



TOMB OF THE DEAD

AN ADVENTURE FOR

THRILLING TALES



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TOMB OF THE DEAD

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INTRODUCTION

This scenario takes the PCs to Africa at the request of an old friend. It seems he has discovered something important in the dry dirt of Darfur. Even before arriving the PCs are attacked by thugs, and once in Darfur things only get worse. Soldiers have disappeared from a local fort, and when the PCs finally find their friend they are too late to stop a mad German archeologist in setting free an undead scourge.

BACKGROUND

World renowned archeologist and historian, Sir William Frederic Carstairs III, recently discovered the remnants of a hitherto unknown pre-historic civilization in the Darfur region of the Sudan. With a small

team of archeology students and a handful of local diggers, Sir William uncovered what seemed to be a massive tomb complex a few dozen miles from the town of Nyala.

Unfortunately he was not the only one on the tracks of this discovery. The equally renowned archeologist and medical doctor, Dr. Neumann, has also arrived in Darfur with a digging team of his own.

Dr. Neumann soon sought out Sir William on one of his supply runs to the local military outpost. At first he suggested a partnership, but when the stubborn old man refused, the German changed tactics completely and began threatening him, if he would not reveal the location of his digging site. Only the presence of



uniformed British soldiers and his natural mulishness prevented Sir William from giving in to the threats.

Slightly rattled by this unpleasant encounter, Sir William decided to ask for help from one of his old acquaintances, [insert one of the PCs' names]. If anyone could help him deal with such obnoxious people as Dr. Neumann while still keeping the digging site and discoveries a secret from the world it would be [insert PC's name] and his friends.

Unfortunately for Sir William, shortly after sending his telegram to his friend, Dr. Neumann captures him. Using his truth serum the evil Nazi forces William to reveal the location of the archeological dig. Furthermore, Dr. Neumann learns the PCs are on their way and wires his agent in Algiers, Heinrich Metzger, to take care of the problem.

CHAPTER ONE: ALARM IN ALGERIA

Read the following to the players:

Your old friend, Sir William Frederic William III, has telegraphed you and asked to make all haste to his archaeological dig in the deserts of Darfur in British controlled Sudan. The tone of the letter implied he had made an important find, but also that some sort of complication had occurred.

Hand the players the Telegram, reproduced on the next page.

The meeting with Albert will take place at Hotel Atlas, a rather ragged establishment desperately trying to cling on to past glories. It's built in 19th century French colony style, white, flaking paint, and it has a large zeal of the French republic hanging over the entrance. Situated on the outskirts of a large souk – an Arab market place, at the square called "Place des Colons". While it is only four stories tall it towers over the other buildings around the square.

As the PCs arrive you might want to give them a chance to notice something a little odd about the setting: Across from the hotel entrance a very blond and menacing looking man is reading a local Arab newspaper upside down.

DOMESTIC SERVICE	
Check the class of service desired, otherwise this message will be sent as a fast telegram	
TELEGRAM	
DAY LETTER	
NIGHT LETTER	

WESTERN UNION TELEGRAM

1206 (4-33)

W. P. MARSHALL, PRESIDENT

INTERNATIONAL SERVICE	
Check the class of service desired, otherwise the message will be sent at the full rate	
FULL RATE	
LETTER TELEGRAM	
SHORE-SHIP	

NO. WGS-CL. OF SVC.	CASH NO.	CHARGE TO THE ACCOUNT OF	TIME FILED
		SIR WM CARSTAIRS	

Send the following message, subject to the terms on back hereof, which are hereby agreed to

MY FRIEND
I FOUND WHAT I LOOKED FOR IN DARFUR STOP IS EVEN GREATER THAN I HAD
HOPE FOR STOP HAVE SMALL TEUTONIC SNAG I HOPED YOU CAN HELP WITH STOP
BRING FRIENDS BUT KEEP IT QUIET STOP DON'T WANT PRESS UNTIL FINISHED STOP
HAVE ARRANGED FLIGHT TO ALGIERS WHERE YOU SHOULD MEET MY VALET ALBERT
AT HOTEL ATLAS STOP ALBERT HAS MORE INSTRUCTIONS STOP
YOURS HUMBLY
WILLIAM

It is Heinrich Metzger. He has traced Albert to the hotel, and is presently waiting for the local thugs he has hired to do their job.

If approached by anyone who does not look like a local, he will try to merge with the market place crowd. If caught or cornered he will simply tell the PCs to bugger off, he has done nothing wrong – which is true for the moment. He does not want to get into a fight with the PCs just yet.

