

We're Archæologists, Not Grave Robbers!
A *Terra Incognita* Adventure, Egypt, 1908
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Ancient tombs, precious artifacts, a race against time and rival archaeologists – you've done this before. But this time the tomb's defenses may be your death.... But the prize, oh the prize!

About *Terra Incognita*:

Terra Incognita is a Victorian/Pulp roleplaying game from Grey Ghost Press, Inc. It follows the exploits of the National Archæological, Geographic, and Submarine Society, an organization of explorers and adventurers. The NAGS society's public face is that of a stodgy society of would-be and have-been adventurers based in London, England. Behind the scenes, NAGS operatives from nearly every continent and culture travel to the four corners of the world, uncovering ancient mysteries and secrets. The Society studies and examines the ancient artifacts and knowledge so uncovered. If they deem the world is not yet ready for the secrets that had so long lain hidden, they cover them back up again.

For more information about *Terra Incognita*, including pre-generated player characters that may be used with this adventure, please visit <http://www.nagsociety.com>.

What's *Fudge*?

Fudge is a role-playing game for any genre, setting, or campaign. It's designed to be modified for each Game Master's needs and preferences. *Terra Incognita* uses a customized version of *Fudge*. You can get the full *Fudge* rules free on-line, at <http://www.fudgerpg.com>. Or buy the *Fudge Expanded Edition* from your Favorite Local Game Store!

Backstory for "We're Archaeologists!"

Twenty years ago, in 1888, a group of Nags discovered, excavated, and explored an ancient Egyptian tomb in the Western branch of the Valley of the Kings. What they found within the tomb was astonishing, although they didn't recognize the true nature of their discovery at first.

The tomb was an extensive one, with a false burial chamber, secret stairway, a pillared chamber, and a true burial chamber. All were filled with treasures and antiquities. The murals on the wall were of high quality, and very well preserved. Cartouches on the walls and on the sarcophagii identified the tomb's occupant as Setna, scribe and son of Rameses the Great. According to ancient Egyptian tales, Setna was a renowned magician who discovered the Book of Thoth, a source of great magical power.

The sarcophagus in the false burial chamber contained the previously undisturbed mummy of an old man. The sarcophagus within the true burial chamber, however, was empty, except for a papyrus scroll containing unfamiliar hieroglyphic writings. Partial decipherment of an introductory passage revealed that Setna himself had scribed the scroll. The remainder of the scroll was written in some sort of code or hitherto unknown language.

In their typical thorough manner, the Nags surveyed the corridors and chambers to create an accurate floorplan and created a catalog of the contents of Setna's tomb, complete with measurements and sketches and watercolor recreations of many of the murals. Copies were made of all the papyri found – including the one in the sarcophagus – for later study. Their on-site work done, the Nags then set about re-burying the secrets within. They covered the entrance again, and did the same for the ancient grave robbers' tunnel they'd found, leaving the area looking as much like a natural and unexplored part of the Valley of the Kings as it had before their excavation.

Years later, a bookworm in the Cairo Campus finally managed to decipher the scroll's strange code. He nicknamed the scroll "The Book of Life." Similar to the Egyptian Book of the Dead (or, more properly, "The Chapters of Coming Forth Into the Day"), this scroll detailed spells and rituals involving the Egyptian gods and death. But rather than being a guidebook with which the spirit could enter the afterlife, the "Book of Life" presented secret rituals and incantations apparently designed to bring the magician everlasting life in *this* world.

Deeming the world unready for the secret to immortality, the Nags decided that it was best to let the original scroll remain where it was, safely hidden under desert sand. Setna's tomb was put on a "watch" list. Since then, the Cairo campus of the NAGS Society has been keeping a careful eye on all excavations in the Valley of the Kings, thanks in part to a Nag who is also a member of the Antiquities Service, a government council that oversees archaeology along the Nile.

Recently, the Nags were quite alarmed to learn that some European archaeologists had discovered Setna's tomb and were in the process of excavating its entrance. Even more alarming, this excavation was being done in as much secrecy as possible, and in the heat of the off-season (most excavations being done in the Winter season, October through March). Could it be that the Nags are not the only ones to know of the existence of the Book of Life?

