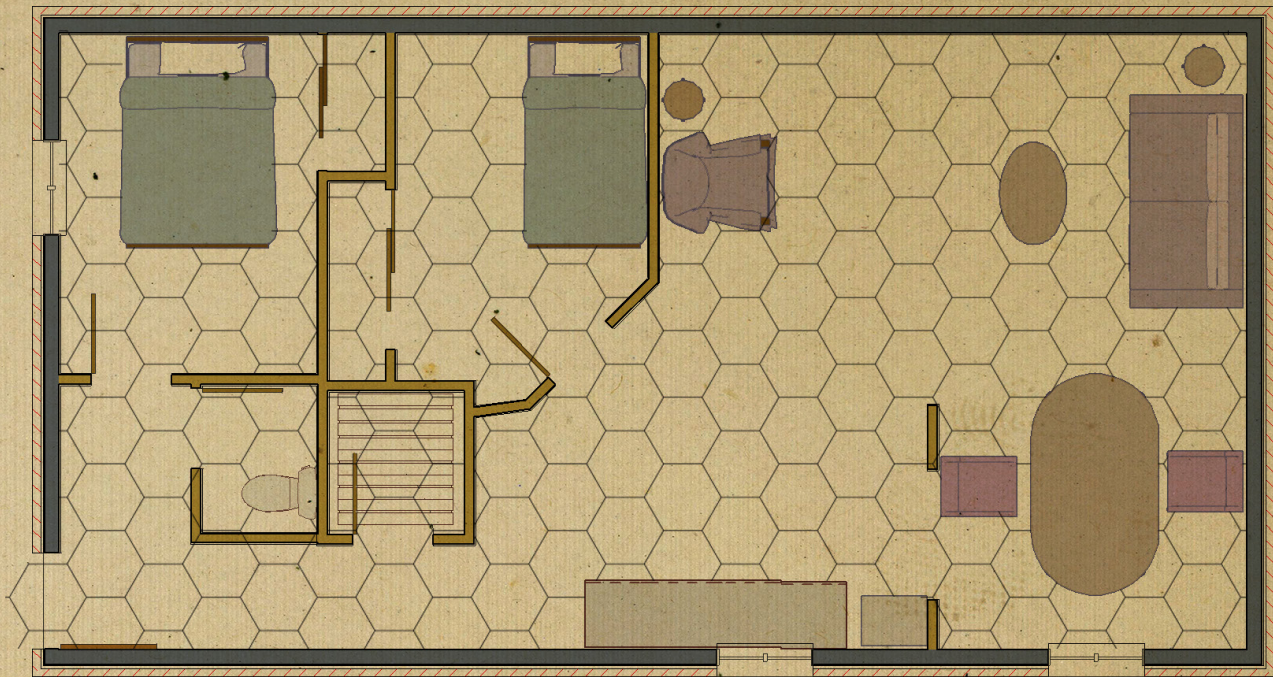
Handout E - Map of Meidum found in the nearby tents

