

INDIANA JONES™

NEPAL NIGHTMARE™ ADVENTURE PACK



FROM THE
PRODUCERS
OF
DUNGEONS
& DRAGONS®
GAME

ADVENTURE PACK
BY
MARLENE WEIGEL

ADVENTURE FOLD-UP™
FIGURES BY
D. E. M. KAUTH



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HAZARD TABLES

TABLE 1.
NEW DORIAN CHASE HAZARDS

Die	Hazard
Roll	
1-2	Rubble on the ground. Make a Movement Check to see if PCs turn an ankle.
3-4	Pit too wide to jump. PCs must detour around it.
5-6	Herd of goats crosses the PCs' path. PCs must make Movement Checks to avoid tripping over a goat.
7-8	Puddle of water. Those going through get squishy shoes.
9-10	Thorn bushes. Those attempting to run through them must make Strength Checks or take Light Injury.

TABLE 2.
LABYRINTH ENCOUNTERS

Die	Hazard
Roll	
1-2	Spiderwebs close off the corridor here. Spiders (1d10) drop on each PC who attempts to cut through. Each PC should make a Backbone Check. If the check succeeds, the spiders do not cling. If the check fails, there is a 50% chance the PC is bitten once; in case of a Bad Break, one bite is automatic. Poison rating: Extremely weak.
3-4	Rats (1d10) are feeding on bones here. If PCs do not corner or disturb them, the rats continue to eat. If PCs wish to pass them, however, the rats attack. If the PCs wish to frighten them away, roll against the rats' Backbone Rating.
5-6	The walls here are cracked and fragile and a cave-in occurs. PCs must make Movement Checks at 1/2. If the check succeeds, the PC passes through unharmed but dusty. If it fails he takes a light injury. (Danger Rating 30.)
7-8	A poisonous lizard is crawling up the wall and PCs must make Backbone Checks before attempting to pass. The lizard attempts to bite anyone who passes it, but the poison is Weak.
9-10	A cobra lurks in the dampness along the wall. Unless a PC makes a successful Instinct Check, the snake attempts to bite; PCs must make Prowess Checks to jump out of the way. Poison Rating: Dangerous.

ANIMALS

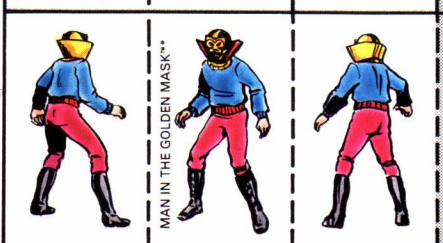
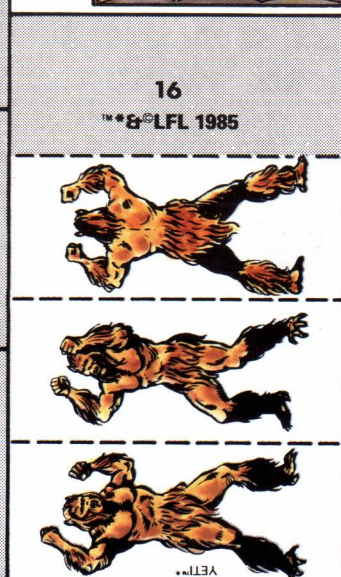
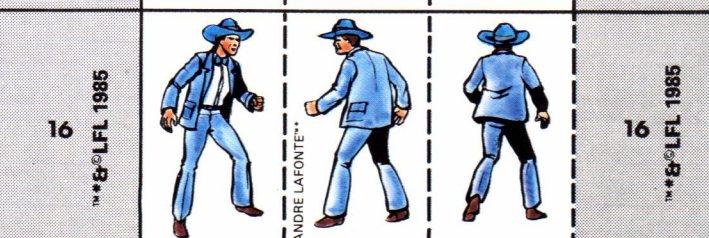
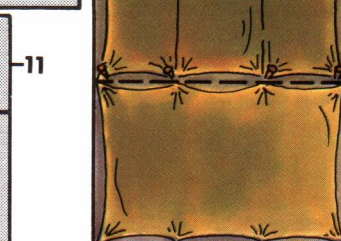
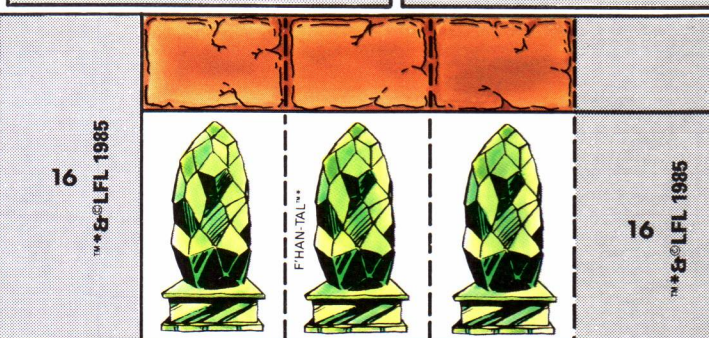
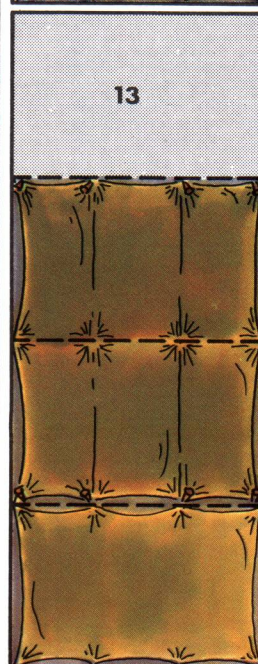
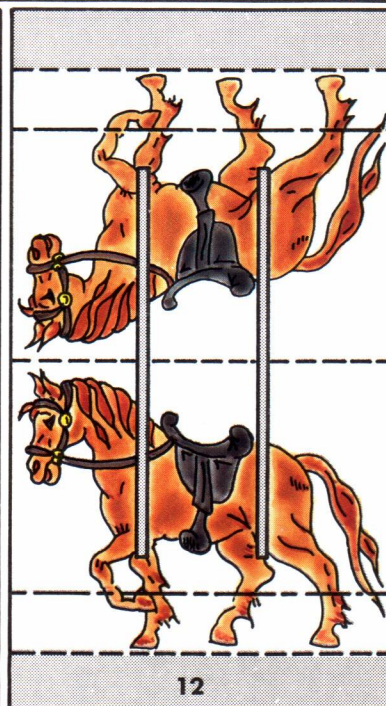
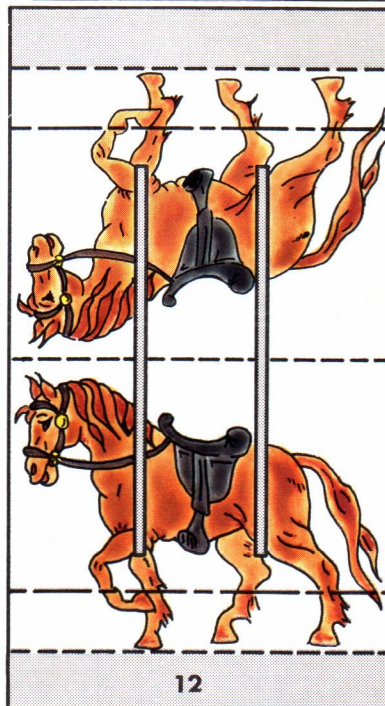
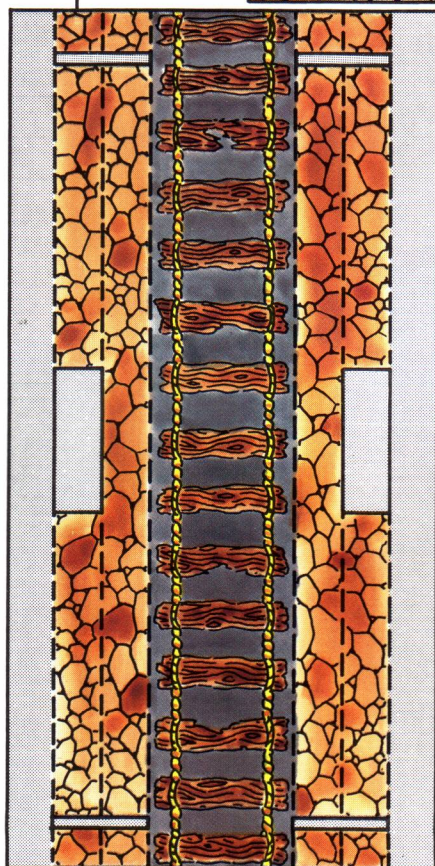
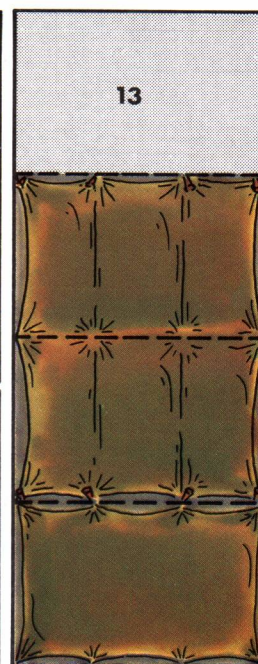
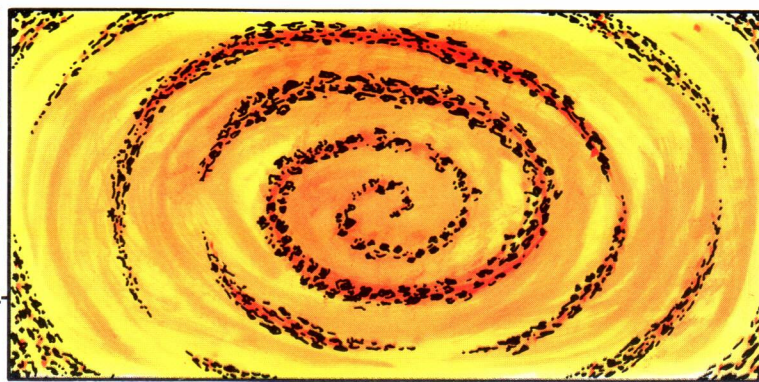
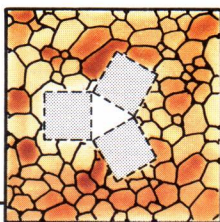
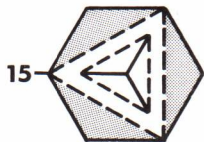
Name	ST	MV	PR	ATK	BK	IN	SURV	SPEC
Spider	1	80	32	Wnd-1	28	60	G + 2	Poison
Rat pack	4	52(10)	56	Wnd(3)	56	40	V-2	---
Lizard	16	36	40	Wnd	52	28	G	Poison
Cobra	16	32	40	Wnd-1	14	16	G + 2	Poison
Snow Leopard	80	88(30)	72	Wnd	60	68	V	---
Yeti	96	24	60	Wnd + 1	48	32	G	Rend
Wolf	24	44(20)	48	Wnd	44	64	G	---
Yak	84	72(20)	44	Wnd + 1	60	40	G-1	Gore
Rhinoceros	140	48(10)	64	Wnd + 2	88	32	V-2	Gore
Monkey	8	24	8	Inj	20	28	G + 1	---

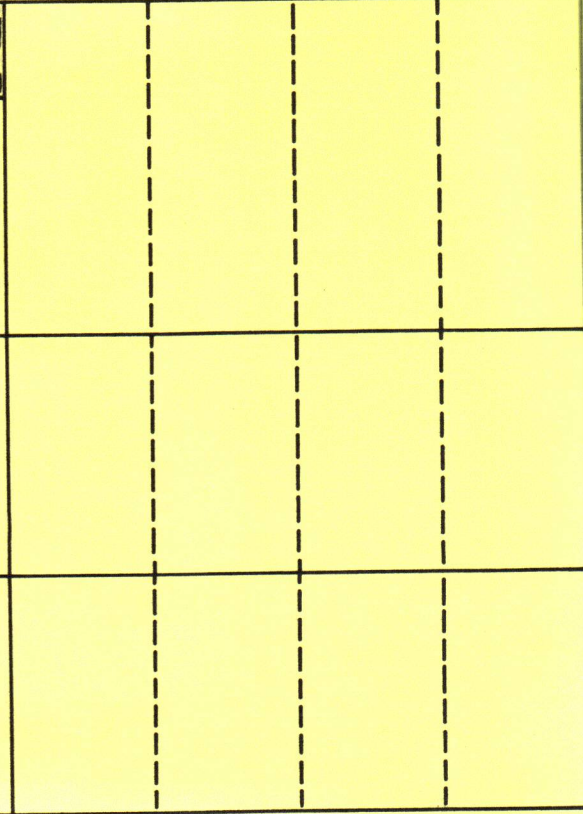
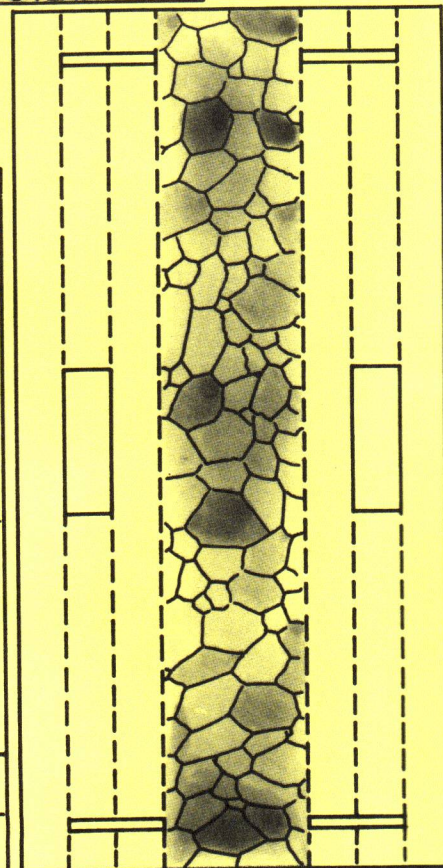
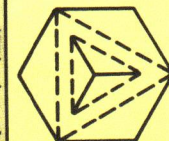
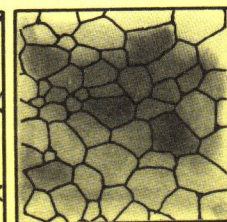
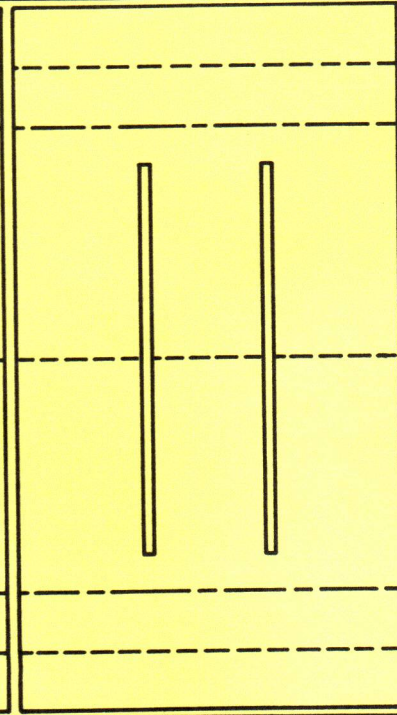
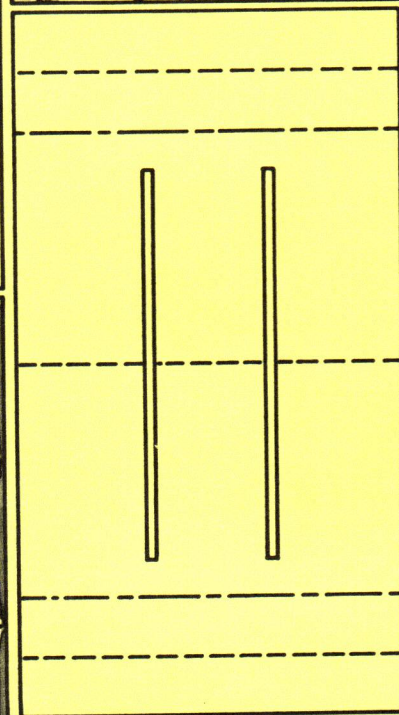
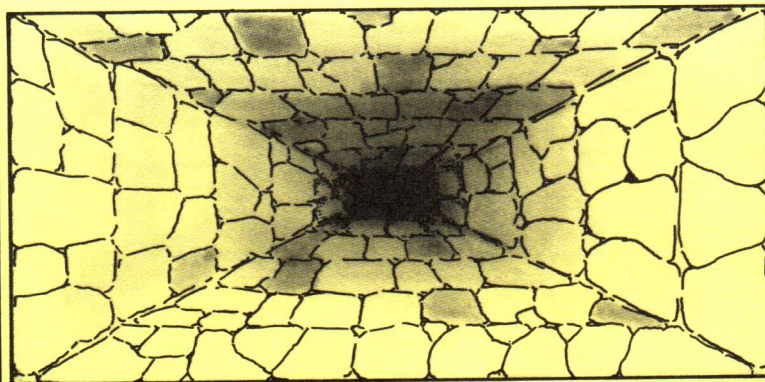
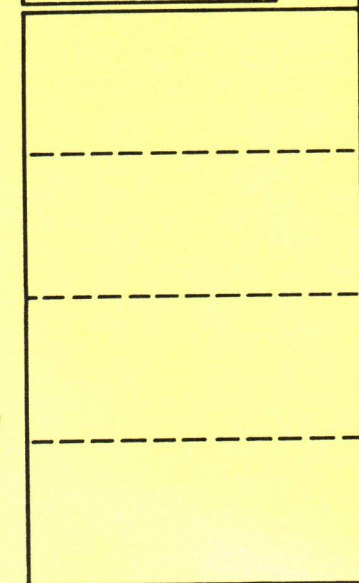
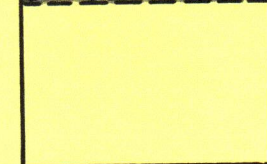
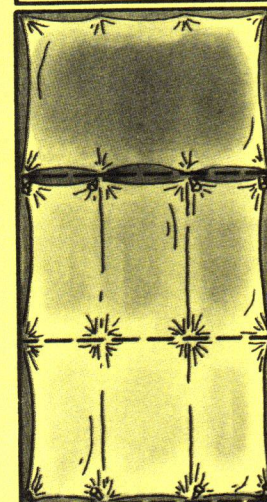
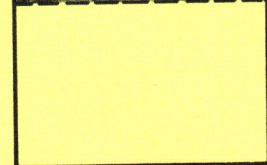
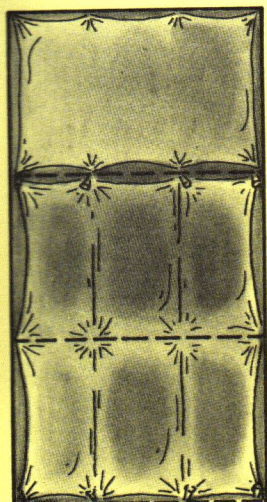
MINOR NPCS

