**FRIENDLY NPC**

**ATTRIBUTE RATINGS**

**JOCK LINDSEY**

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MOVEMENT RATE (running): 20 Squares (4 Areas)/turn

WEAPONS: pistol (2/4/8)

**OMAR**

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MOVEMENT RATE (running): 20 Squares (4 Areas)/turn

WEAPONS: knife (0/1/2)

**DIGGERS**

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MOVEMENT RATE (running): 20 Squares (4 Areas)/turn

**ANIMAL**

**ATTRIBUTE RATINGS**

**POISONOUS SNAKE**

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**VEHICLES**

**HEAVY TRUCK**

Vehicle Rating: 70

| Acceleration | 10 mph |
| Braking      | 20 mph |

**MOTORCYCLE**

Vehicle Rating: 20

| Acceleration | 30 mph |
| Braking      | 40 mph |

**SEDAN**

Vehicle Rating: 40

| Acceleration | 20 mph |
| Braking      | 30 mph |

**HOW TO PUT TOGETHER 3-D FIGURES**

Follow the steps outlined for character figures on p. 62, and the rules packets from the boxed game.

Follow the steps outlined for character figures on p. 62, and the rules packets from the boxed game.
INTRODUCTION

PREPARING FOR THE ADVENTURE

Hang on to your hats! Indiana Jones faces his toughest challenge yet in the "Raiders of the Lost Ark" adventure pack. Full of hair-raising dangers and heart-pounding excitement, this adventure pack recreates the action from the famous film—but YOU decide how it all ends. Can you be as daring as Indy? Will you overcome the obstacles set for you by Toht, that sadistic Nazi, and by your archrival, the dangerous archaeologist Belloq? Get your wits and your dice ready!

"Raiders of the Lost Ark" is an adventure for use with THE ADVENTURES OF INDIANA JONES game from TSR, Inc. You must have the rules from that game to play this adventure.

WHAT'S INCLUDED IN THIS PACK

This adventure pack comes with:

- a 32-page adventure booklet, which features a pull-out Evidence File
- 3-D character figures, as well as a Platform and Ark figure
- a Referee Sheet featuring character ratings and other playing aids
- maps of all adventure areas
- a special full-color Action Map to use for combat and chase scenes

HOW TO PLAY THIS ADVENTURE

This adventure is divided into a series of episodes, much like an old movie serial. Each episode is composed of several scenes, and should take you about 2 hours to play through (depending on your style of play, of course).

You should read this booklet, become familiar with the story, and then prepare your players to take part in the action.

Don't read any more of this booklet if you want to play a character in this adventure. Otherwise, you'll miss out on much of the suspense and surprise of the story. Don't think you know everything just because you've seen the movie!

"Raiders of the Lost Ark" can be played as a "one-on-one" adventure: one person plays Indy for the entire story, and one person acts as the Referee and handles all of the other characters.

If more than one person wants to play, you can divide the characters between the players. Up to four people (counting the Referee) can take part in this adventure.

ASSIGNING PLAYER CHARACTERS

Indiana Jones is the main character in this adventure. Along the way, however, he meets help from several friends and contacts.

Obviously, someone has to play Indy. If more than one player wants to, have each player roll d100. The person who rolls the highest number gets to play Indy. It's OK for the players to trade off playing Indy during the course of the adventure, if they all agree to it. Try to keep your players from making a habit of this, though, because they should have time to get used to running just one character.

If you have three players:
- One player runs Indy.
- Another player runs Barranca in one of the episodes.
- The third player runs Sattipo in episodes 1 and 2, and then switches to Mohan in episodes 3 through 6, and finally, if all agree, to Captain Kataanga in episode 7.

If you have two players:
- One player runs Indy.
- The other runs Sattipo, Marlon, Sallah, and Captain Kataanga. The Referee runs Barranca and Mohan.

If you have one player:
- One player runs Indy. The Referee runs all other characters.

GETTING READY TO RUN THE ADVENTURE

Make sure that you read the adventure before you run your players through it. Doing so will help you set the pace for the adventure. If you don't have time to read the entire booklet before beginning, you should at least try to read each episode before you run it.

Check THE ADVENTURES OF INDIANA JONES rules if you have any questions. Try to anticipate some of the crazy things your player characters (PCs) might try to do, but be aware that they'll probably still surprise you! Most important, remember to keep the adventure moving along at a good, steady pace.

Since most of your players have probably seen the "Raiders of the Lost Ark" film, keep in mind that they may try very hard not to follow that film's plot. It's okay for your players to do this, but make sure that they keep their initial objectives in mind.

SETTING THE MOOD

Establishing the right atmosphere can be a big part of successful role-playing. The more you and your players get into the spirit of the adventure, the more fun you'll have playing it. Here are some suggestions for creating a special "Raiders" atmosphere:

Music can help set a mood. If you own the soundtrack to the "Raiders of the Lost Ark" film, you may want to play it while you run your adventure. You may even want to play the specific pieces of music that coincide with the episodes you are running.

Language and dialects help set a mood. Keep in mind that many of the characters in this adventure speak with an accent. If you use an accent, you can conjure up a more vivid picture of a character for your players. In particular, Toht (wheeze, wheeze) has a very distinctive manner of speaking.

Three-dimensional pieces can help set a mood. If your players can visualize a scene, they may be able to come up with more ideas as they play it. Use the 3-D figures from the game box when you want to create rooms and areas for the characters to explore. In addition to the figures from the game box, this adventure pack includes these 3-D figures: Belloq, Toht, Sattipo, Barranca, Mohan, two Nazis, a platform, and the Ark of the Covenant.

Notes on how to use these figures are given on page 10.

USING THE EVIDENCE FILE

This adventure pack's Evidence File starts on page 10. Notes on what's included and how to use it are given on that page. Separate the Evidence File from the adventure booklet, and look over its components before you begin playing the adventure.

Notes on how to use the large Action Map are also given on page 10.
EPISODE 1
THE TEMPLE OF THE CHACHAPOYAN WARRIORS

This episode features Indiana Jones, Satipo, and Barranca. It takes place in the jungles of South America.

PC (PLAYER) OBJECTIVES
The player character objectives are given on the backs of the two halves of the Chachapoyan Temple Map (page 16, Evidence File).

Note that Indiana starts this episode with 5 Player Points.

NPC (REFEREE) OBJECTIVES
Get Indy into the temple sanctuary, to the idol, and out again (worth 2 Player Points).

Have Belloq take the idol (worth 1 Player Point).

SCENE 1: THE JUNGLE
Before you run this scene, take the Chachapoyan Temple Map from the Evidence File and cut along the dotted line that separates the two halves of the map. The top half is Satipo's and Barranca's; their character information is given on the back. The bottom half is Indiana's. Read the information on the backs of the map pieces, and then give them to your players.

Read the boxed text aloud to the players, or read it to yourself and describe it to the players in your own words.

Steam rises from the dense foliage. In the distance, a jungle bird cackles maniacally. The flowers and plants are dazzling, and the air is thick with insects—but there is nothing that strikes you as strongly as the heat. It smothers you like a thick, woolen blanket and soaks through your shirt.

The only Indian left in your group leads the mule up the jungle path. All of the other Indians have run off in the last few days. You trudge slowly up the path, walking in single file, scanning the jungle floor for signs that would tell you if you're getting any closer to your destination.

The Indian swings his machete through the tangled vines, his arm slicing the humid air like a pendulum. Suddenly, the native stiffens and drops his knife. With a shrill cry of terror, he turns and flees into the jungle.

If the PCs move ahead to see what frightened the Indian, they find a gruesome stone statue, nearly covered with vines. If Indy makes a successful Instinct Check, he recognizes the statue as a guardian that is supposed to ward intruders away from the temple entrance.

As the PCs move on through the jungle, they have each made an Instinct Check (including NPCs, if no players are running the Peruvian guides). For each successful Instinct Check, the PCs find one of the following along the next 100 yards of path:

1. A poison-tipped dart embedded in a tree trunk. If one of the guides makes another successful Instinct Check, he determines that the dart was made by the Hovitos, and that the poison on the dart is 3 days old.
2. Two spears, stuck into the ground and crossed to bar the way.
3. A human skull, dangling from an overhanging branch.

At the end of the 100 yards, the PCs come to a stretch of sand and a small pool. A waterfall pours into the far side of the pool. This is the spot indicated on the Chachapoyan Temple Map as the temple entrance. All three characters are aware of this.

BARRANCA'S BETRAYAL
If you are running Barranca as an NPC, the Peruvian tries to attack Indy and steal his portion of the map when the characters reach the waterfall. If a player is running Barranca, it is up to that player to decide if he wants to take some sort of action against Indy.

If either of the Peruvians tries to turn on Indy, allow Indy to make an Instinct Check. If the Check succeeds, Indy becomes aware of the guide's betrayal.

Whether Barranca and Satipo are PCs or NPCs in this episode, treat them as goons for the purpose of combat. If either one of the guides takes a Serious wound, he falls unconscious and is eliminated from the adventure. Also, if Indy strikes either of the guides with his whip, the guide must make a Backbone Check at 1/2. If the Check fails, the guide races into the jungle and doesn't return until Indy is no longer in the area.

If either guide runs away, go to Scene 4 and run that character (only) through that scene.

SCENE 2: TEMPLE OF TRAPS
Indiana has half of the Chachapoyan Temple Map, and his Peruvian guides have the other half. If different players are running all three characters, it's up to them to cooperate in putting together the two halves of the map.