PLAYER SAFE MAPS

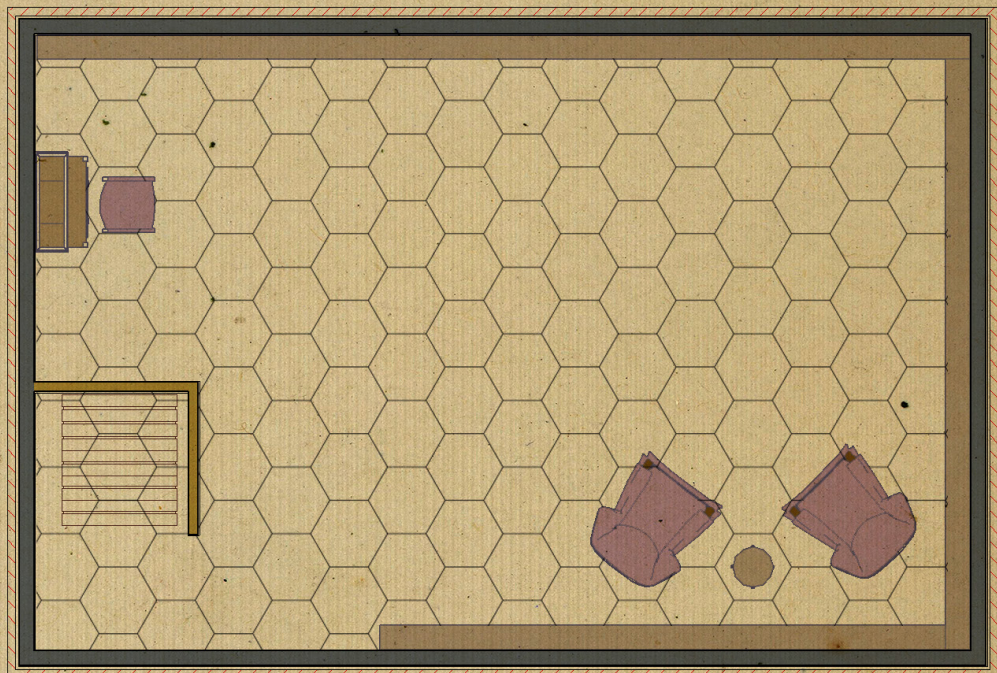


The Handley

PLAYER SAFE MAPS



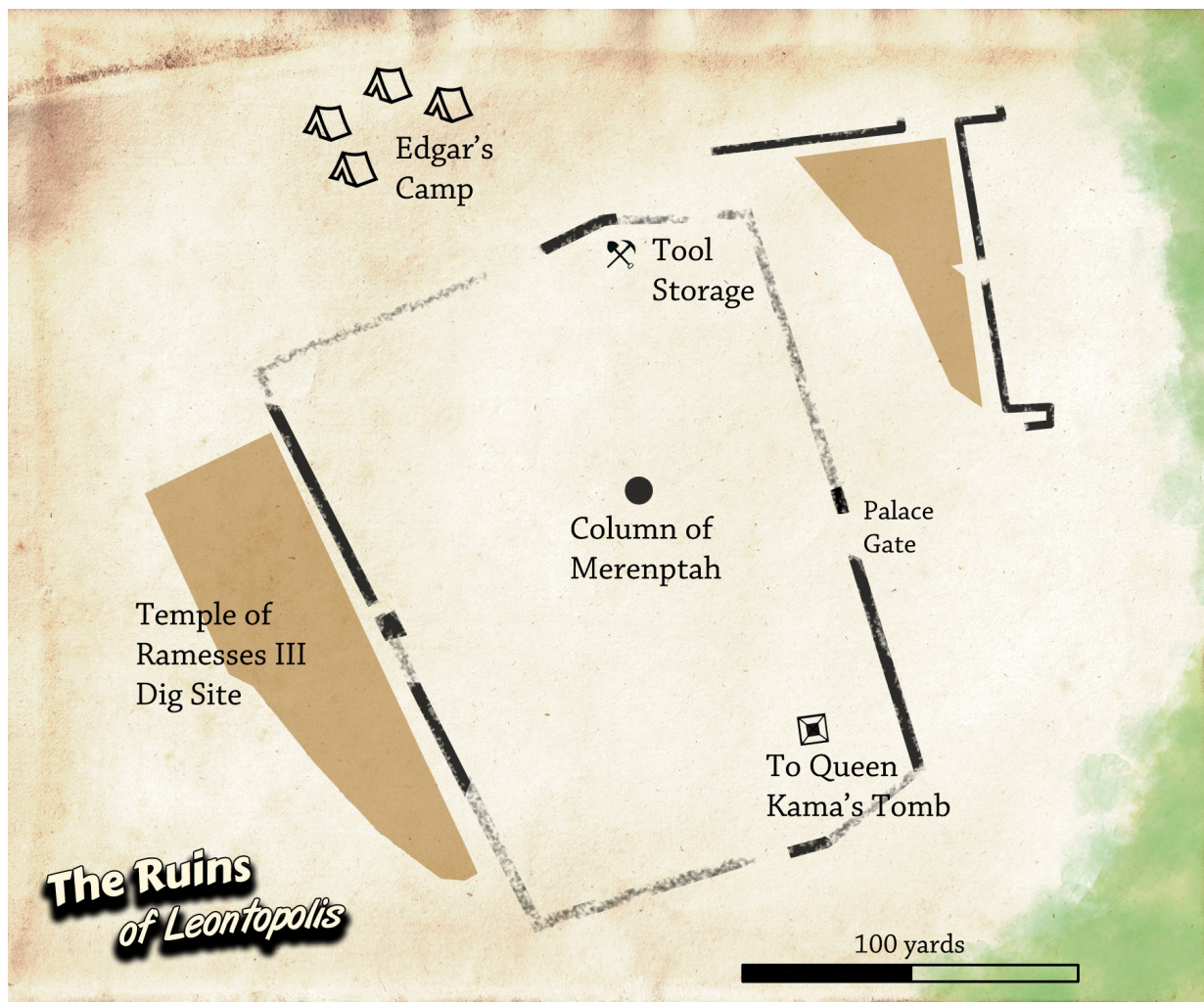
Ground Floor



Cellar

The Danieli's House

PLAYER SAFE MAPS

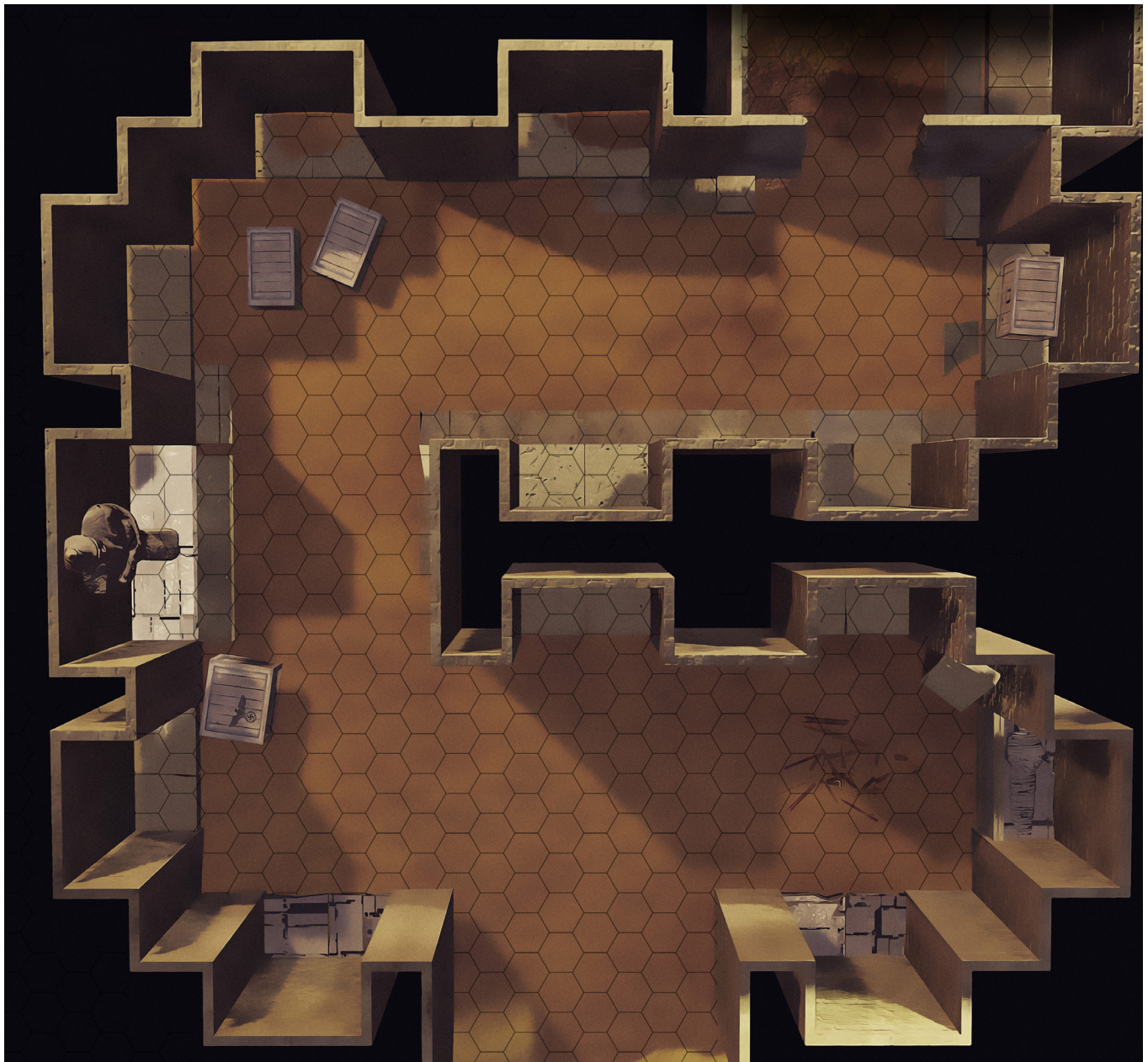


PLAYER SAFE MAPS



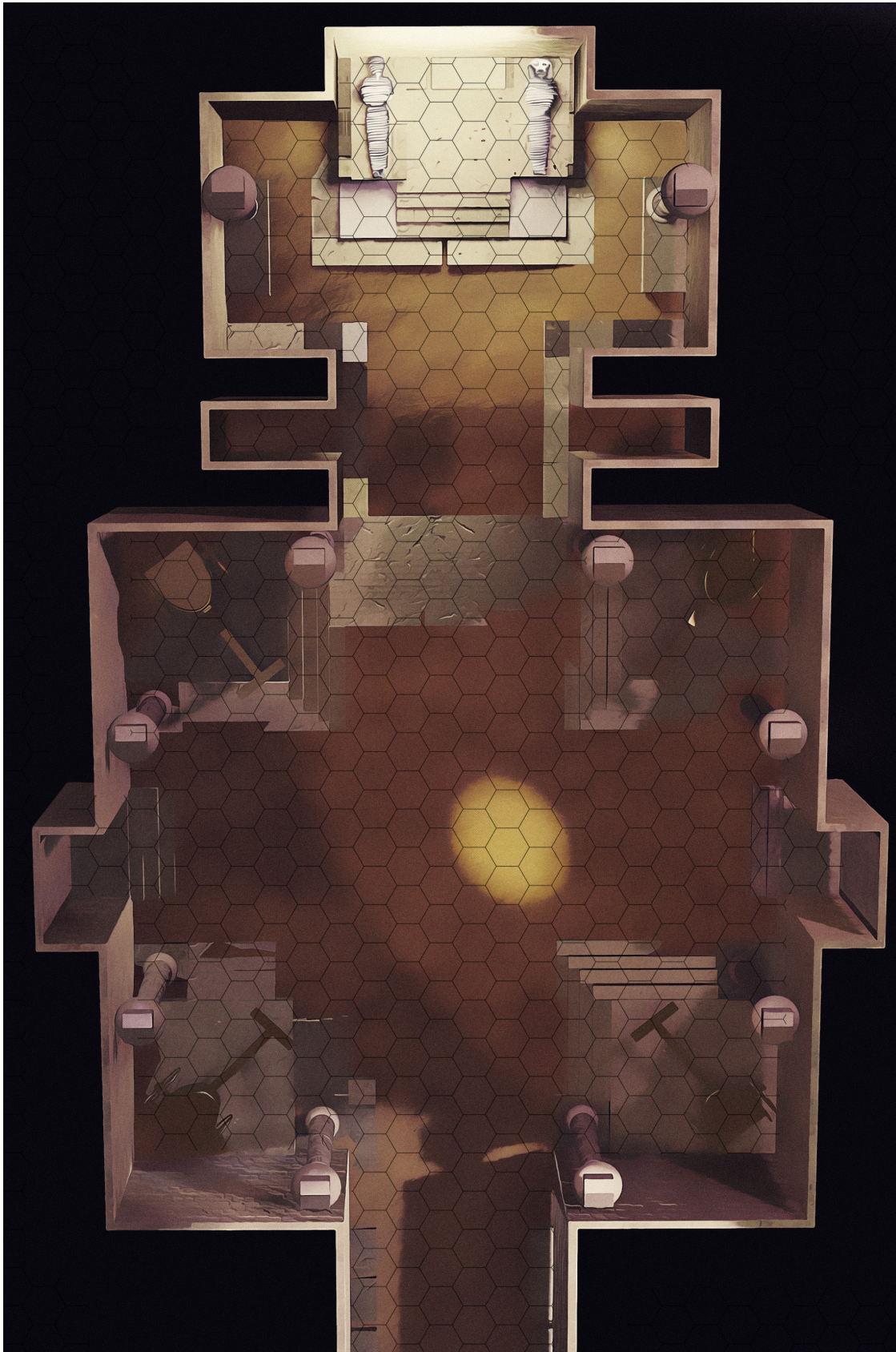
The Contemplation Chamber of Sekhmet

PLAYER SAFE MAPS



The False Tomb

PLAYER SAFE MAPS



The Tomb of Hetshepsut

I AM Carlo Grandi

CALL ME IF YOU NEED A brave Italian Soldier and Hunk

PLACES I CALL HOME Italian Rome Bersaglieri
Heritage Homeland Workplace

"Dream to believe, dare to do!"
WORDS TO LIVE BY



ACTION ♦♦♦

FIGHT ♦♦♦
LEADERSHIP ♦♦♦