The NAGS Society has quickly assembled a team for an "extraction" mission. Their instructions are to enter the tomb – before the rival archaeologists break through the entrance, if at all possible – and retrieve the Book of Life from the sarcophagus within. Failing that, they are to destroy the Book of Life rather than allow it to fall into the wrong hands.

Rival Archaeologists' Backstory

Lingering in Luxor in between jobs, Jasper Watelford was approached by a gentleman calling himself Carlitos. This mysterious businessman of indeterminate nationality had a simple proposition for Watelford. Carlitos would hand the young scientist an historic find: the location of the unopened tomb of Setna, son of Ramses the Great. All he asked in return was for Watelford to retrieve a single scroll that accompanied the mummy in its sarcophagus – "a scroll of a certain historical significance to an old Egyptologist such as myself, I assure you, but of no intrinsic value." The rest of the objects and the location of the tomb itself were Watelford's to dispose of as he pleased.

Carlitos asked Watelford to assemble a team for the excavation and urged upon him the importance of secrecy. "There are those who would love to have this find for themselves – you must work in secrecy if you would keep it." By accident or design, Carlitos knew his man to a T. Watelford's scientific pride was

flattered at the thought of making a significant find while he was equally inclined to smuggle the objects out and sell them on the black market for huge profit. He also knew that no scroll was devoid of intrinsic value...

Watelford worked quickly to assemble his team. Possessing few contacts and impatient to begin, the group he formed was not all that one might ask. Some members, in fact, have agendas quite at odds with that of their leader.

Jasper Watelford, 32, avaricious archaeologist, leader of the expedition;

Qaseem al'Tarif, 24, opium addict and guide;

Angela Smith, age undisclosed, charismatic representative of Carlitos;

Harmon Boggs, 38, brawny hired hand with an explosive personality;

Little Muhammad, 20, diminutive hireling with a secret;

Herr Professor Josef Klein, 48, Egyptologist and would-be occultist; and

Hazeem al'Tarif. 19, brother of Qaseem, unfortunately destined to be dispatched by a falling block of stone.

In addition to Watelford's core team, there are a dozen local workmen and camel-drivers hired to do most of the digging (and, once the expedition is successful, the hauling). They have been bribed with promises of great wealth in return for their secrecy and discretion.

Setting the Era:

At the turn of the century, Egypt is occupied by the British (and has been since 1882). Recent wars include the Spanish-American War (1898), The Boer War in Africa (1899-1902), and the Russo-Japanese War over Manchuria and Korea (1904-5).

The NAGS Society has been especially interested in the following recent events:

1902: Aswan Dam in Egypt finished. Ancient monuments and temples now flooded at least some of each year include Abu Simbel and Philae. Dam heightened in construction beginning in 1907.

1905: Albert Einstein proposes special theory of relativity; Ernest Rutherford theorizes radioactive dating.

1906: Finland first European country to institute women's suffrage.

In 1908, Theodore Roosevelt is in the final year of his first full term as President. The first Model T rolls off Ford's production line. The US Army purchases its first warplane, a Wright Brothers' biplane. The University of Cairo opens its doors.

And in Thebes, at Wadi Biban el-Moluk (the "Valley of the Kings"), archaeology reaches a fevered pitch, with the following discoveries within the past decade:

February 1898: Tomb of Thutmose III (KV34) discovered by Victor Loret (the first royal tomb to be positively identified).

March 1898: Tomb of Amenhotep II (KV35) discovered by Victor Loret.

March 1899: Tombs of Maiherperi (KV36) and Thutmosis I (KV38) discovered by Victor Loret.

1900 (date and discoverer unknown): locals receive permission from Howard Carter, then Inspector General of the Monuments for Upper Egypt, to excavate the Tomb of Thutmosis II (KV42).

January 1902: Tomb of Thutmosis IV (KV43) discovered by Howard Carter (funded by Theodore Davis).