The PCs can see the temple entrance just up the path from the pool. An opening, rimmed by gray, mossy rock and draped with vines, seems to gape menacingly at the characters.

Once the PCs enter the temple, use the Chase Flow Chart as a map of the temple's winding corridors and passages. The PCs enter the temple at the top of Circle E on the chart. The sanctuary containing the idol is at Circle T. The PCs may reach the sanctuary in many ways, but the route shown on their map is probably the most direct. Note that the numbers between the circles on the Chase Flow Chart represent Squares for this encounter and not Areas.

As the PCs move through the temple, describe the corridors as being damp, mossy, and covered with spiderwebs. Most of the corridors are 10 feet wide and 8 feet high. Every so often, a slithering or squeaking sound precedes the characters as they move down the passages. Every 50 feet or so, a new passage branches off from the main corridor.

Whenever the PCs enter a circle on the chart, roll a die. On a roll of 1-5, the PCs have an encounter in that area. Go to Table 1 and roll 1d10 to see what the PCs encounter.

Many of the encounters on Table 1 are noted as "hidden." PCs cannot see these encounters at first glance. If the PCs have a hidden encounter, allow each to make an Instinct Check. Indy's Instinct Rating is normal for this Check, while the guides' Instinct Ratings are cut to 1/4.

Describe the encounter to the PCs based on the success of these Instinct Checks. If no one makes a successful Check, the PCs have no idea that they are about to encounter something dangerous.

If you want to have the PCs encounter the same dangers that face Indy in the Raiders of the Lost Ark film, use only entries 2, 4, and 5 from Table 1.
TABLE 1
CHACHAPUYAN TEMPLE ENCOUNTERS

**Die Roll: 1**
**Encounter:** A 300-foot-deep pit blocks the corridor. The pit is 10 feet wide. A 6-inch-wide ledge runs along both sides of the pit. A rocking beam hangs over the pit; the beam collapses if any weight hangs from it. Each end of the beam, however, can support the weight of one character. Any PC who makes a successful Movement Check can move safely along the ledge. Any PC who falls this Check loses his balance. Allow a falling PC one more Check; if he fails, he falls to the bottom of the pit (Danger Rating of 600), unless another PC catches or grabs him.

**Die Roll: 2, 3**
**Encounter (hidden):** A 6-inch-wide shaft of sunlight crosses the corridor from the upper left to the lower right. If anything cuts the beam, a wall of spikes springs forward from the left wall. Have any PC who is searching for traps here make an Instinct Check (Instinct Rating x2). If the Check succeeds, the PC notices a groove cut across the floor beneath the beam. If PCs cut the beam, the spikes spring forward, carrying a gristy sight—the remains of Fornestal, a former “competitor” of Lady’s. The spines have a Danger Rating of 500 for any PC hit by them.

**Die Roll: 4**
**Encounter (hidden):** Brush covers the floor in this area, concealing a spring that releases a large section of stonework from the ceiling. If PCs make a successful Instinct Check, they find the spring. If not, the stonework falls into the center of the corridor (Danger Rating of 250 for each character).

**Die Roll: 5, 6**
**Encounter (hidden):** The spiderwebs are particularly dense here. Hundreds of tarantulas are gathered near the ceiling. The PCs can’t avoid the spiders; 210 spiders drop onto each PC who passes through this area. Have each PC make a Backbone Check. If the Check succeeds, the PC can brush the spiders off. If the Check fails, the PC is bitten for 10 turns before he can make another Check. If a PC rolls a Bad Brea or any number greater than his Backbone Rating x2, he panics and runs, taking a spider bite. Tarantula Poison Rating: 30 min. / Weak / 3 Checks / 24 hrs.

**SCENE 3: TEMPLE SANCTUARY**

When the PCs reach Circle T on the Chase Flow Chart, read the following boxed text to the players.

Silence. A soft light shines from the far end of this large room. A pattern of black and gray stones makes up the floor here. Hideous stone faces stare out from the vines that crawl around the room’s walls. At the far end of the room, stone steps lead up to a dais. A stone altar rests on the dais, and on top of the altar... the idol. It is made of pure, gleaming gold—

A distance of 6 Squares lies between the altar and the spot where the PCs are now standing.

The floor of this room is trapped. Any PC who steps on a gray stone releases a spring-loaded dart from the mouth of one of the stone faces in the wall. Each dart has a Danger Rating of 88.

The stone altar on which the idol rests is also a trap. If the weight of the idol is lifted from the altar, the circular platform on which the idol rests begins to slide down into the altar, and the temple walls begin to crumble.

A PC can try to replace the weight of the idol by placing sand or a rock on the altar, but this is a very tricky maneuver. Any PC who tries it must make a Prowess Check at 1/4.

If the temple does begin to fall apart, stones crash onto the floor of this room, and darts fire from the walls. No matter what PCs do from this point on, the room has a Danger Rating of 60. You must make a Danger Check for each PC once per turn for the next 10 turns.

As if things weren’t nasty enough already, a tremendous boulder is suddenly released at the same time the walls begin crumbling. The huge stone rolls along a primitive track that runs above the corridor leading to the temple entrance. The boulder reaches the main entrance and blocks it 20 turns after being released.

For each circle that the PCs enter on the Chase Flow Chart as they escape the collapsing temple, make a Danger Check (using a Danger Rating of 40) for each PC. Note that the dart trap (and any other trap that the PCs encountered while coming toward the sanctuary) is still in working order!

If the PCs don’t reach the entrance before the massive boulder blocks it, they can search the temple for another way out. Temple exits are at Circles A, H, and Z.

**SCENE 4: AMBUSH!**

Run this scene only if a PC runs away from the waterfall in Scene 1.

To keep from tipping off the PCs who go into the temple, you should have those characters’ players leave the room while you run any PC through this scene.

After the PC has run a few yards into the jungle, 12 Hovitos warriors emerge from the brush and surround him. They use their blowguns to shoot poison darts at the PC until he is dead or has escaped into the jungle.
If the PC escapes, use the Chase Flow Chart and describe the intersections as paths that lead through the jungle. The PC may leave the path if he wants, but then the Hovitos will certainly kill him. If the Hovitos kill either of the two Peruvian guides, they bring the body back to Bel-loq, who is waiting outside the temple entrance.

SCENE 5: ESCAPE!

No matter which exit the PCs use to leave the temple, they come face to spear with 30 Hovitos warriors when they emerge. Read the following boxed text to the players as the PCs leave the temple.

You tumble out into the steamy jungle, finding it hard to believe that you'd look forward to seeing it again. You stop to catch your breath, but as you look up, you see that you aren't alone in the jungle anymore.

Dozens of Hovitos warriors surround you. Some have their spears aimed at you, others have blowguns poised, and some even have bows drawn and arrows ready. The jungle is suddenly deathly quiet.

A tall white man walks casually toward you and bows politely. Without saying a word, he simply holds out his hand, as if he were expecting to take possession of something.

Indy recognizes the man as his old adversary: the unscrupulous French archaeologist Rene Bel-loq. He is accompanied by a total of 30 Hovitos warriors (10 with spears, 10 with blowguns, and 10 with bows and arrows). Attribute Ratings for Bel-loq and the warriors are given on the Referee Sheet.

If either of the two guides fled into the jungle in Scene 1 and did not escape, his body lies before Indy, riddled with darts. Bel-loq's primary objective is to take the idol from the PCs, if they have it. His secondary objective is to have Indiana Jones die in this jungle.

If the PCs make any kind of false move before giving up the idol, the warriors step forward menacingly. If the PCs have the idol, Bel-loq takes it from them. He spends 1 turn gazing at and stroking the idol, oblivious to the PCs. Then he turns and raises the idol above his head, speaking to the Hovitos in their tongue. The warriors bow low, remaining on the ground for 2 turns.

If the PCs try to escape immediately after giving Bel-loq the idol, Bel-loq doesn't send the warriors after them for 3 turns.

Jock Lindsey, Indy's companion, has landed an amphibious plane on the river near the temple. Indy arranged to have Jock meet him there. Indy can easily find his way through the jungle to the plane, which is 40 Areas away from the temple entrance.

The plane floats 4 Areas from shore. Each PC who makes a successful Movement Check can grab a vine and swing from the riverbank to the plane. If the Check fails, the PC must swim. The Hovitos shoot arrows and darts at the PCs as soon as they come within range, but the PCs are safe as soon as they reach the plane.

Jock Lindsey's Attribute Ratings and weapon are listed on the Referee Sheet. If Barranca and Satipo are no longer involved in this episode, you can let one of your players run Jock for the scene at the riverbank.

If either of the Peruvian guides is still alive and with Indy, however, he can also climb aboard the plane. Even though the plane is heavily laden, it manages to lift off from the river and carry the PCs to civilization.

If the PCs don't try to escape from Bel-loq and the Hovitos, they are taken to a Hovitos village and prepared for a hideous ritual of torture. The Hovitos keep the PCs tied up for 22 days while they wait for a full moon. Make sure that you give the PCs several chances to escape. If they don't take advantage of any of them, the Hovitos finally bring the PCs to huge stakes planted in the center of the village. They tie the PCs to the stakes and, well, you know the rest.

If the characters have gotten themselves this deep into a mess, stop the adventure and give them a few pointers on intelligent role-playing. Then start the adventure over.

At this point, you should drop Barranca and Satipo out of the adventure. Indy returns to the United States.

Indy has sufficient time to heal any wounds before Episode 2 begins.
This episode features Indiana Jones, Marion Ravenwood, and Mohan, The Raven bartender. It takes place in Connecticut and Nepal.