STUNT ♦♦♦

GUTS ♦♦♦

COOL ♦♦♦
DRIVE ♦♦♦
SHOOT ♦♦♦

KNOWLEDGE ♦♦♦

CULTURE ♦♦♦
FIRST AID ♦♦♦
TECH ♦♦♦

SOCIETY ♦♦♦

CHARM ♦♦♦
ELOQUENCE ♦♦♦
OBSERVATION ♦♦♦

WILD ♦♦♦

SCOUT ♦♦♦
SURVIVAL ♦♦♦
TOUGH ♦♦♦

CRIME ♦♦♦

ALERT ♦♦♦
DEXTERITY ♦♦♦
STEALTH ♦♦♦

LUCK

○ ○ ○ ○ ○ ○ ○ ○ ○ ○



BROKEN COMPASS GOLDEN AGE

I FEEL

POWERFUL	*♦	ACTION	BLEEDING	-♦
DARING	*♦	GUTS	SHOCKED	-♦
FOCUSED	*♦	KNOWLEDGE	DIZZY	-♦
CONFIDENT	*♦	SOCIETY	EMBARRASSED	-♦
FIERCE	*♦	WILD	BROKEN	-♦
UNTOUCHABLE	*♦	CRIME	SCARED	-♦
	*♦			-♦
	*♦			-♦

Strength

Military

Player Choice!

EXPERTISE

WEAPONS & GEAR

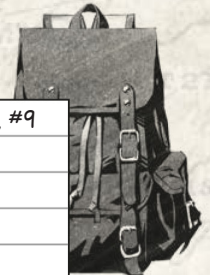
Beretta pistol	Allows you to shoot