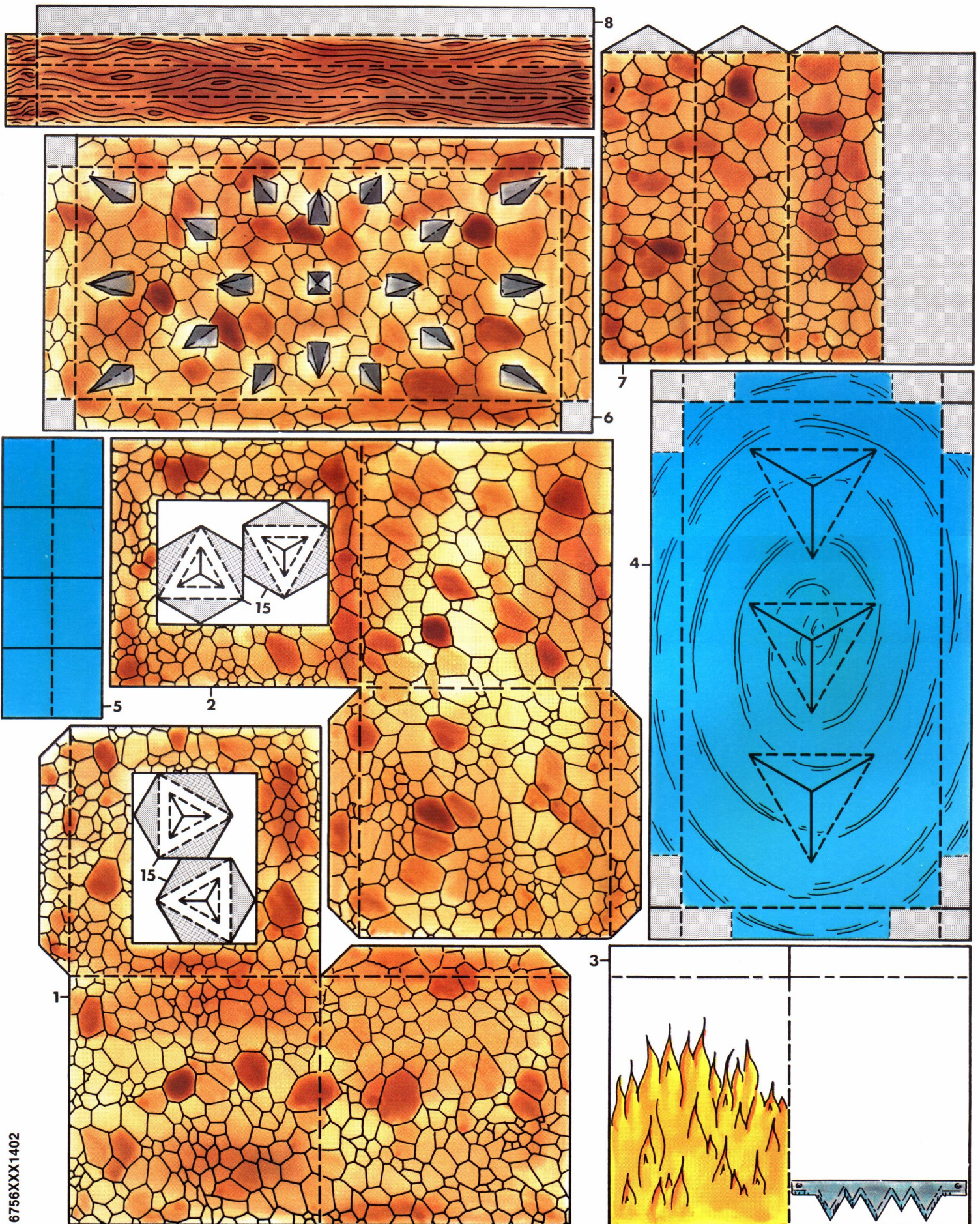
Name	ST	MV	PR	BK	IN	AP	WP	TYPE
New Dorians	80	50	76	60	54	40	club	goon
Minotaur	90	70	76	60	50	10	club	goon
Bar Grec								
Goons	52	36	32	32	40	40	knife	goon
Bill Kershaw	66	40	36	44	44	50	---	---
Trained Dig								
Soliders	60	40	36	44	44	40	rifle	goon
Dig Raw								
Recruits	52	36	30	44	32	40	rifle	goon
Sherpas	60	60	60	52	40	60	knife	---
Ra-Lundi								
Patrol	60	40	36	44	44	50	club	goon
Mongol								
Bandits	52	40	36	44	32	12	knife, club	goon
Chen Sha's								
Guards	60	50	50	44	44	50	knife,	goon
Ra-Lundi								
Citizen	50	40	36	32	32	60	---	---

Abbreviations:

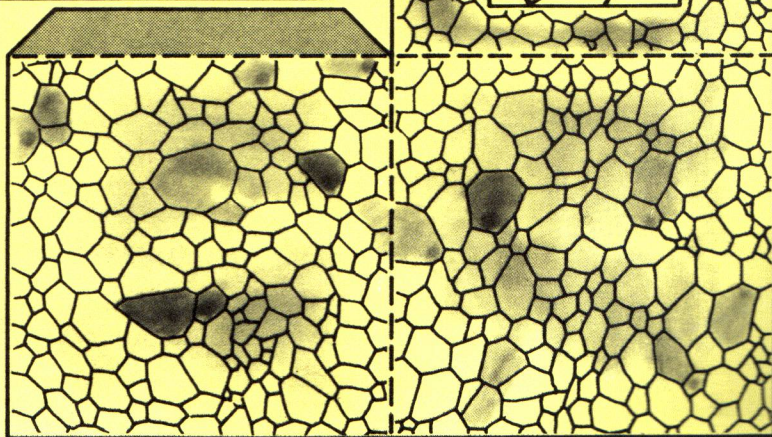
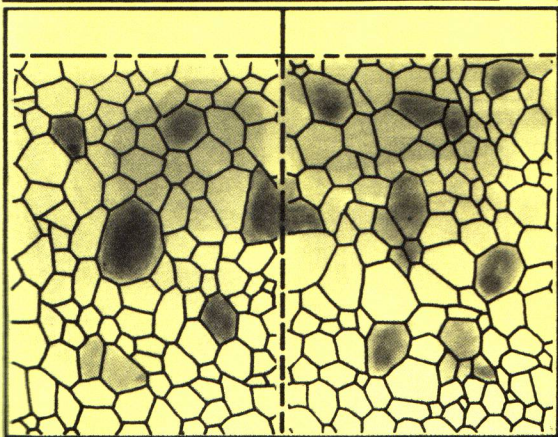
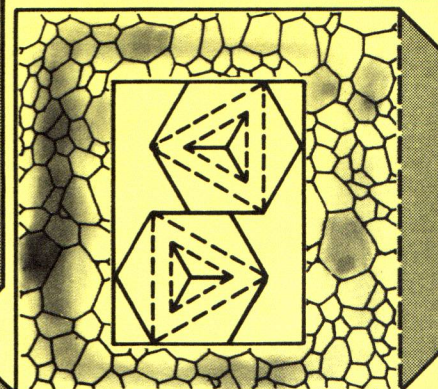
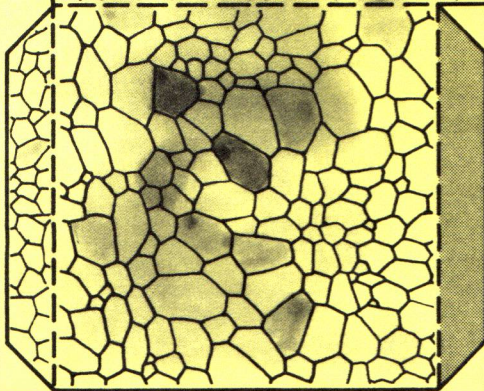
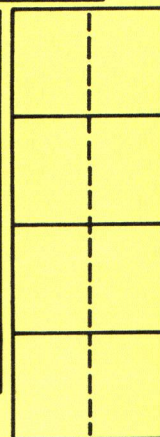
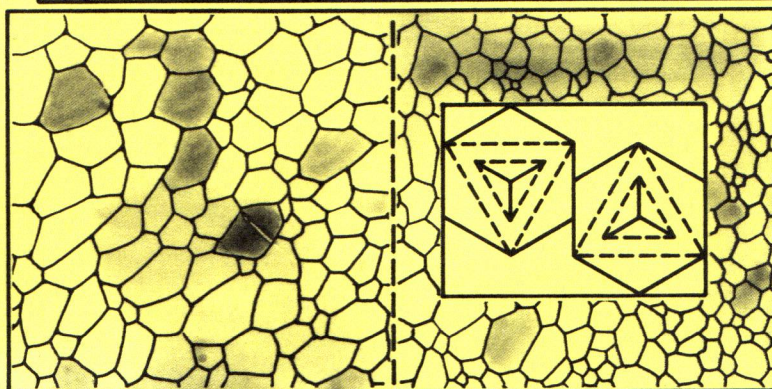
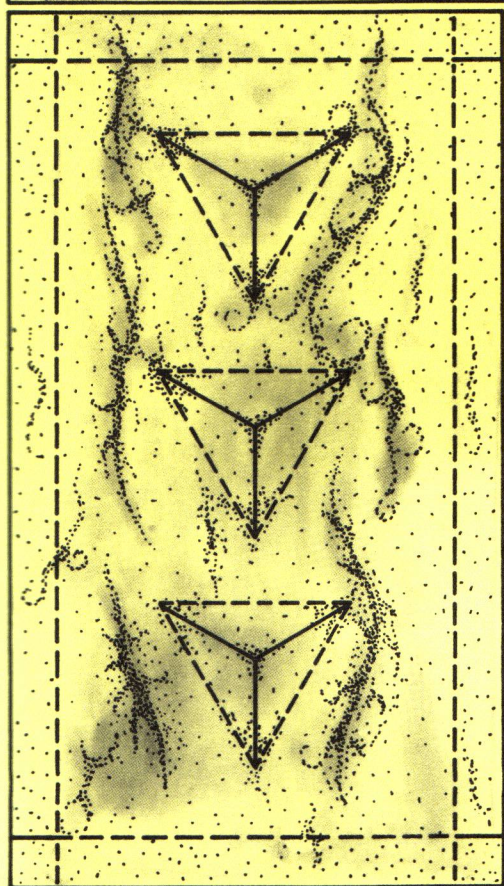
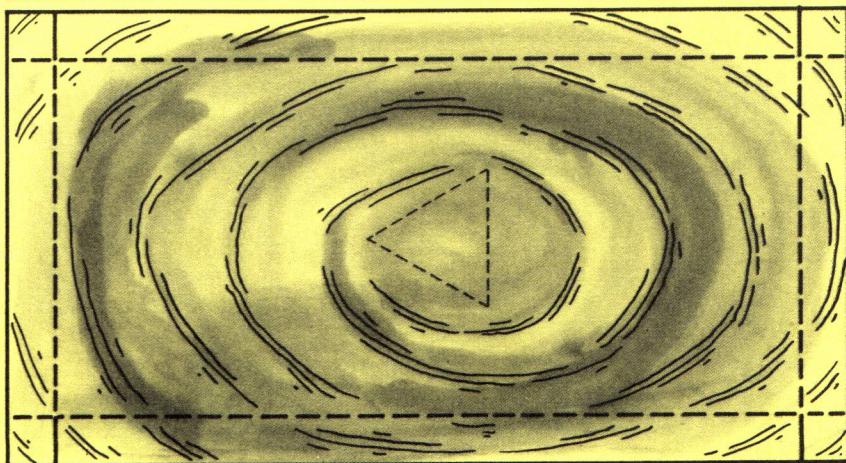
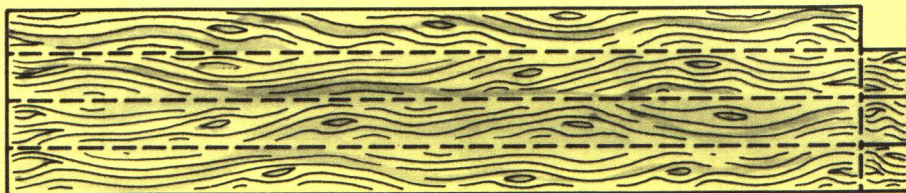
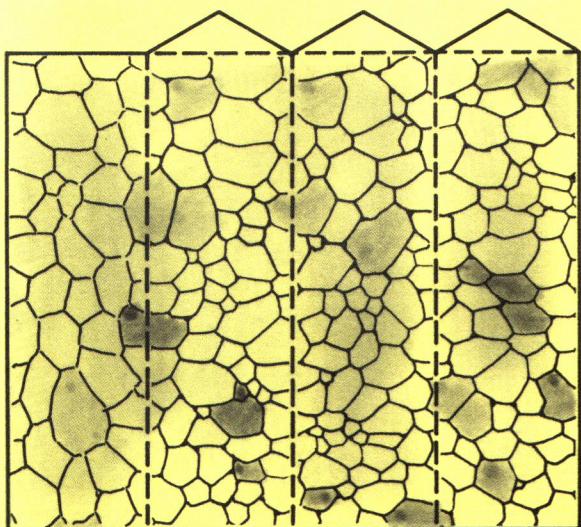
ATK	Attack form
BK	Backbone ability
Gore	Medium wound
IN	Instinct ability
Inj	Injury damage
MV	Movement ability
PR	Prowess ability
Rend	Wound + 1
(+ 1/-1)	SURV type indicates the severity modifier for damage caused or taken.
	— If negative, move to less severe result
	— If positive, move to more severe result
SPEC	Special attack - once every other attack
ST	Strength
SURV	Survival type (Goon or Villain)
Wnd	Wound damage



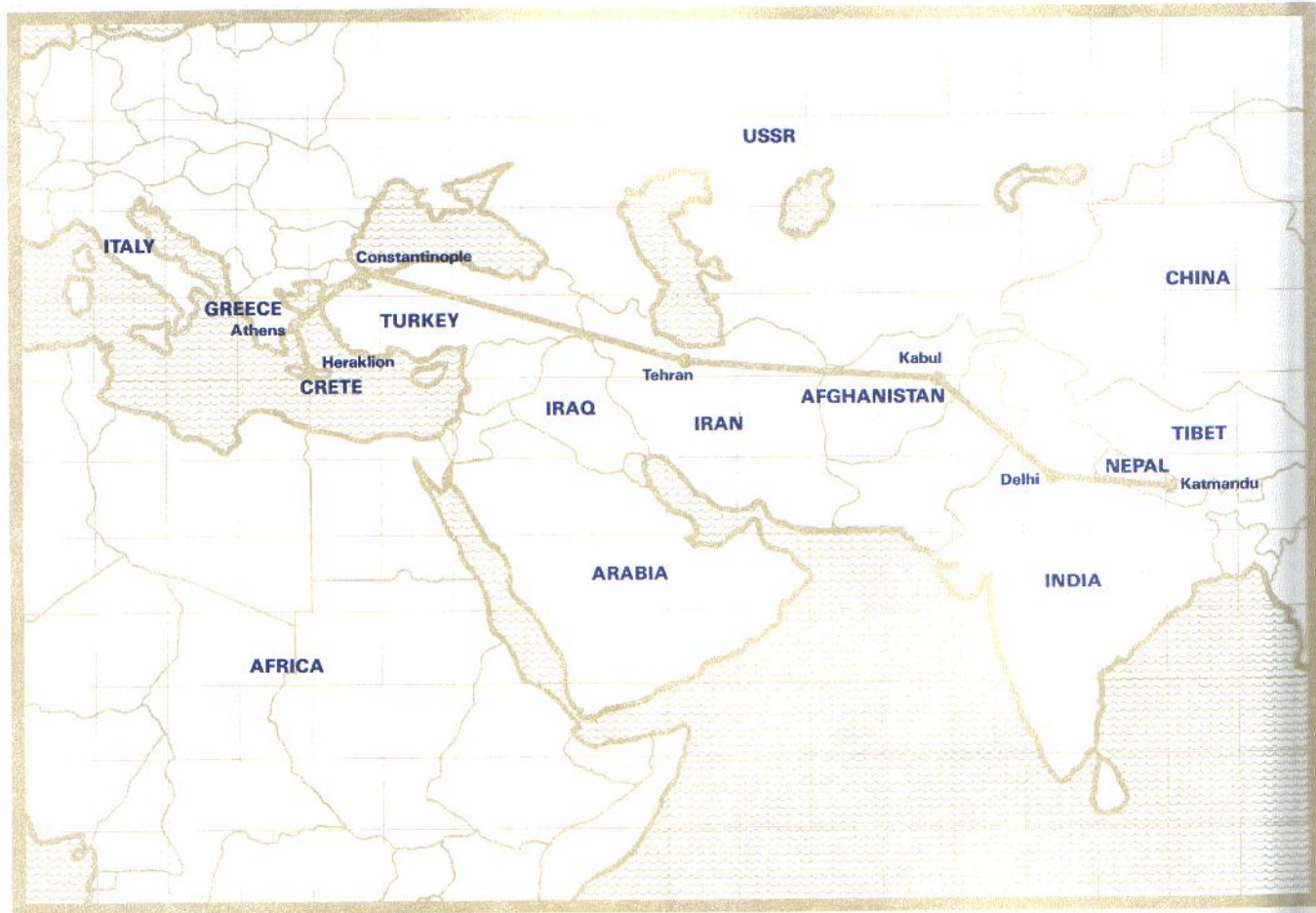




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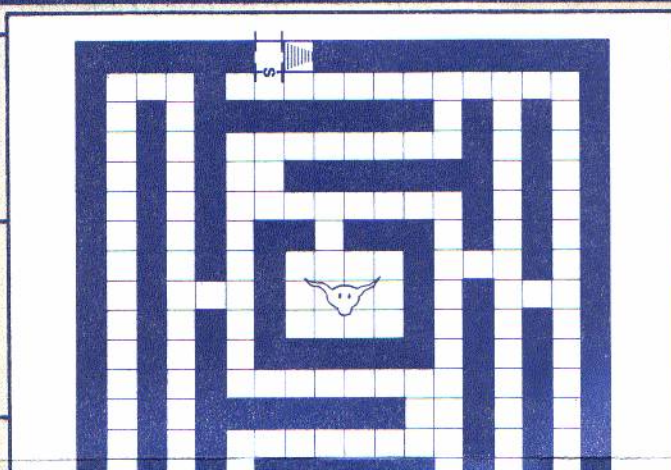