**PC (PLAYER) OBJECTIVES**
Re-establish the relationship between Indy and Marion (worth 1 Player Point).
Escape the Nazis who attack the PCs in The Raven (worth 2 Player Points).
Keep the headpiece to the Staff of Ra out of the Nazis' hands (worth 2 Player Points).

**NPC (REFEREE) OBJECTIVES**
Bring Indy and Marion together (worth 1 Player Point).
Bring the Nazis into The Raven (worth 1 Player Point).
Have both the PCs and NPCs gain a copy of the headpiece to the Staff of Ra (worth 1 Player Point).

**SCENE 1: MARSHALL COLLEGE**
This is an exposition scene, in which the primary goal is to give information to the player characters. You can run through this scene very quickly if you want, simply describing its events to Indy and explaining to him what he learns. You probably won't need to use the 3-D figures for this scene.

Explain to Indy that he has returned to his job: teaching archaeology at Marshall College in Connecticut. During one of his classes, Marcus Brody, Indy's friend and colleague, enters the classroom.

Marcus stays in the room after Indy dismisses his class and tells Indy that two men from Army Intelligence are at the school and are anxious to speak with him.

Marcus introduces Indy to Colonel Musgrove and Major Eaton, who waste no time in explaining their dilemma to Dr. Jones.

Give Indy the Nazi Communique from the Evidence File. Listed on the back of that sheet is all the information that Indy knows about the Lost Ark of the Covenant and the ancient city of Tanis.

After the meeting, Marcus convinces the Army Intelligence officers that Indy is the right man for the job of trying to recover the Ark before the Nazis do.

The Army provides Indy with $3,000 to use for purchasing the headpiece from Abner Ravenwood, and gives him another $1,000 to cover expenses. Indy is scheduled to leave the next day.

Indiana catches flights to San Francisco, and from there takes the China Clipper to Hong Kong. The vicious Nazi Toth shadows Jones for the entire journey, but Indy never becomes aware that he has company.

**SCENE 2: BAR TIME**
From Hong Kong, Indiana catches a rickety airplane that takes him to Katmandu, Nepal. Here he borrows a car from a contact by the name of Lin-Su, a Chinese gentleman. Indy has known for several years. Lin-Su tells Indy that the last time anyone heard anything about Abner Ravenwood, he was near Patan, a remote village somewhere in the country's desolate mountains. Lin-Su also gives Indy a road map to the village.

The trip to Patan is slow and dangerous. Several hundred yards behind Indiana, another car makes the same treacherous journey.

Once Indy reaches Patan, read the following boxed text to the player.

The snow sweeps through the desolate and darkened streets of Patan. A few lights glimmer in this forlorn outpost, where the only signs of civilization are the wooden shack that seem to lean with the wind. A main road, of sorts, cuts through the town, leading to a shack that is larger and more brightly lit than the others.

A light burns in every third or fourth shack along the village’s main road. If Indy knocks on the door to a shack, he is greeted by a hearty Nepalese man. If Indy asks about Abner Ravenwood, the only word that any Nepalese understands is “Raven.” The person then repeats the word several times and points toward the end of the road, smiling.

If Indy goes to the end of the road, he comes to a tavern. A weatherbeaten sign reading “The Raven” hangs outside.

Read the Marion Ravenwood and Mohan Character Background Sheets and then give them out to the appropriate players. Lay out The Raven Map.

As Indy enters The Raven, he sees that a drinking contest is in full swing. Sitting at a large table in the center of the tavern is an immense Australian climber; he’s drunkenly staring down Marion Ravenwood. A few minutes later Indy comes into the bar, the Australian topples from his perch, amidst the roars and jeers of the crowd. Money changes hands between the visitors; a total of $24 remains on the table.

Each of the lamps shown on The Raven Map is lit; each also holds a small amount of oil. A huge fire blazes in the fireplace in the center of the room. Wooden kegs containing all kinds of cheap drink line the bar, and a thick haze of smoke hangs in the noisy room.

Shortly after the drinking contest is over, the bar begins emptying out. Soon, Indy, Marion, and Mohan are the only people left.

If your players want the PCs to talk, allow them to role-play the conversation at this time. If not, you can move on to the visit by the Nazis.

**AFTER HOURS VISITORS**
Toth and three goons are waiting outside the bar. They do not enter until Marion is alone in the bar, or until she and Indy try to leave together. If this happens, Toth and his men greet the couple at the door with a burst of gunfire directed at the ceiling. Attribute Ratings for Toth and his goons are listed on the Referee Sheet. For the purpose of combat, Toth is a villain. He is armed with a pistol. Two of his goons have submachine guns. The third has a pistol.

If he is given the chance, Toth talks to Marion (in his trademark wheeze) and asks her to turn over the headpiece to the Staff of Ra. If Marion doesn’t give Toth the headpiece, Toth orders one of his goons to grab Marion. Toth then goes to the fireplace and holds the tip of a poker over the flames until it is red hot. He walks slowly toward Marion, holding the glowing poker menacingly in front of him.

When you run Toth, give the players the impression that he would just as soon torture Marion as talk to her.

If Indy or Mohan don’t interrupt this scene, or if Marion doesn’t get away, things could turn ugly. Have Marion make a Backbone Check at 1/2 every turn and Toth comes up to her with the poker. Once she fails a Check, she reveals the location of the headpiece.

If Marion is still wearing the headpiece on a chain around her neck, Toth sees it and gleefully removes it once he is standing next to her.

**BARROOM BRAWL**
If a fight breaks out in The Raven, the goons fight for as long as Toth stays in the room. Toth flees if he receives a Serious wound, if all of his goons are taken out, or if the PCs surrender or are killed.

If the PCs surrender, Toth orders one of his goons to dump them, along with Indy’s car, into a deep gorge. If this situation arises, give the PCs several chances to escape.
A fourth goon is waiting outside by the car Toht used to get to The Raven. He is unarmed. If you want, you can have this goon enter the fight at a strategic time. (If the PCs are getting pasted, however, it might be wise to keep this goon out of the fray.)

You should keep in mind that Toht has come for the headpiece to the Staff of Ra, not to get his head blown off in the name of der Fuhrer. If the fight is going against him, he’ll be looking for a quick way out.

**UP IN SMOKE**

The bar, curtains, tables, and booze in this joint are all highly flammable, so if the lead starts flying, chances are pretty good that the whole place could catch fire.

If PCs are brawling in a Square where there is a table, they knock the table over. (A knocked-over table provides hard cover, by the way.) If any table is knocked over, a fire starts. Also, the bar catches fire if any bullet hits or passes through the fireplace. If Toht’s hot poker falls on a piece of furniture or into the curtains, the poker also starts a fire.

If, amazingly none of these things occurs, you can rule that a stray bullet knocks over an oil lamp, and fire breaks out.

Once a fire is burning in the bar, it spreads rapidly, although it has no effect until it has been burning for 6 turns. After 6 turns, however, the fire has a Danger Rating of 60. After another 6 turns, it has a Danger Rating of 120. After 6 more turns, the bar collapses, causing two Serious wounds to any character who’s still inside.

Make sure the PCs realize that the whole place is going up in smoke, and that it will collapse soon!

**ACQUIRING THE HEADPIECE**

Marion has a suitcase and a few possessions in a room at a cheap hotel up the street from The Raven. Among the possessions are several of Abner Ravenwood’s notebooks. A detailed description of the headpiece to the Staff of Ra (including a copy of the markings on both sides of the piece) is written in one of the notebooks.

If Toht gets the headpiece while in the bar, Marion and Indy can retrieve Abner’s notebook, so the PCs can have a copy of the markings on the piece.

If the Nazis don’t get the headpiece while in the bar, Toht has his goons search Marion’s room before she gets back to it. The goons steal some of Abner’s notebooks, but the description they find of the headpiece is incomplete; only the markings for the front of the piece are included.

Once Toht has the headpiece (or a copy), he immediately sets out for Cairo. The PCs do not encounter him again until the adventure calls for it.

**ON TO CAIRO**

Marion and Indy may get to Cairo in any manner they choose. The only airport within 500 miles of Patan is in Katmandu. They have no trouble catching flights that take them to Egypt.

Use The World of Indiana Jones Map from the boxed game to plot out the PCs’ trip.

At this point, Mohan drops out of the adventure.
This episode features Indiana Jones, Marion Ravenwood, and Sallah. It takes place in Cairo.

**PC (PLAYER) OBJECTIVES**

Make sure all player characters survive the episode (worth 2 Player Points).
Prevent Marion from being kidnapped (worth 1 Player Point).
Translate the markings on the headpiece (worth 1 Player Point).

**NPC (REFEE) OBJECTIVES**

Unite Indy and Marion with Sallah (worth 1 Player Point).
Have NPCs try to kidnap Marion (worth 1 Player Point).
Allow the player characters to gain the translation of the markings on the headpiece (worth 1 Player Point).

**SCENE 1: STREETS OF CAIRO**

Indy and Marion encounter no trouble on their journey to Cairo. Upon arriving, they meet Sallah, an old friend of Indy’s, at his home in the city.

Read the Sallah Character Background Sheet and then give it to the player running Sallah.

**SALLAH’S HOME**

Sallah and his wife Fayah live in a small house with their eight children. They are delighted to have company, and are very gracious hosts.

Sallah has access to a truck, which he occasionally borrows from his friend Omar. You should be careful to let the PCs use the truck only when the story calls for them to have such transportation. You should also let the PCs know that Omar keeps his truck in a large garage in Cairo. This is information that could come in very handy!