POCKETS

Bersaglieri Uniform

BACKPACK

Mickey Mouse Weekly, Vol I, #9



	Pockets	Bag	Backpack
Beretta		2	

SCARS AND EXPERIENCES

BAG

MAGS

/2 /2 /9

I AM Marisa Santarelli

CALL ME IF YOU NEED A Daredevil and Wingwoman

PLACES I CALL HOME Italian Rome Stuntwoman
Heritage Homeland Workplace

"Everything I do is a guess"
WORDS TO LIVE BY



ACTION ♦♦♦

FIGHT ♦♦♦
LEADERSHIP ♦♦♦
STUNT ♦♦♦

GUTS ♦♦♦

COOL ♦♦♦
DRIVE ♦♦♦
SHOOT ♦♦♦

KNOWLEDGE ♦♦♦

CULTURE ♦♦♦
FIRST AID ♦♦♦
TECH ♦♦♦

SOCIETY ♦♦♦

CHARM ♦♦♦
ELOQUENCE ♦♦♦
OBSERVATION ♦♦♦

WILD ♦♦♦

SCOUT ♦♦♦
SURVIVAL ♦♦♦
TOUGH ♦♦♦

CRIME ♦♦♦

ALERT ♦♦♦
DEXTERITY ♦♦♦
STEALTH ♦♦♦

LUCK

○ ○ ○ ○ ○ ○ ○ ○ ○ ○



BROKEN COMPASS GOLDEN AGE

I FEEL

POWERFUL *♦	ACTION	BLEEDING -♦
DARING *♦	GUTS	SHOCKED -♦
FOCUSED *♦	KNOWLEDGE	DIZZY -♦
CONFIDENT *♦	SOCIETY	EMBARRASSED -♦
FIERCE *♦	WILD	BROKEN -♦
UNTOUCHABLE *♦	CRIME	SCARED -♦
*♦		-♦
*♦		-♦

Heights

Support

Players Choice!

EXPERTISE

WEAPONS & GEAR

Fancy leather boots



POCKETS

Compass (swiped from a set)

BACKPACK

Canteen



Pockets	Bag	Backpack

MAGS

/2

/2

/9

SCARS AND EXPERIENCES

BAG

I AM Carolina Ezzat

CALL ME IF YOU NEED A anti-fascist Rebel and Reporter

PLACES I CALL HOME Italian Rome Law Student
Heritage Homeland Workplace

"Every fascist is a baffled anarchist."

