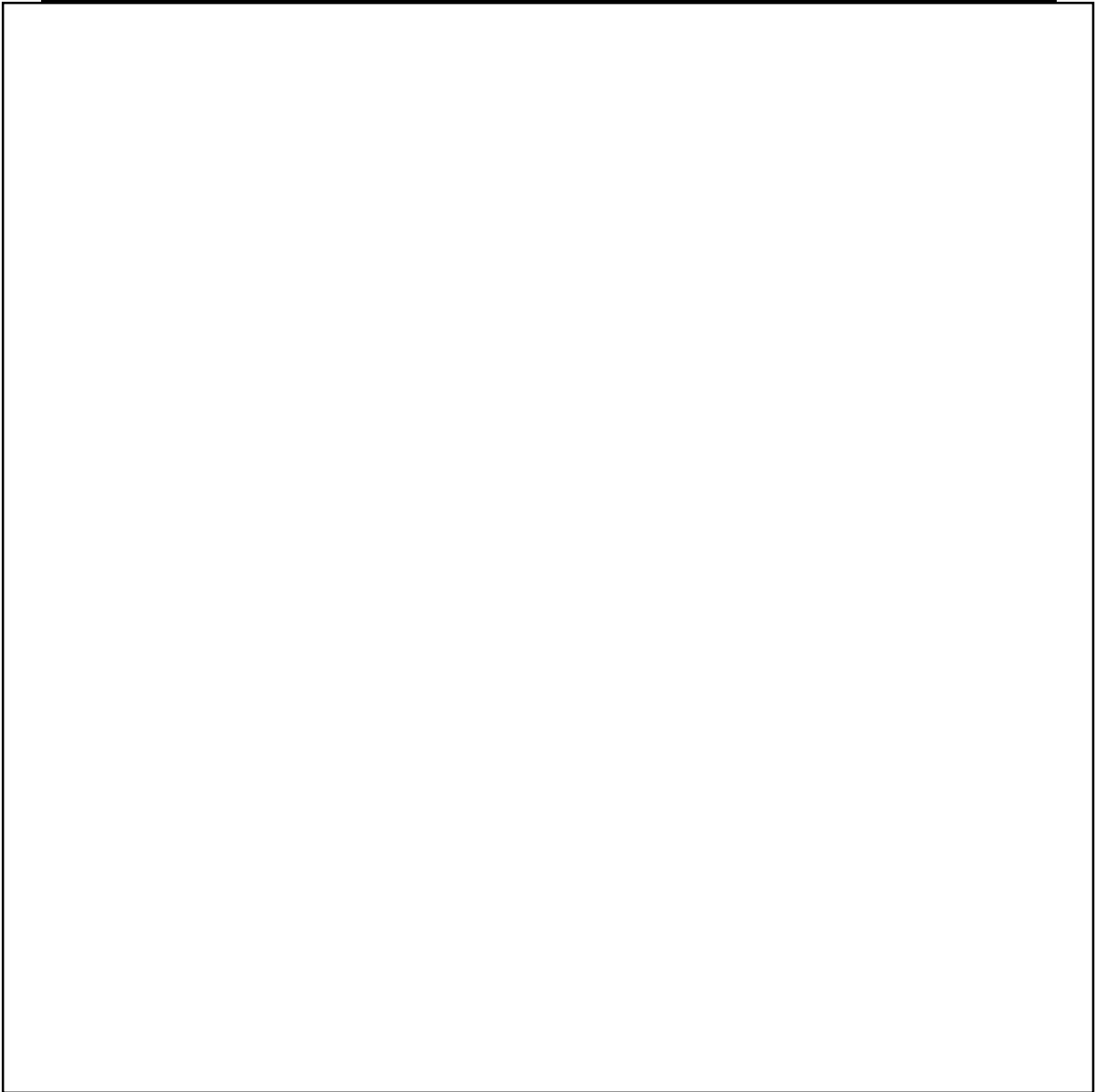
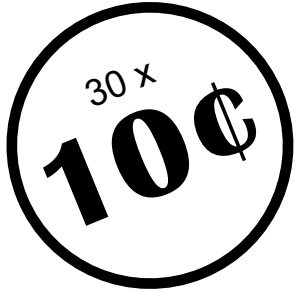


THE TABLETS OF DESTINY



STEVEN S. LONG

THE TABLETS OF DESTINY



A Hero Plus Adventure for

PULP HERO

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Everything Else: Stev... you get the picture

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Printed in the Canada. First printing April 2006
Produced and distributed by DOJ, Inc. d/b/a Hero Games.
Stock Number: DOJHERO-HPA18
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THE TABLETS OF DESTINY



HERO PLUS ADVENTURES

The Tablets Of Destiny is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

The general statement on the credits page notwithstanding, DOJ, Inc. grants each purchaser of *The Tablets Of Destiny* permission to make one (1) printed copy of this adventure.

When a Nazi archaeological expedition in the Near East requests a hero's help with a mysterious matter, the heroes find themselves plunged into a race against the Third Reich to find the Caves Of Marduk, avoid deadly traps, and recover one of the most powerful relics ever created — the fabled Tables Of Destiny!

The Tablets Of Destiny is a *Pulp Hero* adventure designed for characters built on a total of 150 Character Points or less. The optimal number of PCs is four to six, but you can scale it up or down based on the number of opponents you pit against the heroes in various encounters.