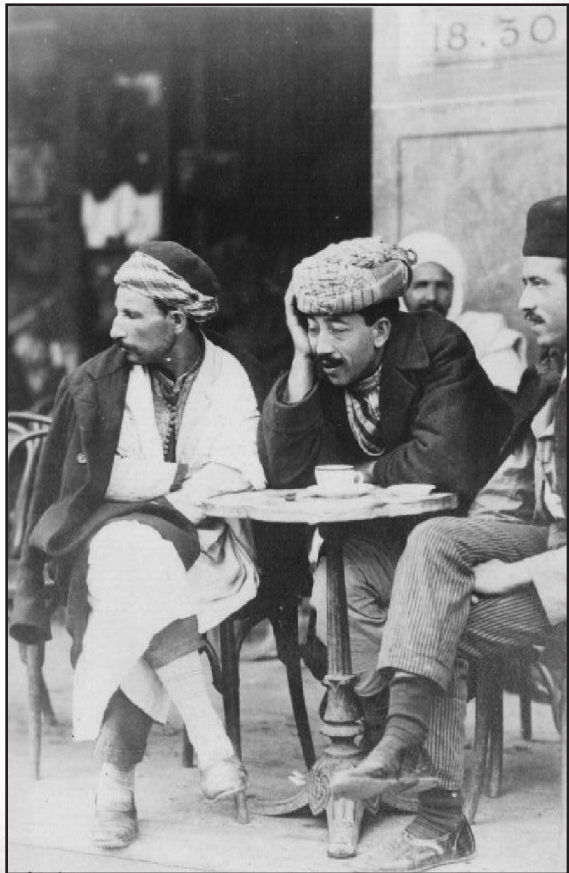
Inside the Hotel Atlas lobby are only a handful of patrons, mostly local Arabs and French nationals, and the hotel owner – an overweight little man with an extremely impressive black beard & mustache. His name – he eagerly informs the PCs as he springs from behind the concierges' desk – is Hamza. If asked, he helpfully informs the PCs that Monsieur Albert is sitting in the hotel's adjacent bar.

True enough Albert is nervously sipping at a drink in the bar. Other than Albert and the bartender there are almost no people on the inside of the bar. Most patrons prefer the more sunny tables outside on the sidewalk to the dark

interior.

As soon as he sees the PCs, Albert will eagerly try to make them comfortable, insisting on buying them a drink before “getting down to business”. Albert will explain that he has tickets for the group on a train to Khartoum, where they'll be met by Sir William's dig chief, Harimi Hamsha, who will take them to the secret location of the dig. Albert gives them their Train tickets, for tomorrow morning.

Albert is loud and boisterous -- he's a Frenchman, a former Foreign



Legionnaire whom Sir William had met during the Great War. He will tell the players that Sir William has discovered the ruins of a hitherto unknown civilization – a tomb complex of potentially vast riches. He has not been to the dig himself – He spends most of his time travelling back and forth from Algiers to Khartoum, using his somewhat shady connections from the Foreign Legion, handling Sir William's business concerns and supply ordering.

As soon as Albert is finished with his story, all hell breaks loose.

A handful of screaming thugs (at least 2 per PC, more if you feel they need more of a challenge) charge into the hotel bar, grab Albert by the arms and pull him out into the street (the plan is to kidnap one of the group, and force the others to abandon the plan to travel to Darfur-- they grabbed Albert by chance).

The PCs are surprised and not dealt a card in the first round. From round two the PCs are allowed to react. They see Albert being pulled towards a black Mercedes limousine pulling up to the curb next to the hotel. There are too many confused civilians flailing around on the sidewalk to get a clear shot at the thugs carrying Albert. Still, the PCs should get the satisfaction of punching a few of the kidnapers in the face, so a handful of them turn to face any pursuers.

At the end of round three Albert is pushed into the limousine that immediately speeds away. Any remaining thugs quickly scatter after this. They were only hired to kidnap, so they are not going to risk their lives fighting the PCs.

Note that we want to have a chase scene here, so the kidnapping needs to be successful, so throw in annoying obstacles to keep the PCs from getting close enough to the car. Perhaps some lady falls screaming into the arms of the PCs, fainting (or pretending to), or a terrified donkey slams into the character closest to the car, or some other random event happens.

SOUK CHASE

Let your imagination run wild in regards to description or make a few google searches and show images of Arab souks. Generally the word is excessive displays of goods and narrow streets, often covered like an arcade. Of course the traditional Arab house also has a flat roof that is excellent for running across, avoiding some of the trouble of “ground level” travel, but presenting the pursuer with some other challenges.

While the Mercedes is the only motorized vehicle in the immediate area, the PCs should be able to chase it down on foot or bike or horse as it is constantly slowed down by the narrow streets, fruit vendors and clothes on dry-strings hanging across



the streets. If using the SW:EX chase rules, give it 2 markers head start. Range increments are 5" and the souk gives -2 to avoid obstacles when dealt a Club. Obstacles will be "soft" on a roll of 1-4 on a d6.

In the unlikely event that the PCs brought their own ride, they can use that of course. Any motorized vehicle will have its top speed quartered and its acceleration halved due to all the obstacles in the city and the narrow streets.

Alternatively the PCs might be looking for transportation. A successful Notice roll will let them spot a bicycle leaned against a wall and two horses loosely tied to a lamppost across the square outside the hotel.

If at some point in the chase the PCs are falling seriously behind, or if you fear that they will never catch up with the Germans, have them notice

a motorcycle in an alley.

VEHICLES PRESENT

The Mercedes Limousine (1935 Mercedes-Benz 230): **Acc/Top:** 5/10 while in town (10/40 on road); **Toughness:** 10(3); **Crew:** 1+4. Metzger is driving during the chase.

Horse: Pace 10+d8 running die; Toughness 8; Crew: 1+1.

Bicycle: Pace: double rider's pace (no running die); **Toughness:** 4; **Crew:** 1+1. Use the better of driver's Agility or Driving.

Motorcycle: **Acc/Top:** 10/20 while in town (15/30 on road); **Toughness:** 8(2); **Crew:** 1+1

At some point during the chase the rearview window in the car gets smashed and the PCs can see Albert as well as a handful of other men

inside. If they shoot at the Mercedes, remember to remind them about the innocent bystander rule.

When or if, the PCs finally catch up to the car and gets it stopped or it crashes, Metzger and two German brownshirts (Nazi party thugs) emerge and begin shooting at the PCs with little regard for the lives of innocent locals or the collateral damage they inflict.