Allow your players to role-play the meeting between Indy, Marion, and Sallah and let them exchange whatever information they want. Mention to the PCs, if they don’t already know, that the strange markings on the headpiece to the Staff of Ra must be interpreted before the piece can be used in the Map Room of Tanis. Even though Indiana is skilled in many languages, this task is beyond him.

While the PCs are in Sallah’s home, they are joined by a small monkey. The animal is very affectionate, and takes a particular liking to Marion. Because the monkey plays an important part in later scenes, its Attribute Ratings are given on the Referee Sheet.

The monkey has been trained by a sinister Monkey Man, who is working for the Nazis. If the PCs try to harm the monkey, it tries to escape. If the monkey gets away, it appears again later in this scene.

**THE WORKING MAN**

Tell Sallah’s player that the digger is scheduled to go to work now. It’s up to the player, of course, to decide if Sallah actually goes to work. If he does go to the dig, run Scene 3 for Sallah at this time.

**MEAN STREETS**

Indy and Marion aren’t the only new arrivals to Cairo. The Nazis are here as well, and they’ve planned a little welcome celebration for Jones and his companions. The first time Indy leaves Sallah’s home for any reason (day or night), he is attacked by a group made up of Arabs and Nazis. If Marion and Sallah are with Indy, they also take part in this encounter.

You can allow the PCs to wander the streets of Cairo for any length of time you want before beginning the attack. Use the Chase Flow Chart to mark the PCs’ movement through the city. Treat each circle as a plaza that features bazaars and carts of exotic goods. The lines shown in each circle of the Chase Flow Chart represent streets and alleys that lead off from the plazas. The arrows that connect the circles represent narrow thoroughfares.

If PCs want to know what’s in a circle, roll 1d10 on Table 2: Cairo Encounters. For streets and alleys, roll once; for plazas and marketplaces, roll twice and give the players two results.

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fruit stand</td>
</tr>
<tr>
<td>2</td>
<td>Hay wagon</td>
</tr>
<tr>
<td>3</td>
<td>Camel and donkey market</td>
</tr>
<tr>
<td>4</td>
<td>Beggars asking for change</td>
</tr>
<tr>
<td>5</td>
<td>Rickey cart piled high with pottery</td>
</tr>
<tr>
<td>6</td>
<td>Snake charmer (using cobras)</td>
</tr>
<tr>
<td>7</td>
<td>Basket weavers</td>
</tr>
<tr>
<td>8</td>
<td>Caged exotic birds</td>
</tr>
<tr>
<td>9</td>
<td>Crocodile and hippo meat for sale</td>
</tr>
<tr>
<td>10</td>
<td>Exotic herbs and spices for sale</td>
</tr>
</tbody>
</table>

Doors lead into buildings at 25-foot intervals along each road and alley. If a PC tries to go through one of these doors, roll d100. If you roll 50 or lower, the door is open. If you roll from 51 to 70, the door is closed but unlocked, and if you roll from 71 to 00, the door is locked.

If the monkey is still accompanying the PCs, it runs away as soon as the PCs set out through the streets of the city.

When you are ready to begin the action, have the attackers charge down an alley toward the PCs. The group of attackers is made up of two Nazi goons (armed with pistols) and six Arab goons (armed with knives). As these NPCs attack, allow each PC to make an Instinct Check. If a Check succeeds, the PC spots the attackers, and can’t be surprised. Unfortunately, the attackers are too close by this time to be avoided.

The attackers’ objectives are to kill Indy and kidnap Marion. Their Attribute Ratings are listed on the Referee Sheet.

If the goons accomplish one of their objectives, the fight ends. If they do not, the fight ends when the PCs either escape, or when they have killed or knocked out all of the goons. If the goons do manage to either kill Indy or capture Marion, the goons flee from any remaining PCs.

If a PC tries to hide out of sight from the goons, roll an Instinct Check for the monkey. If the Check succeeds, the monkey sniffs out the PC and screeches an alert to the goons.

**Arabian Swordsman**: If Indy is not fighting for a length of 3 turns or longer during the attack, run the situation described in the following boxed text:

The crowd suddenly parts, as “oohs” and “aahs” whisper around you. Money starts changing hands as people make quick bets… but bets on what? A burly, 6-foot-tall man stands before you, wielding a gleaming, curved sword. He swings the mighty weapon gracefully before him, a sinister smile dancing on his bearded face.

The swordsman’s Attribute Ratings are listed on the Referee Sheet.
IF THE GOONS CAPTURE MARION
The Nazis have a truck parked in an alley. If the goons capture Marion, they haul her in the direction of the truck. It appears to any PCs who see the goons taking Marion that they load her into the truck, but the goons actually take her through a building, into an adjacent alley, and put her into the trunk of a car.
The truck in the alley is loaded with ammunition and explosives. If the truck suffers a collision or flips (see the Moving in Vehicles section in the rules booklet), it explodes in a fiery display of flame and flying debris.
If Marion has been captured, run Marion through Scene 1 in Episode 4.

SCENE 2: SHOWDOWN!
In this scene, Belloq, who engineered the attack on the PCs in Scene 1, makes another attempt on Indy's life (if the attempt in Scene 1 failed). Belloq is very alarmed at Indiana's presence in Cairo. He realizes that Jones poses the greatest threat to his plans for the Ark.
A tall, European man who speaks with a German accent confronts the PCs as they walk through the streets. The goon tells Indy that a man whom Indy will be very interested to meet awaits him at the coffeehouse. He then tells the PCs to follow him. If the PCs refuse, go to Scene 4 (after Sallah has gone through Scene 3).
If the PCs don't refuse, the goon leads the PCs to a crowded coffeehouse. Seated alone at a table, peacefully puffing on a hookah, is Rene Belloq. The goon ushers the PCs to his table.
Belloq, being such a foul villain, is not satisfied with a straightforward attack. He spends a few long moments gloating. Keep in mind that, despite the fact that the two are mortal enemies, Indiana Jones is the one man for whom Belloq has some respect. He feels that Indy is somewhat like himself—a concept Indy finds appalling.
CHARACTER BACKGROUND SHEETS

These sheets are provided for all the major characters in the adventure. Most include Attribute Ratings and a short paragraph outlining the character's background and motivations relating to this adventure. These sheets, together with the character dossiers from the boxed game, give your players all the information they need to run the characters in this adventure.

MAPS

The text in the adventure pack tells you when to use a specific map for the adventure.

The Raven Map is designed so that you can use 3-D figures with it when you run Episode 2.

Action Map: This map shows the Nazi airfield at Tanis that is described in Episode 5. The grid on this map is equal to 5 feet per square. If you want, you may use this map to play out other combat scenes and chases. In this case, you may want to have the grid equal 25 feet per square.

To create an even larger playing surface, you can lay out the Combat Grid from the boxed game next to the Action Map.

FLYING WING AND NAZI VEHICLE FIGURES

These figures are designed so that you can color them, cut them out, and move them on the Action Map and Combat Grid. They could come in very handy when you run Episodes 5 and 6. You may also want to use the vehicle figures in other adventures.

3-D FIGURES

You can use the 3-D figures from the boxed game to build the rooms that the characters explore during the adventure. This adventure pack features a platform figure and an Ark of the Covenant figure that you can use when you run Episode 4.

Also, you can use the character figures from this pack (such as Bellocq and Toht) when you run combat scenes.

Use the "Ship Captain" character figure from the boxed game when Captain Katanga takes part in the adventure.

For instructions on how to put together the 3-D figures in this pack, see the Referee Sheet.
Belloq tells Indy that the Germans are close to finding the Ark, and that the find means a great deal to him personally. He says he can use it as a transmitter to God; it will give him incredible power. He is clearly obsessed with the legends of the Lost Ark.

Thirty Arab goons are lounging about the coffeehouse, pretending to ignore the conversation between the two Western archaeologists. Each, however, is armed with a concealed gun and knife. The Attribute Ratings for Arab goons are listed on the Referee Sheet.

If Indy makes a threatening move toward Belloq, the 30 Arabs immediately leap to their feet (see “Sallah to the Rescue” below). Suddenly, the barrels of 30 different guns are pointing directly at Indy. If Indy makes no kind of move toward Belloq during the conversation, Belloq eventually tires of toying with his victims. He quickly raises and lowers two fingers, which is the sign for the Arabs to attack.

The Arab goons don’t shower the coffeehouse with lead, however, if they are ordered to attack. Instead, six of the goons escort Indy out to an alley behind the building and prepare to knife him (each also has a pistol). If Marion is with Indy, Belloq has her taken prisoner. Two goons lead her out the front door of the coffeehouse. If a PC doesn’t catch up to her and her captors in 10 rounds, use the procedure described in “If the Goons Capture Marion” from Scene 1.

SALLAH TO THE RESCUE

By this time, Sallah will have returned from work (Scene 3). When he returns home, he finds out where Indy is from one of his children. If Indy is in the coffeehouse, Sallah takes Omar’s truck there. Sallah’s children beg him to allow them to come along.

Sallah arrives at the coffeehouse just in time. He can send his children in to rescue their “Uncle Indy.” In this case, the goons allow Indy to go free.

If Sallah has accompanied Indy into the coffeehouse, however, things are a little stickier. The goons escort Indy and Sallah out to the alley at gunpoint. (If Marion is still with the PCs, two goons take her out the front door.) Tell the players that stacks of crates line the walls of the alley, and a cress-cross pattern of beams forms a ceiling over the alley.