1902: Howard Carter rediscovers the entrance to a tomb partially explored by James Burton in 1825. Deeming the tomb small and unimportant (centuries of flash flooding had left it filled with debris), Carter re-buried the entrance. The next time the tomb was officially discovered was in 1987. KV 5, as the tomb is now known, was the burial place of the sons of Rameses II. It contains over 110 corridors and chambers in a unique floorplan.

1903/1904: Howard Carter examines the tomb of Thutmosis I and Hatshepsut (KV20), originally discovered more than a century previously.

February 1905: Tomb of Yuya and Tjuya (KV 46) discovered by James Quibell, funded by Theodore Davis.

December 1905: Tomb of Siptah (KV47) discovered by Edward R. Ayrton.

In the 1907 season Edward Ayton discovered KV. 55, a small single-chamber tomb, with goods related to Akhenaten and his family. All names and titles had been erased from canopic jars, cartouches on the coffin had been hacked out, the gilded face ripped off the mummy. Davis believed he had found the tomb of Queen Tiye (the body in the coffin was actually that of a young man) and published as such.

January 1908: a tomb rich in jewelry (occupant unknown; KV56) discovered by Edward R. Ayrton (funded by Theodore Davis). Excavators abandoned work in this area within little more than a meter of the entrance to Tutankhamun's tomb. (Howard Carter will find this most famous tomb in 1922. The NAGS, of course, already know of its existence.)

February 1908: Tomb of Horemheb (KV57) discovered by Edward R. Ayrton.

August 1908: Nags enter Tomb of Setna (no official designation) to retrieve the Book of Life.

The Adventure Begins

The Nags arrive at the site in the pre-dawn stillness of the desert, only to discover that Watelford and his crew has successfully excavated the entrance to Setna's tomb and are already inside. (Watelford had convinced them to work through the night.)

Although the camp is well camouflaged, with careful placement of desert-colored tents, it was never meant to remain hidden from eyes that already knew where to look. Most of the workmen are resting after their hard labor throughout the night. A camel-driver tends to the pack animals.

It should be obvious to the characters that they will not be able to get past the workmen without being spotted. Add to this the fact that the Nags cannot tell how far within the tomb the rival archaeologists have penetrated, and they should decide to use the ancient grave robbers' tunnel rather than the main entrance. The gamemaster should gently steer them toward this course.

If the characters insist on using the main entrance regardless, one or more of the workmen will spot them. Although these are just hired lackeys, they expect to become rich men through this job and have no desire to share the wealth with interlopers. All have knives, at least, and several know how to use them. Two have rifles (ODF +6), one a large pistol (ODF +5), one has a sword (ODF +3). One workman will think to rush into the tomb (if his way isn't blocked) to alert those inside. The workmen and camel-drivers all speak Arabic, of course. A few have a Mediocre grasp of English.

The grave robbers' tunnel is a steep, narrow crawlway through limestone with rough-hewn walls and floor. Have the players make a Dexterity check for each character squirming through this tunnel. On a Poor or worse roll, the character suffers a Scratch from the abrasive surfaces.

At its bottom, the tunnel breaks through near the ceiling at the eastern end of the level corridor (see map). Ancient Egyptians had patched this hole millenia ago. The previous Nags team had re-opened it, and then rigged a small wooden hatch to conceal the tunnel from the corridor while maintaining it as a possible entry or exit point. Removing the hatch is awkward from the tunnel side due to the constricted space (Dexterity check Good or better to do so quietly).

If the characters choose the tunnel route, have them hear voices just as the first of them reaches the end of the tunnel. The rival archaeologists (and two workmen) have reached the area of the Death Trap. If the Nags listen before acting, they'll hear the workmen speculating on ancient curses and vengeful spirits in nervous voices.