Now the hunters become the hunted! Hijinks ensue.

If things turn against the thugs and the Nazis, Metzger will try to make good his escape. They'll see him again in Chapter Two.

If the PCs manage to rescue Albert, he'll be thankful, but have no idea why he was grabbed. If the kidnapers get away, the players will receive a message at their hotel warning them not to travel to

Khartoum, or Albert will be killed. (The GM will have to improvise something if the PCs decide to mount a rescue operation -- so it's probably best if they manage to stop the kidnapping -- or perhaps Metzger simply throws Albert out of the car when he realizes that he's bitten off more than he can chew, and regroups for Chapter Two).



CHAPTER TWO: TICKETS, PLEASE!

Assuming the PCs survive chapter one, they board the train to Khartoum the next morning. It is pulled by an elderly steam engine and the tracks are bent by heat and poor maintenance. The 2nd and 3rd class coaches are filled to the point of bursting with local Sudanese, their goods and many interesting animals, not all of them completely domesticated. Even the roof is being used by several dozen people.

The tickets provided for the PCs by Sir William are for the 1st class coaches. These coaches are being kept free of the rabble by a group of zealous conductors. Most of the passengers on 1st class are British bureaucrats of the colonial administration, well-to-do locals, and the occasional Arab merchants. Two British soldiers, Jim and Tom, are also returning to Sudan after having enjoyed a short leave.

Shortly after the train has made a scheduled stop at a water and fuel station, the PCs are attacked by local thugs hired by Dr. Neumann. If Metzger escaped from the souk, he will be present as well, with a handful of brownshirts (depending on how tough the PCs have shown themselves to be). The Local Thugs have been waiting at the water and fuel station for the PCs to arrive and have been given pictures of the PCs from a newspaper (if the PCs are

famous), or sketched drawings (if they are less famous), so they could recognize them.

If questioned after the fight the thugs will explain they were hired by a white man who spoke with a funny accent. He paid very well for them to simply throw the PCs off the train or kill them if necessary.

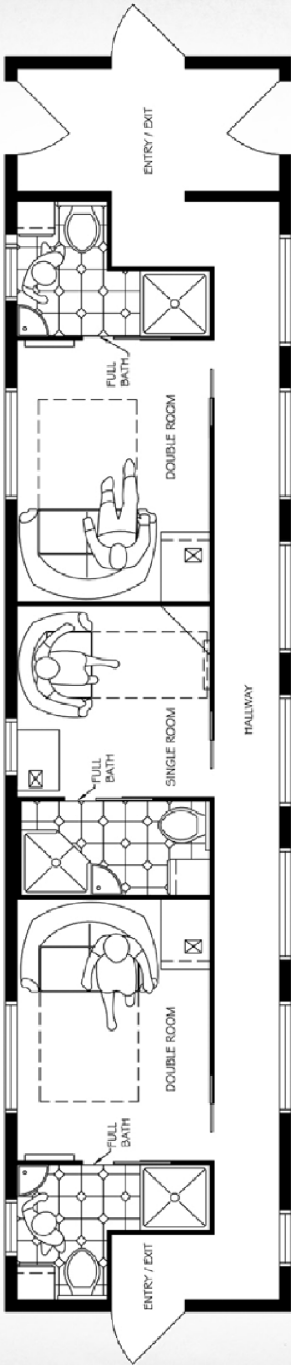
There is no fixed number of thugs for this fight. Just make sure the PCs get suitably challenged, it's the only fight they get into for a while, so it won't matter if they get a little bruised.

How do I make a fight in a 1930's steam engine train coach interesting?

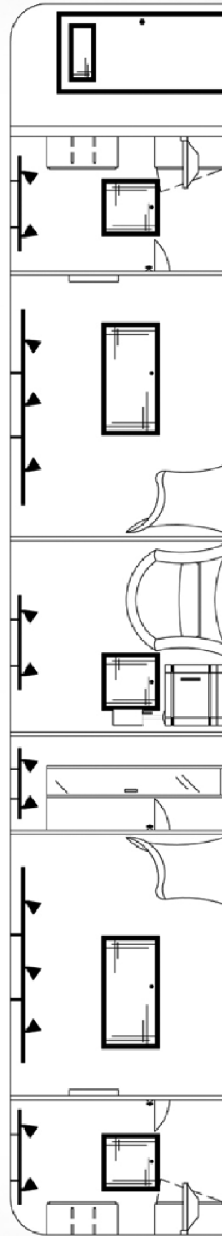
You have to ask? OK, here are some ideas on how to mix it up a little.

- Fighting in a moving train is not easy, especially with rails that are not entirely straight. Characters without the Steady Hands edge suffer from the "Unstable Platform" rule (SW:EX pg.71) and gets -2 to Shooting.
- Coach doors and seats give +3 armor to those using them as cover, glass windows give +1 armor, and the large oak & metal dinner carts on wheels give +4 armor (while you risk getting covered in your intended dinner, these carts