BACKGROUND

The Babylonians and Assyrians, who ruled Mesopotamia from around 2000 BC until 539 BC, told a myth about Zu (or Anzu), the god of birds. Zu, a minor god, was jealous of Marduk, Ishtar, and the other gods. He decided to gain superiority over them by stealing the Tablets of Destiny from Enlil, king of the gods. These Tablets are the symbol of rulership among the Babylonian gods, and whoever owns them possesses great power. Zu waited until Enlil was bathing, then stole the Tablets and flew away to his mountain home. The gods, dismayed, held a council to determine who would get them back. One by one, each deity declined the difficult task, but finally Marduk, god of wisdom and light, agreed to undertake the mission. Marduk was successful, and he crushed Zu's head and destroyed him.

However, the myth's ending is more symbolic than correct. Marduk didn't literally "crush" Zu's head — he only did so figuratively. Rather than risk another theft of the Tablets, Marduk hid them in a deep cave. Then he stripped Zu of his intellect and his godhood, making him naught but a terrible monster, and left him in the cave to guard the Tablets. To further protect the Tablets, Marduk set three traps to catch the unwary who dared to enter the cave.

Recently, a Nazi archaeological expedition in Mesopotamia unearthed a broken clay tablet written by Yasmakh-Adad, court wizard of Shalmaneser III (858-824 BC). It tells that Marduk hid the Tablets of Destiny in "the Caves Of Marduk," but then ends at the break. The Nazis, well aware of the power the Tablets could bring them, are looking for a complete copy. Besides continuing their dig, they're kidnapping (or blackmailing) prominent Assyriologists and forcing the scholars to help them; those whom they cannot intimidate into working for them are killed.

ADVENTURE SUMMARY

One of the heroes who's known for his archaeological work or expertise on Assyro-Babylonian languages and culture is approached by a scientist from the Berlin Museum of Antiquities. The Third Reich wants to hire the PC to work on Near Eastern dig, but won't say much about it unless the hero agrees. If the hero agrees, he's given travel instructions to get to the dig in Iraq (and of course his friends follow along to find out what the Nazis are so interested in); if not, the heroes are later attacked by Nazi stooges and, motivated by revenge and a desire to find out what the Germans are up to, head for Iraq.

After arriving in Baghdad, the heroes either (a) follow the instructions given by the Germans, and/or (b) contact old friends in the city to learn what there is to know about the Nazi expedition. Either way, they eventually find themselves at (or spying on) an archaeological dig outside Nineveh, a little north of the town of Mosul. They eventually find out that the Nazis are looking for a cuneiform tablet that may very well reveal the final resting-place of the fabled *Tablets Of Destiny*. By hook or by crook they get the information first and head for the Caves Of Marduk with the Nazis hot on their heels. Once they get there they still have to survive three deadly traps!... and fight a terrifying monster from the dawn of time!... and defeat the Nazis!... before they can claim victory and the Tablets.

PART ONE: A VISITOR FROM BERLIN

While the PCs are relaxing at home, or in some distant foreign hotel after their latest adventure, a German in a black suit comes to call on one of them — the PC with the greatest knowledge of Assyro-Babylonian civilization, language, and myth. (If none of the PCs are even remotely suitable, you can substitute a friendly NPC who seeks their advice and opinions on the matter.) He identifies himself as Steffen Dietrich, an Assistant Curator from the Berlin Museum of Antiquities. None of the heroes has ever heard of him (unless you feel their KSs or the like indicate they should have — he's telling the truth about his job and employer).

Dietrich asks if the hero would be willing to work for the Third Reich on an important archaeological dig "in the Near East, for which your expertise makes

you uniquely suited.” He refuses to say more until such time as the PC agrees to take the job; nor will he even make the offer, much less talk about details, with anyone other than the PC he came to see (unless that PC absolutely insists on including the other heroes in the conversation).

At this point, the action can go one of two ways.

THE HERO AGREES

There’s a chance the hero agrees to work for Nazi Germany. Typically no true Pulp hero would have *anything* to do with the Nazis, but your players may decide the best way to find out what the Germans are up to is for the hero to join the expedition while *pretending* to side with the Nazis.

When the hero agrees, Dr. Dietrich expresses his pleasure. He explains that the dig is in Nineveh, on the outskirts of Mosul, Iraq. He will reveal more about the specific objects sought, and why the PC’s expertise is so vital, when the hero reaches the dig. He provides one (and only one) plane ticket to Baghdad, along with instructions to contact Wilhelm Mersmann, a German importer/exporter who’s assisting the expedition, once the hero arrives. Mersmann will arrange for the rest of the hero’s travel. If necessary he makes it quite clear that Germany’s offer does *not* extend to the other heroes, and that they will not be allowed on the dig site. (Despite this, it’s assumed the other PCs will find a way to tag along, or to get to the dig on their own. After all, they’re heroes!)

Once in Baghdad, the heroes may want to get in touch with old friends to find out anything they can about the Nazis’ activities (see below). Eventually, the PC working for the Nazis has to contact Mersmann, a middle-aged and generally affable trader. He provides a train ticket to Kalat, a town just south of Mosul where the railroad ends (there’s only one railway, and only one train per day; the only other (slower) ways from Baghdad to Mosul are via the Tigris River or a long, dusty, uncomfortable car ride.

