

In the Cairo Museum of Antiquities

For several weeks our noble adventurers have been touring dusty Cairo, having submitted a tattered set of hieroglyphic rubbings (with an uncertain provenance) for translation at the Museum of Antiquities. Unbeknownst to them the Museum is always watched by at least one 'interested' party...

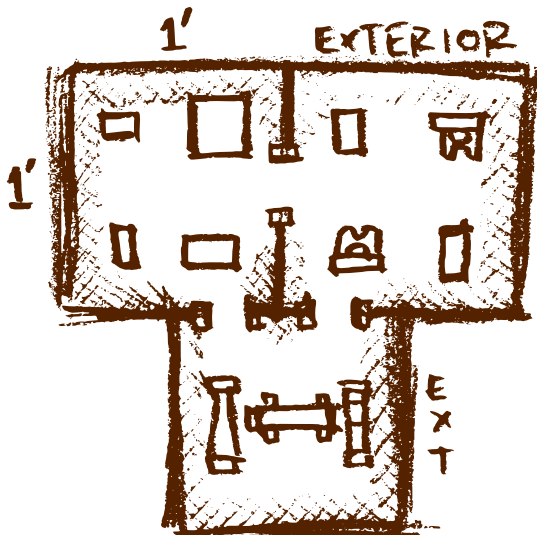
The leader is woken in the small hours by furtive rapping on their house door. The junior assistant has come to tell them the Museum Director urgently needs to speak with them. Throwing on some clothes and grabbing a pistol from the dresser they follow the nervous fellow through the empty streets to the lowering museum.

The assistant, a superstitious local, refuses to enter the Museum at night but unlocks the door for the hero. Inside it's quiet and the Director is not at his desk. The dim rooms are lit fitfully by cloud dappled moonlight shining through the skylights. Where's the Director? Why does he need to talk to you at this hour? Wait, what was that noise?

The Scenario

Hero/Villains must find the Director who has been knocked unconscious and hidden in the Museum by cultist thugs who are in turn searching for every scrap of the translated rubbings. This scenario is designed for three to four players. It's also intended to be the first chapter of a larger 'antiquity hunt' campaign. The emphasis is on escaping with the Director or his translation, as quickly and quietly as possible.

The Table



A table divided into three joined 1' x 1' rooms is recommended. The rooms should all be filled with a miscellany of Egyptian artifacts, sarcophagi and the like to provide plenty of cover during the game.

Set Up

All players heroes start at table edges, in the middle of each exterior wall of the museum. Roll initiative to decide where to place each figure. Heroes are assumed to have entered the front or back doors, villains are assumed to have jimmed a window or skylight. Players should record which wall they entered the Museum from as they must also exit the Museum from this point.

From each team, only the **Grade 3** heroes/villains are allowed on the table, the rest of their team is assumed to be safe in bed. Alternately, start with Grade 3 hero/villains and on the sixth turn introduce a second Grade 1 member from each team, in initiative order, at the centre of the player's original exterior wall.

Pistol and melee weapons only to reflect the fact they're in the middle of a large city and have left their rooms in a hurry.

The game master has a 'noise counter' for each of the cultists searching in the Museum. They should start out of sight of the players. Move these counters in normal initiative order until they are spotted, then replace them with the appropriate figure. This is simply to try and build a little suspense for the players. The game master should make appropriate dark suggestions about menacing shadows, gentle noises of a dagger being drawn etc. while moving their counters.

Victory Conditions

To win the scenario a hero/villain must exit the Museum via the same exterior wall they entered by with either the Director, or his translation in their possession.

Encounter Markers

There are six Encounter markers scattered around the Museum. The game master should place all of them, preferring close to the interior walls of the Museum:

1 A familiar scrap of paper! It's a sheet of the rubbings and here's another nearby. Get to the centre of your current room and pass a BRAINS test to spot a sheaf of papers protruding from the scale model of a granary. The rubbings, with a completed translation on top! Now to get them out of here. Of course anybody that overpowers you can ransack your pockets for these...

2 Stumble! You trip into an open sarcophagus and a terrible odour of mummification envelopes you as a bundle of bones and rags tumbles out. Aieee! Take a GUT test or immediately start fleeing this room via the nearest door.

3 Crash! You knock over an ancient mortuary urn, smashing it to fragments and making an awful racket. You have **Given Yourself Away** (see Special Rules below).

4 Cleopatra's Curse! You've disturbed an asp that has snaked its way into the Museum overnight for warmth. Use one of the Vipers from the Dragon Bones 'Escape with the Fossils' scenario.

5 Who's There? A suspicious shadow startles you, but it's just some ancient statue. This event is a dud.

6 Crunch! Your clumsy feet have crushed something on the floor. On inspection it's the Director's reading glasses! Get to the centre of your current room and pass a BRAINS test to spot the Director bound and stuffed under a large display case. Lead him to safety and he will reveal what he's discovered. He moves spryly but his fighting days are long gone so anybody that's strong enough to overpower your character can easily bend the Director to their will. He is unarmed but will defend himself if directly attacked. I recommend using a Grade 2 Assistant Professor from Dragon Bones. He is moved by the player that currently controls him.

Special Rules

The Dark: It's poorly lit inside the Museum and visibility is reduced to 5", however each player is issued with two cards. Either of these cards can be played at the start of a turn if they win initiative. The card remains in effect the entire turn and is then discarded. The cards are:

Full moon: The scudding clouds part for a few minutes and the whole museum is bathed in strong moonlight. There are NO visibility restrictions for this turn at all.

Dark as the tomb: A particularly thick wrack of clouds shroud the moon and it's suddenly dark as a sealed tomb. Visibility is NIL. Characters can move their normal full move but MUST make a DODGE test or stagger into some display and end their movement after d3". Characters in melee can break off with no penalties, although of course they still need to take the above test.

Giving Yourself Away: Not only is it dark, but it's so quiet you can hear your own heartbeat. Discharging a firearm in here will seem loud enough to wake the dead! If you DO fire a pistol, until your next move ANYBODY that can draw line of sight to your figure (regardless of the current visibility) can attack you at range with -2 To Hit penalty as you've Given Yourself Away.

Unfamiliar Building: The Museum is a confusing building in the dead of night. Players can only exit the Museum from the same wall that they entered.

The Cultists: This scenario is intended to be generic so you can tailor it to your own campaigns. For suitable cultists you could try a Horde of Mooks (see www.pulp-heroes.com) with three to four cultists led by a Grade 1 Bruno. Remember they are intended to distract rather than actually overpower the players.

Credits

Written by Stuart Nicholson and inspired by watching the Indiana Jones Trilogy to excess. Comments and suggestions for improvement are welcomed.

Visit me at www.tabletop-terrain.com or email me at tabletop_terrain@fastmail.fm

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By day the Museum is quite charming!