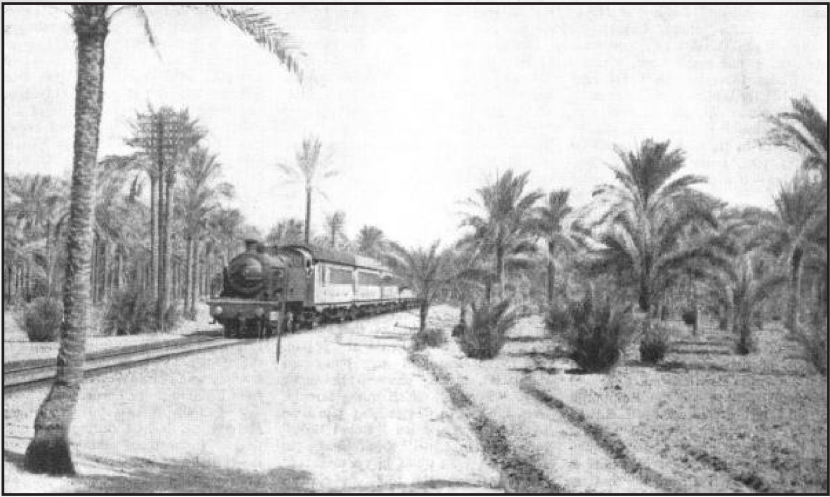
SLEEPER CAR



PLAN VIEW



ELEVATION VIEW



can be pushed along to give moving cover)

- Pace through throng of people in the 2nd Class coaches is 1" +1" per successful Strength check and raise.
- Walking up to Pace on the roof of the moving coaches requires an Agility roll. Failure means the character must fall to his knees or put a hand down to stabilize, halving his move. Running or Fighting incurs a -2 penalty to this Agility roll. If a character gets Shaken he must immediately make an Agility roll. If he fails he falls prone in addition to being Shaken.
- Pulling the emergency breaks will result in every one who's not tied down or bracing immediately moving 10" in the direction the train was moving. If a character hits something both he and whatever he hits suffer 2d6 points of damage.
- The other passengers and or conductors on the train may unintentionally get in the way of the PCs, either as obstacles or as Innocent Bystanders (see SW:EX pg.69).
- Tom and Jim, the soldiers returning from leave join the fight on the PCs' side (use same stats as the other Surviving British soldiers -- see Appendix).

CHAPTER THREE: ANOTHER BUMPY RIDE

Unless the PCs really screw things up, they should get to Khartoum on the train a few hours after the attack of the thugs. It was pretty clear to everyone the PCs acted in self defense, so they won't really get in trouble with the law, especially if Tom and Jim are there to speak on their behalf.

Somewhere in the crowd awaiting the train in Khartoum is a nervously smiling Arab man who presents himself as Harimi Hamsha, Sir William's man-servant. Hamsha drives a large Rolls-Royce limousine that holds up to six people and their luggage with ease. The elegant vehicle seems completely misplaced in the dusty African town, but it's very characteristic of Sir William to value elegance over practicalities. If the PCs and their followers make up more than six people then a car and/or horses need to be rented.

Just as Hamsha drives the limousine out of the station area, the PCs notice the two soldiers from the train, Tom and Jim, are still standing around with their gear on the ground, obviously slightly confused. If the PCs ask them, they explain their ride from the Fort Barum has not arrived.

Fort Barum is right outside of Nyala. Tom and Jim will happily accept a ride if the PCs offer it. Hamsha doesn't complain, but is not entirely

happy about it.

During the bumpy ride north let the PCs make a Notice -2. If they make it, they notice rope marks around Mr. Hamsha's wrists. If questioned about this he nervously dismiss it as a working injury, but seems unable to come with a sensible reason. If pushed a little (Intimidation or Persuasion) he will admit the German scientist Dr. Neumann has forced him to work for him, by holding his son captive at the dig. The Germans have also captured Sir William and his team of archeologists.

He was ordered to go to the train station and wait. If the PCs turned up he was to pick them up and take them to the German soldiers at the dig site. With or without the PCs, Hamsha was to report back to Dr. Neumann at the latest six hours after the train arrived, otherwise his son would lose a limb.

If the PCs don't notice his rope marks or ignores them, Hamsha will take them directly to the German soldiers, using a clear approach will reveal the Rolls-Royce in time for the Germans to prepare.

The drive from Khartoum to Nyala takes a few hard, bumpy hours. Before they reach the town, the PCs might notice a British fort in the distance. It is Fort Barum, the only significant military outpost in this area. If the PCs have picked up Tom and Jim then this is where they need to go. Hamsha won't protest too

much as it is on the way to the dig site – but he will insist they don't make too long a stop there (since he fears for the life of his son).

As the PCs approach Fort Barum it becomes clear that something's wrong. The gates to the fort are open and there are signs of fighting, but no corpses. Inside the fort there are even more signs of fighting, and all over the ground are sink-holes. Even inside the rooms the ground seems to have collapsed here and there. Spend cartridges cover the ground and scattered around are pieces of bleached bones.

Not far from actual fort it-itself is a small watering hole surrounded by a few trees. Shaded by the trees about a dozen British soldiers are resting.

Major Stockwell and his 11

remaining men (out of about 200 originally) calmly explains to the PCs what happened:

"A couple of hours ago we suddenly heard a loud rumbling sound from the ground underneath the fort. Before we knew what was happening a gaunt creature emerged from the ground, right in the middle of the exercise grounds!"

He ordered us to follow him to defend his king from some sort of attack. I told him in no uncertain terms that we would do no such thing. This seemed to upset the apparition and next the ground exploded with skeletal figures emerging from everywhere!

They dragged many of my men into the ground before we could organize a proper defense and even then our



bullets seemed to do little damage to them.

Still we managed to make a fighting withdrawal and all of a sudden the creatures disappeared into the ground as suddenly as they had come, dragging my screaming men after them!"

Major Stockwell, finished his story with a wave at his remaining soldiers:

"I've given my men a few hours rest before we try to find those supernatural kidnappers and show them British steel!"

WHAT REALLY HAPPENED?