In Kalat a Dr. Rudolf Grüber, who’s in town with a truck to pick up supplies, meets the PC at the train station to give him a ride out to the dig site. At the dig site Dr. Dietrich reveals what’s going on (see below).

THE HERO REFUSES

If the hero refuses (politely or impolitely) to work with Nazis, Dr. Dietrich graciously expresses his regrets and leave. He returns to Iraq... but not before putting plans in motion to get what he wants anyway!

Later that evening, enemies attack the PC, intending to kidnap him (if possible) or kill him (if not), and of course to kill anyone else who gets in their way. Depending on where the PCs are, the enemies could be Bundists armed with tommy guns, local hirelings wielding blades and pistols, or anything else you think is appropriate. The key is to stage the attack in a picturesque location so it’s a fun, dangerous, slam-bang battle that gives the heroes a hard time but allows them to win.

If the PCs leave any of their enemies alive, they know nothing except that the PC who spoke with Dr. Dietrich (who they do not know by name) was to be kidnapped if possible and smuggled to Iraq via a cargo flight.

Now it’s personal! Time to find a way to get to Baghdad and stop those Nazi scum. Whatever they’re up to, it can’t be good!

PART TWO: THE SANDS OF IRAQ

Once the PCs make it to Iraq, things begin to progress.

FRIENDS AND ALLIES

Before they head north to Mosul, the heroes might want to make contact with people they know who may have information about the Nazi expedition. Or, they may need friends’ help to travel through Iraq as easily and safely as possible. You should use whatever friends are appropriate for your group (they may already have Contacts there, for example), but here are two you might consider:

Ismail

In Baghdad lives a friend of the PC who was approached by Dr. Dietrich — an old man named Ismail who for years has been a part of archaeological digs throughout Mesopotamia and is something of an expert on them. He rarely goes into the field anymore, but if the Nazis are working a serious dig in the region they’d at least have consulted with him, if not tried to hire him.

Ismail was indeed consulted. He says the Nazis are searching for some ancient Assyrian tablets, but weren’t entirely forthcoming on why they’re so important. The dig is motivated, apparently, by a find of another table last year that contained tantalizing information of some sort. He’s not clear where that tablet is now, but the Nazis have a rubbing of it that they showed him. Ismail remembers little of what he saw, but he recalls that

—the tablet was allegedly written by Yasmakh-Adad (a PC who makes an appropriate KS has heard of him — he was the court wizard of Shalmaneser III (858-824 BC))

—the tablet mentioned the “Caves Of Marduk” and purportedly gave directions to them, but the directions are incomplete (neither the PCs nor Ismail have heard of these Caves, but clearly they sound important)

The Nazis apparently intend to find the rest of the tablet or some other sources of information that gives full, accurate directions to the Caves Of Marduk. That means the heroes have a goal: get the directions before the Nazis do and beat them to the Caves Of Marduk!

Reginald Whitby

Reginald Whitby is a diplomat at the British Embassy. If he’s a friend of the PCs, he can tell them that the only German archaeological expedition currently authorized in Iraq is north of Mosul, at Nineveh. He can also arrange travel documents for them, and assist them in other small but important ways.

TO MOSUL

Aside from the archaeologist PC who's working with the Nazis and follows their travel arrangements (see above), all other PCs have to make their own way to Mosul. There are several ways to get there from Baghdad:

—Private plane (either their own, or one they charter). This requires special government permission (easily obtained with Reginald Whitby's help).

—Train. A train runs daily from Baghdad to Kalat, just south of Mosul. This is the fastest and most comfortable way to get there other than a plane.

—the Tigris River. This is slow (especially if the heroes sail rather than use a motorized watercraft) but fairly cheap.

—Car. The road trip from Baghdad to Mosul is slow, dusty, hot, bumpy, and generally miserable, but it's one way to get there.

If you want to liven the scenario up a bit at this point, perhaps a group of Kurdish brigands or a band of river pirates attack the heroes' method of transport. Depending on how the PCs handle the situation, their attackers may even become erstwhile allies who can help them later against the Nazis.

Once the heroes make it safely to Mosul, they must be very careful — it's not a large city (60,000 people), and their presence may attract notice and arouse the attention of the Nazis. A German who's in town to obtain supplies or enjoy a little rest and relaxation might spot them, or a sneaky informer might try to get word to the Germans about "Englishmen" who are in town as a way of currying favor or earning some money.

THE DIG

The accompanying map shows the Nazi expedition's camp, which is a couple of miles outside Mosul on the outskirts of the ruins of Nineveh. The two large tents on the northern side of the map are for cleaning, processing, and studying artifacts recovered by the dig's archaeologists. If the PCs want to get a look at the incomplete tablet the Nazis already recovered (of which they showed a rubbing to Ismail), they can find it here.

The two medium-sized tents to the east are where the Assyriologists the Nazis have kidnapped or blackmailed into helping them stay. Two Nazi soldiers stand guard over these tents when the scientists are in them.

The three medium-sized tents south of the main bonfire are barracks tents for the Nazi soldiers assigned to the dig.

The small tents to the west are for the Nazi archaeologists. If a PC archaeologist has agreed to work with the Third Reich, he'll get one of these tents.

The two medium-sized tents near the smaller campfire are for Major Eichenwald and for Dr. Dietrich and his daughter Wiltrud.