If the PCs knock the crates down as they pass, they can run away for 3 turns before the goons go after them. Or, if the PCs make successful Movement Checks, they can jump up to grab the beams, and can hoist themselves onto the rooftops. In either case, use the Chase Flow Chart if the PCs escape.

SCENE 3: A DAY AT THE DIG

In this scene, Sallah goes to work at the digs outside Cairo. This scene takes place the day after Indy arrives at Sallah’s home. Sallah notices the following while at work: At around 8 a.m., Belloq strides up to the Map Room entrance, carrying a wooden stick several inches taller than he is. He throws the stick into the Map Room and then lowers himself into the room.

After an hour, he emerges and immediately orders a concentration of digging to begin some distance away from the main excavation.

The rest of the day passes uneventfully, as Sallah isn’t assigned to the new dig.

When he returns to Cairo, Sallah goes to the coffeehouse (if Indy is there), or he goes with the PCs to Imam’s house (Scene 4).

SCENE 4: THE HOUSE OF IMAM

Sallah’s friend Imam knows a great deal about ancient hieroglyphics; he is able to translate the markings on the headpiece to the Staff of Ra. The PCs must take the headpiece (or a copy of the markings) to Imam, as the old man never leaves his home. When the PCs visit him, the monkey tries to accompany them.

Imam and his teenage servant Abu live in a simple dwelling. Imam sits cross-legged on a rug at one end of a large room, while Abu moves back and forth between the large room and the kitchen, where he is preparing food for the visitors.

Even Imam’s home is not safe, however. As the old man is reading the markings on the headpiece, the Monkey Man tries to eliminate Indiana Jones. To determine what method the Monkey Man uses, roll 1d10 on Table 3 and follow the coinciding method. Ignore the die roll if you want to use a specific method. Keep in mind that, if your players have seen the film, the PCs are likely to be reluctant to eat any dates!

Imam and Abu are not affected by any assassination attempt.

TABLE 3

ASSASSIN’S METHODS

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Method</th>
</tr>
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<tbody>
<tr>
<td>1-3</td>
<td>The Monkey Man releases a deadly, hooded cobra in Imam’s house. The snake slithers forward to attack a PC (select randomly). The snake’s Attribute Ratings are listed on the Referee Sheet. Cobra Poison Rating: 10 min. / Dangerous / 4 Checks / 72 hrs.</td>
</tr>
</tbody>
</table>
MOBILITY RATING (running): 20 Squares (4 Areas)/turn

WEAPONS: knife (0/1/2); pistol (2/4/8)

You have taken jobs as jungle guides for this crazy American, Dr. Indiana Jones. You've led him deep into the South American jungle in search of the Lost Temple of the Chachapoyan Warriors. You've got a pretty good idea where the temple is located, and you also know it's right in the heart of Hovitos territory.

BARRANCA: You are a shrewd, sometimes impatient man. This idol Jones is looking for sounds like it could be worth a lot of money . . . this might turn out to be a profitable experience after all! Satipo's got half of the Temple Map, and Jones has the other half. If you can get your hands on Jones's piece, you could be on easy street.

(You get 2 Player Points if you try to take Indy's half of the map before you go into the temple, and you get 2 more Player Points if you succeed. You also get 2 Player Points if you live through the episode.)

SATIPO: Your friend Berranca sometimes calls you chicken, but you know that you're just more cautious. This Jones, he knows his stuff, and he just might find that idol. And when he does, well, who's to say who'll finally end up with it?

(You get 2 Player Points if you're still with Jones when he finds the idol, and 2 more Player Points if you have the idol to yourself when you come out of the temple. You also get 2 Player Points if you live through the episode.)

---

MOBILITY RATING (running): 25 Squares (5 Areas)/turn

WEAPONS: pistol (2/4/8); knife (0/1/2); bullwhip

You sense that you're drawing nearer to the temple, and your pulse quickens in anticipation. The Temple of the Chachapoyan Warriors—where Forrestal cashed in. He was good, but not good enough. You know the Golden Fertility Idol is in that temple—what a find it could be!

This trip has been quiet so far—too quiet. You're in Hovitos country now, so the odds are really against you.

You've got half of the map to the temple. Your Peruvian guides have the other half. You don't really trust these guys, although they do seem to be afraid of you. Every time you use your whip for anything, they tremble like they've seen a ghost. At least Jock's waiting at the river with his plane. You can always count on that old Air Pirate.

(You get 3 Player Points if you recover the idol from the temple, and 3 more Player Points if you carry it out of the jungle with you.)
TANIS
DEVELOPMENT
PROCEDURE
ACQUIRE
HEADPIECE,
STAFF OF RA
ABNER
RAVENWOOD,
USA

NAZI COMMUNIQUE

MARIAN
CHARACTER BACKGROUND SHEET

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<td>58</td>
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<tr>
<td>Appeal</td>
<td>92</td>
<td>184</td>
<td>46</td>
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</table>

MOVEMENT RATE (running): 20 Squares (4 Areas)/turn
WEAPONS: knife

Anyone as charming and easygoing as him. Is he as much of a... about Tanis as your father was? Tanis... your father had filled notebooks writing about a city he never found, but knew was there. You still have his notebooks, and you still have the headpiece, which is proof that there's always hope. You wear it around your neck to remind yourself—about archaeologists, about survival, and about unfulfilled dreams.

MOHAN
CHARACTER BACKGROUND SHEET

<table>
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<th>*3</th>
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<tr>
<td>Appeal</td>
<td>30</td>
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<td>8</td>
</tr>
</tbody>
</table>

MOVEMENT RATE (running): 20 Squares (4 Areas)/turn
WEAPONS: knife

When you cherish life, it rewards you. And you have been
rewarded handsomely—with a
loving wife, eight beautiful children, and a job that you enjoy. In
fact, you've gained a reputation
as the best digger in Egypt.

You've worked some of the
most interesting jobs of your life
with the archaeologist from
America, Indiana Jones. The two
of you have formed a strong and
lasting friendship. You trust each
other as men of courage and
character, and each has saved the
other's life on many occasions.

Now, though, you have the
unpleasant task of working for a
crime bunch of Germans on a dig
outside Cairo. It's the largest
excavation you've ever seen—they're trying to uncover the
total city of Tanis, while in
search of the Lost Ark of the
Covenant—and every digger in
Cairo is there.

You have no respect for these
Germans, but one among them—a
French archaeologist they call
"Belloche"—seems to know
exactly what he is doing. This
man is intense; there seems to be
an air of madness about him.

You know deep in your heart
that if the Ark is indeed in Tanis,
it shouldn't be disturbed. But if
Indy is willing to try to find it,
there's no way you can stop him.

SALLAH
CHARACTER BACKGROUND SHEET

<table>
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<th>*3</th>
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</tbody>
</table>
Tanis! The Nazis have discovered Tanis! One of the possible resting places of the Lost Ark. This could be one of the most important archaeological finds of the century!

Obviously the Nazis have found out that Abner is the world's foremost authority on Tanis—it was his obsession. Abner was your mentor, your role model—and he's spent most of his life criss-crossing the globe in search of artifacts relating to Tanis. And what did he have? A few pieces that might be from the ancient city . . . and he had the headpiece to the Staff of Ra.

The Staff of Ra itself was nothing more than a stick, really. But when you put the headpiece on it and placed in the proper location in the Map Room at Tanis, sunlight would shine through the headpiece and direct a beam of light onto the miniature layout of Tanis on the Map Room floor, showing the true location of the Well of Souls, the resting place of the Ark.

These Army guys don't seem to know too much about the Ark. It was supposed to have been the chest that the Hebrews used to carry around shards of stone—shards from the actual stone tablets upon which the Ten Commandments had been etched.

The Ark was said to be a Hebrew relic of great power; legends say that the Ark could lay waste to mountains and destroy entire armies. It carried in it the blazing force of the wrath of God. While they possessed it, the Hebrews were a prosperous people.

The Hebrews eventually succumbed to the might of neighboring Egypt, and the Ark was supposedly carried away to the Egyptian city of Tanis, which was soon buried by a year-long sandstorm—wiped clean. The Ark, if it exists at all, has been buried for centuries.

How can you help? Last you heard, Ravenwood was somewhere in Asia, but you hadn't heard from him in 10 years. After you had 'met' his daughter Marion, things were never the same again.

---

**CAPTAIN KATANGA**

<table>
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<tr>
<th>Attributes</th>
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<th>1/4</th>
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<td>Appeal</td>
<td>54</td>
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</tbody>
</table>

**MOVEMENT RATE (running):** 20 Squares (4 Areas)/turn

**WEAPONS:** knife (0/1/2); pistol (2/4/8)
his episode features Indiana Jones, Marion Ravenwood, and Sallah. It takes place at the Tanis dig.

**PC (PLAYER) OBJECTIVES**
Find the Ark of the Covenant (worth 3 Player Points).

**NPC (REFEREE) OBJECTIVES**
Get at least one player to the Ark of the Covenant (worth 3 Player Points).

**SCENE 1: KIDNAPPED!**
Run this scene only if Marion has been captured. You may want to ask the other players to leave the room while you run Marion through this scene.

Two Nazi goons and two Arab goons take Marion from Cairo out to the dig. Each of the goons is armed with a submachine gun.

Once they reach the Tanis site, the goons haul Marion into a tent. Dietrich, the Nazi commander of the dig, asks Marion where Dr. Jones is. He is also curious about the identity of Jones's Arab companion. (Dietrich asks this only if Sallah has been seen in public with Indy.) For the purpose of combat, Dietrich is a villain. He is armed with a pistol.