It's not much different from what Major Stockwell tells it. What he doesn't know is that the attack was a result of the Tomb General using his ability to call upon defenders of the land to help him out. By the time the attack took place, Dr. Neumann and his men had reached far into the maze of the tomb and were removing the last obstacles and traps. The Tomb General figured that the invaders of the tomb would soon manage to reach the very inner ante-chamber and he decided to bolster his ranks.

His magic mostly worked, except for the determined resistance of Major Stockwell and his men.

If the PCs search the ground outside the fort they will soon find strange cracked lines in the dirt, all leading

in the same direction – towards the dig site.

The surviving soldiers are determined to find out what happened to their friends and will follow the PCs immediately if they suggest it might have something to do with the excavation Sir William is doing. Major Stockwell knows Sir William well, since he used to come to the fort for supplies with regular intervals.

The soldiers have an old truck with room enough for fifteen people. Major Stockwell will also produce the key to the armory inside the fort. The PCs can take as many grenades, Lee-Enfield rifles, and ammunition as they wish. In addition there is a Bren Gun (40/80/160, 2d8, AP2, RoF 3, Weight 22, Shots 20, Min. Str. d8, Auto, Snapfire). There are 25 magazines of additional ammunition for this gun (each magazine weighs 2lbs).

CHAPTER FOUR: THE EXCAVATION SITE

About an hour's drive from Fort Barum, the relatively flat landscape is suddenly replaced by rocky hills and small mountains, crisscrossed by now dried-out rivers.

The excavation site is located at the bottom of a horseshoe shaped rock about 150' high. Littered across the site are about two dozen tents, making up the camp. Approaching within a few miles in a vehicle traveling at any speed will make a dust cloud that can easily be spotted from the camp. Walking or jogging won't cause too much dust and isn't likely to be spotted by the guards at the camp.

In the middle of the "horseshoe" a huge hole seem to have been blown out of the rock. Inside is what looks like a long tunnel.

The camp is relatively empty at the moment the PCs arrive. Only a few hours earlier, sensing he is near a literal break-through, Dr. Neumann has ordered every worker into the tomb to work, leaving only SS-Scharführer Jung and about ten SS soldiers to patrol outside.

Among the tents are a couple of dusty trucks filled with crates. A sharp-eyed PC will notice that a lot of those crates contain dynamite (see below). A lot of explosives were used in the early days of the excavation, but now they have been put aside. There are about 100 sticks of dynamite all told as well as several miles of fuses.

Sir William is being kept captive in a central tent along with Hamsha's son and two of the archeology students. Outside the tent are two bored and sweating German soldiers. The rear entrance of the tent has been sown shut, but can easily (and quietly) be cut open with a sharp knife.

STICK OF DYNAMITE

Range 4/8/16, **Damage:** 2d6, +1 per additional stick, **MBT** +1" radius per additional stick.

Up to 7 sticks bundled together can be thrown at the above ranges. 8-12 sticks in a bundle can be thrown only 3/6/12 (the explosion has a radius of between 9" and 13"...). It is virtually impossible to throw more than 13 sticks any great lengths.



The rest of the SS soldiers are patrolling the camp, except SS-Scharführer Jung who is relaxing in the shade of the entrance to the tomb with a good bottle of German schnapps. He is not particularly surprised when the PCs arrive/ attack/get spotted since he has been expecting Hamsha and the PCs for a while. If the PCs are in company of the British soldiers, however, he will immediately realize that he is in serious trouble and order his men to make a fighting withdrawal into the tomb.

Capturing Jung or any of the other SS soldiers alive will be hard, and they will be very tightlipped about what is inside the tomb.

If rescued, Sir William will explain to the PCs that Dr. Neumann is going to open the gates to the tomb of an ancient king who once ruled these lands. Dr. Neumann pried the exact location of the royal resting room from the mind of Sir William using his truth serum.

Luckily, the old Englishman explains with a vengeful chuckle, the German amateur forgot to ask about the traps. The whole tomb is filled with traps and the deadliest awaits the one who opens the final doors to the royal tomb. Unfortunately nobody knows the nature of this trap, nor how to avoid it. Other than leaving it alone of course... But where's the fun in that?

CHAPTER FIVE: SHOWDOWN IN THE TOMB OF THE DEAD

The tomb that Sir William and his men have uncovered is apparently a huge maze of narrow tunnels and slightly larger rooms. Many of these tunnels and rooms have been ingeniously trapped, but like all good Nazi villains, Dr. Neumann has made sure to send the innocent local diggers ahead of him and his men to set off most of the traps.

Unless the PCs completely avoided making noise in the last scene it's likely that Dr. Neumann and his men have heard them coming. He has ordered some of his men (2 per PC +1 per 2 Non-Wild Card allies) and SS-Scharführer Hoffmann to stop the PCs from disturbing him further. Any surviving members of SS-Scharführer Jung's squad will also be found here, helping out.

The goal of this fight is mainly to pull out a few teeth on the PCs and get them to use of their resources and ammunition before the final showdown. Don't put them out of action, but don't let them by without a scratch either.

How do I make a fight in a trap- and Nazi-filled maze interesting?

Aside from the obvious, here are some ideas to spice things up a little further.

While some of the traps have been set off by the diggers as Dr.

Neumann forced them through the tomb's maze, many have yet to be triggered and some have even reset themselves. Actively searching for traps is considered an action, so if a character attempts to do anything else on his round he suffers a multi action penalty.

- **Blade Trap!** A whirling blade is activated by a plate in the ground. It attacks with a Fighting Skill of d10 and does 2d8 points of damage. -1 to Notice the trap.