THE NAZIS

The military leader of the Nazi expedition is Major Baron Hermann Eichenwald (see *Pulp Hero*, page 395). He's a ruthless SS soldier who won't hesitate to "dispose" of the PCs if he feels they're a threat. He commands the soldiers in the camp with grim efficiency.

The academic leader of the expedition is Dr. Stefan Dietrich, whom the PCs have already met. In the field he dresses much less formally, but he still leads the scientists and workers with a certain amount of grace and punctilio.

Wiltrud Dietrich

With Dr. Dietrich is his daughter Wiltrud, a lovely young woman of 22. She's not just there for "fun" — she's a learned Assyriologist in her own right and is doing serious work assisting her father. Despite the fact that she looks like she could have stepped right off an Aryan recruiting poster, with her blonde hair tied back in a braided ponytail and her deep blue eyes, she's no Nazi. In fact she despises her father's Nazi ideals and could be persuaded to help the PCs keep the Nazis from obtaining the Tablets Of Destiny, if they're dashing and handsome enough and promise not to hurt her father. At the very least, she can explain exactly what the Nazis are looking for and what's going on.

If one of the PCs is working for the Nazis, Wiltrud gives him the cold shoulder. It will take some serious Persuasion rolls and good deeds to convince her he's not sympathetic to the Nazis.

THE ROUTINE

The camp comes to life before dawn. Breakfast is made and eaten. Nazi soldiers keep a wary eye on the kidnapped/blackmailed Assyriologists. As the sun rises, the archaeologists and diggers head out to the actual dig site under the leadership of Dr. Dietrich. Sometimes Wiltrud goes with them, sometimes she stays behind to study or process artifacts the team has already found. At least two archaeologists work in the acquisitions tents each day.

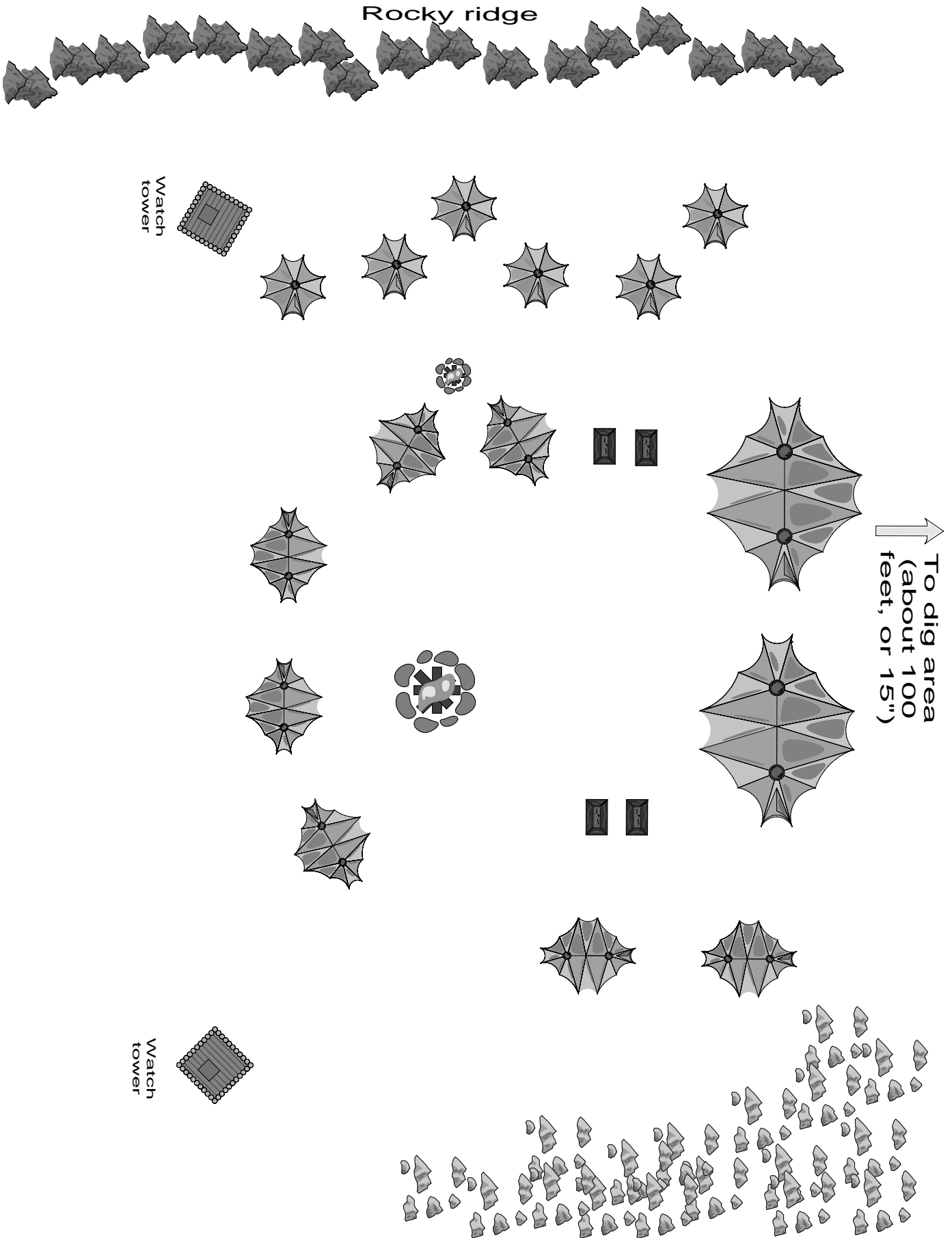
At noon the archaeologists and diggers return for lunch. After eating they return to the field; sometimes the ones who worked in the acquisitions tent go into the field and two others stay to work in the tents.