Overview Map

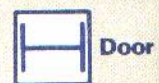


Labyrinth of Knossos

1 square = 5 feet



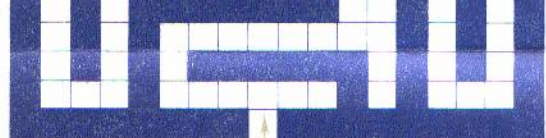
Key



Door



Secret door

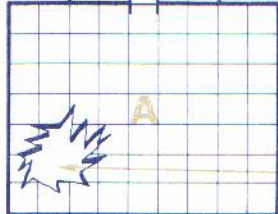


ENTER

UPPER LEVEL



LOWER LEVEL



COLLAPSED
CEILING



Stair

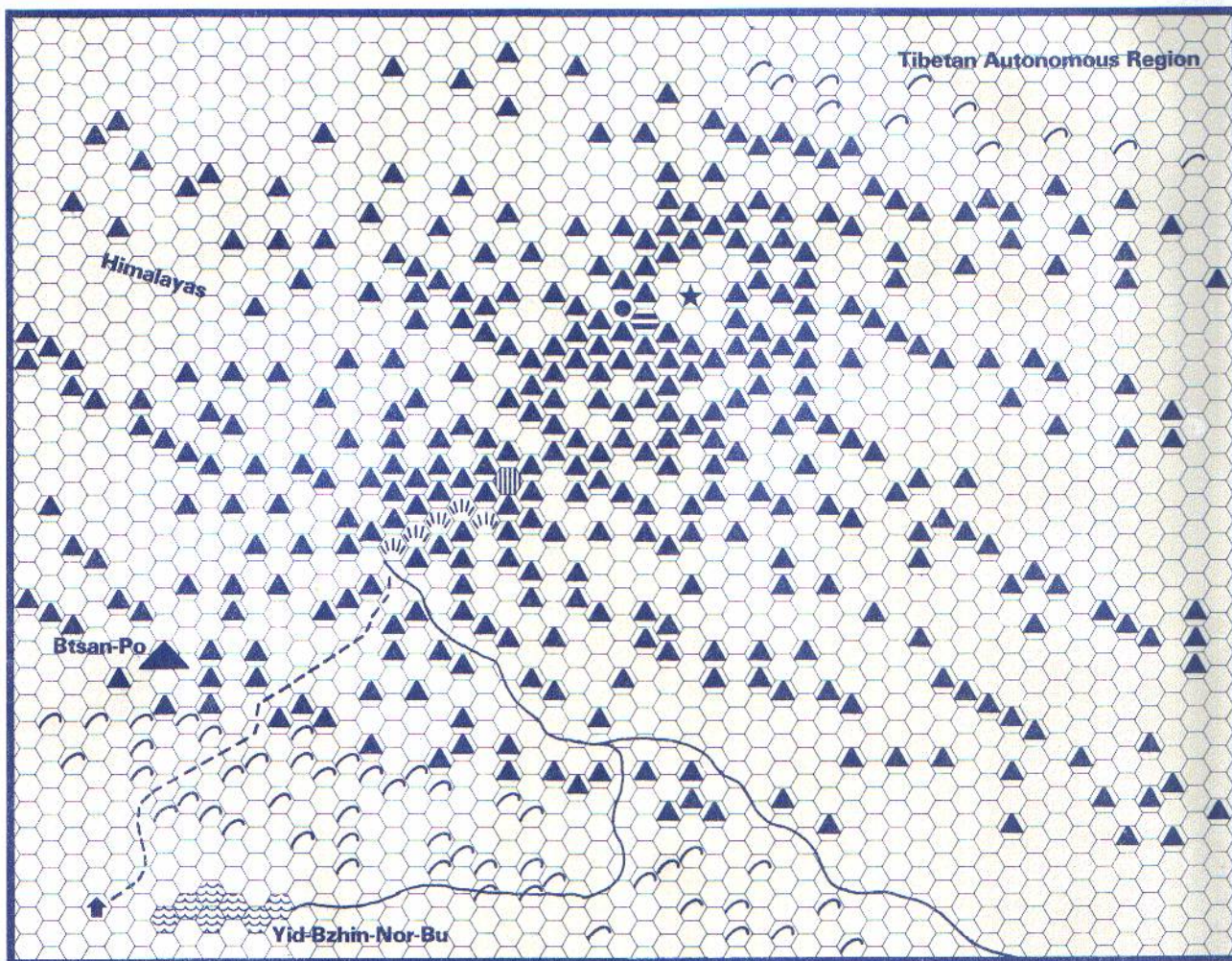


N

ALL MAPS FACE NORTH

Himalayan Wilderness Map

1 square = 2 miles



Key



Mountains



River



Falls



Talon Rock



Ra-Lundi



Foothills



Lake



Gorge



Village

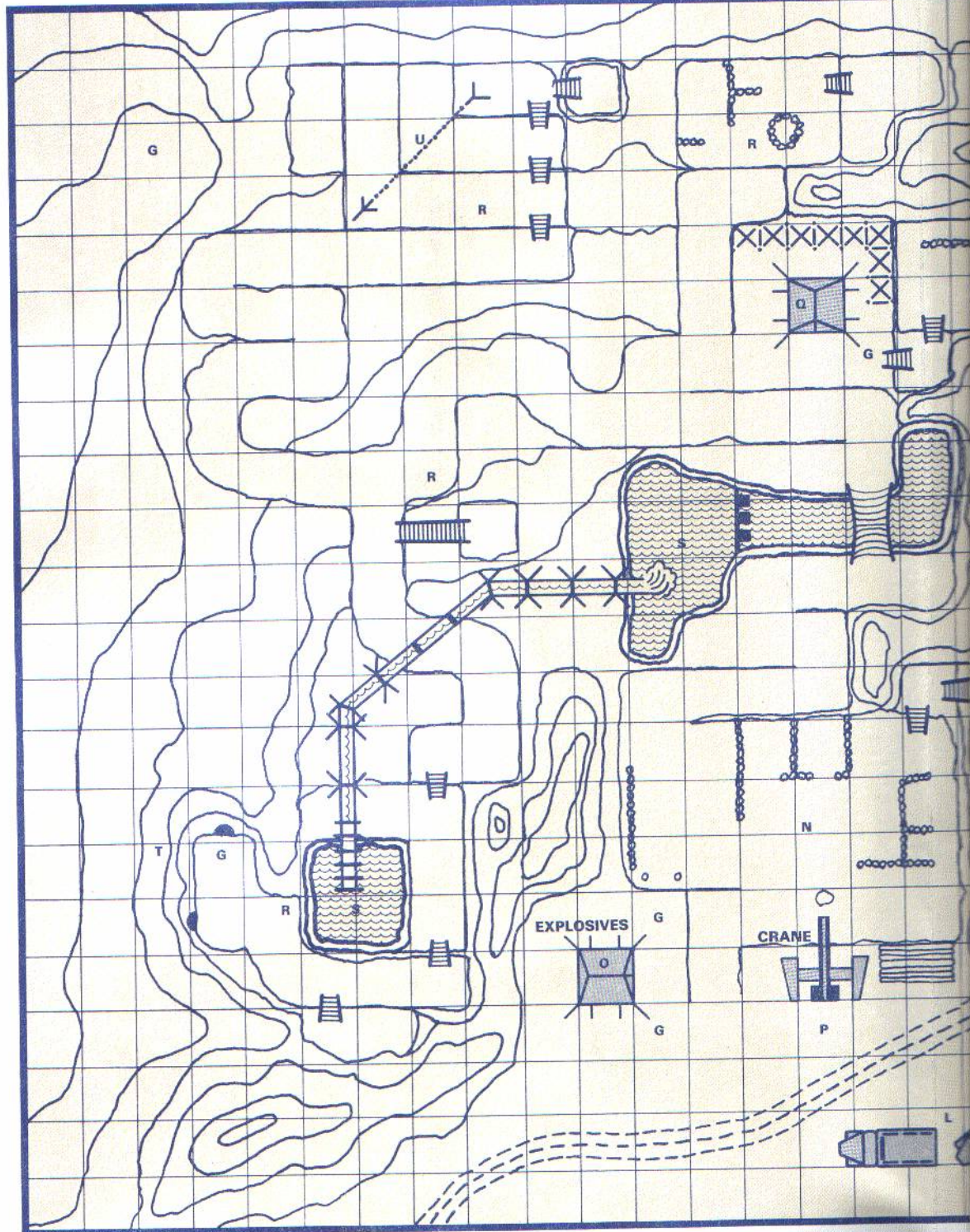


Mountain Bridge

INDIANA JONES™

NEPAL NIG

The Dig at Kara Kavan™



Key



Tent



Fire



Corral



Road



Stone Wall



Crane



Explosives

Stair

FACE NORTH

= 2 miles

tion

idge

Key



Tent



Fire



Corral



Road



Stone Wall



Crane



Boulder



Barrels



Water Tank



G



Guard



Lumber



Jeep

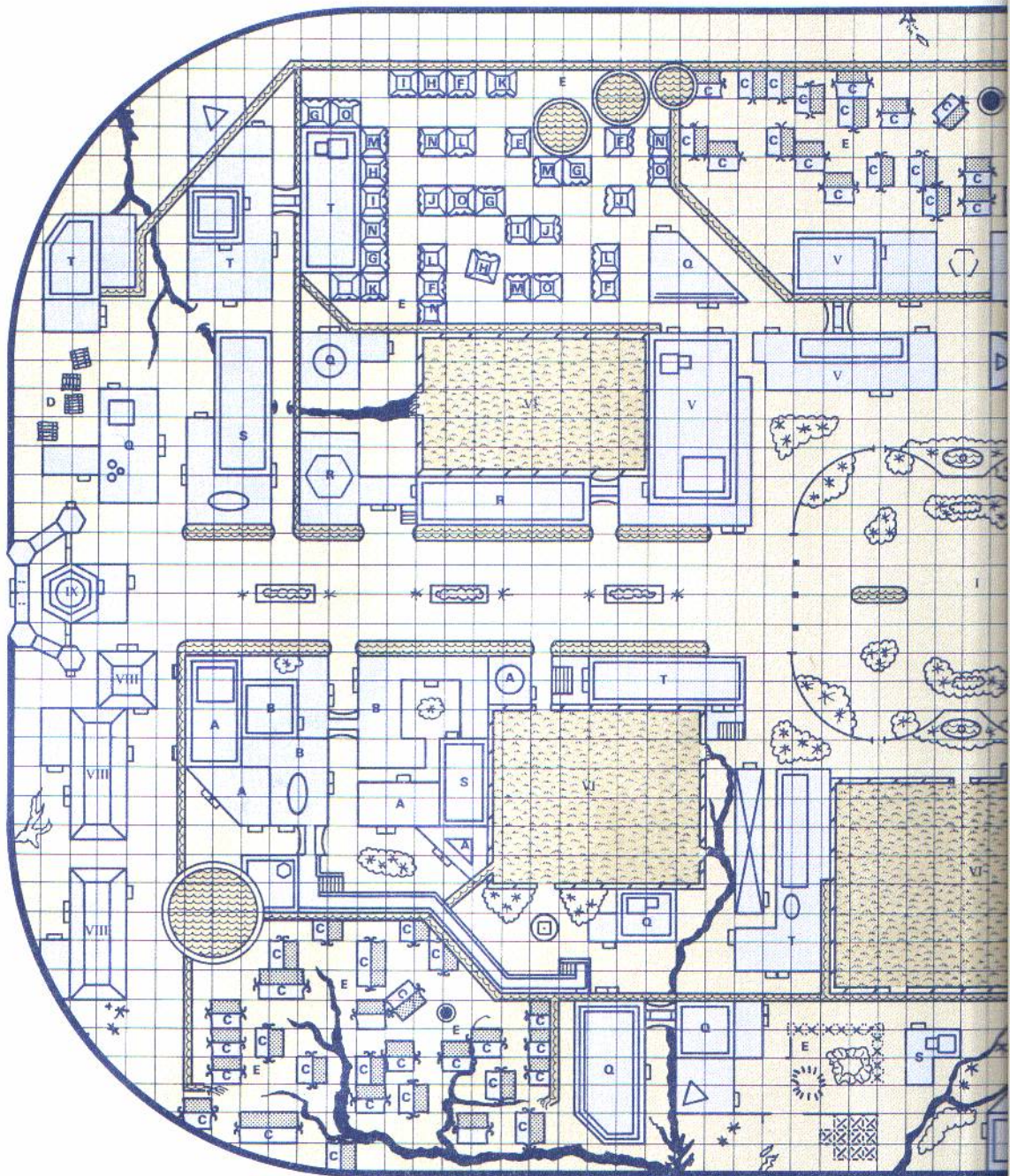


Water



Water Wheel

Ra-Lundi™*



Key



Single Door



Two Stories



Shrubs



Footpath



Bridge



Building wall



Stair



Double Door



Tree



Fountain



Stairs



Stream



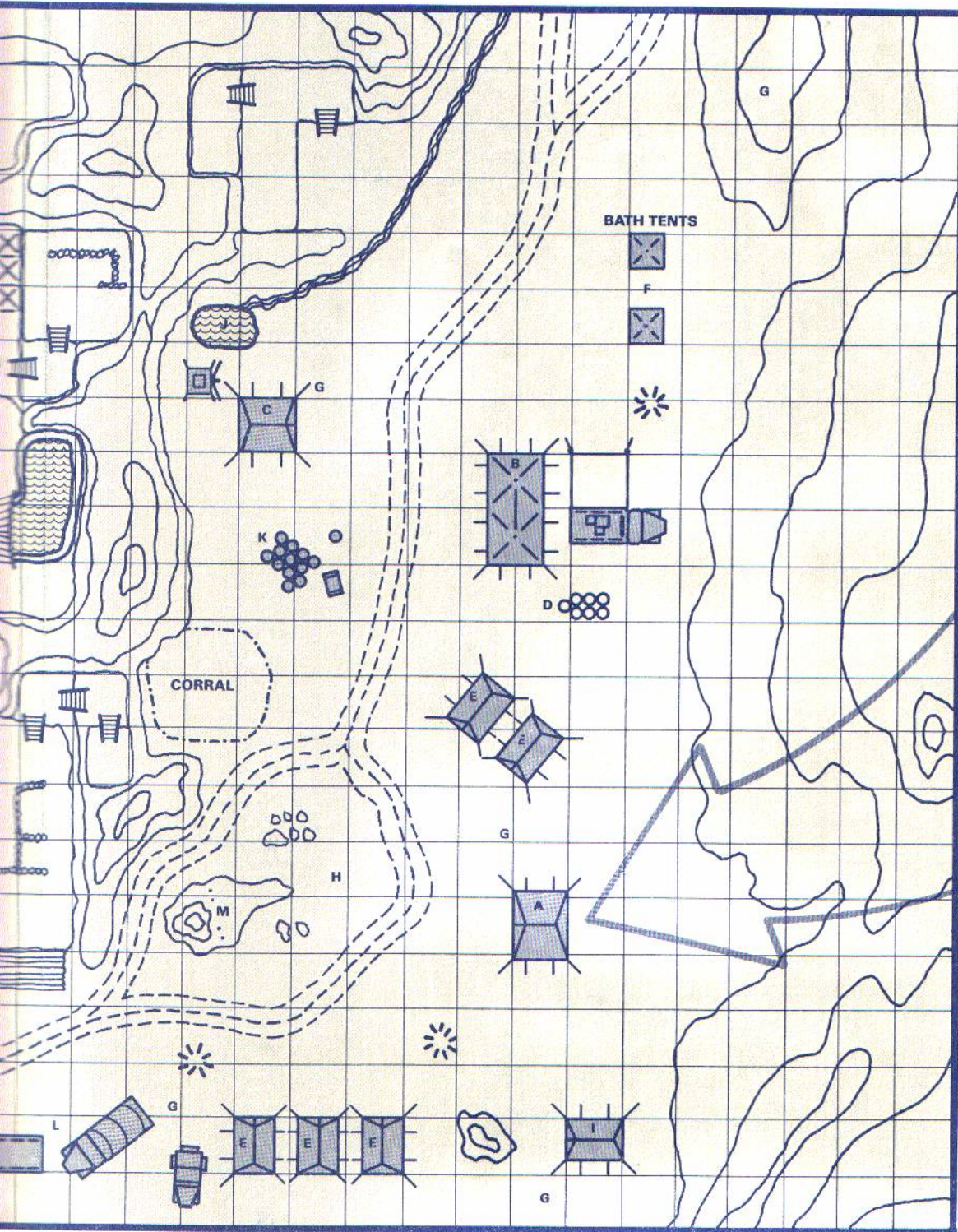
Hedgerows



Earth

WRIGHTMARE™*

1 square = 5 feet



La Fo



Key



Boulder

Bridge

5' Elevation

Excavation Ramps

Tripodst Rope Lift

Wooden Dam

Water Wheel

Sluice

Scaffolding

Cave Entrance

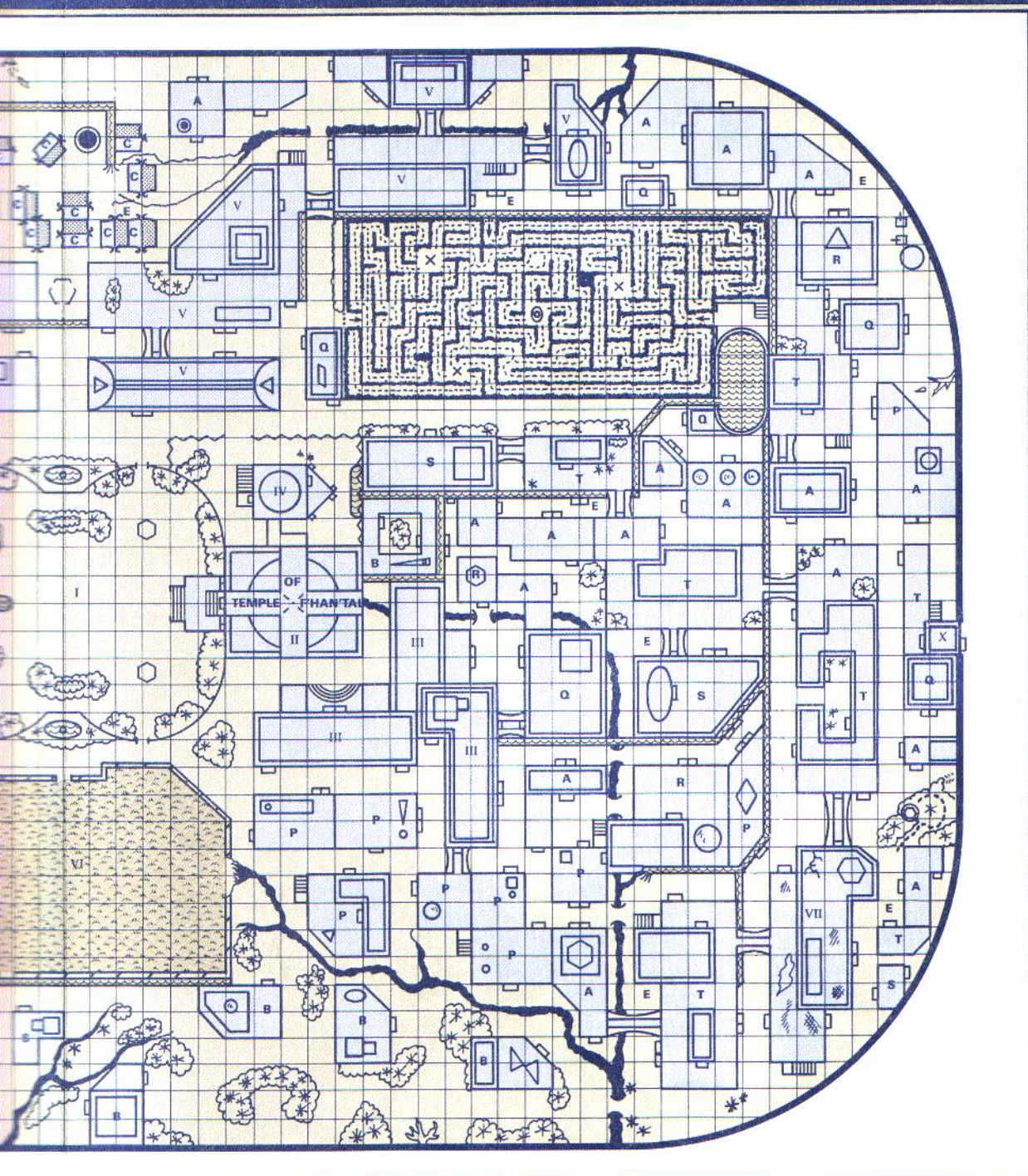
Ladder Up 5'