- **Falling Blocks!** Also triggered by a plate in the ground. Several hundred pounds of rock and sand suddenly fall down from the ceiling in a MBT area. An Agility check is needed to get out of the way or suffer 2d8 points of damage and be buried (Strength -2 to get free). No modifier to Notice.

- **Pit Trap!** The ground suddenly disappears and the victim and anyone adjacent fall into a 20' deep pit, suffering 2d6 points of damage. A successful Agility-2 lets the victim jump to safety before falling. Getting out requires a Climbing -4 or a rope and some help. -2 to Notice this trap.

- **Booby trap!** The Nazi's have prepared a nasty surprise. A piece of string releases a few hand grenades cleverly hidden. An Agility-4 is needed to get out of the burst radius, going prone instead will grant 2 points of toughness against the explosion. The grenades do 3d6 points of damage. -2 to Notice this deadly trap.

• **Changing Walls!** It seems the ancient engineers have managed to make some walls move into new positions if activated by the weight of a human. While not dangerous, this might make the fight even more confusing.

Once the delaying action is over the PCs can approach the massive ante-chamber where the final showdown awaits.

The ante-chamber is a massive underground hall with two huge stone and bronze doors at one end. Lining the room on either side are dozens of stone pillars, each engraved with mystical glyphs and pictures. There are also several entrances to this room, some high up the walls, with winding stairs leading down to ground level.

As the first PC enters the room he sees the remaining dozen local workers are prying open the doors using long wooden levers.

Surrounding them are the remaining SS soldiers (how ever many you see fit) as well as Dr. Neumann. As the doors suddenly slams open the doctor emits a cry of victory!

That's when things go from bad to worse. From the seemingly

solid darkness behind the doors the ancient guardians of the tomb emerge. They attack the Germans and workers first, but it quickly becomes clear that the PCs are also considered enemies.



Things happen very quickly from this moment.

Round 1: 12 Ancient Guardians emerge and attack.

Round 2: 12 more Ancient Guardians emerge. The Germans try to make a fighting withdrawal from the gates towards the PCs' position.

Round 3: The Tomb General and 10 of the returned British Zombie Soldiers emerge. At this point Dr. Neumann decides to make a run for it.

Round 4+: At the end of each round from then on, 1d6 Ancient Guardians and 1d6 Zombie Soldiers will also arrive and join the fight.

The undead will keep pouring out until the entire tomb is completely cleared of living humans.

A note on the Tomb General

While he is first and foremost a commander he is not abject to

joining the physical fight himself. He moves with surprising speed across the battlefield to help out his men where they are wavering. He has no notion of explosives or modern weapons at first, but as soon as he realize the dangers of such weapons he will use his deflection spell (whirling sands) to ward off bullets. Should the PCs (or Germans) manage to kill the Tomb General then all undead immediately become Shaken. If they have not acted yet, their initiative card is removed. No reinforcements arrive in that or the following round. In addition, the undead are not dealt an initiative card the round after the General dies, giving the living a short chance to escape.

After this short respite the undead will resume their attacks as they recover from Shaken.

What's the darkness beyond the doors?

You decide, really. Perhaps it is a gate to the underworld, or it is a magical blanket hiding the royal sarcophagus. Whatever the case, should anyone manage to throw any type of explosives into the blackness beyond the doors, the entire tomb will begin to shake and fall apart in classical Hollywood style. Give the PCs only a few moments to get out.

AFTERMATH

If you'd like a slightly happier ending you could have the magical enslaved British soldiers return to life once the Tomb General dies. Otherwise there is not really a lot of reward for all this trouble.

Once all living creatures have been forced out of the tomb, the whole complex shakes violently. Then it simply collapses in a pile of dust and rocks.

Sir William will be surprisingly casual about his, and will assure the PCs that there will be many other occasions to find remains of this pre-historic civilization.

If Dr. Neumann got out of the tomb, the PCs will see him racing away in a truck, or perhaps on a motorcycle he had hidden nearby.

APPENDIX: DRAMATIS PERSONAE IN ORDER OF APPEARANCE

ALBERT L'ETRANGE

(Wild Card)

While a good valet, Albert's loose talk has gotten him into more trouble than he could handle several times in his life. This time is no different.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Lockpicking d8, Notice d8, Shooting d6, Stealth d8, Streetwise d6

Charisma +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Big Mouth

Gear: Astra 400 pistol (12/24/48, 2d6, RoF 1, 6 shots)

LOCAL THUGS

Stupid but strong.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Mean

Gear: Club (Str+1d4) or old small caliber pistol (5/10/20, 2d6-1, RoF 1, Shots 6)

NAZI BROWNSHIRTS

(Henchmen)

Big and brawny types, these SA (Sturmabteilung) brownshirts, are loyal and narrow minded, with no interest in thinking for themselves. The perfect soldiers for the up and coming Nazi party.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d6, Shooting d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal, Mean

Edges: Rock 'n' Roll

Gear: MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP 1), dagger (Str+1d4)

HEINRICH METZGER

(Wild Card)

Fanatically loyal to the Nazi party, Heinrich served as an assassin of political opponents back in Germany. Unfortunately, since the Nazi party was not yet in power, he had to escape when the ground got a little too hot. Since then he has been serving in the Foreign Legion, as a spy and recruiter for his party back home.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Driving d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Loyal, Mean

Edges: Brawny, Combat Reflexes, Rock 'n' Roll

Gear: Luger P08 (12/24/48, RoF 1, 2d6, Shots 8, +1 to Shooting Rolls), MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP 1), dagger (Str+1d4)

HARIMI HAMSHA

(Wild Card)

An excellent man-servant and a capable driver, Hamsha has been with Sir William for some time now. He likes his employer, but

his true love is for his son, Mohammad. As long as Dr. Neumann holds his son, Hamsha is a broken shell of a man.