Give the players a few moments to work out a plan, but then spring a surprise on them:

Watelford and his team, unaware of the Death Trap so prominently marked on the map the Nags have with them, spring the trap. Most of the rival archaeologists escape to the other side, to the narrow rim around the Pit Trap. Hazeem al'Tarif. isn't so lucky. His death is quick, though, as many tons in the form of an enormous block of stone fall upon him. A small stream of blood trickles out from under the stone into the level corridor. The workmen, still in the corridor, run screaming in terror from the tomb. If the Nags think to do something to scare the workmen even more, so much the better; it will be that much longer before any of Watelford's hirelings work up the courage to re-enter the tomb.

If the characters choose the main entrance instead, the Death Trap will be sprung just before those inside are alerted to the presence of intruders. The end results should be the same: the Rival Archæologists on one side of the fallen block of stone, the Nags on the other.

The Tomb

The Entranceway

Setna's Tomb is a fairly typical Egyptian tomb, with corridors about 10' wide and ceilings roughly 10' high (with some galleries and chambers having much higher ceilings). The main entrance had been blocked with stone and debris and rubble, removed and then replaced by the earlier Nags team and removed again by Watelford. The stairways are all steep, with the two stairways nearest the entrance undecorated. The sloping corridor between these stairways is also undecorated.

The level corridor just east of the Death Trap is stunningly decorated with beautiful murals depicting the Egyptian gods. Depictions of Anubis (also known as Anpu) are especially prominent. There are also several depictions of a figure (quite possibly Setna himself) performing various rituals and magical rites. Egyptologists among the Nags team will be hard pressed to resist the temptation to examine these murals more closely, at length and in depth.

Although the Nags know what lies beyond the Death Trap (they have a map), but an immovable block of stone now blocks the way. The belt-knot carved on the figure of Anubis to the right of the Death Trap could have disarmed the trap, but now that it's sprung there's no mechanism to unblock the passage to the rest of the tomb. The belt-knot contains the titular glyph for "Tepy-Dju-Ef," or "He Who Sits Upon His Mountain," one of the names for Anubis/Anpu.

Examination of the Anubis figure opposite the trap-disarming figure reveals a different belt-knot glyph: "WepWaWet" (also "Upuat"), or the "Opener of Ways." If the players don't think to have their characters examine the belt-knot, allow one of the characters with Good or better perception notice something strange about the left-facing Anubis figure's eye: it's actually a hole with darkness beyond rather than black paint. Pushing on the belt-knot glyph will unlock the secret door that this Anubis figure is painted on. This makes a tiny sound that may be noticed by someone who's listening for such things. Once the secret door is unlocked, it (and the figure of Anubis) can easily rotate on a central, vertical axis, providing two narrow openings into the sloping corridor beyond.

The Secret Passages

The secret corridor (marked as "a" on the Gamemaster's Map) slopes down away from the main corridor. It's rough-hewn, about 5' wide, and has a low ceiling (barely over 6'). There is a pit trap in the floor (b). This pit extends from wall to wall (a distance of about 5') and is a little more than 6' across. A covering made of papyrus painted to look like stone disguises the pit well, especially in dim lighting. Any significant weight will simply fall through the papyrus. Small objects tossed onto the papyrus covering will make a different sound than anything striking the rock floor. Jumping across the pit will be difficult due to the low ceiling. There are spikes at the bottom of the pit.

The chamber beyond the secret corridor (c) has a level floor. The ceiling is about a foot higher here. Through the open archway on the other side is another sloping corridor (d). This one is more fully cut out of the rock, with smoother walls and floor and a fairly steep slope. It's almost 10' wide and has a much higher ceiling (20').

This sloping corridor is also trapped. Above the archway between the chamber and this passage waits a large round boulder. There are several pressure plates in the floor, any one of which will release the boulder.

At the bottom of the slope lies a pillared room (e). If the boulder trap is triggered, the boulder will crash into the pillars and stop there. The boulder itself is about 8' in diameter. Characters can clamber over it into the pillared room once it's at rest.

A narrow passage with steep stairs down leads out of the pillared room to a small chamber (g). The gamemaster can get creative here. If the characters have been having it too easy so far, put something interesting in this chamber. It could be mysterious and possibly dangerous (the floor is seething with scarab beetles or snakes or whatever -- how'd they get here? -- or just dangerous (an oil/fire trap).