WORDS TO LIVE BY



ACTION ♦♦♦

FIGHT ♦♦♦
LEADERSHIP ♦♦♦
STUNT ♦♦♦

GUTS ♦♦♦

COOL ♦♦♦
DRIVE ♦♦♦
SHOOT ♦♦♦

KNOWLEDGE ♦♦♦

CULTURE ♦♦♦
FIRST AID ♦♦♦
TECH ♦♦♦

SOCIETY ♦♦♦

CHARM ♦♦♦
ELOQUENCE ♦♦♦
OBSERVATION ♦♦♦

WILD ♦♦♦

SCOUT ♦♦♦
SURVIVAL ♦♦♦
TOUGH ♦♦♦

CRIME ♦♦♦

ALERT ♦♦♦
DEXTERITY ♦♦♦
STEALTH ♦♦♦

LUCK

○○○○○○○○○○



BROKEN COMPASS GOLDEN AGE

I FEEL

POWERFUL ♦	ACTION	BLEEDING -
DARING ♦	GUTS	SHOCKED -
FOCUSED ♦	KNOWLEDGE	DIZZY -
CONFIDENT ♦	SOCIETY	EMBARRASSED -
FIERCE ♦	WILD	BROKEN -
UNTOUCHABLE ♦	CRIME	SCARED -
♦		-
♦		-

Sabotage
Journalism
Players Choice!

EXPERTISE

WEAPONS & GEAR

Walther Mod 4 Pistol	Allows you to shoot
1930 Lancia Dilambda Carlton	In Rome

POCKETS

Fashionable sunglasses

BACKPACK



	Pockets	Bag	Backpack
Pistol		2	

SCARS AND EXPERIENCES

BAG

MAGS

/2 /2 /9

I AM Duke Duckworth

CALL ME IF YOU NEED A troubled Detective and Action Hero

PLACES I CALL HOME American Detroit Private Detective
Heritage Homeland Workplace

"I'm not going to stop until I find the guy
who killed Lauren St. James"

WORDS TO LIVE BY



ACTION ♦♦♦

FIGHT ♦♦♦
LEADERSHIP ♦♦♦
STUNT ♦♦♦

GUTS ♦♦♦

COOL ♦♦♦
DRIVE ♦♦♦
SHOOT ♦♦♦

KNOWLEDGE ♦♦♦

CULTURE ♦♦♦
FIRST AID ♦♦♦
TECH ♦♦♦

SOCIETY ♦♦♦

CHARM ♦♦♦
ELOQUENCE ♦♦♦
OBSERVATION ♦♦♦

WILD ♦♦♦

SCOUT ♦♦♦
SURVIVAL ♦♦♦
TOUGH ♦♦♦

CRIME ♦♦♦

ALERT ♦♦♦
DEXTERITY ♦♦♦
STEALTH ♦♦♦

LUCK

○ ○ ○ ○ ○ ○ ○ ○ ○ ○



BROKEN
COMPASS
GOLDEN AGE

I FEEL

POWERFUL *♦	ACTION	BLEEDING -♦
DARING *♦	GUTS	SHOCKED -♦
FOCUSED *♦	KNOWLEDGE	DIZZY -♦
CONFIDENT *♦	SOCIETY	EMBARRASSED -♦
FIERCE *♦	WILD	BROKEN -♦
UNTOUCHABLE *♦	CRIME	SCARED -♦
*♦		-♦
*♦		-♦

Investigation

Heroism

Players Choice!

EXPERTISE

WEAPONS & GEAR

Colt .38 Revolver

Allows you to shoot

POCKETS

Lockpicks

Journal and pencil

BACKPACK

Pistol

SCARS AND EXPERIENCES

BAG

MAGS

Pockets	Bag	Backpack
	2	

/2 /2 /9

I AM Solange "Patience" Paquet

CALL ME IF YOU NEED A eloquent Official and Spy

PLACES I CALL HOME French Paris Deuxième Bureau
Heritage Homeland Workplace

"There are some things that just aren't done..."