Windmill

Truck

Key

Temp



Skybridge

Scaffolding

Hovel

Dome

Cistern

Skylight

Hill

Erosion

Market booths

Stone wall

Cage

Aqueduct

Rice Paddies

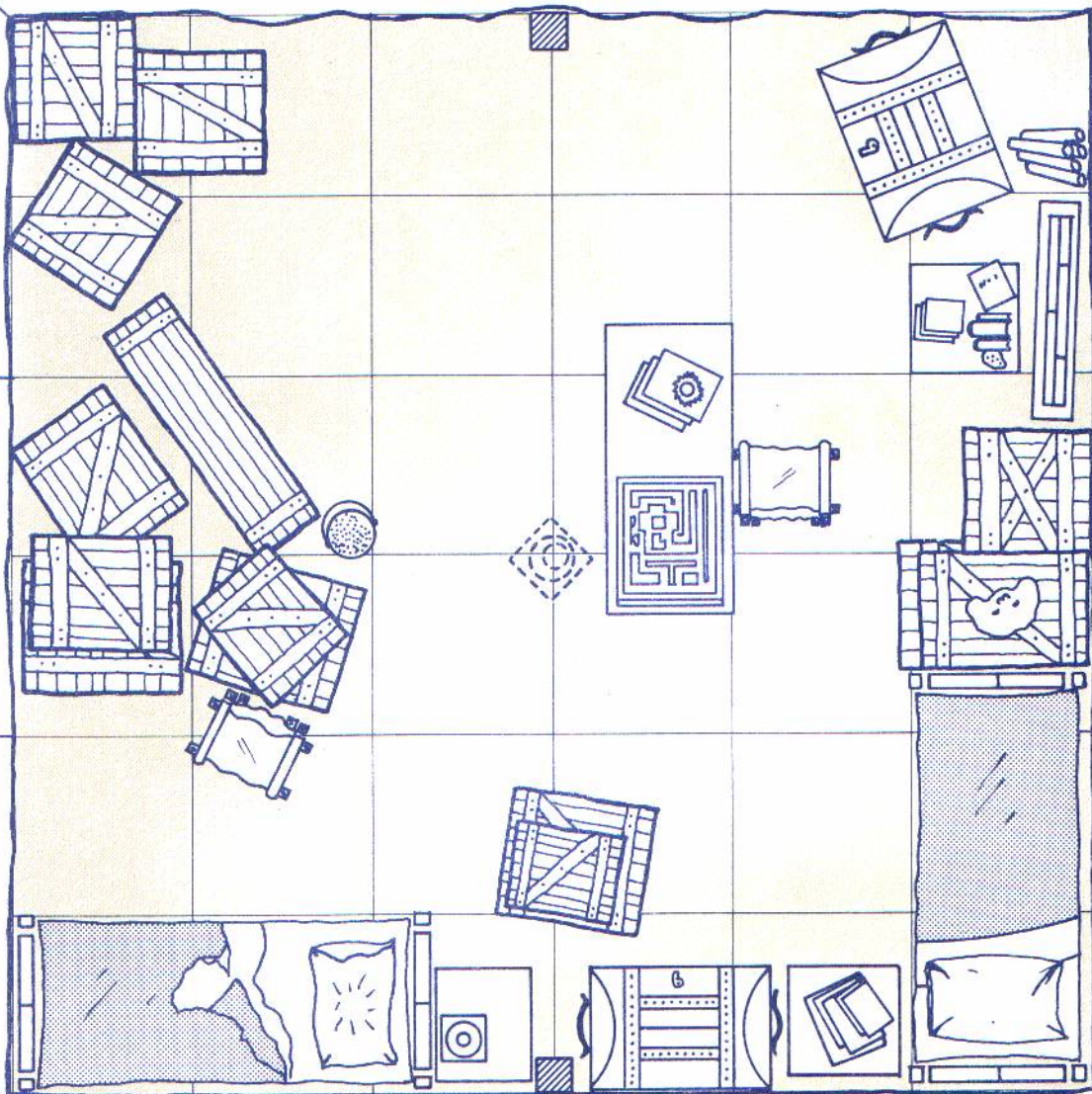
Hole

Key

Fonte's Office Tent™

1 square = 3 feet

ENTRANCE



Crates



Table



Lantern



Chair

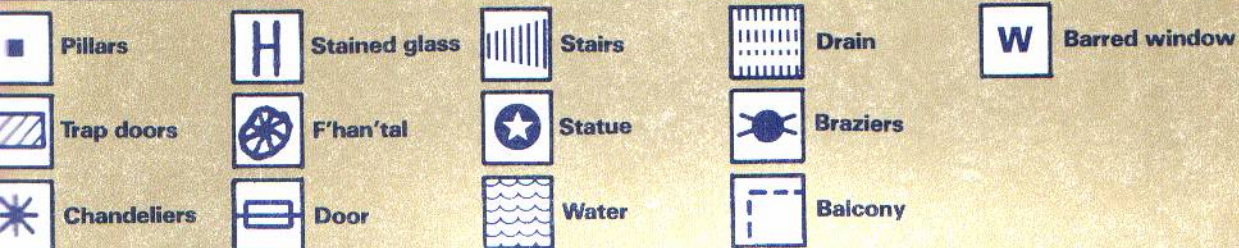
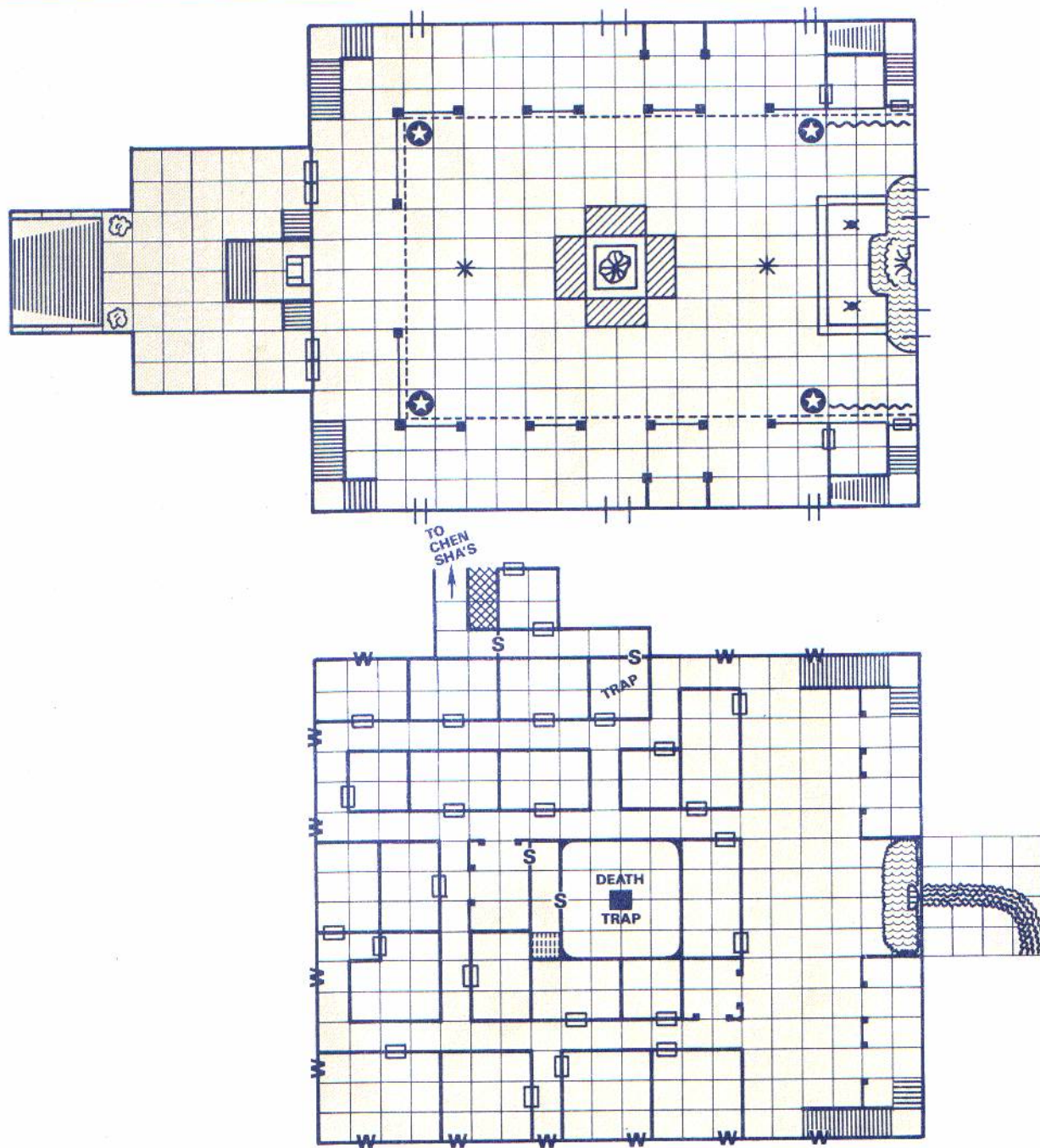


Cot



Temple of F'han'tal™

1 square = 5 feet



INDIANA JONES™

NEPAL NIGHTMARE™ ADVENTURE PACK

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Mountain Wilderness

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HOW TO USE THIS PRODUCT

Nepal Nightmare™ is an adventure pack for the ADVENTURES OF INDIANA JONES™ game system.

This adventure consists of four Episodes, just like an old movie serial. Each Episode is divided into one or more Scenes. An average Episode can be played in one to three hours.

If you are going to be a player in this game, stop reading now. If you are going to be the referee, it's a good idea to read the entire booklet before starting play. Check the ADVENTURES OF INDIANA JONES™ rules if there is anything you don't understand or if you need to refresh your memory. Think of the things the players might decide to do when confronted by the many dangers in the adventure, and then be prepared for surprises. You may have to improvise to keep things moving along.

In addition to planned encounters, all the episodes include random encounters, which are determined by die rolls and which occur either at definite times or at the referee's discretion.

This adventure's main player characters are *Indiana Jones™* and *Marion Ravenwood™*. As referee, you must play the nonplayer characters (NPCs), such as *Ian Mclver™*, who speaks with a Scottish accent and is a villain, and *Chen Sha™*, High Priest of *F'han-Tal™*, who is an extremely old man

but power-hungry and very strong. You can increase enjoyment of the game if you try to make these characters sound real. For example, *Chen Sha* might speak in a shaky voice and appear kindly in the beginning but quite cruel later as the adventure draws to a close.

Indiana Jones usually finds himself in exotic places filled with terrible dangers, strange sights, and extreme climates. The adventure will seem more real if you try to set the scene for the players. For example, when they enter the labyrinth of the Minotaur, you might tell them it is dark and damp and smells of mold. Describe the sounds they might hear, like the rustling of rats in a far corner. But most of all, have fun. The more you enjoy the game, the more your players will enjoy it.

Characters

From the game set: *Indiana Jones*, *Marion Ravenwood*, goons, Nazis and natives. Also useful are the battle grid, the walls, pillars, and doorways to add more color to your encounters.

From this adventure: *The Minotaur*, *La Fonte*, *Ian Mclver*, *Chen Sha*, and the *Yeti*. Also included is the *Deathtrap ADVENTURE FOLD-UP™* figure.

EPISODE 1: MEETING WITH THE MINOTAUR

Indy and Marion must evade the New Dorians, old enemies who have a score to settle with Indy, and find Bill Kershaw, a former associate of Abner Ravenwood.

PC (PLAYER) OBJECTIVES

To escape the *New Dorians* and their *Minotaur* (2 player points). To find old *Bill Kershaw* and get the information from him without creating a ruckus (1 player point).

NPC (REFEREE) OBJECTIVES

To get *Indy* and *Marion* to jump off the bridge to escape the *New Dorians* (1 player point). To create an exciting chase through the labyrinth (1 player point). To act well the part of drunken *Bill Kershaw*.

Background

Indiana Jones has been away on business in the South Pacific. When he returns he learns *Marion* has received word about her father, *Abner Ravenwood*, and has gone to Crete. *Indy's* friend *Marcus* shows him the telegram. Individually show the players acting as *Marion* and *Indy* the telegram handout. You may make photocopies of the handouts for this purpose, or you may remove the page from the booklet. Be sure, however, that PCs see only the handout needed at this time.

Concerned about *Marion* and about what her father's return might mean to their relationship, *Indy* leaves immediately to join her.

SCENE 1: HOTEL IN HERAKLION

There is only one good hotel for tourists in Heraklion and *Marion* is registered there. When *Indy* checks in, he learns the suitcase containing his gun has been misplaced and did not arrive with his other luggage; his whip and knife are here, however. The desk clerk promises to watch for the suitcase and let *Indy* know as soon as it arrives. If *Indy* wishes to purchase another gun in Heraklion, he may do so, but the gun's quality will be sub-standard and it will jam 10% of the time.

The desk clerk also tells *Indy* that *Marion* said she was going to a place called the *Bar Grec*. The clerk knows the *Bar Grec* is located on the outskirts of town near the ruins of Knossos, site of the former palace of the legendary King Minos.

After *Indy* leaves the hotel, make a secret Instinct Check for him. If the check succeeds, *Indy* notices a man following him, but he does not recognize the man. If he tries to approach the man, the man ducks into a doorway and disappears.

SCENE 2: DIVE RIGHT IN!

As *Indy* nears the edge of town, read the following aloud:

Just ahead of you is a narrow footbridge spanning a gorge about 100 feet across. Along the edge of the bridge is a low stone wall, and about 40 feet below is a slow-moving river, the banks of which are lined with bushes and trees. You spot *Marion* ahead of you, starting across the bridge. You call to her and she turns.

Once *Marion* and *Indy* meet and discuss the telegram and their plans and start again across the bridge for the *Bar Grec*, read the following:

Just as you reach the center of the bridge you see three tough-looking men armed with clubs step onto it and stand there, blocking your way. You recognize the tattoos on their arms—they're *New Dorians*, members of a fanatic cult who make sacrifices to the Minotaur. And it seems they remember that you were the one who brought the government down on them a few years ago!

If the PCs look behind them, they see another pair of *New Dorians* coming from that direction. If they decide to fight the *New Dorians*, two more appear every round until the PCs are overwhelmed. The *New Dorians* do not kill them but take them as sacrifices to the Minotaur. In this event, go directly to Scene 4.

If the PCs leap from the bridge to the river below, they must make two Danger Checks, one for falling (Rating 30) and one for flowing water (Rating 30). The swim to the shore is fairly easy, but the *New Dorians* have not given up and are following.

No matter which side of the river *Indy* and *Marion* emerge from, they find themselves at Scene 3.

If the PCs try to run from the *New Dorians*, use the Chase Flow Chart from *The Adventures of Indiana Jones Rule Book*. The bridge is circle 1. The doorway to the labyrinth, which they must eventually enter, is circle 6. Use Table 1: "New Dorian Chase Hazards" to determine hazard encounters.

SCENE 3: THE LABYRINTH

Read this to the players as they emerge from the river or when they are finally chased to the ruins:

The ruins of the palace of King Minos stretch before you. They consist mostly of a large expanse of stone pavement and low, broken walls. But not far away is a doorway into a palace building still standing.

The walls are too low to hide a person, and trees or bushes are too far in the distance for the PCs to reach without being seen. Any route they attempt to take other than that into the building doorway is blocked by an additional 1d10 *New Dorians*. Just inside the doorway is a flight of stairs leading down.

SCENE 4: THE HORNS OF A DILEMMA

If *Marion* and *Indy* were captured by the *New Dorians* in Scene 1, they are brought to the center of the labyrinth (use the Labyrinth Map), untied, and left for the Minotaur, who arrives in one round.

If they arrive here from Scene 3, they have voluntarily entered the labyrinth. If they wish to explore it, let them find their way through the maze to its center where the Minotaur waits. Each time they turn a corner, roll 2d10. If the darker die is 1-3, the PCs have an encounter from Table 2. The lighter die indicates what they encounter (consult the table).

If the PCs wish only to duck inside the doorway and hide from the *New Dorians*, the *New Dorians* wait just outside the entrance and do not leave until the PCs encounter the Minotaur. If the PCs refuse to go further inside, the *New Dorians* enter and drive them in. When they meet the Minotaur, read the following:

You are in a low room, perhaps 8 feet high. Its plaster ceiling and stone walls are supported by wooden beams. Burning torches held by brackets are scattered along the wall. In one corner is what looks like a human skull. Then you hear a footstep, and before you can duck into the shadows, a large form fills the room and cuts off the exit. The shape is that of a large man—or perhaps more than a man—for its head is not a man's head but the head of a bull. The man-thing carries a club bigger than a baseball bat and swings it at your heads!

Roll Backbone Checks for both PCs. If the Check succeeds the PC brushes off the crawly sensation that seeing the Minotaur creates. If the check fails, his or her

Movement is reduced to 1/2. If a PC rolls a Bad Break, his or her Strength is also reduced to 1/2, but for the first round only. During the struggle there is a 30% chance after every attack that the bull mask is knocked off the Minotaur, revealing a giant *New Dorian*. In this event, any PC Attribute Ratings reduced by fear are restored to normal.

If *Indy* has purchased another gun in *Heraklion*, and if at any time he tries to draw it, the Minotaur swings his club at the ceiling and dislodged plaster knocks *Indy's* gun out of his hand.

After 5 rounds or after *Indy* or *Marion* take 1/2 damage, the Minotaur's club misses one of them and hits the floor, which collapses, and *Indy* and *Marion* fall through to the lower level in Scene 5.

If the PCs manage to escape the monster in some way before Scene 5 or if they defeat him temporarily, they must make their way back out of the labyrinth. The Minotaur, if alive, follows them through the maze but does not leave it. As they wander, the floor gives way and they find themselves at Scene 5.