As the sun begins to set, the expedition calls a halt to work for the day. Everyone returns to camp for dinner. After dinner there may be conversation, or storytelling, or a little impromptu harmonica music or singing, but as often as not people drift off to their tents to read and go to sleep early — it's a grueling life. Soldiers keep the reluctant Assyriologists under watch at all times.

WORDS WRITTEN IN CLAY

At this point it's up to the heroes to keep watch on the camp somehow and gather information about what's going on. If one of the heroes is in the camp working for the Nazis, he already knows what the Germans are up to; it's just a matter of somehow communicating that information to the other heroes without Eichmann or the other Nazis learning what he's doing.

Dramatically, the best way for the heroes to learn



the lay of the land is to sneak into camp one day and make friends with Wiltrud Dietrich. She may take a little persuading, but once they convince her of their *bona fides*, she'll gladly help keep the Tablets out of Nazi hands.

The New Tablet

A day or three after the heroes start watching the camp, the Nazis find a large cuneiform tablet which tells the story of Zu and has complete directions to the Caves Of Marduk. Dietrich begins translating it, a process that will take at least two days. The PCs must learn what's on the tablet, either by spying on Dietrich, stealing it and translating it on their own, or sneaking in and taking a rubbing that they can translate. Being the heroes of the story, they may be able to translate a little more quickly than Dietrich can.

The new Yasmakh-Adad tablet provides a more truthful ending for the myth of Zu; it tells that Marduk hid the Tablets Of Destiny, including the approximate location of the Caves Of Marduk in the Zagros Mountains. However, Zu's continued existence as a guardian of the Tablets is *not* mentioned. Yasmakh-Adad's full account goes on to relate that:

lord Marduk set also three cunning snares to further protect the sacred Tablets. He who would gain the Tablets for himself must be strong, devout, cautious, and clever. For the first, heed the wisdom of Urshanabi. For the second, let Shamash guide thee. For the third, walk as would the victims of Lamashtu. Then must he face the greatest peril of all.

LAST ONE THERE IS A ROTTEN EGG

The scenario now becomes a race to the Cave Of Marduk. The trip takes about two days by car, camel, or horse, and four days on foot over the rough and rocky ground of northern Iraq.

For best dramatic impact, one way or another the Nazis should find out about the PCs. Soon Eichenwald, Dietrich, and a squad of Nazi troops are hot on their heels, and the PCs should know it (from seeing plumes of dust in the distance behind them and such).

Feel free to complicate matters to add dramatic tension. Maybe the heroes run into a group of Kurdish bandits; if they can make friends, the bandits might delay the Nazis for them. Or perhaps they have a chance to set up an ambush — is it worth the risk to try to eliminate the Nazi competition, or should they rely on speed? What if the PCs' car breaks down?

PART THREE: THE HALLS OF MARDUK

After a few tense moments (and possibly a fight or two), the PCs make it to the Cave one step ahead of the Nazis. It's an old, dry natural cave, with one tunnel leading down into the darkness. If the PCs didn't bring a light source, they must lose some precious time making some crude torches.

If anything delays the PCs, the Nazis arrive just as they enter the Cave and use force to prevent them from going down the tunnel. If the PCs retreat into the Cave, only Eichenwald and a few crack troops are

brave enough to follow them. If the PCs fight and lose, the Nazis get to enter the tunnel and go after the Tablets first (after interrogating the PCs). If the PCs fight and win (unlikely, but possible, since they're badly outnumbered), they can proceed onward unmolested. If the PCs make it into the Caves well before the Nazis arrive, they may run into the Germans coming in as they're leaving... or waiting to ambush them when they emerge back into the sunlight.

After entering the Caves Of Marduk, the heroes encounter, and must defeat or avoid, the three traps mentioned in Yasmakh-Adad's tablet.

THE WATERS OF URSHANABI

The tunnel twists and turns downward for about 75 feet, opening onto a circular chamber about 20' in diameter that's lit by a dim unnatural light. Filling the center of the room is a dark lake; there's a lip of about one foot between the cavern wall and the water's edge. On the other side of the lake the tunnel continues onward. Chunks of stone litter the beach near either tunnel. There are only two ways across: swim or creep around the edge.

This is the first trap; the PCs must use "the wisdom of Urshanabi" to pass successfully. Urshanabi is the ferryman of Uta-napishtim, the Babylonian Noah from *The Epic Of Gilgamesh*. Urshanabi helps Gilgamesh cross the deadly waters of the Abyss by advising him to cut many boat-poles and use each pole only once so he doesn't touch the water (which will kill him). In short, the advice is: don't touch the water. Marduk filled this lake with water from the Abyss; it causes 3d6 Killing Damage per Segment with no defense if touched, 6d6 if drunk.

The ledge around the lake is rigged to collapse at the halfway point, dumping intruders into the water. Two characters may make Breakfall rolls, or DEX Rolls at -3, to avoid falling in by leaping onto a safe part of the ledge; any more than that are doomed to fall in when the trap is sprung. Detecting this trap requires a Security Systems roll at -3; disarming it requires another such roll.