WORDS TO LIVE BY



ACTION ♦♦♦

FIGHT ♦♦♦
LEADERSHIP ♦♦♦
STUNT ♦♦♦

GUTS ♦♦♦

COOL ♦♦♦
DRIVE ♦♦♦
SHOOT ♦♦♦

KNOWLEDGE ♦♦♦

CULTURE ♦♦♦
FIRST AID ♦♦♦
TECH ♦♦♦

SOCIETY ♦♦♦

CHARM ♦♦♦
ELOQUENCE ♦♦♦
OBSERVATION ♦♦♦

WILD ♦♦♦

SCOUT ♦♦♦
SURVIVAL ♦♦♦
TOUGH ♦♦♦

CRIME ♦♦♦

ALERT ♦♦♦
DEXTERITY ♦♦♦
STEALTH ♦♦♦

LUCK

○○○○○○○○○○



BROKEN COMPASS GOLDEN AGE

I FEEL

POWERFUL *♦	ACTION	BLEEDING -♦
DARING *♦	GUTS	SHOCKED -♦
FOCUSED *♦	KNOWLEDGE	DIZZY -♦
CONFIDENT *♦	SOCIETY	EMBARRASSED -♦
FIERCE *♦	WILD	BROKEN -♦
UNTOUCHABLE *♦	CRIME	SCARED -♦
*♦		-♦
*♦		-♦

Espionage
Heroism
Players Choice!

EXPERTISE

WEAPONS & GEAR

Mauser pistol	Allows you to shoot
Fine dagger	

POCKETS

BACKPACK

Clothes for all occasions (advantage to Charm)



	Pockets	Bag	Backpack
Pistol		2	

MAGS /2 /2 /9

SCARS AND EXPERIENCES

BAG

I AM Willy Van der Woodson

CALL ME IF YOU NEED A Rich Gentleman Explorer

PLACES I CALL HOME American New Haven Wealthy Socialite
Heritage Homeland Workplace

"There are only the pursued, the pursuing,
the busy and the tired."

WORDS TO LIVE BY



ACTION ♦♦♦

FIGHT ♦♦♦
LEADERSHIP ♦♦♦
STUNT ♦♦♦

GUTS ♦♦♦

COOL ♦♦♦
DRIVE ♦♦♦
SHOOT ♦♦♦

KNOWLEDGE ♦♦♦

CULTURE ♦♦♦
FIRST AID ♦♦♦
TECH ♦♦♦

SOCIETY ♦♦♦

CHARM ♦♦♦
ELOQUENCE ♦♦♦
OBSERVATION ♦♦♦

WILD ♦♦♦

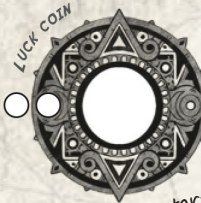
SCOUT ♦♦♦
SURVIVAL ♦♦♦
TOUGH ♦♦♦

CRIME ♦♦♦

ALERT ♦♦♦
DEXTERITY ♦♦♦
STEALTH ♦♦♦

LUCK

○ ○ ○ ○ ○ ○ ○ ○ ○ ○



No starting luck coin!

BROKEN COMPASS GOLDEN AGE

I FEEL

POWERFUL *♦	ACTION	BLEEDING -♦
DARING *♦	GUTS	SHOCKED -♦
FOCUSED *♦	KNOWLEDGE	DIZZY -♦
CONFIDENT *♦	SOCIETY	EMBARRASSED -♦
FIERCE *♦	WILD	BROKEN -♦
UNTOUCHABLE *♦	CRIME	SCARED -♦
*♦		-♦
*♦		-♦

Etiquette

Orienteering

Players Choice!

EXPERTISE

WEAPONS & GEAR

S&W Revolver Allows you to shoot

Rolex "Oyster" watch

Oscar Wastyn racing bicycle Back at the hotel

POCKETS

BACKPACK

PERTRIX flashlight torch

Revolver

Pockets	Bag	Backpack
	2	

SCARS AND EXPERIENCES

BAG

MAGS

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.

Jonny Talon

BARNSTORMER



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 Mike'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.

Duke Duckworth

BAD NEWS DETECTIVE



You were AMAZING in your last film - The Crown of Sparatus. 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...!

Marisa Santarelli

HIGH-ENERGY STUNT WOMAN



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 Skitsshaw, 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. Then you'll wait for the newspaper to print your photo, which you'll mail straight away to that jerk "friend" of yours, Richard Maskhaven.

Willy Van der Woodson

RICH, VERY RICH



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...

Patience Paquet

FRENCH INTELLIGENCE



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 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.

Carolina Ezzat

DETERMINED ANTI-FASCIST



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 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.

Carlo Grandi

WOUNDED WAR CAPTAIN