SCENE 5: GOING BATTY

You tumble 15 feet into a room on the lower level of the labyrinth. After you pick yourselves up, you see you are in a room measuring 35 feet by 45 feet, and in one wall is a door slightly ajar. As you dust yourself off, you grow aware of a squeaking sound over your head and a rush of air. Suddenly a bat brushes your arm. The room is alive with them!

The PCs must first check for falling damage. The danger rating for the fall is 24.

Use the Labyrinth (Lower Level) Map. This room is the favorite hangout of every bat in the labyrinth, and they can't be avoided. Bats (1d10) drop on each PC immediately and for every round thereafter. Have each PC make a Backbone Check. If the check succeeds, the bats do not cling or bite. If the check fails, the bats hang on, fluttering their wings and squealing.

If a PC rolls a Bad Break or a number greater than his Backbone Rating x2, he is bitten. Bat bite rating: light wound.

The door is to Room B. There is no other exit and the ceiling is too high for them to climb back out. When PCs go through the door, go to Scene 6.



SCENE 6: MINOTAUR ENCORE

This room measures 20 by 25 feet and is empty. Wooden beams cross the ceiling at three-foot intervals. A four-foot-long frayed rope dangles in front of the door from a beam. The door has a cross-bar on this side and can be locked. In the wall across from the door is an arched opening through which you can see a stair and what looks like faint daylight. Suddenly, you hear heavy footsteps descending.

The footsteps belong to the Minotaur who arrives in one round. The rope can be removed from the ceiling beam; if left in place it will bear a man's weight. *Indy* can loop his whip between the beam and the ceiling if he wishes.

The stairs lead to the upper level of the labyrinth and to a door to the outside. The door is ajar. If the PCs leave the labyrinth through this door or through the main entrance, the *New Dorian* thugs are gone.

SCENE 7: THE BAR GREC

When the PCs resume their search for *Bill Kershaw* and finally arrive at the *Bar Grec*, read the following:

It takes your eyes a few minutes to adjust to the dimness of this seedy place. Finally you can make out four tables with chairs and the bar itself. Three toughs sit on stools at the bar, and there is one man slumped over a table at the back. The smells of cheap liquor and tobacco hang heavily in the air.

The men at the bar don't really want trouble. They won't fight unless they are provoked. The man at the table is *Bill Kershaw*. He is drunk and incoherent. For every round *Kershaw* is forced to drink coffee or is dunked into a bucket of cold water, make a Backbone Check for him. If the check succeeds, he sobers up. If it fails, he must roll again or sleep for at least six hours.

If *Kershaw* is paid the \$500 he requested in his telegram to *Marion*, he tells the PCs that before *Abner* caught him and *Andre LaFonte* cheating on invoices, *LaFonte* found a map of a legendary city in Tibet called *Ra-Lundi*. Recently he's heard that a white man was seen there. *Abner* was looking for *Ra-Lundi* when he disappeared, and *Kershaw* wonders if the white man rumored to be there is *Abner*. He tells the PCs that *LaFonte* has the map and is at a dig in an area of Nepal called the *Kara Kavan*. Have the PCs make an Appeal Check. If it succeeds and if they give *Kershaw* another \$100, he tells them he heard *LaFonte* found some rich friends who are financing his expedition, but *Kershaw* doesn't know who they are.

If the PCs refuse to give *Kershaw* the \$500 he tells them nothing and goes back to drinking. They have to bring him around again if they want the information. This time *Kershaw* gets rowdy and tries to fight back. If he can't be subdued within 5 rounds, the men at the bar become annoyed and try to throw the PCs out.

EPISODE 2: THE KARA KAVAN

Indy and *Marion* seek a map to the fabled land of *Ra-Lundi* for *Bill Kershaw* had said that was *Abner's* last goal. Unfortunately, the map is in the hands of one who may not wish to part with it. Through guile and stealth *Indy* must discover the location of the map and somehow acquire it.

PC (PLAYER) OBJECTIVES

To recover the map to *Ra-Lundi* (3 player points) and to escape from the clutches of *McIver* (1 player point).

NPC (REFEREE) OBJECTIVES

To keep *Ian McIver's* presence a secret until *Indy* captures the map (2 player points). To capture the PCs and stake them out (1 player point).

Background

Use the Dig Map. During this episode, which takes place in Nepal in the area called the *Kara Kavan*, *Indy* and *Marion* meet *LaFonte* and try to obtain from him the map to *Ra-Lundi*. While they are there they should discover that *LaFonte* is working with their enemy, *Ian McIver*, and the Nazis. The Nazis plan to invade *Ra-Lundi* and seize the source of its healing power.

Depending upon the decisions of the PCs, some of the scenes in this episode will not occur. If *Indy* and *Marion* are able to explore the dig, either openly or in secret, you should use the Key to the Dig Map to tell you what they find. The office (A) and munitions tents (I) are the most important; pay particular attention to what they contain.

It is possible for the PCs to sneak into camp, find the map to *Ra-Lundi*, learn about *McIver* and the Nazi plan, and sneak back out again unseen. Possible, but extremely difficult. Otherwise, they must contend with *LaFonte*, *McIver*, and their hired soldiers.

The camp contains a total of 50 soldiers; 40 are trained, 10 are raw recruits. There is always a 20% chance that half the soldiers fighting or guarding the PCs are raw recruits. See the back cover for standard Attribute Ratings for the troops. Roll 2d10 to learn how many soldiers are visible at any one time. However, there are always 10 guards on duty (see map for locations), day or night. Their shifts last eight hours and change at 6 a.m., 2 p.m., and 10 p.m.

SCENE 1: GETTING THERE

You return to Athens where you board the Simplon Orient Express for your ultimate destination: Nepal. Your journey takes the better part of three weeks with stops in

such exotic cities as Constantinople, Teheran, and Delhi. Outside your windows the deserts and high plateaus of Iran and Afghanistan gradually give way to the lush forests and teeming cities of India. From Delhi you take a local train to Katmandu, the capital of Nepal. There you buy horses and supplies for your journey into the interior where the *Kara Kavan* and *Andre LaFonte* await you.

If the PCs ask about the need for money, tell them they can exchange their currency for Tibetan *sang-sang*. In 1935 a *sang-sang* was worth about 10 cents. If they do not ask, they must make Appeal Checks as needed to convince others their Western money is good.

Roll an Instinct Check for both *Marion* and *Indy* to learn if either one wonders why *LaFonte* would bother digging for artifacts in such an unpromising area as the *Kara Kavan*.

SCENE 2: THE DIG

After three days' ride you find yourselves in the foothills overlooking the dig at *Kara Kavan*. Along the horizon to the north and east lies the great mountain chain of the Himalayas. Here, however, except for occasional outcroppings of low hills, the land is flat and covered by sparse grass.

The dig excavations are to the north. They consist of three trenches, mounds of dirt, and roped-off areas. To the south is the camp. A number of tents are in the foreground. Two large military convoy trucks, a cargo truck, one jeep, and ten horses are visible in the background near a stack of oil drums. From where you are standing 10 guards are visible: two in the foothills behind the camp, one each in front of two tents in the foreground, two around a tent at the back, and one at the vehicles. A group of uniformed and armed men are performing some kind of drill at the encampment's center.

If the PCs decide to wait until dark to sneak into the camp, go to Scene 3. If they decide to go in openly but to be cautious about revealing their purpose, go to Scene 4. If they decide to go in openly and simply ask *LaFonte* for the map, go to Scene 5.

SCENE 3: SNEAKING IN AT NIGHT

Use this encounter only if the PCs decide to sneak into the camp at night.

The camp stretches below you, bathed in moonlight. The dig excavations are deserted except for two guards in the foothills behind them. Each guard is warming himself beside a fire. The tent closest to the road has a light, and it and the tent behind it still have guards. The other tents are dark. The fires of three more guards are visible in the foothills behind the tents. In the center of the encampment is a large bonfire. A number of uniformed and armed men sit around the fire drinking and laughing. Somewhere a horse whinnies.

The PCs may tether their horses in the foothills outside the camp if they wish; however, for every four hours the PCs are absent, there is a 20% chance the horses are discovered and a 10% chance one horse has broken loose and wandered away.

After midnight everyone except the guards is in bed and the light in tent A is out. The only remaining lights are the guards' fires in the foothills and the glowing embers of the large bonfire. The guards around the munitions tent (I) are not visible except from the foothills to the south.

If *Indy* and *Marion* manage to sneak into tent A (see Office Tent Map) without being seen by the guards, read the following aloud:

Moonlight filters through a ventilation opening in the roof of the tent and lights your way. In the center of the tent is a large table covered with papers, one of which in the dimness looks like a map. Another looks like a letter with a swastika on it. Next to the map is a bone medallion of some kind with inscriptions on it. Also on the table is a model of an ancient city. In one corner of the tent are several large crates. Across from the crates and against the wall is a cot with a sleeping form on it. Against the rear wall is another cot and another sleeping form. Scattered around the room are several other smaller tables bearing books and artifacts.

Each round the PCs remain in the tent there is a 10% chance the sleeping forms of *LaFonte* or *McIver* wake up. However, since *LaFonte* and *McIver* will be still half asleep, any PC attempting to grab anything from the table unseen is automatically successful. Also, during each round there is a 10% chance the guard outside looks inside and sees them. If the PCs are discovered, *McIver* assumes they know about *Ra-Lundi*, and attempts to lie or play dumb do not work. In this case go directly to Scene 5.

If the PCs manage to get away with the medallion, map, or Nazi letter, give them a copy of the appropriate handout. (The medallion and map are the same.) They must make an Instinct Check if they wish to read any Tibetan writing. Translations are given in Scene 5.

SCENE 4: PLAYING CAGEY

If the PCs wish to hide their real purpose from *LaFonte*, they must enter the camp openly; if they sneak in and are caught, none of their stories are believed.

A guard meets them on the road leading into camp and takes them at once to the office tent (A). Use the Office Tent Map.

A guard takes you into the main tent, where *Andre LaFonte* sits behind a large table where he has been working on some drawings. One of the drawings resembles a map with Tibetan writing on it. A large medallion and an official-looking letter bearing a swastika lie beside the map. At the other end of the table is an architectural model of an ancient city.

Ian McIver hides at the back of the tent and doesn't reveal himself. *LaFonte* reluctantly takes the PCs on a tour of the dig if they ask but constantly urges them to leave with excuses such as, "We've got a lot of work to do," or "This is a dangerous area for women." If he is questioned about the troops, he makes up some excuse about the country being politically unstable.

If the PCs manage to hang around awhile, roll against *LaFonte*'s Instinct score to determine if *LaFonte* lets them stay. If they fail but remain friendly, *LaFonte* has them escorted out of camp and doubles the guards. If they fail but start trouble with him, he calls the guards and has them taken to the office tent. In this case, go directly to Scene 5.

If they succeed and explore the camp, the guards prevent them from entering tents A, C, I, and O. If they fight the guards, 1d10 soldiers arrive during every round until the PCs can be restrained and taken to the office tent for Scene 5. If they try to sneak into these tents, double their Prowess Ratings and roll d100. While they are in tents C or I they have a 30% chance of being discovered for every round they remain. If they are discovered, they are taken to tent A for Scene 5. If they sneak into tent A, they automatically find *McIver* and he calls 1d10 guards. In this case go to Scene 5.

If the PCs overpower *LaFonte* and *McIver* and hold them hostage, the soldiers let them escape but follow them to the outskirts of

Katmandu or to the Sherpa village, where they then quit following.

SCENE 5: AULD ACQUAINTANCE

If *Indy* and *Marion* ride openly into the camp, a guard meets them and takes them at once to the office tent (A). Use the Office Tent Map. They may also be brought here if they sneak in and are caught or if they make trouble. Adjust the text read to players as needed.

After the PCs tell *LaFonte* their purpose and ask him for the map, read the following:

LaFonte sits behind a large table where he has been working on some drawings. One of the drawings resembles a map with Tibetan writing on it, and there is a large medallion lying beside it and an official-looking letter bearing a swastika. At the other end of the table is an architectural model of an ancient city.

You hear a noise from behind some packing crates at the back of the tent, and who should step out of the shadows with a gun trained on you but your old enemy *Ian McIver*!

"Sure and it's good to be seein' ye again," *McIver* says, "especially you, lass," and he winks leeringly at *Marion*. "But I can't have ye messin' with my plans."

"And a good plan it is, mes amis," adds *LaFonte*, picking up the medallion, "for this map will take us to one of the greatest treasures anyone in our profession can ever hope to find."

McIver chuckles delightedly. "He doesn't mean just old pots and bones, laddie. He means German marks."

"The Nazi government is our 'partner' in this expedition," says *LaFonte*. "*Ra-Lundi* is rumored to hold a secret of healing, a secret that would mean a great deal to a government at war. Sacre bleu! Just think of it! Their armies will be unbeatable—cut down at night and ready to fight again in the morning! So, you see, we cannot give you the map. Nor can we allow you to leave."

McIver calls in two of the guards. "Tie them up in the supply tent. Then late tonight when everyone is asleep, take them to the chasm east of here and arrange an accident."

The PC's weapons are taken but nothing else. If the PCs create a diversion and attempt to grab the medallion or drawing, have them make a Movement Check to see if they manage to take one or the other unno-

ticed. If they then go along peacefully, go to Scene 6. If they wound either *LaFonte* or *McIver* in a struggle and are then overwhelmed, they are taken to the discipline stakes (M). In this event go directly to Scene 8.

If the PCs attempt to fight all the way out of the camp, go to Scene 7.

If *Indy* or *Marion* has grabbed the medallion, map, or Nazi letter, give them the appropriate information. (The medallion and drawing/map are the same.) Roll an Instinct Check if either one wishes to make out the Tibetan writing on the map or medallion. The words are as follows:

At the top: "Ra-Lundi"

The highest mountain: "Btsan-po" (Ruler)

The lake: "Yid-bzhin-nor-bu" (Wish-granting jewel)

The oddly-shaped peak: "Talon Rock"

They both automatically know where Btsan-po Mountain is located.

SCENE 6: WELL-SUPPLIED

Your hands are bound behind your backs and you are made to sit on the floor of this 10-foot-square tent. The soldiers leave and you can hear them telling the guard on duty in front of this tent that they will be back for you at 4 a.m.

The tent is filled with cartons and sacks of food supplies and equipment.

Cans of food do the same damage in combat as clubs. The rope is 20 feet long. If spit on and moistened, the bath soap helps hands slip out of ropes in 3 turns. The handsaw is sharp enough to cut through them.

The guards return at 4 a.m. to take the PCs to the chasm. If *Marion* and *Indy* manage to escape from this tent, go to Scene 7. If they are still bound when the guards arrive, go to Scene 8.

SCENE 7: BREAKOUT

If the PCs do not have the map to *Ra-Lundi*, remind them they must still try to get it.

If *Marion* and *Indy* try to break out of camp using force, there is a 50% chance that each soldier they encounter and defeat is carrying two grenades. Once they take two grenades from a soldier, however, no other soldiers they meet carry them.

Neither the trucks nor the jeep has keys in the ignition. Guards attempting to drive them must get the keys from *LaFonte*. They can, however, be hot-wired, but this takes one PC 2 rounds to accomplish since the vehicles are foreign.

EPISODE 2: CONTINUED



Four horses are saddled and ready to ride. Horses can climb steep hills or leap the chasm to the east, but there is no way for motor vehicles to cross. Horses can also negotiate canyons too narrow for jeeps.

A grenade lobbed into the munitions tent also ignites the oil drums and destroys all vehicles but one truck and spooks any horses left in the parking area. It also starts a grass fire that spreads to the tents at a rate of 1d10 feet per round; if the fire reaches the office tent and the PCs do not have the map, it will be destroyed.

If a chase develops, use the Chase Flow Chart from *THE ADVENTURES OF INDIANA JONES* Rule Book and Table 3: Dig Chase Hazards.

SCENE 8: MY MIS-STAKE

You are tied spread-eagle to four stakes, and then the soldiers leave. The parking area is between you and the tents. A tent with two guards is to the north and foothills are to the south. A large cistern is at one end of the parking area and a stack of oil drums at the other. A guard patrols the parking area about 100 feet away.

The PCs are staked here until 4 a.m. when the two soldiers come to take them to the chasm. Being staked out for 4 hours or more reduces their Strength Attribute to 1/4. If they have not broken their bonds or devised some other means of escape by one hour before the soldiers are due, roll 1d10. On a roll of 1-3, use Table 4 to determine how a

kindly Fate may aid them. If they are still tied when the guards arrive, go to Scene 9.

SCENE 9: GOING DOWN?

Two hours before dawn, the two guards release you from the stakes, tie your hands behind your backs, and help you mount horses. Riding themselves and leading your horses, they take you about a half-mile east to where a deep chasm cuts through the rocky terrain. Then the guards pull you from the horses, and, while one holds a gun on you, the other unties your hands, thus removing any evidence that you did not fall into the chasm accidentally. They urge you toward the edge.

One of the soldiers is a raw recruit and can be bribed. There is a 20% chance the other can be bribed as well; otherwise he argues with the raw recruit against accepting money.

Halfway down the chasm is a ledge not visible to someone standing on the rim. Bushes grow out from this ledge and PCs falling down the chasm are caught in their branches. The guards, however, believe they fell to their deaths. Damage rating for the fall is 60. The walls of the chasm are uneven and cracked and anyone attempting to climb back out can find foot and handholds.

Across the chasm and 10 miles further east is a Sherpa village.

KEY TO THE DIG MAP

A. Office Tent. (See the Office Tent Map.) *McIver* and *LaFonte* sleep and keep their belongings here. On the table near the door is a model of an ancient city (A), the *Ra-Lundi* medallion, a drawing/map of the medallion which *LaFonte* is making, and a letter to *McIver* from the Nazis. If *McIver* hides here, he is behind the crates at (D). The crates contain items needed for the dig, such as surveying equipment and artifacts being shipped out. The smaller tables contain standard archaeology texts, books on Tibetan culture, *The Kanjur* (Buddha's teachings) and *The Tenjur* (commentary), a cash box containing \$500 in Tibetan *sang-sang*, *thang-kas* (Tibetan painted scrolls), a vacuum flask of cold coffee, and a half-eaten sandwich.

B. Mess Tent. In this tent are two long tables and 20 folding chairs. Clean tin-plate dishes are stacked on one end of one table along with tableware, cooking kettles, and a huge tea urn. This tent is empty except at these hours: 5-7 a.m., 11-noon, and 5-7 p.m. when 1d20 soldiers are eating. The cook is overworked and if he sees strangers will assume they have come to eat and starts throwing the dishes.

C. Supply Tent. This tent contains 1d20 cartons of dried and canned foods, 1d10 sacks of rice and barley flour, 5 large cannisters of tea, 5 average-sized cans of coffee, 48 bottles of *chang* (a beer made locally from fermented barley), bars of bath and laundry soap, 20

extra towels, 3 extra sleeping bags, 3 extra blankets, 2 pickaxes, 3 hammers, 1 handsaw, 3 paint brushes, a 20-foot length of rope, a box of 500 nails, and a box of 60 heavy-weight rubber bands. The guard outside is extremely fond of *chang*.