The Nazi doesn't harm Marion, but you should be sure Marion is aware that her torture is not out of the question. Dietrich might say, “My dear, if you fail to answer the questions I ask so politely, perhaps you will be more inclined to speak to Herr Toht. I warn you, though—he is not nearly so pleasant as I...”

It’s up to Marion’s player to determine how Marion reacts to the questioning. Dietrich acts immediately on any information that she might give out, especially if she mentions Sallah. If this occurs, Sallah can no longer move about the dig undisguised.

**SCENE 2: TANIS DIG**
The excavation at Tanis sprawls across hundreds of acres of desert. The dig is 50 miles from Cairo—approximately a 2-hour drive over rough, dirt roads.

Look at the Tanis Dig Map when the PCs come to the dig. Don't show this map to the players, however: use it as a reference when you are describing the area to the players.

Ten large tents are grouped at one end of the site. These tents provide shelter for the diggers and the soldiers that live on the site. Bellog, Dietrich, and Toht each have their own tent. If the Nazis are holding Marion prisoner, they keep her tied up in Bellog's tent. There is no one guarding Marion during the day.

Characters can easily climb the 40-foot-high ridges that rim the site, although the ridges do block line of sight. If a PC wants to see what's over the other side of a ridge, he must climb it first.

**GETTING TO THE DIG**
Workers are constantly going from Cairo to the dig and back again, usually by truck. Sallah’s friend Omar is one of the men who often drives workers back and forth. If necessary, Sallah can find nine workers who can help Indy search for the Ark.

Omar’s truck is loaded with four coils of rope (100 feet each); two 8-foot-long poles; a large crate; two cans of kerosene (with spray hoses); eight shovels; four crowbars; eighteen torches; surveying equipment; and a staff cut to the length called for by the headpiece. The PCs may bring more equipment if they want, but remind the players that the PCs must secure the equipment before leaving Cairo.

**MOVING ABOUT THE DIG**
Indy can disguise himself as an Arab when he goes to the dig. If he does so, he blends in very well. If he talks directly to a Nazi or to an Arab loyal to the Nazis, make an Instinct Check at 3/4 for the NPC (use the Attribute Ratings for Nazi goons). If the Check succeeds, the goon notices something is screwy, and raises an alarm (see below).

If Bellog or Toht sees Indy in disguise, make an Instinct Check at 1/2 for the villain. If the Check succeeds, the villain raises an alarm.

If a goon or villain spots Marion moving freely around the dig, make a normal Instinct Check for the NPC. If the Check succeeds, the goon raises an alarm.

If Marion disguises herself as a man, however, make the NPC's Check at 3/4 (1/2 if she is spotted by Bellog or Toht).

If Indy enters any of the tents at the dig, roll 1d10. On a roll of 1-5, Indy finds Marion in the tent, bound and gagged. If Indy rescues Marion, 10d10 minutes pass before someone notices she has escaped. An alarm is then raised.

**SCENE 3: THE MAP ROOM**
When the PCs reach this room, read the following boxed text to the players.

A hole in the ground breaks through the ceiling of this room. A thin coating of sand covers the floor 30 feet below. Warm sunshine beams through the hole in the ceiling, brightening a room that has seen no light for centuries.

The light reflects on the hieroglyphics etched into the ancient walls here, and seems to dance on the room's most fascinating feature—a detailed replica of the city of Tanis, sprawling magnificently across the floor. Ruddy splatters of red paint mar one building of the replica—the building marked by Bellog—but the other buildings lie untouched, as they have for so many years.

There is nothing within 200 feet of the Map Room entrance to which PCs can tie
a rope. If, however, a PC makes a successful Strength Check, he can support the weight of another PC climbing down a rope into the room. Indy is the only PC capable of reading the hieroglyphics and figuring out how to use the Staff of Ra.

Indy must have either the original headpiece to the Staff of Ra, or a reasonable facsimile. The substitute piece must have a crystal in its center.

Continue to roll for Tanis encounters on Table 4 if any PCs are still outside the Map Room. No one discovers that Indy is in the room unless he draws attention to himself.

It takes Indy 30 minutes to determine where the staff should be placed. A few minutes later he puts the staff in the proper place, the sun casts a beam through the crystal in the headpiece.

The room begins to glow warmly, as a brilliant beam of light shoots out from the crystal and seems to spot a spot on the replica of Tanis—a spot well away from the digging now being done. Indy has discovered the true location of the Well of Souls!

**SCENE 4: SEARCHING FOR THE ARK**

Indy must now use his Surveying knowledge to find the exact spot at which he should dig. Indy has all of the proper equipment and information to do his surveying.

The entrance to the Well of Souls lies atop a ridge hundreds of yards from the main concentration of digging. No Nazis or Arabs notice the PCs digging in this new spot.

It takes the PCs and their NPC helpers 72 man-hours of digging to uncover the entrance. Thus, if Indy, Sallah, Omar and the nine extra workers all pitch in, the job takes 6 hours.

If the characters are still digging by nightfall, a lightning storm provides them with enough light.

A heavy, rectangular slab of stone seals the entrance. As the characters pry the stone away, a gust of stale air whooshes out of the Well, wailing ominously.

Lay the Well of Souls Map out before the players as the characters open the Well.

The floor of the chamber lies 30 feet below the entrance. The Well of Souls is a dark, gloomy place. Even if there is daylight, the PCs must drop some source of light into the Well before they can see anything.

When the PCs light the Well, they see that the floor seems to writhe and squirm with a life of its own. A low hissing sound fills the chamber. After a few seconds, the PCs realize that the chamber floor is covered with thousands of slithering snakes.

If Sallah or an Arab NPC makes a successful Instinct Check, he recognizes the snakes as asps and cobras—two extremely venomous species.

Neither Omar nor any other NPC voluntarily enters the pit. It's up to the PCs to go into the Well to retrieve the Ark. The PCs have no trouble lowering themselves into the Well.

Huge statues of Anubis, guardian of the dead, rise mightily from the floor to the ceiling of the chamber. A raised platform stands at the west end of the chamber, and a rectangular stone altar rests atop the platform. A slab of stone covers the altar. Hundreds of tiny holes dot the south wall of the chamber. Snakes are continually slithering through the holes, some falling into the chamber, others climbing out.

**GETTING AROUND THE SNAKES**

If PCs throw torches onto the floor, the snakes slither away from the fire. No snakes enter a Square that has some kind of flame in it.

The kerosene in each can of fuel lasts for 15 minutes, if PCs burn it constantly. Each torch burns for 15 minutes. If the PCs want, they may use the kerosene to "toast" a large number of snakes at one time. No one ever said this would be a pretty job!

The snakes in the chamber don't attack the PCs unless the PCs try to harm them with something other than fire. For example, if Indy, steps on an asp, the asp attacks Indy. Or, if Marion falls from the ceiling and lands on 12 snakes, she is attacked by all 12 snakes. Attribute Ratings for snakes are listed on the Referee Sheet.

If a PC uses a torch to wave away snakes, he can walk through the chamber (1 Square per turn) without any problem. If a PC tries to move through the chamber without using any kind of fire, however, he runs the risk of stepping into Squares that contain snakes. When a PC tries to step into a Square filled with snakes, he must make a Backbone Check. If the Check fails, the PC freezes in panic for 1 turn. If the Check succeeds, he may try to move ahead, but he must make a Movement Check to do so. If the Check fails, the PC either stays in the same Square, or moves back 1 Square. If the Square behind him is filled with snakes, one snake attacks the PC.

Obviously, the PCs should realize that using fire is their best strategy for getting through this encounter alive.

**DISCOVERING THE ARK**

The stone altar atop the platform in this chamber is hollow. The Ark of the Covenant is stored within. Two characters must each make a successful Strength Check in the same turn to lift the cover off the altar. Read the following boxed text to the players.

The gleam of pure gold fills the Well of Souls with an unearthly radiance. Even though the Ark has rested undisturbed for centuries, it shines as if it has been cleaned and polished every day.

Sturdy circles of gold are set into the top of the Ark, and intricate patterns of gold are embossed across its surface.

The PCs can use the 8-foot poles to lift the Ark from its resting place. The PCs should know that they should not touch the Ark. Any character who does, however, automatically takes one Serious wound to the part of the body that touched the Ark.

The PCs can crate the Ark in 10 minutes. It takes the combined strength of four characters to lift the crate on ropes from the floor of the Well up to the entrance in the ceiling. It takes 5 minutes to do this. The PCs must stay in the Well and anchor the lines to keep the crate from swaying dangerously as it is lifted. If the PCs don't anchor the lines, the crate immediately begins swaying. Any character who makes a successful Instinct Check understands the problem and suggests the solution. If the crate sways for more than 3 or 4 turns, it slips free and falls to the Well floor. Such a fall doesn't damage the Ark itself.

The tough part's over! It's all downhill from here... isn't it?
This episode features Indiana Jones, Marion Ravenwood, and Sallah. It takes place at the Tanis dig.

PC (PLAYER) OBJECTIVES
Make sure all player characters survive (worth 3 Player Points).
Prevent the Ark from leaving aboard the Flying Wing if the PCs are not on board (worth 2 Player Points).

NPC (REFEREE) OBJECTIVE
Get all of the PCs, the villains, and the Ark to the same destination—either Cairo or the Nazi island base (worth 4 Player Points).