Steep steps (h) lead up to a secret door into the Six Pillar Room (see Gamemaster's Map).

The False and True Tombs

Beyond the Death Trap lies a chamber with a ritual pit shaft. The pit's purpose is to catch would-be grave robbers that make it past the falling block of stone. A shaft extends up into the rock above, its purpose unknown.

The False Tomb is also a staple of Egyptian funerary architecture. It looks like a normal, though modest, tomb, complete with funerary goods. The sarcophagus rests on a raised stone platform along one wall. There is a mummy in the sarcophagus – but it's not Setna. Carvings on the side of the sarcophagus carry the key to unlocking a mechanism used to swing the sarcophagus to one side. It's concealing stairs leading down to a sloping corridor and thence into the true tomb.

The False Tomb, Six Pillar Room, and True Tomb are replete with funerary goods befitting a Pharaoh's son and royal scribe. The quantity and quality of the items increases as one moves towards the True Tomb. Examples include gilded wooden statues, lamps, dried flower garlands, chairs, beds, chests, baskets filled with gold, and pots of oils and cosmetics. The True Tomb has an Osiris bed, a wooden frame filled with Nile soil and withered shoots of grain, symbolizing rebirth. Because Setna was a scribe, there are numerous baskets of brittle papyri (setting Bookworms to salivating) that crumble to dust if manipulated.

The scroll containing the Book of Life lies within the sarcophagus in the true burial chamber.

Actions of the Rival Archaeologists

Shortly after the Death Trap falls, Watelford and his group manage to skirt the ritual pit/shaft to the False Tomb. It will be some time before they discover the stairs hidden beneath the false sarcophagus. For at least an hour, they will think themselves trapped.

Watelford is storming about, barking out orders, trying to refocus his group. If confronted by the Nags, Watelford will react with bravado, arguing the legitimacy and precedence of his group. If he feels that the expedition is slipping away from him, he is quite willing to use his large pistol.

Qaseem is thoroughly disorientated, somewhat in shock from the death of his brother (for which he feels responsible) and lack of his drug. His actions are erratic and impetuous – he repeatedly implores the group to raise the block from his brother in hopes that he may still be alive. If Smith attempts to mix up any toxins, Qaseem will appeal for her to create a narcotic for him. Qaseem will not be overly affected by

the appearance of the Nags, save to ask that they help raise the block. Should the situation come to blows, he is temporarily Pain Tolerant (ignore penalties at Hurt and -1 at Very Hurt) due to his state.

Smith is characteristically calm and collected. She has no idea how they will escape but she has not lost her head. If the Nags seem to take over the situation, Smith might try to join their ranks through charm, deception, or hypnosis. Her priority is to retrieve the scroll for Carlitos.

Boggs is also calm, secure in the knowledge that if they can't find a better means of egress, he'll blow the stone block to Kingdom Come. Boggs will not be overly impressed by the appearance of NAGS Society members, confident that he can hold his own. He will defend Watelford if necessary but will also accept an offer to retire as long as no questions are asked.

Skulking about in the shadows, **Little Muhammad** feels a little out of his league. Klein has suggested lowering him down the pit to search for a passage — a task that Muhammad is loath to try. Little Muhammad trusts no one. He will try to avoid combat if a scuffle begins.

Klein is busy rummaging through his notes to determine a proper course of action. His initial plan involves a search of the pit but he will eventually discover the hidden staircase. Klein worries that the Nags will interfere with his plan to retrieve the Book of Thoth (which his research led him to believe would be in Setna's tomb — it isn't). Should combat erupt, Klein may try to bluff by “casting a spell” from his notebook, but more likely, he will attempt to skulk down the passage opened by the Nags in search of the scroll.

Time Klein's discovery of the hidden stairway to allow Watelford and his group to be in the Six Pillar Room shortly before (or shortly after) the Nags reach that area. (The Nags' job of recovering the scrolls will be much too easy if they don't actually encounter Watelford and his group.)