D. Water Tanks. This barrelled fresh water is used for drinking and cooking.

E. Sleeping Tent. This tent is filled with folding cots and sleeping bags. Two soldiers are sleeping here at all times. There are no guards. Anyone sneaking through this tent has a 30% chance of stepping on a sleeping soldier and starting a fight.

F. Bath Tents. A wooden tub is in the center of the tent. On a plank along one wall is an enamel bowl for washing, a stack of towels, and soap. At 6 a.m. and from 8-10 p.m. 1d10 soldiers are here.

G. Guard. One guard stands watch here. Those guards standing watch in the hills report the approach of any strangers that they sight (Instinct check). Those stationed before tents prevent outsiders from entering and investigate any noise coming from the tent.

H. Parade Ground. From 8 a.m. to 5 p.m. 1d10 soldiers here are drilling or relaxing. From 5 p.m. to midnight 1d10 soldiers are found sitting around a bonfire. They respond to any alarm and come running.

I. Munitions Tent. This tent contains 15 cartons of rifle ammunition, 10 extra rifles and 10 extra ammunition belts, 3 sub-machine guns, 7 cartons of grenades, and 3 cartons of military clothing made by a German manufacturer. All the cartons are marked either with a swastika or the name "Berlin."

J. Water Tank. This water is for the horses and bathing. Anyone drinking from the tank has a 10% chance of getting chills, fever, and an upset stomach within 1d20 hours.

K. Gasoline and Oil Drums. All fuel for trucks and the jeep is kept here.

L. Parking Area. Two large, canvas-covered military convoy trucks, a cargo truck, and a jeep are parked here. At the south end are 10 tethered horses (1d10 are saddled and ready to ride at all times.)

M. Discipline Stakes. This is the punishment area. It contains three sets of four stakes. One set is in use 10% of the time. Each arm and leg of the victim is tied to a

different stake so the person remains spread-eagle. If PCs are brought here, any current victim is released to limp shakily away.

N. Excavation. This is a small trench roped off. The walls of the trench show layers of pot shards and bones. Very little work has been done here.

O. Explosives Tent. This tent is guarded at all times. Inside are 3 crates of dynamite and 2 kegs of priming powder. Also stored here are pickaxes, shovels, buckets and brooms for use in the excavation. Fuse cord and blasting caps to use the explosives are stored in a locked trunk in the office tent (A).

P. Crane. This is a 30-foot-tall hand-powered crane and winch. It can lift up to 1,000 pounds.

Q. Trap. This tent covers a hole into an ancient room discovered while digging. The air is bad in here, and it is believed that the room is trapped as it leads to a lower burial chamber. Trying to open the door to the burial chamber activates the trap, a crushing wall that has a Danger rating of +10 for each turn someone stands in it, until a DR = 100 is reached, when the trap opens.

R. Loose Soil. Loose soil and/or a hidden subterranean chamber cause a landslide here. DR = 60.

S. Pools of Water. These pools of water are 5 to 15 feet deep. The water is being pumped out of the western pool by a water wheel and down a rough sluice into the eastern pool.

T. Caves. These caves are a meandering maze of corridors. Use the flowchart if anyone decides to wander through them. These caves were used once for burial. Hazards include:

- 1-2 Shaft (30' tall)
- 3-4 Cave-In (DR = 120)
- 5-6 Poison Gas (10 mn/weak/1 ck/10 mn)
- 7-8 Rushing Stream (DR = 60)
- 9-0 Narrow Squeeze

U. Pulley. A rope pulley raises heavy material between levels.

TABLE 3.
DIG CHASE HAZARDS

Die Roll	Hazard
1-2	The PCs find themselves in a canyon too narrow for motor vehicles.
3-4	Quicksand. PCs must make Movement Checks to avoid stepping or riding into it. Danger Rating: 20.
5-6	If PCs or NPCs are on horseback, vultures circle overhead and spook the animals. PCs or NPCs must make Movement Checks to see if they remain seated.
7-8	A group of 1d20 nomads wanders past. They enjoy the chase so much they sit down and take bets on who will win.
9-10	Salt marsh. Rushes and salt grass grow out of the marsh. There is no danger of sinking, but thousands of midges (gnats) swarm over the PCs and any horses. All in the marsh must make Backbone Checks to refrain from running amuck for 2 rounds.

TABLE 4. STAKED OUT

Die Roll	Rescue Aid
1-3	The "ropes" binding the PCs are leather thongs; it rains and the leather stretches.
4-5	The guards taking them to the chasm are drunk on beer. Their Instinct, Movement, and Prowess are cut to 1/2.
6	The "ropes" are leather thongs; a hungry rat nibbles on one. Roll 1d10: 1-5 the rat nibbles on the rope on <i>Indy's</i> left hand; 6-10 the rope on <i>Marion's</i> right. PCs must roll successful Backbone checks to keep from shouting or screaming at the rat's touch and drawing one of the guards. If the PCs want to break the bonds after the rat nibbles them, double their Strength Attribute and make a check.
7-8	Vehicles were once parked in this area. The ground beneath <i>Indy's</i> right hand is wet with motor oil.
9-10	One of the young guards who takes the PCs to the chasm thinks <i>Marion</i> is adorable and tries to make her like him; his Instinct and Prowess are reduced to 1/2. The second guard is annoyed.

EPISODE 3: DEATH ON ICE

During this episode, the PCs must reach *Ra-Lundi* by crossing the mountain wilderness.

PC (PLAYER) OBJECTIVES

To reach *Ra-Lundi* in 18 days of travel (2 player points). To save one character from the fall (2 player points).

NPC (REFEREE) OBJECTIVES

To make sure the PCs reach *Ra-Lundi* in no more than 20 days of travel (2 player points). To have the snow leopard survive to stalk the PCs and attack them on three separate occasions (2 player points).

Background

Use the Himalayan Wilderness Map. If *Marion* and *Indy* went back to Katmandu at the end of the last episode, they should have been able to buy supplies and pack animals there. If they headed east across the chasm, they can buy supplies and pack animals in the Sherpa village shown on the map. If neither PC was able to read the Tibetan writing on the Medallion Map, the Sherpa villagers do so if asked. Their supplies include enough food for the journey and the ropes, pitons, axes, parkas, etc., needed for mountain travel. They may also have their choice of two hand grenades or five sticks of dynamite between them.

If the PCs need time to recover from injuries, they may do so at the village. Since this is a wilderness area, the village is simple. Food given the PCs consists of rice, yak meat, mutton, cheese, vegetables, and tea. The tea is boiled in water flavored with soda ash, then strained and churned with butter and salt. Tibetans consume great quantities of this tea and expect the PCs to, also. A yak is a male domesticated ox, and the Sherpas use them as draft and pack animals. They carry heavy loads (up to 160 lbs.) and prefer high altitudes.

The mountains *Indy* and *Marion* must cross are the Himalayas, the highest in the world. Several peaks in the area attain heights of 24,000 feet. Much of Tibet is devoid of trees although they do grow in the lowland valleys and include spruce, fir, juniper, willow, maple, and oak. No trees grow past 8,000 feet; at that height alpine grasses and flowers flourish. Regions above 16,000 feet are snow-covered all year round, and huge glaciers crawl over the area, some moving at the rate of 6 feet per day.

Whenever PCs enter a mountain hex on the map, roll 1d10 to determine altitude:

- 1-3 3,000-7,999 ft.
- 4-7 8,000-17,999 ft.
- 8-10 18,000 ft. and over.

When a mountain hex on the map is adjacent to a clear hex (lowlands), assume that half the clear hex is gradually rising ridges that lead to the mountains.

Temperatures are low all year long, but in a given region it may reach 100 degrees Fahrenheit at noon and then drop to 0 degrees at night. The severity of the temperature is aggravated by the constant wind that blows with gale force during most of the year.

Movement

Horses cross lowland and foothill hexes at a rate of six per day. On foot it takes the PCs one day to cross a mountain hex and one-third day to cross a foothill or lowland hex. When the PCs must cross two adjacent mountain hexes, they must leave the horses and walk. When they stop for the night, they have a 60% chance per hour spent searching to find a cave or other shelter.

Encounters

There are four planned scenes in this episode. As the PCs travel between the village and *Talon Rock*, however, they must check each day for a random encounter. A roll of 1-2 on 1d10 indicates that an encounter takes place. When they are in a mountain hex, use the Mountain Hazard Table. When they are in lowlands or Attribute Ratings for animals or NPCs encountered are on the back cover.

SCENE 1: THE HIMALAYAS

When the PCs leave the village, read the following:

Before you loom the peaks of the snow-covered Himalayas, the highest mountains in the world. The Tibetan plateau leading to their base is too high for trees to flourish, and so there are few. A tough grass grows on the foothills, which looks blue in the distance. In the morning and evening it is covered with frost. The wind is constant here, roaring through the canyons. It is through this wild, weather-torn region that your search for *Ra-Lundi* and *Abner Ravenwood* will take you.

SCENE 2: ICE FALLS

When *Indy* and *Marion* reach a hex adjacent to the hex containing the ice falls, read the following:

As you leave the gorge and the path climbs again, it quickly becomes snow-covered and icy. Ahead you see a falls tumbling down into the valley. The

upper third of the falls has an outer layer of ice. The path you are on seems to cross behind this frozen portion and reemerge on its opposite side.

Behind the falls is a cave where a snow leopard has taken up residence. If the PCs enter the cave during the day, there is a 50% chance the leopard is out hunting and a 50% chance they will meet him in one of the next two hexes they enter. If they enter during the night, there is a 90% chance the leopard is in the cave. Attribute Ratings for the leopard are on the inside back cover.

SCENE 3: SNOW TRAP

When the PCs are two hexes from the *Talon Rock*, they encounter a trap in the snow. The trap consists of a pit 12 feet deep that is covered with a sheet of thin gauze, which in turn has been covered with a thin layer of snow.

Have the PCs make an Instinct Check. If it succeeds, the wind has blown the snow from a corner of the gauze, making it detectable. If it fails, they must make a Movement Check or fall in. If they roll a Bad Break they fall in automatically.

If they fall into the trap they must check for Falling Damage (Rating 24). The sides of the pit are hardened snow. The snow does not hold pitons well enough to climb on, but a knife or the small pickaxe climbers carry can be used to create handholds.

If the PCs encountered the lovelorn yak at some time and if he is following them, there is a 60% chance he holds still for a lasso thrown over his head by the PC he loves.

SCENE 4: TALON ROCK

When the PCs reach any hex adjacent to *Talon Rock*, read the following:

A peak about 3,000 feet above is incredibly jagged and, at one point, looks like a giant claw. The formation does not resemble anything created by glaciation or upheaval; rather it appears as though the walls of the valley on the other side had melted and then splashed upward to a great height. It looks exactly like the symbol on the map that marks the entrance to *Ra-Lundi*.

The claw is across a chasm from you. Your path ends at a bridge made of rope and wooden planks leading to it. The bridge is about 40 feet long and 2 feet wide, and its opposite end is tied to a piling driven into another ledge. Beneath the bridge the drop into the chasm looks to be about 400 feet. There is no way to

cross to the other side except by means of this bridge.

The bridge is free of ice and will hold the PC's weight. When they are halfway across, read the following:

You are halfway to the other side and the bridge seems to be holding up quite well. Then you hear a sound behind you, and before you have a chance to turn, the bridge lurches violently, throwing you to your knees. You hear a roar, and you look up to see a huge, hairy shape on the ledge behind you. It is trying to rip loose the ropes!

The hairy shape is a yeti who manages to break the bridge in 3 rounds. PCs who make successful Movement Checks can cling to the ropes but still suffer Falling Damage (Danger Rating: 40) from hitting the mountainside. If they climb up the bridge ropes, go to Scene 5.

Those who fail the Movement Check fall into the chasm (Danger Rating: 800). A Bad Break means the character falls and is automatically killed.

There is a 20% chance soft snow at the bottom of the chasm breaks a fall somewhat, and damage sustained is reduced by 20%. If any surviving PCs wish to attempt to climb out, they must first make Backbone Checks.

If at least one PC is left alive and conscious, go to Scene 5; otherwise, go directly to Episode 4: "On the Edge of Forever." Because *Rai* holds powers of healing, even PCs who have been killed here can be revived.

SCENE 5: RESCUE

This scene occurs only if at least one PC successfully clings to the bridge ropes and tries to get out of the chasm, or at least one PC survives the fall into the chasm and is conscious. If both PCs are dead or unconscious go directly to Episode 4.

You are nursing your wounds and checking your equipment to see what survived the fall, when you look up to see three Tibetans, dressed in unfamiliar clothing and armed with clubs, standing over you. Because your head is still spinning, they must practically carry you along a path that seems to lead directly to the claw-like peak.

These Tibetans do not want to fight but do so if any PC refuses to accompany them. If PCs are killed, go to Episode 4.

TABLE 5: MOUNTAIN HAZARDS

Die Roll	Hazard
1	There is a 50% chance PCs have taken a wrong turn and have to go back one hex.
2	Alternate periods of melting and freezing have created a sheet of ice over an incline in the path. PCs who make successful Movement Checks can regain their balance after sliding 20 feet. An off-balance PC can make one more Check; if he fails he narrowly misses going over the edge and loses one-quarter of his supplies, which land on the ledge below. PCs who wish to may try to retrieve lost supplies.
3	Broken ledge. PCs may attempt to jump the gap or swing across by making Movement Checks. If heck fails they fall 10 feet to the next ledge and must check for falling damage (DR = 20).
4	As the PCs scale a cliff face, one of their pitons comes loose and they fall 20 feet and must make a Danger Check. (DR = 40).
5	Avalanche! Danger rating: 80. Check against being suffocated by the snow as you would against swallowing water. If the PCs attempt to find shelter, they must make a Movement Check.
6	No hazard.
7	Snowstorm. PCs who wish to wait out the storm must seek shelter and remain there for 1-5 days and use precious supplies. Those who wish to brave the storm must make a Movement Check for every square attempted. If the Check succeeds, nothing happens. If the check fails, PCs get lost and must go back one hex. If they roll a Bad Break, PCs fall 40 feet into a crevasse (DR = 80).
8	Good weather and dry conditions make faster travel possible. PCs should make a Movement Check. If it succeeds, they make up for any time lost because of delays.
9	High altitudes and warmer temperatures have given PCs a bad sunburn. Treat as light wounds. Prowess when scaling cliffs, climbing ropes, etc., is reduced by half for the three days healing requires.
10	At lower altitude PCs enter a ravine which is home to 100 rock-throwing monkeys. PCs must make an Appeal

Check at 1/2. If the check is successful, the monkeys confine themselves to verbal insults. If the check fails, they attack. If the PCs wish to try to scare them off, the monkeys must make a Backbone Check.

TABLE 6: LOWLAND ENCOUNTERS

Die Roll	Hazard
1-2	Wolves (1d10) looking for a snack have picked up the PCs' scent and surprise them if no one has made a successful Instinct Check.
3-5	A lonely yak falls in love with one of the PCs and follows him or her everywhere up to an altitude of 18,000 ft. The yak can prove to be a help as well as a hindrance as it will defend the loved one against attackers, real or imagined.
6	Friendly Sherpa shepherds (1d10) and goatherds are having lunch under some bushes. If PCs make a successful Appeal Check, the Sherpas give them enough food to make up for any lost supplies. If the check fails, no extra food is left. The Sherpas may also give directions or area descriptions but won't accompany the PCs.
7-8	An Indian rhinoceros is grazing in a pasture 100 ft. across. PCs who make successful Movement Checks can skirt the pasture noticed, but unmolested. Any PC who fails is charged.
9-10	Four Mongol bandits walk down the path from the opposite direction, but they do not see the PCs immediately. PCs must make a successful Instinct Check if they are not to be surprised as well. There is a 50% chance the bandits attack; if not, PCs may try to negotiate with them and PCs must make successful Appeal Checks or the bandits double back and wait for them in the next hex. The bandits carry food, stolen money and jewelry, and 5 sticks of dynamite.

EPISODE 4: ON THE EDGE OF FOREVER

During this episode, *Indy* and *Marion* must find *Abner Ravenwood*, if he is in *Ra-Lundi*, and prevent the Nazis from getting their hands on the healing magic.

PC (PLAYER) OBJECTIVES

To discover the true nature of *Chen Sha* (2 player points). To escape from *Ra-Lundi* (1 player point), possibly unwounded (3 player points).

NPC (REFEREE) OBJECTIVES

To encourage the PCs to destroy *F'han-tal* (3 player points). To allow the PCs to explore the city (1 player point). To create a chase through the city when the Nazis invade, that will lead to the garden maze (2 player points).

Background There are 11 planned scenes in this episode. If the PCs wish to explore the city or if one of their actions radically changes the course of things, use the *Ra-Lundi* Map and Key to create the new scenes needed.

The power of healing in *Ra-Lundi* comes from *F'han-tal*, the green stone in the center of the temple. *Chen Sha*, the high priest, while generous with the stone's power, guards it jealously for the importance it gives him.

SCENE 1: RA-LUNDI

Use this scene only if at least one PC enters *Ra-Lundi* fully conscious and awake. If both PCs have been killed or were carried in while unconscious, go to Scene 2.

Below you in a sort of dish among the mountain peaks lies a small city. The buildings have an unusual design, not quite Indian, not quite Tibetan. Most unusual, however, is the clear dome that covers the city like an inverted glass bowl. And just as surprising are the trees and greenery growing inside that normally would not exist at this altitude.

So you have found *Ra-Lundi* at last. Now to look for *Abner* and protect the healing magic from the Nazis. But the strain has been too much. Suddenly you feel lightheaded, and everything goes black.

SCENE 2: TAKING THE CURE

Read the following to all players, even if they were killed at the end of Episode 3.

You wake to find yourself in a long, narrow, stone room containing the beds on which you and your friend are lying,

two wooden chairs, and a table with a pitcher of water, bowls of rice, and hot tea. Beams cross the ceiling at 2-foot intervals. There is a small barred window high in one wall; you can see the feet of people as they pass by. In the opposite wall is a door with another barred window. The door is propped open.

One day has passed. Let the PCs adjust to the new environment and make any new plans. If one or both were killed, they may wish to speculate on this strange rebirth. When they are ready to venture out, continue reading:

You hear voices just outside, and then a Tibetan man appears in the doorway. He is incredibly old and wizened, and yet there is an aura of strength about him. His white beard reaches his knees and he wears long robes. With him are two guards. He says in a kindly voice, "I am *Chen Sha*, my children, High Priest of *F'han-tal*. I hope you are fully recovered. I welcome you to our lovely city."

Use the Temple of *F'han-tal* Map. The PC's belongings are in the storage rooms by the stairs, along with items left by other travelers; these items include climbing gear and five sticks of dynamite.