SCENE 1: DINNER AND DRINKS
Run Marion through this scene if she is being held prisoner in Bellog's tent. If Marion is free, read this scene to yourself, as it outlines Bellog's activities while the PCs are recovering the Ark.
Bellog enters the tent in the evening and utters Marion. He brings her food and water. A few minutes later, he offers her an evening gown and suggests she try it on. Then he gets out a bottle of wine and pours two glasses.
Bellog sits and shares the wine with Marion for as long as she wishes. He has a whole case of bottles, so they don't need to worry about running out. Use the alcohol rules from the boxed game for this scene; Marion can have four drinks before she has to start making Backbone Checks.

Two Nazi goons guard Bellog's tent at all times during the night. If Marion tries to escape through the front flap, the guards catch her. If Bellog passes out, Marion can escape through the back or side walls of the tent; the rules covering PCs who are moving about the dig (Scene 2 in Episode 4) still apply. Sometime during Bellog's little party (the exact timing is up to you), Toht, Dietrich, and two Nazi goons enter Bellog's tent.
Toht advances toward Marion, wheezing eagerly. Give the PC the impression that Marion's about to subjected to the most fiendish tortures imaginable. Suddenly, Bellog steps between Toht and Marion and forbids him to harm her. Toht protests (having once again been denied practicing his craft), but Bellog stands his ground. Finally, all of the villains storm out of the tent, leaving the two goons behind with Marion.
As Bellog, Toht, and Dietrich stride through the camp, Bellog notices activity on a ridgetop to the west—the ridge that shelters the Well of Souls. Bellog tells Dietrich to wake his men so they can investigate. Toht goes to get Marion. All of the villains (and 30 Nazi goons) head for the ridgetop.

SCENE 2: BURIED ALIVE!
Just as the PCs pull the Ark safely out of the Well of Souls, 30 Nazi goons surround the Well's entrance. Bellog, Toht, and Dietrich follow closely behind. If Marion is a prisoner, Toht brings her along.
If Sallah has climbed out of the Well before Indy, the Nazis take him prisoner. As soon as Indy tries to climb out of the Well, however, the Nazis drop the rope down into the pit. Make sure the Nazis drop the rope before Indy has had a chance to climb up too far.
If Sallah has been captured, run Scene 3 from this episode for him sometime before you have resolved this scene.
If Marion is a prisoner, Toht gleefully pushes her into the Well. If Marion makes a successful Movement Check, she breaks the fall by catching one of the statues. She can then hold onto the statue for 1 turn before falling. If Indy makes a successful Strength Check, he catches Marion. If Marion failed her Movement Check, however, Indy's Strength Rating is cut to 1/2 when he tries to catch her. If Sallah is in the Well, he may also try to catch Marion.
If no one catches Marion, give her fall a Danger Rating of 60. On top of the nasty fall, there's a chance that Marion lands on snakes. Roll 1d10. On a roll of 1, 2, or 3, Marion is attacked by that number of snakes.

Just before the Nazis seal the Well entrance, Bellog taunts Indy: “Once again, Dr. Jones, we see that what was once briefly yours is now mine. Ah, but it is a fitting end for one such as you—to become a permanent part of this archaeological find. Perhaps in a thousand years, even you may be worth something! Dr. Jones, adieu.” The Nazis then seal the Well shut.

ESCAPING FROM THE WELL
Three possible methods of escape are outlined below. If the PCs come up with something different, hear them out and then use your judgement.

Ride a wild statue: Small holes mark the south wall of the Well, which shelters a burial chamber. Snakes are frequently slithering through these holes. The PCs may break through this wall by toppling one of the 25-foot-high statues into it. They may try this by using any one of the four statues, although the two closest to the south wall are the ones likely to do the best job.

Follow these steps if the PCs try this method of escape:

1. Have any PC who climbs one of the statues make a Movement Check. If the Check fails, the PC falls. Roll 1d10 if the PC falls into a Square filled with snakes (a Square where there is no floor). On a roll of 1, 2, or 3, the PC is attacked by that number of snakes.
2. Have the PC make a Prowess Check as he tries to knock the statue into the wall. If the Check fails, allow the PC one more try. If he rolls a Bad Break on the first Check, he fails.
3. As the statue topples, have the PC make an Instinct Check to see if the statue hits in the right location. If the Check fails, the statue falls but doesn't break the wall. No matter what happens, this is a nasty procedure: As soon as a PC tries this, use a Danger Rating of 80 to see if the PC is hurt while performing the maneuver.
If a PC is trying to topple one of the statues that stands along the north wall, cut his Instinct Rating in 1/2 for this step.

If the PCs break through the wall, go to Scene 4.

Secret exit: A stone block in the wall behind the altar closes off a secret passage. Anytime a PC searches for a secret door or trap in the Well, have him make an Instinct Check. (If the PC is in a spot where he couldn't normally see the west wall, the Check automatically fails.) The distance a PC is from the west wall affects his Instinct Rating for this Check (see Table 5).

1. Have any PC who climbs one of the statues make a Movement Check. If the Check fails, the PC falls. Roll 1d10 if the PC falls into a Square filled with snakes (a Square where there is no floor). On a roll of 1, 2, or 3, the PC is attacked by that number of snakes.
2. Have the PC make a Prowess Check as he tries to knock the statue into the wall. If the Check fails, allow the PC one more try. If he rolls a Bad Break on the first Check, he fails.
3. As the statue topples, have the PC make an Instinct Check to see if the statue hits in the right location. If the Check fails, the statue falls but doesn't break the wall. No matter what happens, this is a nasty procedure: As soon as a PC tries this, use a Danger Rating of 80 to see if the PC is hurt while performing the maneuver.
If a PC is trying to topple one of the statues that stands along the north wall, cut his Instinct Rating in 1/2 for this step.
TABLE 5
SECRET SEARCH

<table>
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<th>Distance from west wall</th>
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<td>2.4 Squares</td>
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</tr>
<tr>
<td>5.6 Squares</td>
<td>cut to 1/2</td>
</tr>
<tr>
<td>Over 6 Squares</td>
<td>cut to 1/4</td>
</tr>
</tbody>
</table>

If the Check succeeds, the PC finds the secret exit. The PCs may pry the stone open with a knife, shovel, or any other sharp object. The passage behind the stone leads to a burial chamber. Go to Scene 4.

Good old-fashioned rescue: The PCs can use this option only if Marion or Sallah is free. (Sallah may have escaped in Scene 3.) That PC must then figure out some way to rescue the PCs that are trapped in the Well.

If the PCs are rescued from the Well, the first thing they see upon emerging is the Nazi airstrip. If the PCs go toward the airstrip, go to Scene 5.

SCENE 3: SALLAH’S FATE

Play this scene only if Sallah is captured by the Nazis outside the Well of Souls in Scene 2.

The Nazis order Sallah, Omar, and the nine diggers to raise their hands behind their heads. Two Nazi goons (armed with submachine guns) and six Arab goons (armed with rifles) lead the prisoners away from the Well to an area just south of the tents. The goons hold the prisoners in a 6-foot-deep, circular pit. The pit is 30 feet in diameter. The goons then station themselves at various intervals around the rim of the pit.

If Sallah tries to escape at any time, Omar and the other diggers join him (if Sallah wants them to). Attribute Ratings for Omar and the diggers are given on the Referee Sheet. If Sallah asks the Arab goons for help, they offer none—except the promise that they will hold their fire. If Sallah is careful to speak in Arabic, the Nazis don’t understand any conversation that takes place between Sallah and the Arab goons.

If Sallah and the diggers try to escape, make Instinct Checks for the Nazi goons.

If a Check succeeds, the goons open fire on the escaping prisoners. The Nazis spray the fire in all directions, however; roll for only one attack per person for each turn in which there are at least six prisoners still standing (to represent the spray of the submachine gun fire). If there are fewer than six prisoners, some may be hit by more than one bullet.

Ten turns after submachine gun fire breaks out, four more Nazi goons arrive at the scene. If the fight continues, four Nazi goons arrive every 10 turns. If all of the Nazi goons involved in the fight are unconscious at one time, the prisoners can disperse and flee into the tent area, mingling with the other Arabs in the dig.

SCENE 4: BURIAL CHAMBER

Read the following boxed text to the players as the PCs enter this area.

Strange, moldy figures line all the walls of this small, dusty chamber. The air is stale with the smell of death. Suddenly, several of the figures lunge forward with gaping jaws and eager, clutching fingers.

The PCs are in a small burial chamber. The figures are ancient corpses that fall when the PCs enter the chamber.

Have each PC make a Backbone Check. If the Check fails, the PC is frozen in fear for several turns (your discretion).

A stone passageway leads through this chamber. After the PCs have worked their way through a few feet of the passage, they see a glimmer of light ahead. They can climb up a pile of rubble to reach the light. The PCs can then push aside a loose block of stone and escape the chamber. The PCs emerge from the western side of the ridge that shelters the Well entrance. They are facing the airstrip. Go to Scene 5.

SCENE 5: THE FLYING WING

Use the Action Map, the Flying Wing, and the Fuel Truck figure for this scene. Center the Flying Wing inside the circle on the Action Map. It should face west. Place the Fuel Truck figure just inside the circle on the map, on the southwest side.

As the PCs emerge from the Well, they see a bizarre aircraft sitting on an airfield, its twin engines idling with a dull throb. Twin rudders jut upward at the rear, and Iron Crosses decorate its wings. Actually, the plane looks like one great big wing. The pilot’s cockpit and the rear-facing machine gun turret are the only other distinguishable features of the craft.

Wheel chocks—large, triangular pieces of wood—hold the plane in place on the airfield.

If a PC makes a successful Instinct Check, he realizes that the plane is going to be carrying the Ark out of Africa.