The Encounter

It's up to you as Gamemaster to determine how you wish to handle the encounter between Watelford's group and the Nags. Watelford and his group will not want to walk out of Setna's tomb empty-handed — but they do want to walk out! If the Nags get in the way, Watelford may use his pistol. If your players prefer a diplomatic or negotiated settlement to the problem, Watelford may agree to let the Nags have the scroll if Watelford and his group can have everything else. (That's not an ideal solution from the Nags' point of view — they would prefer that Setna's treasures remain hidden, or at least be given to the Cairo museum rather than scattered to private treasure collectors throughout the world. But it is better than letting Watelford have the scroll.) But even that may not be enough for Watelford, as he's not entirely sure what Carlitos, his employer, will do if he returns without the scroll.

You may need to remind your players that members of the National Archæological, Geographic, and Submarine Society generally use violence only as a last resort. The entire Society's existence is predicated on keeping a low profile, and leaving trails of bodies behind tends to hamper that goal.

On the other hand, the scroll really must not fall into the wrong hands....

Rival Archaeologists in detail

Jasper Watelford, leader of the expedition

Age: 32

Perception: Good

Reasoning: Fair

Resolve: Fair

Strength: Good

Dexterity: Fair

Vigor: Good

Gifts: Attractive

Faults: Greed, Temper

Skills:

Archaeology: Good

Egyptian History: Good

Egyptian Hieroglyphics: Fair

Cartography: Fair

Area Knowledge (Egypt): Fair

Research: Fair

Firearm (Pistol): Great

Unarmed Combat (Boxing): Good

Dodge: Fair

Diplomacy: Fair

Dissembling: Fair

Impress: Fair

Bargain: Mediocre

Equipment: Large pistol (+5 ODF), archaeological tools, jeweler's eye to assess value of artifacts, backpack, metal tube to transport scroll.

Attracted to archaeology for the possibility of fame and, more importantly, riches. He was never a particularly good student, most of his knowledge is fair, but he did learn his Egyptian history at University and he has some innate archaeological talent. Watelford is drawing upon all of his skills to keep his group quiet and focused. And then that bloody block fell on that Hazeem chap!

Qaseem al'Tarif

Age: 24

Perception: Good

Reasoning: Good

Resolve: Fair

Strength: Fair

Dexterity: Good

Vigor: Mediocre

Gifts: Acute Memory, Contacts

Faults: Deprived Upbringing, Addiction (opium)

Skills:

Stealth: Good

Traps: Good

Lock Picking: Fair

Camouflage: Fair

Discern: Fair

Tracking: Fair

Mêlée Weapon (Stiletto) Great

Dodge: Good

Unarmed Combat (Fisticuffs): Fair

Area Knowledge (Valley of the Kings): Good

Language (English): Mediocre [Arabic at Good]

Equipment: Wicked stiletto (+2 ODF), opium smoking paraphernalia (but no opium).

Qaseem is the least industrious member of a less-than-successful family of tomb robbers who hope to make a find such as Abd-el Rasul and family, who lived for six years selling items from the tomb of Seti I, Thutmos III, Ramses II, *et al.* A scrawny opium addict, Qaseem made himself indispensable to Watelford for his area knowledge and contacts – it's not exactly easy to excavate a tomb secretly amidst the world's busiest archaeological site! Qaseem hopes that if he can pull this one off, he can retire at 25. The first setback occurred when that block trap fell on his brother, Hazeem.

Angela Smith

Age: A lady doesn't tell

Perception: Fair

Reasoning: Fair

Resolve: Good

Strength: Mediocre

Dexterity: Great

Vigor: Fair

Gifts: Charisma, Luck

Faults: Phobia (snakes), Secret (Represents mysterious patron)

Skills:

Hypnotism: Good

Toxicology: Good

Cryptohistory: Fair

Lock Picking: Fair

Occult: Fair

Research: Fair

Thrown Weapon (Poisoned dagger): Great

Dodge: Good

Mêlée Weapon (Dagger): Fair

Flirt: Good

Wit: Mediocre

Equipment: Throwing dagger (+1 ODF), bag of plants for mixing poisons (can make anaesthetic or paralysis-inducing concoctions and their antidotes), loud pocket watch for hypnotism

Mrs. Smith attached herself to Watelford immediately following the meeting with his mysterious patron, Carlitos. Through her hypnotic charm and resolve, Angela inserted herself into Watelford's plan without him knowing exactly why. Angela represents Carlitos and is present to insure that the scroll gets to him. Her loyalty to Carlitos is complete and she would betray Watelford if necessary to retrieve the scroll.