Except for his own greed for power, *Chen Sha* has few secrets. He tells the PCs almost anything they want to know about the city or *F'han-tal*. He also goes with them on a tour of the city if they ask him to. The guards are his personal bodyguards and defend him to the death but, since no one ever attacks *Chen Sha* and he keeps them for appearances, they are relaxed and friendly. During the conversation, *Chen Sha* should reveal the following information:

1. The room they are in is a "healing room" in the temple's lower level. These rooms are in close proximity to *F'han-tal*, the huge stone at the center of the temple and source of *Ra-Lundi*'s healing magic.
2. One night *F'han-tal* fell from the sky like a meteor. When it hit the earth it melted the mountaintop; the slag "splashed" up, forming *Talon Rock*.
3. The name *F'han-tal* means "Life Giver." The stone heals wounds and illnesses and retards aging. It provided the heat and energy needed to build the city and the dome above it.
4. The community numbers about 500 people. Only 1% of the people here die each

year at the extreme old age of from 200-300 years. No children are born.

5. Curing death or severe wounds takes one day. Exposure to *F'han-tal* for more than one week within a radius of one mile results in dependence upon it. (PCs have been here one day already and must make an exposure check. See Table 7: Exposure to *F'han-tal*.) If a person strays too far, he suffers terrible agonies of withdrawal. No one knows what would finally happen to someone who did not return because no one has tried it.

6. If PCs ask about a white man, he is out hunting and will return soon.

7. Some of the occasional travelers to reach *Ra-Lundi* have taught the people English.

8. The men who brought *Indy* and *Marion* into the city are part of a patrol who check the mountain region (within one mile) regularly. If questioned about the trap in the snow, *Chen Sha* avoids a direct answer and mutters something about dangerous animals prowling around.

SCENE 3: THE TEMPLE

Use this encounter when PCs first venture out of the healing area. The only exit normally used is through the main temple, although *Chen Sha* uses a secret door in one of the healing rooms for his own convenience (see Map).

You climb a curving stair, at the top of which is a door. On the other side of the door is a heavy curtain. *Chen Sha* pulls it aside, and you find yourselves in a huge temple 100 feet long and 80 feet wide. Along the walls are enormous windows reaching all the way to the ceiling. There is no glass in the windows, just a lightweight lattice.

Beside you is an altar and behind it a fountain. Water pours out of the mouth of the stone head of a beast resembling the one that destroyed the mountain bridge. On the other side of the fountain is another heavy curtain. Across the temple is a pair of brass doors, each 10 feet wide and 20 feet high.

In each of the room's four corners is a stone statue of a Tibetan in a kneeling position facing the center of the room. At the room's center is an enormous faceted stone, green as an emerald. A strange glow emanates from it and gives the room a greenish cast. The stone rests on a platform about 2 feet high and extending around it for 2 feet. The temple is unusually warm.

There is a trap on *F'han-tal*, and anyone trying to move the stone or standing on the platform springs it. The stone itself is supported by a stone pillar below floor level. If any weight over 10 pounds is placed upon the platform, it springs a trap door to the floor below. The person standing on the platform finds him or herself locked in a room at the center of the healing area on the lower level.

In the room is a door with no visible means of opening it. Above the door, where the wall meets the ceiling, is a slotted opening about 1 inch wide and 10 inches long. On two other walls are high ducts covered by a metal grill. The walls and floor are of light-colored stone blocks. One of the blocks by the door is a darker color. Anyone standing on this block causes water to flood in through the ducts in the wall. In 10 rounds the water completely fills the room. As the water spills into the slot above the door it triggers a shutoff mechanism and the water stops. In the southeast corner of the floor is a drain which then opens and lets the water out. In 10 rounds two guards come to remove the bodies.

On the other side of the secret door is a smaller room with another drain in the floor and a secret door in one wall. The door looks like ordinary stone block, but cracks in the mortar around it give clues to its presence. This door is opened by pushing against one of the blocks where the handle would be if it had one.

PCs may escape death several ways.

1) They can fill a hat or jacket with water and pour it through the slot, thus ending the flood and eventually bringing the guards to open the door.

2) The building is very old and the mortar around the stones is loose. If they work fast they can loosen a stone in 5 rounds with a knife or sharp instrument, thus freeing the water and even themselves.

3) The floor drain consists of a grating over a normal-looking stone block, but the block drops open like a trap door. If a knife is slipped around its edges, the mechanism may be triggered.

4) The door is barred on the other side. If the PCs drop a hook of some sort tied to a rope or whip through the slot over the door, they snag the bar and lift it, if their Prowess Check is successful.

5) The ceiling here is 10 feet high. If one PC stands on the shoulders of another, he or she may use a sharp instrument to remove the hinge on the trap door in the ceiling and open it.

If the PCs drown here but *F'han-tal* is still intact, they recover in 24 hours, but the guards who discover them will have locked

them in one of the healing rooms.

Although *Chen Sha* does not tell the PCs about the trap, he warns them not to touch the stone. If they ask about the animal heads on the fountains, he tells them they'll understand later.

SCENE 4: THE HIDDEN CITY

When the PCs leave the temple, read the following:

Before you is a large, park-like central plaza dotted with trees and flowers. At its opposite end a long boulevard leads to what appears to be the main gate out of the city. Two fountains like the one inside the temple flank its entrance and are fed by an aqueduct system. All the buildings seem to be old. What appear to be homes are to your left and city buildings to your right. To the right of the main gate ahead is an open market.

The temperature here is about 75 degrees and the humidity is high. Overhead a clear dome shelters the city from the snow and cold of the mountain peaks which surround it.

The PCs are free to explore the city. Use the *Ra-Lundi* Map and Key to tell them what they find.

The *Man in the Mask* uses another of the healing rooms, but he is out hunting and does not return until Scene 5. If the PCs search his room they find climbing gear and five sticks of dynamite, but no identification.

SCENE 5: THE LIFE CELEBRATION

After the PCs have been in the city one more day, they and their belongings are moved to one of the wayfarer's homes. Shortly thereafter, they are called to the Life Celebration.

A man you recognize as one of *Chen Sha*'s guards says you are to follow him, and he leads you to the central plaza where all of *Ra-Lundi* has gathered for what he tells you is the *Life Celebration*.

Upon the dais in front of the temple sit *Chen Sha* and a white man wearing a golden mask. *Chen Sha* gestures for you to sit on the temple steps where you will have a good view of the ritual.

Just then the crowds part to allow four men carrying a big wooden cage to pass through, and inside the cage is a huge, hairy beast, just like the one that destroyed the mountain bridge. A murmur runs through the crowd and they press closer, until there is only a small clearing at the center around the cage. Then *Chen Sha* stands to address the people:

"My children," he says, "once more our friend in the mask has brought us salvation in the form of the sacred yeti. Those who would seek release gather round. Your time of waiting is over."

He nods to the men at the cage, and one of them opens the door. With joyful faces, the people of *Ra-Lundi* begin to chant and call to the beast. When he charges out of the cage they throw themselves in his path. At first the yeti is confused by their actions, then enraged. He roars and strikes out at the crowd with his claws. "No, not him, me," people shout at the beast as he grabs at one or the other. Finally one man succeeds in getting the yeti's full attention, and the beast grabs him by the throat, instantly breaking his neck. Then dragging the body by one foot, the beast makes a dash for the main gate. The rest of the crowd mutters their disappointment. One man says, "It's not fair! This was only *Chu*'s third time."

During the ritual, the *Man in the Mask* pays no particular attention to the PCs. If approached, he is silent and does not seem to understand what they want. Later he slips away unseen to his room in the temple's lower level.

Whether or not *Marion* and *Indy* ask *Chen Sha* to explain the ritual or the *Man in the Mask*, go to Scene 6.

SCENE 6: AN EXCLUSIVE CLUB

After the ritual *Chen Sha* draws the PCs aside. Read the following:

"My children, we of *Ra-Lundi* have lived as prisoners time out of mind. Many of us tire of captivity and seek release in the one thing *F'han-tal* seldom allows—death. The yeti give us a means to find death honorably.

"But the yeti do not often venture near our city, so we must bring them here. Those, like yourselves, who come here from the outer world, hunt the yeti for us, using the traps in the snow, and bring them back for the celebrations. Your

EPISODE 4: CONTINUED

exposure to *F'han-tal* is yet of short duration and the pain of separation will still be light for a while. Tomorrow you must become hunters. When you return with a prize, you too shall be given a mask and a place of honor among us."

If the PCs ask about the *Man in the Mask*, *Chen Sha* tells them he was found wandering in the mountains. He had no identification and no memory of his past, and he seldom speaks. He has provided many yeti for the city, but his dependency on the stone has become too much for him and he can no longer travel.

If the PCs resist their assignment with force, *Chen Sha*'s two guards and 1d10 *Ra-Lundi* men arrive every round until the PCs are overwhelmed. They are then locked in the healing room in the temple's lower level. *Chen Sha* says they will be released after their exposure is complete and they are *F'han-tal*'s prisoners for life. Then go to Scene 7.

If the PCs play along with *Chen Sha* and agree to hunt yeti the following day, they remain free to go anywhere in the city they wish, but they are not allowed to leave it yet. Go directly to Scene 8.

SCENE 7: PRISONERS OF F'HAN-TAL

The guards take you to the healing room where you awoke your first day in *Ra-Lundi* and lock the door. One of them remains outside on guard. Another tray has been placed on the table; it contains a dish of vegetables and rice, chopsticks, and a pot of boiling water for tea.

Any weapons the PCs left in the room have been removed to the storage room down the hall. If they make a disturbance of some kind, the guard will open the door to find out what's going on. The grill on the window can be pried loose with a sharp instrument.

SCENE 8: THE MAN IN THE MASK

If the PCs look in the healing rooms, they find the *Man in the Mask* at once. If they seek him elsewhere first or have not thought to look for him, after 10 turns they find him wandering aimlessly wherever they happen to be at the time.

If the PCs try to destroy *F'han-tal* before they seek the *Man in the Mask*, he will turn up in the shadows of the main temple. In any event, they must encounter him before Scene 9 can take place.

When the PCs talk to the *Man in the Mask*, he can speak only a few words, like "...Don't remember." He does not seem to know *Marion* and does not respond to the name *Abner*. His mask cannot be removed. After the PCs have had time to question him, go to Scene 9.

SCENE 9: THE NAZI MENACE

You hear a noise like mortar fire, and when you look up, you see a group of armed soldiers bursting through the city's main gate. They fire into the crowd that has gathered, and several people fall wounded. In the second wave, you glimpse *Ian McIver*. "Don't kill them all, you bloody fools!" he shouts to the soldiers. "We want them to tell us where the magic is!"

The Nazi's have put up a temporary military bridge over the chasm near *Talon Rock*. *McIver* does not see *Indy* or *Marion*, and they still have time to try to destroy *F'han-tal*. If they do not think to destroy it, the *Man in the Mask* disappears momentarily; when he returns he is carrying five sticks of dynamite, which he gives to them and drags them to the stone. If they decide to destroy the stone, go to Scene 10. If they decide to escape without destroying the stone, go to Scene 11.

SCENE 10: CANCELING THE STONE

Two grenades thrown simultaneously (Danger Rating 130 each; area of effect 50 sq. ft.), nitroglycerine exploded with a bullet or fuse (Danger Rating 200 per oz; area of effect 25 sq. ft.), or five sticks of dynamite (Danger Rating 160; area of effect 35 sq. ft.) can destroy *F'han-tal*. Remember, however, that if anyone stands on the platform around the stone, the trap is triggered.

As soon as the PCs place their explosives or just before they pull the pins on grenades, read the following:

"Perhaps you should think twice, my children," a voice says, and when you look up, there stands *Chen Sha* with one of his bodyguards. The guard is brandishing only a knife, but the old man is carrying the biggest sword you've ever seen, and he's getting ready to swing it at your head. "My people may be foolish enough to wish for death," he says menacingly, "but I want life, a life of power as high priest. I assure you I

will not let you destroy the source of that power! I will not let you take *F'han-tal* from me!" And with that he moves toward you.

Chen Sha may be old, but the stone has preserved his strength. If the PCs comment that if *Chen Sha* kills them the stone will just heal them again, he replies with something like, "Not if you are in so many pieces we cannot scrape them together." If *Chen Sha* or the guards are killed, they remain "dead" for 1d10 hours, then regain their strength in amounts equally divided over the remaining hours. After 24 hours they are fully restored to life and health, unless the stone is destroyed first.

If it looks as though the PCs are going to lose the fight, the *Man in the Mask* joins in. If they defeat *Chen Sha* and the guard quickly and then blow up the stone, the *Man in the Mask* tells them he'll go with them to the gate but no farther. There, however, *LaFonte* sees them, and, while they run or fight, the masked man slips away unseen. If they decide to look for the masked man again, 10 soldiers appear and chase them.

After *Chen Sha* attacks (1d10 rounds after), 1d20 soldiers, led by *McIver*, burst through the temple doors, recognize *Indy* and *Marion*, and give chase. Use the Chase Flow Chart from the rule book and Table 8 or use the map of the city and check for a Hazard at each intersection (1 or 2 on 1d10).

If the PCs don't know about *Chen Sha*'s secret tunnel, the *Man in the Mask* helps them escape by that route, but he won't accompany them. If the stone is not destroyed, he tells them in halting language that he will destroy it himself. If they insist on helping him, he disappears after the stone is destroyed.

SCENE 11: OUT AT LAST!

The PCs may use the back door, main gate, or dig their way out through one of the erosion spots under the dome. (PCs have a 60% chance of finding one of these spots per 15 minutes spent looking.) Even if the PCs have destroyed the stone themselves, they must still escape the soldier-filled city. The wisest course is to sneak out, but there is a 30% chance they meet four armed soldiers for every 15 minutes they remain in the city and 30% chance they meet *McIver*.

If they have left the masked man to destroy the stone, when they reach *Talon Rock* they hear an explosion, and if they look back they see the temple and dome completely destroyed.

The new mountain bridge is guarded by only one soldier and can be easily cut free at its opposite end once they're across. If the



PCs wish to bribe the guard they must make an Appeal Check. The same applies if they lie to him. If the Checks fail, he wants them to wait for *LaFonte* and *McIver*.

The city of *Ra-Lundi* lies in ruins. Where the temple once stood is a pile of rubble and there is no sign of *F'han-tal*. Why did the *Man in the Mask* refuse to leave with you? Is he still alive? Was he really *Abner* after all, and will you meet him again one day? As the sun sinks in the west, you cross the bridge and make your way home.

**TABLE 7:
EXPOSURE TO F'HAN-TAL**

During the first week, for each 24-hour period a character remains in *Ra-Lundi*, he must make a Backbone Check to see how dependent he has become on *F'han-tal*.

Duration	Modifiers	Effect
1-2 days	Backbone check x2	Automatically takes one medium injury. *
3-4 days	Backbone check, normal	Medium injury taken each day. *
5-6 days	Backbone check x1/2	Medium injury taken every 12 hours. *
7 days	Backbone check x1/4	Medium injury taken every hour. *

* Up to a total of 2 serious wounds.

If a character rolls a Bad Break, he should roll again. If he rolls a Lucky Break his rating does not change that day. After 7 days no more checks are needed; the PC's rating remains as it was on the seventh day for as long as *F'han-tal* remains in existence. Effects first occur at the edge of the city and remain mild for a radius of one mile. If the stone is destroyed, its effects vanish immediately, no matter how long the person has been exposed, and Backbone Ratings are restored to normal. If a PC leaves *Ra-Lundi* and *F'han-tal* is still intact, he wanders in delirium for one month, then wakes up in the Sherpa village where he has been cared for. All effects of *F'han-tal* then disappear.

**TABLE 8:
RA-LUNDI CHASE HAZARDS**

Die Roll	Hazard
1-2	Escaped yeti blocks the path.
3-4	Explosives thrown by <i>McIver</i> 's soldiers have destroyed buildings and blocked the street.
5-6	Goat stampede. Animals in the stables have broken loose and 1d20 stampede toward the PCs.
7-8	Broken aqueduct. The street is flooded with 12 inches of water.
9-10	Five wounded <i>Ra-Lundi</i> citizens call to the PCs for help.

KEY to the RA-LUNDI MAP

The Dome. The dome that surrounds the city is of a material that resembles clear acrylic. It is warm inside the dome and cold outside. Melting at its base causes the soil there to erode and form potholes; by enlarging one of these holes a person could dig under to the outside world. Any PC who

investigates the dome finds 1d10 engineers repairing the holes during the day. A grenade can blow open an opening in the dome; it is too tough to be cut with a knife.

I. Central Plaza. This open, park-like area is used for the Life Celebration and other gatherings. Most of the time it is simply a city thoroughfare.

II. Temple of F'han-tal. At the front of the temple is a high platform and dais on which *Chen Sha* sits during formal occasions. Inside is kept the sacred healing stone; on the lower level are the healing rooms. See the Temple Map for details.

III. Center for Study of Mortality. This center is devoted to study of *F'han-tal* and ways to shorten life painlessly (although none have yet been found). The rooms are filled with books, scrolls, etc., and there is a 30% chance PCs find a book on how unhappy those who live in *Ra-Lundi* are. 1d10 scholars are here during the day.

IV. Chen Sha's Home. This home is like those labeled B, although more opulent. In the cellar is an unlocked door to a tunnel leading to the temple's lower level. Outside the front door is a guard armed with a long knife.

V. Government Offices. These offices house the departments of mountain patrolling, aqueducts and water dispersal, dome maintenance, farm and animal licensing, etc. During the day 1d10 bureaucrats are here. There is a 20% chance PCs wander into the marriage license bureau and 1d10 couples are in line obtaining licenses.

VI. Garden. These are small farms that feed the community. Tea, barley, vegetables, and citrus fruits grow here. Farmers (1d20) work here during the day. Any PC wandering here has a 40% chance of getting wet when the rice fields are flooded with water.

VII. Hospital. Nothing but cobwebs fill the abandoned rooms.

VIII. Stables. The animals here provide meat and milk and are mostly sheep and goats. The animals are bred and butchered at lower elevations just out of the range of *F'han-tal*. PCs must watch where they walk or their Appeal Ratings will be reduced by 1/2 because of the unpleasant odor that emanates from their shoes.

IX. Front Gate. The gate is always open. There are always 10 guards on duty here.

EPISODE 4: CONTINUED

X. Back Door. This door is used infrequently. There are two guards on duty here at all times.

The following locations are indicated by letter on the map.

A. Family Home. These homes may house two to five different families. Though divided into several rooms, each room is further partitioned by hanging rugs and curtains. There are common areas including a clay stove and oven for cooking, a dining and gathering room, and a root cellar. The rooftop is used for a play area and small vegetable gardens.

B. Private Home. Inside this brick home is a large common room where the family eats and socializes, a kitchen, a room with a sunken tub for bathing, and separate bedrooms. There is no plumbing as such; water is brought in through open aqueducts. The homes are furnished with what the community can produce itself—rugs, fabrics, pillows, sleeping mats, metal and clay pots, prayer wheels, etc. Wood is rare and precious. At the door of each home hangs a small stick frame entwined with threads. This is a ghost trap, designed to entangle evil spirits and prevent them from entering.