Attributes:

Agility d6,
Smarts d6,
Spirit d6,
Strength d6,
Vigor d6
Skills: Driving d8, Fighting d4, Notice d6, Persuasion d6, Repair d8, Shooting d6

Pace: 6; **Parry:**

4; **Toughness:**

5

Hindrances

while his son is captive: Cautious & Shellshock, once his son is free: Vengeful

Gear: None

Local diggers, Harimi Hamsha's son and Sir William's archeology students are all mooks (see page 87 of *Thrilling Tales*), they have no useful skills for this scenario.

SIR WILLIAM FREDERIC CARSTAIRS III

(Wild Card)

Old friend of the PCs, and the epiphany of the English gentleman.

Even in the gravest of circumstances he has absolute faith that he will emerge unscathed.

Attributes:

Agility d6,
Smarts d10,
Spirit d6,
Strength d6,
Vigor d6
Skills: Climbing d6, Driving d6, Fighting d4, Investigation d6, Knowledge (Archeology) d12+2, Knowledge (History) d10+2, Repair d6, Stealth d6

Charisma: +2;

Pace: 6; **Parry:**

4; **Toughness:** 5

Hindrances: Curious, Overconfident

Edges: Connection (the PCs + several others), Filthy Rich, Noble, Scholar

Gear: None.



SS SOLDIERS

These soldiers have been granted by Himmler to Dr. Neumann and are ordered to help him out as if he was Der Führer. They find most of this expedition extremely boring, and will happily welcome combat and action.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Driving d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8

Charisma: -4; **Pace:** 6; **Parry:** 6;

Toughness: 7

Hindrances: Bloodthirsty, Loyal
Edges: Combat Reflexes, Dodge, Rock and Roll

Gear: Helmet (+3), MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP1), four Potato Masher grenades (5/10/20, 3d6-2, MBT), knife (Str+1d4)

Special Abilities:

- SS Runes: SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will

SS OFFICERS

(Henchmen)

SS-Untersturmführer Lehmann
SS-Scharführer Hofmann & Jung
The three officers in charge of the SS unit that has been granted Dr. Neumann for this mission. Like their men, they find most of this rather uninteresting.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Driving d8, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 6;

Toughness: 7

Hindrances: Loyal, Mean
Edges: Combat Reflexes, Command, Dodge, Hold the line!, Rock and Roll

Gear: MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP1), Walther PPK (10/20/40, 2d6-1, 7 shots, Semi-Auto), knife (Str+1d4)

Special Abilities:

- SS Runes: SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will



ANCIENT GUARDIANS

Once the heavy infantry of a long lost civilization, these skeletal warriors are now serving the Tomb General with undying fanaticism. Without a fleshy body to weigh them down they move faster than normal men, and though they require sustained fire from bullets to be taken down.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d6, Stealth d6

Pace: 7; **Parry:** 7(1); **Toughness:** 9(2)

Gear: Sword (Str+d6), small shield (Parry+1), Ancient armor (+2)

Special Abilities:

- Fearless: Immune to Fear and Intimidation.
- Undead: +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head)
- Weakness (Head): Shots to an Ancient Guardian's head are +2 damage.
- Skeletal Body: Due to the hollow skeleton body of the Ancient Guardians they can only ever be Shaken by bullets. Two Shaken results in a row will still destroy a guardian, though.

SOLDIER ZOMBIES

These are the freshly raised soldiers who were magically dragged from Fort Barum to the tomb. While they are now loyal servants of the Tomb General, they still retain enough of their military training and knowledge to use the modern weapons they are equipped with. This also means that they don't just mill around in a mindless horde screaming for brains, but rather advance like trained soldiers, using the terrain for cover.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Pace: 5; **Parry:** 5; **Toughness:** 7

Gear: Steel helmet (+2 50% vs headshots), Lee-Enfield No.4 (24/48/96, 2d8, AP 1, 10 shots, Snapfire), 2 grenades (5/10/20, 3d6, MBT), Knife (Str+d4)

Special Abilities:

- Fearless: Immune to Fear and Intimidation.
- Undead: +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).
- Weakness (Head): Shots to a zombie's head are +2 damage
- Fear: The notion that anyone can become an undead servant of the dark gods will induce fear in all but the bravest of souls.

THE TOMB GENERAL

(Wild Card)

This ancient creature is an extremely powerful guardian of the dead. He commands a legion of undead as well as some arcane powers from ancient times.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d12+4, Vigor d12

Skills: Climbing d8, Fighting d10, Intimidation d10, Knowledge (Battle) d10, Notice d8, Shooting d6, Spellcasting d10, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 13 (3)

Gear: Ancient bronze armor (+3), ancient bronze helmet (+2, 50% chance to protect vs. headshots), long sword (Str+d8)

Special Abilities

- Arcane Background (Magic): barrier (wall of sand & stone), bolt (swarm of flesh eating beetles), deflection (swirling sand), zombie (command the dead), (30 Power Points).
- Fear: The general emanates deadly power, all who sees him must make a Spirit roll.
- Fearless: The general is immune to Fear and Intimidation.
- Claw-like fist: Str+d6.
- Undead: +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).

- Weakness (Head): The Tomb General takes +2 damage from attacks to the head.