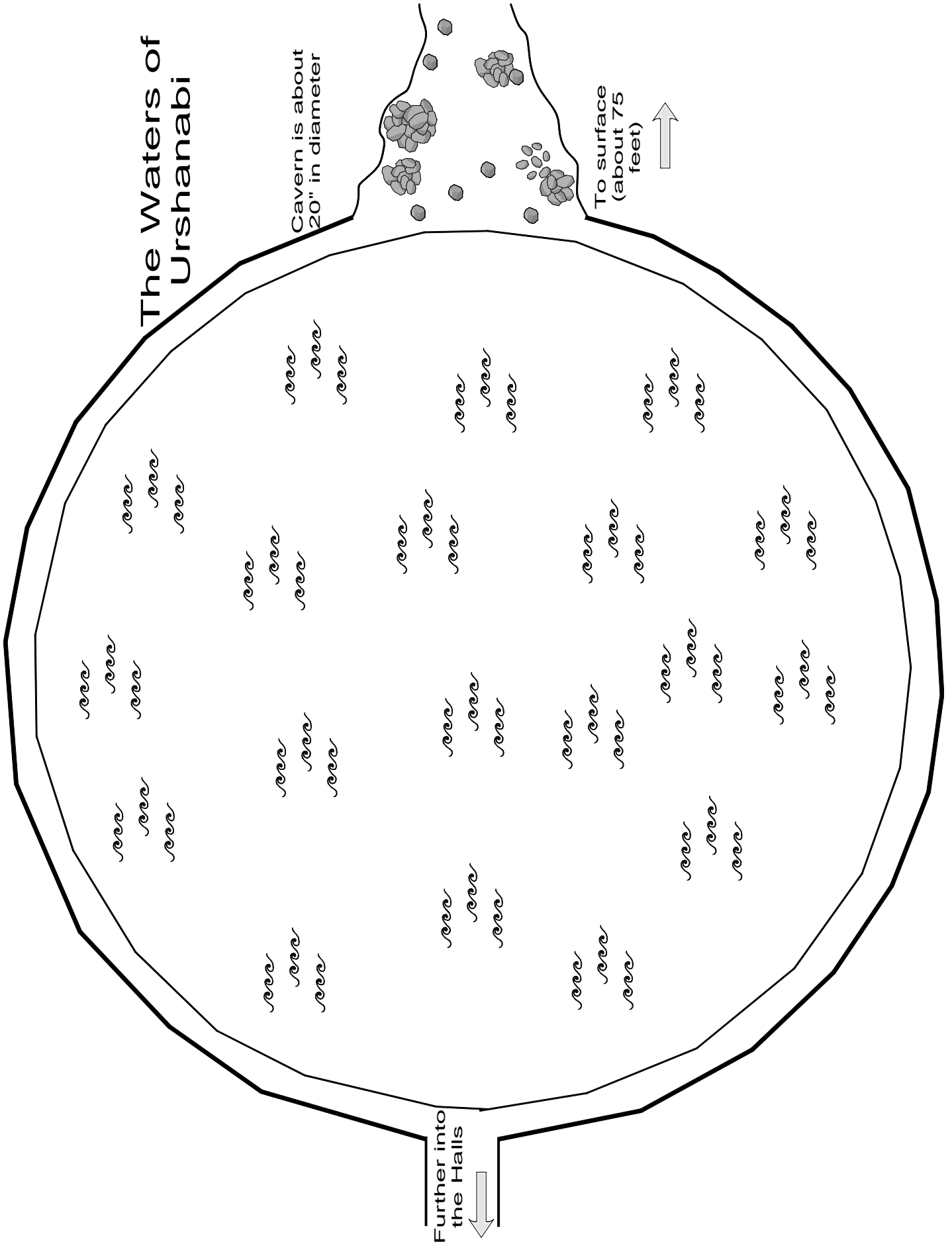
Since the PCs don't have a boat, they have to find another way to follow Urshanabi's advice. The best way is to use the rocks on the beach. The lake is actually very shallow, and if enough rocks are thrown in, the heroes can make a series of stepping-stones so they can cross without touching the water. Each character crossing this way has to succeed with a Breakfall roll at +1, or a DEX Roll at -1, to cross safely; failure indicates a character falls in.