C. Slums. These are like the homes labeled A except they are very small and in poor repair. PCs have a 20% chance of being hit on the head by a falling roof tile (Rating: Light Injury).

D. Yeti Cages. These are permanent iron cages that house the sacred yeti when they are brought to *Ra-Lundi*. Each has one barred door, straw floor covering, a water bowl, a pile of wilted vegetables, and a few bones in one corner. Before Scene 5 the cages are empty. During and after Scene 5, there is one yeti found here. If PCs hang around, there is a 30% chance the yeti breaks the lock and attacks.

E. Events. Every time the PCs cross one of these locations, the referee should choose one of the following events to occur or create his own. In Scene 10, when McIver attacks, these locations become encounters with fighting forces and barricades against the enemy.

The people of this land seem remote and at times, suddenly tranquil. Indeed, the strict class structure and continued years of existence have numbed them. Dissidents who seek change or a return to the world are picked up by the public safety patrols and have their thoughts converted toward greater acceptance of their lot.

Events include:

1) Two Lovers are spied in a clandestine rendezvous. They vow to leave this place and find freedom. They will not speak out against *Chen Sha*. If encountered a second time, their thoughts will have been corrected.

2) Quarrel. Two vendors begin a shouting match that quickly develops into a brawl over the quality of their wares. If PCs do not move to break it up, a patrol will arrive and dunk the quarrelers in the nearest water to cool them off.

3) Sedan chair. An upper class woman passes by in a sedan chair and all are made to kneel and turn their heads away.

4) A crack has developed in the water works and all are trying desperately to stop the flood. If PCs join in to stem the flow, they will be acclaimed heroes and benefactors and the lower class will start to speak in whispers of saviors.

5) Thief. A starving young boy, only 14, steals something and the cry of thief arises. If the PCs help capture the boy, he will be corrected. If they help him escape, whispers of savior begin among the lower class.

6) Warning. A mysterious figure whispers a warning to beware the worshippers of *F'han-tal*.

7) Wild Goose Chase. A mysterious message says for PCs to follow someone. This turns into a chase through the town until the figure finally vanishes.

8) Construction. The road is blocked by a repair group. There is a chance that PCs may notice that the damage also bears graffiti declaiming *Chen Sha*.

9) Trespassing. A dissident is being disciplined and guards prevent PCs from viewing.

10) Accident. This may be a true accident, or a set-up by *Chen Sha's* minions to frighten the PCs from probing further and provide a lesson for the lower class. This may be such things as an escaped yeti, a wild ox, a roof tile that falls (DR = 30), or an accidental flooding that threatens to drown them.

The following shops are in the city market. Most are hide tents. Each has a proprietor who is eager to bargain. The barter system is used and the referee should determine values.

F. Foodstuffs. Sacks of dried beans, flour, and rice, raw vegetables, tea, etc.

G. Clothing and Jewelry. Lightweight tunics and pants for both men and women. The shop carries padded clothing (10% of the time) warm enough to travel outside the dome. The jewelry is gold and silver set with semi-precious stones.

H. Household goods. Metal and clay cooking pots, baskets, soaps, etc. PCs who enter one of these shops for the first time encounter a husband and wife fighting and throwing the crockery at one another.

I. Fabrics. Silk, wool, and some cotton. All are hand-woven.

J. Rugs. Hide and wool rugs and rush mats.

K. Books. Almost all books are in Tibetan or Chinese, although 10% of the time there may be one in Hindi or Gujarati. Every shop carries many copies of a book titled *The Burden of Life*, put out by the Center for the Study of Mortality. The book counsels stoic endurance.

L. Barter Shop. This is the equivalent of a pawn shop. If the PCs have not brought climbing equipment and proper clothing, they find it among the jewelry and household items in the first barter shop they visit. They also find a bottle containing one ounce of nitroglycerine (the shopkeeper doesn't know what it is), five sticks of dynamite, one rusty rifle, and two hand grenades.

M. Liquor. *Chang* beer is the main item.

N. Meats. Mutton, goat, and chicken. The meat hangs from hooks out in the open.

O. Restaurant. Patrons sit on rugs around tiny, low tables and eat dishes usually prepared with rice.

P. Wayfarer's Home. These are for travelers who come to *Ra-Lundi* and are similar to B.

Q. Public Works. These buildings provide general quarters and storehouses for the single young men who perform the various public services necessary to the welfare of the community. These duties range from farming, waste disposal, gardening, building repair and construction. Also found here are the tools and supplies used in these duties.

R. Center of Public Safety. These buildings are barracks for guards and patrols. These are also the places of discipline and correction of wrong thought. Using drugs and interrogation techniques, dissidents are reformed to meet the public code of performance. Strangers are strictly forbidden here. Conversion of outsiders is withheld until they become totally dependent on *F'han-tal's* powers.

ASSEMBLY INSTRUCTIONS

S. Upper Class Bazaar. These buildings require special permission to gain access. Within are palaces of delight and pleasure. Here, the faithful upperclass can purchase anything that can be found in the open market, but of much choicer quality. In fact, almost anything can be purchased here, including an occasional rare item from the outside world (25% chance). Customers are seated and items are brought forth for their selection. The PCs are not allowed here unless they convince *Chen Sha* that they will be easy converts.

T. Warehouses & Factories. These buildings house the major industries of the town and act as storehouses for the finished product. This merchandise is used for trade with isolated Sherpa villages and for community welfare. They include brick and pottery manufacture, gemstone and jewelry cutting and polishing, stone masonry, greenhousing for seedlings, skinning and tanning, and weaving. PCs are only allowed to tour these areas with an escort so that any dissident behavior may be hidden.

HOW TO PUT TOGETHER 3-D FIGURES

Character Figures: Follow the steps outlined for character figures on page 62 and 63 of the rules booklet from the boxed game.

Other Figures: Cut out the figure along the solid lines. Then fold along the dotted lines so that all tabs face down from the colored sides. Fold the figure together like a box, making sure that the blank tabs fold under the colored tabs. If you use glue, apply glue to the blank panels, and fold the box together. If you use tape, fold the box together, then tape the loose tabs of the box together.

How to Assemble ADVENTURE FOLD-UP™ Figures

TSR's ADVENTURE FOLD-UP™ figures are easy to assemble, because they all use the same basic shapes. Once you know how to assemble these shapes, you can put together most figures without further instruction. All you have to do is cut them apart, fold on the dotted lines and glue them together in the order given in the pictured assembly.

Tools Needed:

old ball point pen/stylus
scissors/craft knife
transparent tape

ruler
white glue
paper clips

Scoring for Folding

To make it easier to make straight folds along the dashed lines you should use the following method.

Before cutting the figures apart you should "score" all the dashed lines. Scoring is creating a crease in the paper. Use an old ball point pen that no longer writes or use an artist's stylus and a ruler to draw straight lines. Draw the pen along the folding line, pressing down to make a crease in the paper.

Cutting apart

Use a pair of sharp scissors or a craft knife to cut. Only cut apart the pieces of one figure at a time—so as not to lose any pieces. Cut only on the solid black outlines.

Folding

The figures fold two ways, backward or forward. Backward folds are noted by a dashed line, forward folds by a dash and dotted line. Study the figure carefully before folding.

Assembling

Each figure should be assembled in the

order of the numbered pieces as noted in the assembly diagrams.

Gluing

Most places that are to be glued are noted with the symbol for "glue here." To glue, apply the glue thinly and evenly all the way to the edges to prevent loose corners. Paper clips and tape are useful for holding a figure together until the glue dries. If corners do come unglued, a piece of transparent tape can be used to hold it together. When gluing, it is best to glue only one joint at a time.

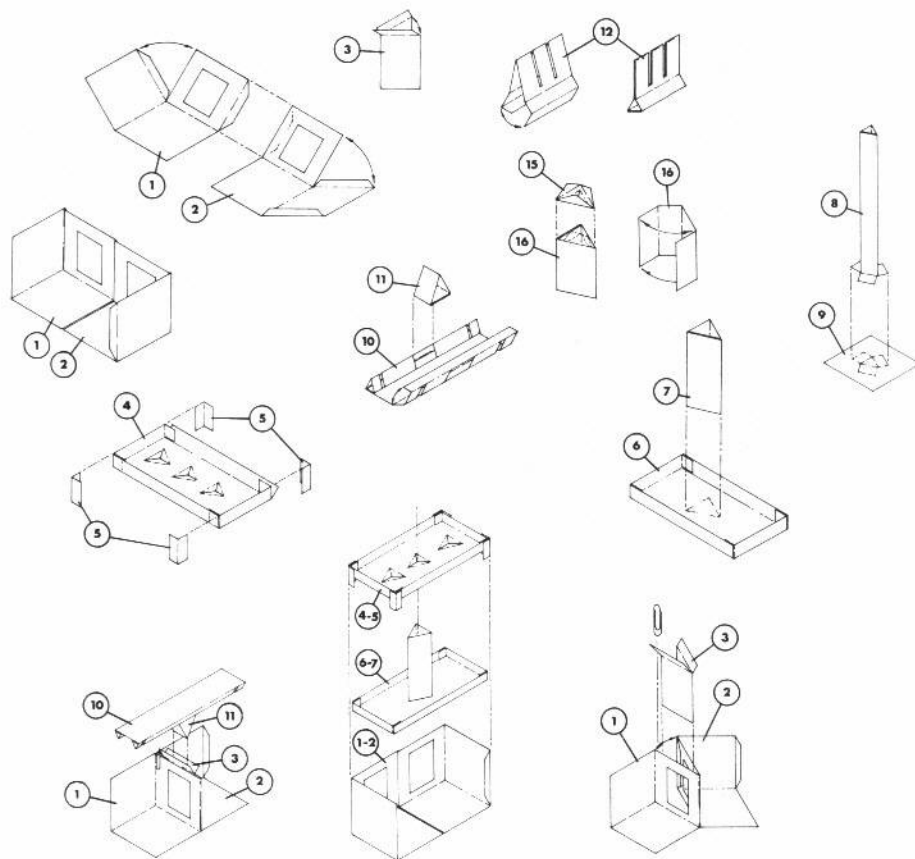
Clipping

Paper clips may also be used during play to fasten two shapes together without permanently gluing them. When you are done playing they may be taken apart. Examples of using a paper clip are given for the sliding door and cage configurations of the *Deathtrap*.

Symbols

Cut —————
Glue Here

Fold Up -.-.-.-
Fold Down - - - -



Rocking Bridge

Crushing Room

Door

LETTER

TELEGRAM

Reich Gleichschaltung
1421 Gregorstrasse
Berlin
16 Oktober 1936

Ian McIver
Katmandu, Nepal

Herr McIver:

As I predicted, many friends and supporters you have here among us.

Our glorious Fuhrer himself has asked me to forward to you the funds and equipment you requested.

What a boon to our armies this Ra-Lundi's mysterious powers of healing will be. At last we shall be invincible!

It is with great eagerness I await word of your success.

Deutschland uber alles.

Friedrich Berger

Reich Commissioner



**WESTERN
UNION**

Telegraph Offices Worldwide

MESSAGE

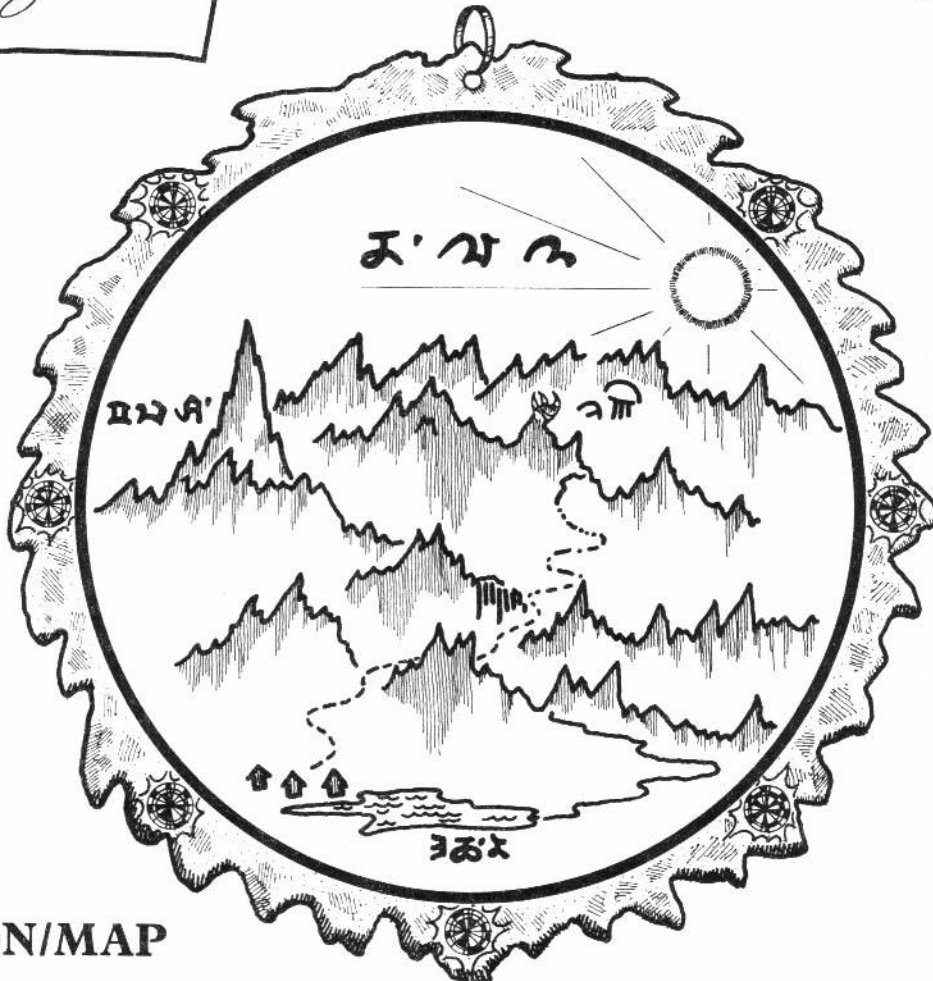
To: MARION RAVENWOOD
MARSHALL COLLEGE

HAVE NEWS OF ABNER RAVEN-
WOOD STOP MEET ME BAR GREC

HOTEL HERAKLION CRETE STOP
BRING \$500 STOP

BILL KERSHAW

END



MEDALLION/MAP

PLAYER CHARACTERS

INDIANA JONES™

ATTRIBUTES	NORMAL	x2	x1/2	x1/4
Strength	68	136	34	17
Movement	80	160	40	20
Prowess	76	152	38	19
Backbone	72	144	36	18
Instinct	80	160	40	20
Appeal	88	176	44	22

MOVEMENT RATE (running): 25 squares
(5 areas)/turn

WEAPONS: bullwhip, pistol, knife

MONEY: \$500

KNOWLEDGE: Archaeology, Driving,
Explosives, Surveying, Hotwiring

LANGUAGES: English, German, French,
Spanish, Nepalese, Chinese

IRRATIONAL FEARS: fear of snakes

NOTES: Indy wears glasses to correct an
astigmatism



MARION RAVENWOOD™

ATTRIBUTES	NORMAL	x2	x1/2	x1/4
Strength	52	104	26	13
Movement	64	128	32	16
Prowess	56	112	28	14
Backbone	80	160	40	20
Instinct	60	120	30	15
Appeal	92	184	46	23

MOVEMENT RATE (running): 20 squares
(4 areas)/turn

MONEY: \$800

KNOWLEDGE: Driving, Picking Pockets

LANGUAGES: English, Nepalese



NONPLAYER CHARACTERS

IAN McIVER™

ATTRIBUTES	NORMAL	x2	x1/2	x1/4
Strength	72	144	36	18
Movement	64	128	32	16
Prowess	52	104	26	13
Backbone	76	152	38	19
Instinct	72	144	36	18
Appeal	68	136	34	17

MOVEMENT RATE (running): 20 squares
(4 areas)/turn

WEAPON: pistol

MOTIVES: to find the healing magic of
Ra-Lundi for the Nazis and become rich

KNOWLEDGE: Driving, Heavy Weapons

LANGUAGES: English, German



CHEN SHA™

ATTRIBUTES	NORMAL	x2	x1/2	x1/4
Strength	60	120	30	15
Movement	64	128	32	16
Prowess	64	128	32	16
Backbone	80	160	40	20
Instinct	72	144	36	18
Appeal	72	144	36	18

MOVEMENT RATE (running): 20 squares
(4 areas)/turn

WEAPONS: sword

MOTIVE: to be the most powerful man in
Ra-Lundi

KNOWLEDGE: Medical (as high priest of
F'han-tal)



MAN IN THE GOLDEN MASK™

ATTRIBUTES	NORMAL	x2	x1/2	x1/4
Strength	88	176	44	22
Movement	52	104	26	13
Prowess	60	120	30	15
Backbone	76	152	38	19
Instinct	68	136	34	17
Appeal	72	144	36	18

MOVEMENT RATE (running): 20 squares
(4 areas)/turn

MOTIVE: to escape F'han-tal

KNOWLEDGE: Explosives



ANDRE LAFONTE™

ATTRIBUTES	NORMAL	x2	x1/2	x1/4
Strength	60	120	30	15
Movement	76	152	38	19
Prowess	64	128	32	16
Backbone	72	144	36	18
Instinct	68	136	34	17
Appeal	60	120	28	14

MOVEMENT RATE (running): 20 squares
(4 areas)/turn

WEAPONS: pistol

MOTIVES: to find the healing magic of
Ra-Lundi and become rich and famous

KNOWLEDGE: Archaeology, Driving

LANGUAGES: English, Nepalese, Tibetan



INDIANA JONES™*

NEPAL NIGHTMARE™* ADVENTURE PACK

Terror grips the throat of *Indiana Jones*™*, as the frail bridge sways in the icy mountain wind! Where moments before only a blank snow-swept ledge stood, there now looms a monstrous dark figure, the ends of the bridge torn free in its claws. *Indy*'s cold-numbed hands slip on the icy ropes.

Hard to believe that a simple telegram could have led to this. But then again, that telegram gave *Marion*™* hope that she might still find her father alive. And *Indy* knew he would have to join the search for *Abner Ravenwood*™*.

If ever there was a time for action, it is now! *Indy* struggles to reach the far side of the bridge, but too late! The shriek of the wind combines with

the roar of the beast and with a violent shudder it flings the sundered bridge, *Indy*, and *Marion* into the yawning chasm!

From the charming isle of Crete with its legendary labyrinth, to the challenge of the snow-covered Himalayas, *Indiana Jones*™* and *Marion* face fantastic foes and seek fabled lands in search of *Abner Ravenwood*™*. Old foes and new conquests face the greatest adventurer.

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This adventure pack is for use with the ADVENTURES OF INDIANA JONES™* role-playing game from TSR, Inc., and cannot be played without that game.



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