- Call Legal Defenders: The most powerful ability bestowed upon the general by his creator is the ability to call new soldiers to reinforce his ranks.

All those who have sworn loyalty to the “King of the Land” are viable to be called upon. This unfortunately made the British soldiers of Fort Barum viable as targets for this ancient spell, even if the king they had sworn loyalty was King George* and not some king from before the last ice age.

The targets are dragged through the earth to the side of the Tomb General and reanimated to serve him for eternity. They still retain some of their intelligence and knowledge of weapon use.

- Commander of the Undead: Undead within 5” of the Tomb General gets an additional +1 to recover from Shaken, +1 to Toughness and +1 to Fighting roll damage.

*Or King Edward if your game takes place prior to 1936.

MAJOR STOCKWELL

(Wild Card)

The Major is a tough, but fair, officer in the finest tradition of the British army. If there ever was any doubt about his personal courage they were removed by his determination in the face of the supernatural attack on his command.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d10(+1), Notice d6, Stealth d6, Shooting d8, Throwing d6

Pace: 6; **Parry:** 8; **Toughness:** 5
Edges: Block, Command, Dodge, Hold the line!, Moxie, Trademark Weapon (Sword), Two Fisted

Gear: Heirloom parade sword (Str+d8), Enfield Pistol (12/24/48, 2d6-1, RoF 1, Shots 6).

Special Ability:

- Stiff Upper Lip: British soldiers get +2 to all Guts rolls as well as attempts to resist Intimidation or torture.

SURVIVING BRITISH SOLDIERS

(Henchmen)

Determined to revenge their fallen/abducted comrades, these eleven men will follow Major Stockwell into hell and back.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: Dodge, Moxie

Gear: Steel helmet (+2), Lee-Enfield No.4 (24/48/96, 2d8, AP 1, 10 shots, Snapfire), 2 grenades (5/10/20, 3d6, MBT), Knife (Str+d4)

Special Ability:

- Stiff Upper Lip: British soldiers get +2 to all Guts rolls as well as attempts to resist Intimidation or torture.
- Lucky Survivors: Someone must be looking out for these men. They have three bennies of their own as a unit.



DR. KLAUS NEUMANN

(Wild Card)

The rival of Sir William, this German scientist is a medical genius, but his first love is history and archeology. He's not willing to sacrifice his life for it however, and will most likely run even before things get really dangerous. He's the brain not the brawn, and he knows it.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Medicine) d10+2, Knowledge (Archaeology) d12+2, Shooting d8

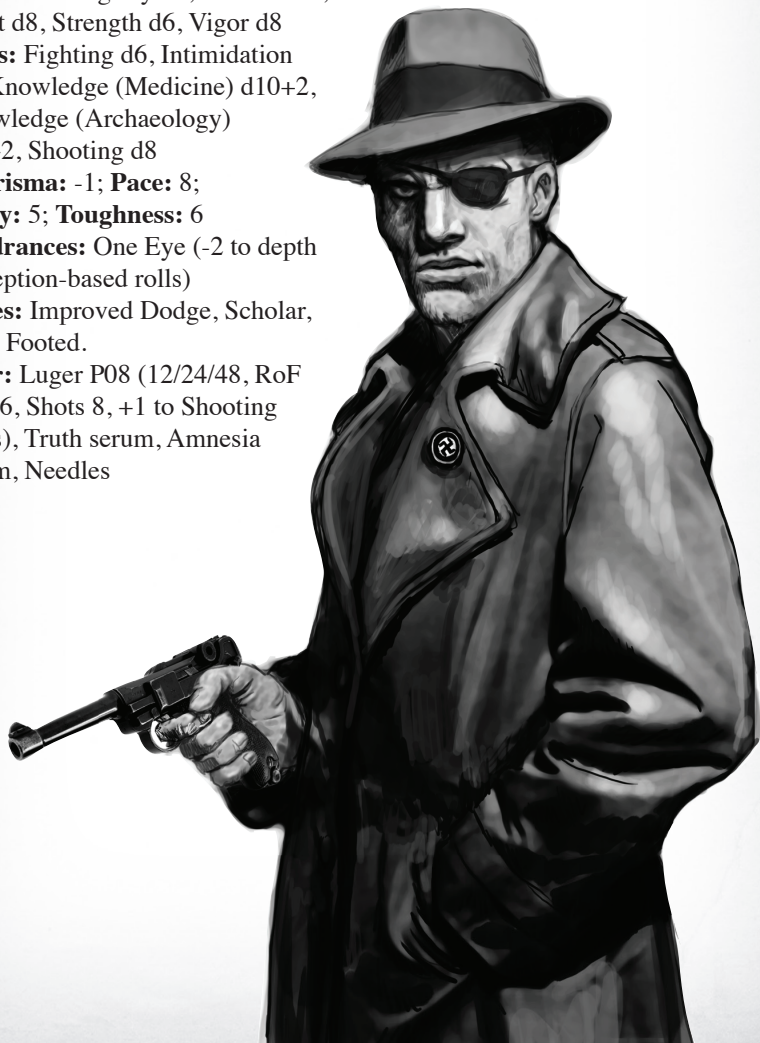
Charisma: -1; **Pace:** 8;

Parry: 5; **Toughness:** 6

Hindrances: One Eye (-2 to depth perception-based rolls)

Edges: Improved Dodge, Scholar, Fleet Footed.

Gear: Luger P08 (12/24/48, RoF 1, 2d6, Shots 8, +1 to Shooting Rolls), Truth serum, Amnesia serum, Needles



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