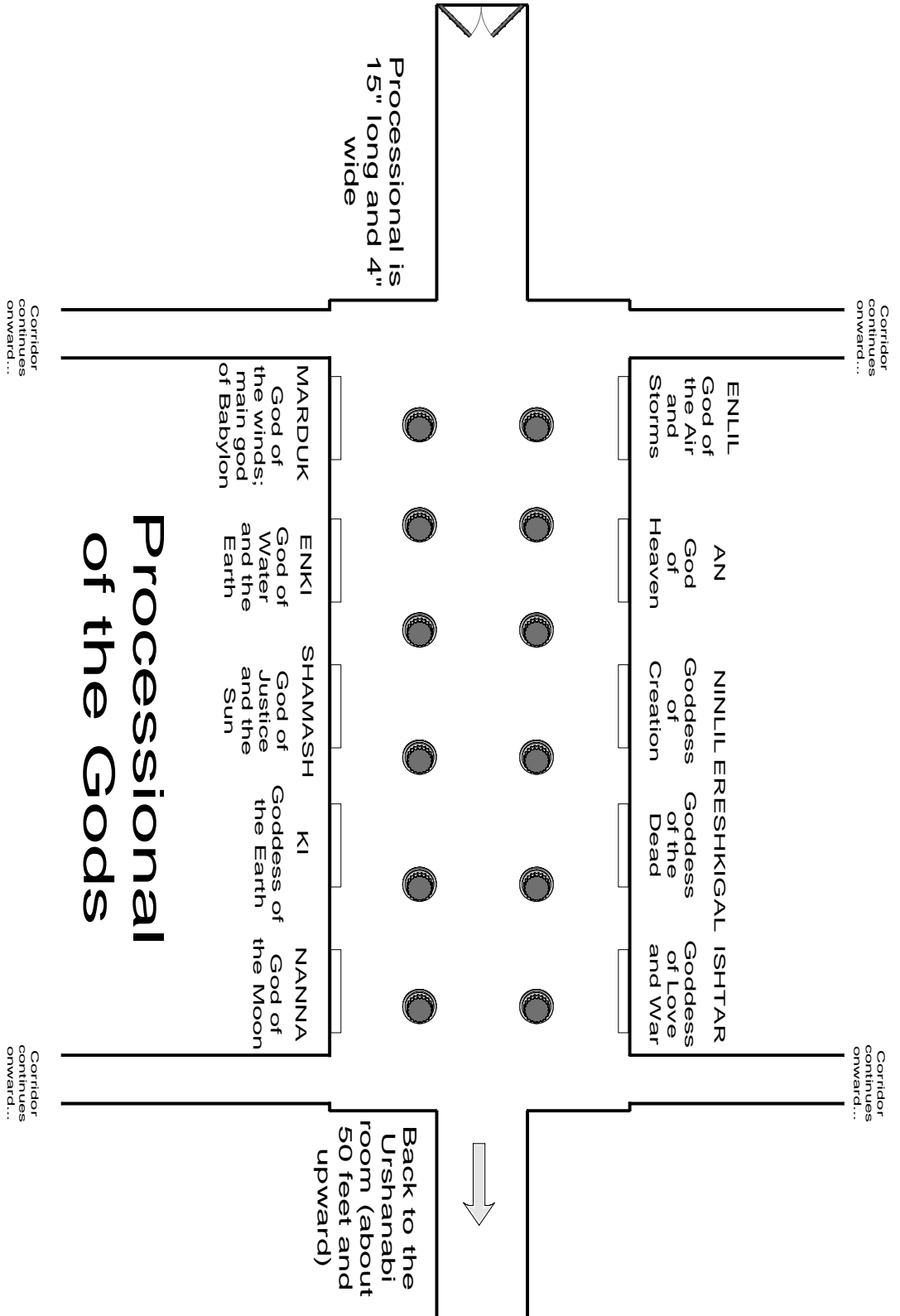
THE PROCESSIONAL OF THE GODS

The tunnel beyond soon straightens out and begins to show signs of carving and decoration. After a while it opens into a great hall 15' long and 4' wide whose walls are carved with scenes of the Babylonian gods: Enlil, Ea, Anu, Ishtar, Marduk, Ninurta, Nergal, and many others. Prominent among them is Shamash, god of the sun, giving off rays of light and holding a great sword (which points toward the far end of the hall). At the end of the hall the tunnel narrows once more and ends in a set of elaborately-carved wooden doors (which are fakes). Several other hallways lead off from the room in various directions.

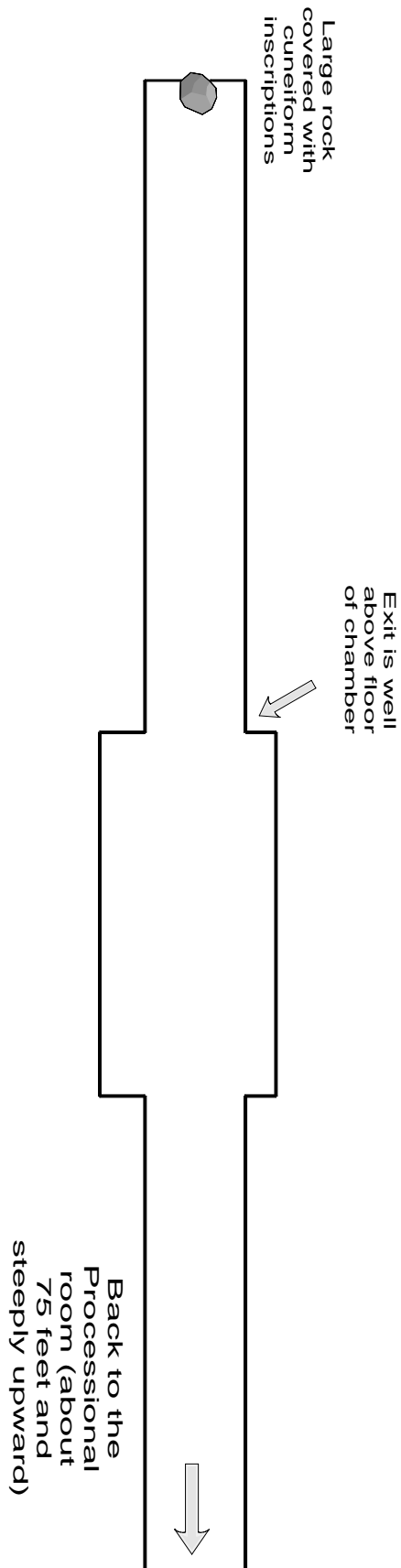
This is the second of Marduk's traps. If the PCs go the way Shamash points, they'll be trapped when an enormous stone block falls down behind them, sealing off the passage... and then the wall begins to move, slowly