Harmon Boggs

Age: 38

Perception: Fair

Reasoning: Fair

Resolve: Fair

Strength: Great

Dexterity: Fair

Vigor: Fair

Gifts: Alertness, Pain Tolerance

Faults: Blunt and Tactless, Unattractive

Skills:

Firearm (Pistol): Great

Unarmed Combat (Wrestling): Good

Dodge: Fair

Acrobatics: Good

Climbing: Good

Jumping: Fair

Running: Fair

Survival (Desert): Fair

Throwing: Fair

Demolitions: Good

Mechanic: Fair

Equipment: Large pistol (+5 ODF), bowler hat, backpack, climbing rope and pitons, 10 sticks of dynamite, tobacco and pipe.

Harmon Boggs was hired for his back, not his brains. His blunt manner and rough appearance lead others to treat him as simple, though this is not the case. He does not willingly offer suggestions, preferring to follow orders for as long as possible. Should Watelford get them in trouble, Boggs might mention that the backpack he carries so gingerly is full of dynamite.

Little Muhammad

Age: 20

Perception: Fair

Reasoning: Good

Resolve: Good

Strength: Fair

Dexterity: Fair

Vigor: Fair

Gifts: Combat Reflexes, Tongues (Speaks Arabic, English, German, French)

Faults: Claustrophobia, Secret (Disguised)

Skills:

Discern: Great

Disguise: Good

Legerdemain: Good

Ventriloquism: Good

Camouflage: Fair

Lock Picking: Fair

Tracking: Fair

Traps: Fair

Acrobatics: Fair

Climbing: Fair

Jumping: Fair

Throwing: Mediocre

M el e Weapon (Dagger): Good

Unarmed Combat: Mediocre

Equipment: Dagger (+1 ODF).

Little Muhammad was brought on by Qaseem to carry rubble and squeeze into tight places. Small, lithe, and silent, the diminutive Egyptian harbors a profound secret – Little Muhammad is in fact Fatima, a woman. Muhammad’s secret makes little difference to the adventure at hand, though, should she be exposed, it might cause an unexpected diversion. Little Muhammad’s claustrophobia makes him reluctant to perform the very tasks he was hired to do.

Herr Professor Josef Klein

Age: 48

Perception: Good

Reasoning: Good

Resolve: Fair

Strength: Fair

Dexterity: Mediocre

Vigor: Good

Gifts: Common Sense, Intuition

Faults: Pain Intolerance, Physical Handicap (Quite corpulent)

Skills:

Academic (Egyptology): Great

Language (Ancient Egyptian): Good

History (Ancient Middle Eastern): Good

Cartography: Good

Familiarity (Wine and Cigars): Fair

Medicine: Fair

Research: Fair

Science (Biology): Fair

Thanatology: Good

Occult: Mediocre

Discern: Fair

Etiquette: Fair

Persuade: Fair

Bargain: Mediocre

Equipment: First aid kit, walking stick, cigar case, hip flask full of Tokay, notebooks filled with snippets of hieroglyphics, sketches of tombs, notes in German.

The German Klein is the only person Watelford could find with actual archaeological experience. Klein has always hovered about the edge of respectable academia, as sort of proto-Eric Van Daanikan, spouting a mixture of serious scholarship and outré speculation. His understanding of ancient Egyptian culture, history, and language is solid and can be relied upon in a pinch. Though Watelford has said nothing about the scroll, Klein suspects its existence through his research and believes that it would justify all his theories.