The Waters of Urshanabi





The Lair of Lamashtu



but inexorably, toward the back wall of the corridor! (If the heroes examine the corridor before going all the way to the end, finding the trap requires a Security Systems Roll at -4.) The wall has STR 40, so opposing it will be tough — and just stopping it from moving would only be a temporary solution. The PCs have to find another way to jam the wall and make it reverse course; you should make the players think quickly to find the answer. Don't make it impossible, though — it isn't much fun for anybody if the PCs are crushed to death. If the players insist on making Skill rolls to get out of the dilemma, finding a way to stop the trap requires a Security Systems roll at -4 (finding the trap in advance before it activates requires a Security Systems roll at -6).

All the other hallways leading off from the Professional are fakes — they end in traps like the one described above.

Yasmakh-Adad's clue doesn't mean to go in the direction Shamash indicates, but rather to literally follow him: the carving of Shamash conceals a secret door. If the PCs can find the catch (this requires a Concealment roll at -2), that section of wall shifts backwards, allowing Shamash to "guide" them into a new tunnel.

THE LAIR OF LAMASHTU

The new tunnel continues downward for many feet, then levels and widens into a sort of gallery that's 10" long and 4" wide. The walls of this gallery are carved with depictions of many horrible Babylonian demons. Most prominent among them is Lamashu, a demoness who steals newborn babies.

AS SOON AS YOU DESCRIBE LAMASHTU, BEGIN TO TIME THE PLAYERS. THEY HAVE EXACTLY TEN SECONDS OF REAL TIME TO FIGURE OUT WHAT TO DO: "WALK LIKE THE VICTIMS OF LAMASHTU," I.E., GET ON THEIR HANDS AND KNEES AND CRAWL LIKE BABIES.

Any PC still standing after ten seconds gets hit by one of several enormous spiked bars that swing down from the ceiling (2d6 Killing Damage, Does Knockback). The only ways a standing PC can avoid the bars is to make an Acrobatics or Dive For Cover roll at -5.

Now the PCs are almost at their goal. After several dozen more feet of tunnel, they come to a large stone covered with Babylonian magical symbols of warding and protection. If they can move the stone (it weighs about 3,000 kg), they can enter...

THE CHAMBER OF DESTINY

In the Chamber of Destiny (a perfectly circular room with a 6" radius, not shown on the map), the Tablets of Destiny sit on a 3" tall pedestal near the wall opposite the door. The PCs now have to overcome a danger worse than all of the traps combined — Zu himself! Marduk has reduced him to a monstrous bird-man, with terrible claws and a screech that can shatter stone. See the accompanying character sheet for Zu's game information, but adjust it as necessary — make him tough enough to give the PCs a good fight, one they'll remember for the rest of their careers.

Once the PCs defeat Zu, the Tablets are theirs. The Tablets contain enormous power, though they can't teleport the heroes out or kill all the Nazis with just a thought. But any PC who was injured or killed by the mad half-god is healed to full life and health if someone touches

him with the Tablets. Now all the PCs have to do is escape with the Tablets without being captured by the Nazis... perhaps by using the Tablets to, say, make all the Germans fall asleep.

After the Tablets are taken out of the Cave Of Marduk, their power soon fades and they crumble to dust. They and their power can no longer survive in a world where the gods of Babylon are as dead and buried as the cities where they were once worshipped.

ZU				
Val	Char	Cost	Roll	Notes
25	STR	20	14-	Lift 800 kg; 5d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
5	INT	-5	10-	PER Roll 10-
10	EGO	0	11-	ECV: 3
25	PRE	20	14-	PRE Attack: 5d6
6	COM	-2	10-	
10	PD	7		Total: 10 PD (6 rPD)
10	ED	8		Total: 10 ED (6 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	REC	2		
40	END	0		
50	STUN	17		Total Characteristics Cost: 167
Movement:		Running:		6"/12"
		Flight:		10"/20"

Cost	Powers	END
15	<i>Talons:</i> HKA 1d6 (1 ½d6 with STR)	1
5	<i>Beak:</i> HKA 1 point (½d6 with STR)	1
100	<i>Screech:</i> Hearing Group Flash 10d6, Area Of Effect (6" Radius; +1¼) plus Energy Blast 4d6, NND (defense is Hearing Group Flash Defense or being deaf/deafened; +1), Area Of Effect (4" Radius; +1); Linked (-½)	12
6	<i>Zu's Divine Form:</i> Damage Resistance (6 PD/6 ED)	0
120	<i>Zu's Divine Form:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
17	<i>Wings:</i> Flight 10", Reduced Endurance (½ END; +¼); Restrained (-½)	1
8	<i>Zu's Eyes:</i> +4 PER with Sight Group	0
2	<i>Zu's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Normal Sight	0

Skills

10	+2 HTH
2	+1 with Flight
3	Stealth 13-

Total Powers & Skills Cost: 288

Total Cost: 455

75+ Disadvantages

0	Physical Limitation: Human Size
25	Psychological Limitation: Violently Hates Everyone And Everything (Very Common, Total)
355	Experience Points

Total Disadvantage Points: 335