The pilot is in the cockpit, and another Nazi is working underneath the plane. Use the Nazi goon ratings for these characters. The pilot is armed with a pistol, the other with a monkey wrench.

Within the building north of the field is the mechanic. His ratings are given on the inside cover. For the purpose of combat, the mechanic is a goon.

For every turn that
a PC is visible on the airfield, make an Instinct Check for the mechanic. If one of the Checks succeeds, the mechanic comes out of the building to go after the intruder. The mechanic is unarmed.

Make an Instinct Check for each of the Nazi goons if the PCs move onto the airfield. If a Check succeeds, the PCs are spotted!

If the PCs do nothing at this point, the Nazis truck the Ark out to the airfield. Ten minutes later, they load it onto the Flying Wing, which then takes off for a Nazi island base (see Episode 7).

If this happens, Belloq, Toht, and Dietrich drive to Cairo and board a steamer. A Nazi submarine picks up the two villains up in the Mediterranean and takes them to the island. The ceremony described in Episode 7 still takes place. If they want, the PCs can follow the three villains on their journey to the island. Go to Scene 2 of Episode 6.

STOWAWAYS

If the PCs reach the plane undiscovered, they can stow away by hiding in the cargo compartment, which is in the plane’s belly. There are several loose tarps and panels in the compartment that the PCs can use to cover themselves. The villains still drive to Cairo, however. The plane flies on to the island base described in Episode 7.

Make sure the PCs know that the cargo compartment is not connected to the plane’s cockpit. A tiny passage does connect the cockpit to the machine gun turret, however. It takes a character 1 turn to move through the passage from one section to the other.

SABOTAGE

The PCs may try to sabotage the plane to keep it from leaving the dig. Since the plane is fully fueled, it could easily be destroyed by fire. The fuel tanks are in the wings; one of them must be opened before the fuel will ignite.

The fuel truck is also full. If the fuel from this truck is ignited, the fire spreads to the plane in 10 turns. If machine gun bullets from the turret hit the truck, or if a wing of the plane hits the truck, fuel spills out. PCs may also spill fuel from the truck by manually opening the nozzles. Bullets from handheld guns cannot puncture the plane or fuel truck.

If PCs remove one of the wheel chocks, the plane pivots on its remaining chocked wheel, making a complete circle every 8 turns. Any character in the path of the propellers while the plane pivots must make a successful Instinct Check or automatically take two Serious wounds.

If a PC gets into the plane’s cockpit, the cockpit hatch slams shut and locks. A character must either shoot the hatch open or use a tool to force it open.

Since there are two machine guns mounted in the turret, any character who uses these guns gets six attacks per turn.

Six turns after any fighting breaks out on the airfield, a truck carrying eight Nazi goons arrives. Each of the goons is armed with a submachine gun. The goons jump from the truck and close in on the PCs.

If either the plane or fuel truck catches fire, two truckloads of Nazis (eight goons each) arrive in 4 minutes. The Nazis then undertake an intense search for the PCs. If the plane is on fire, Dietrich and Belloq arrange to have the Ark taken to Cairo by truck.
This episode features Indiana Jones, Marion Ravenwood, Sallah, and Captain Katanga. It takes place on the road to Cairo and on the Bantu Wind.

**PC (PLAYER) OBJECTIVE**
Follow the Ark to the Nazi island base (worth 4 Player Points).

**NPC (REFEREE) OBJECTIVE**
Gather all surviving PCs and villains at the Nazi island base (worth 4 Player Points).

**SCENE 1: ROAD TRIP**
Run this scene if the Ark is not flown out of Tanis aboard the Flying Wing.

The Nazis load the Ark into the back of a heavy truck. Six Nazi goons ride in back with the Ark, and two ride in the cab. All are armed with pistols. The Nazis are planning to take the Ark to Cairo to be loaded on a ship bound for a Nazi island base in the Mediterranean.

Three cars accompany the truck, each carrying three people. A machine gun is mounted in the back of one of the cars. Belloq, Toht, Dietrich, and six Nazi goons make up the party accompanying the truck. You can decide who rides in which car, but note that the drivers of all three cars should be goons. You should also decide the order of vehicles in the Nazis' convoy.

Make sure that the PCs have a chance to see the Nazis preparing to leave. If the PCs want to chase the Nazis, they can find the following forms of transportation in the motor pool area of the dig: one horse, two motorcycles, and five heavy trucks (including Omar's). All of the vehicles have keys in them.

The Nazi convoy has already moved 50 Areas before the PCs head out after them. The Nazis travel at 30 mph.

If you want, you can use the Nazi Vehicle figures to map out this chase.

**RUNNING THE CHASE**
Use the Chase Flow Chart from the boxed game when you run this chase.

If some PCs do not take part in this chase, make sure you find out what they are doing.

The road from the dig to Cairo winds through high, rocky ridges dotted with sparse vegetation. A horse can easily cross this terrain, automatically gaining 1d10 Areas on the convoy per minute. Motorcycles can also cut through this terrain, gaining on the convoy as horses do. If a PC is driving a motorcycle, however, he must make a successful Movement Check once per minute or have an accident (use the Accident rules from the rules booklet). If a PC has an accident, he loses 10 Areas to the convoy.

If PCs take a truck, they have to follow the road; they gain no extra Areas on the Nazi convoy (other than the Areas they would normally gain by driving very fast). The roadways that follow Circles A, G, and L on the Chase Flow Chart run along a 100-foot-high cliff to the left. If a vehicle has an accident that sends it into a slide along any of these roads, roll 1d10. On a roll of 1-5, the vehicle rolls off the cliff; on a roll of 6-10, the vehicle slides to the right.

As soon as Nazis spot a pursuing PC, they open fire. The Nazis never risk shooting at the truck that carries the Ark, however, even if a PC is in clear view near the truck.

If a PC takes control of the truck that carries the Ark, the Nazis in the truck's rear try to climb along the sides or top of the truck to get to the cab. The truck passes some kind of obstruction (trees, cliff, building) every 3 turns. If the driver swerves toward an obstruction, you must make a Strength Check for any Nazi hanging onto the outside of the truck. If a Check fails, the Nazi falls.

**RESOLVING THE CHASE**
As a result of this chase, the truck carrying the Ark will be either the Nazis' or the PCs' control.

If a PC is alone in the truck carrying the Ark, he reaches Cairo in 5 minutes.

If the Nazis still control the truck carrying the Ark, and all of the PCs involved in the chase stop for any length of time, the Nazis get the Ark to Cairo in 5 minutes.

**IF THE NAZIS HAVE THE ARK**
The Nazis drive the truck directly to the Cairo waterfront. They load the Ark onto a steamer that departs immediately for the Mediterranean. As soon as the steamer is out of sight of land, the Nazis transfer the Ark to the Würger, a Nazi submarine that will carry its cargo to an island base. Belloq plans to perform the ritual of opening the Ark on this island.

If the PCs arrive in Cairo within an hour after the German steamer departs, they can board the Bantu Wind and follow the Nazis. (See Scene 2 for notes on the Bantu Wind.)

If the PCs arrive in Cairo too late, have them get in touch with a contact at the waterfront. The contact can tell the PCs when the German steamer left. He also says that the Germans who boarded the ship seemed to handle one piece of cargo very carefully. The contact has also heard that the British authorities are up in arms over reports of a Nazi U-boat in the waters a few miles offshore. The PCs can use this information to trail the Nazis to their island base.

Go to Scene 2.

**IF THE PCs HAVE THE ARK**
If a PC drives the truck carrying the Ark into Cairo, he can park the truck in Omar's garage before the Nazis figure out what has happened. Go to Scene 2.

**SCENE 2: THE BANTU WIND**
Run this scene if the PCs have the Ark in Cairo. If the Nazis have the Ark, read through this scene, but ignore the events described in "Boarding Party."

The only form of transportation out of Cairo that's available to the PCs for the next 10 days is the tramp steamer Bantu Wind. Captain Katanga, the skipper of the ship, is a trusted friend of Sallah's. Katanga can leave Cairo within 6 hours of being contacted by the PCs.

If the PCs want to wait in Cairo for a plane or another boat, have the Nazis track them down and recapture the Ark. It should become apparent to the PCs that the longer they stick around Cairo, the nastier things are going to get!

If Sallah wants to stay in Cairo, the player running him may run Katanga as a PC. If not, treat Katanga as an NPC friend of the PCs.

The Bantu Wind sets sail for whatever destination the PCs state. Katanga gives Indy and Marion his birth, while he spends his time on the bridge.

If the PCs are following the Nazi submarine to the island base, go to Scene 3. If the PCs are carrying the Ark aboard the Bantu Wind, run the events described in "Boarding Party."

**BOARDING PARTY**
The freighter sails for one peaceful night, but that's all. Trouble arrives at dawn: a Nazi U-boat surfaces next to the Bantu Wind and fires a shot across her bow. Katanga recognizes this as the long-standing maritime order to "Halt!"

If Katanga is an NPC, he stops his ship. (If a player is running Katanga, he decides what to do.) Point out to the PCs that a U-boat could easily sink the Bantu Wind. The U-boat could also use the cannon and machine gun mounted on its deck to pound the freighter without sinking it.

(The Nazis are naturally reluctant to send the Ark to the bottom of the Mediterranean!)
Thirty Nazis armed with submachine guns board the Bantu Wind, accompanied by Belloq and Dietrich. The freighter's crew doesn't resist (they're not stupid!), so the PCs are on their own in this situation.

The Nazis search the ship thoroughly and find Marion (and Sallah, if he is aboard). Indy, however, can try to hide. Use your judgement to decide if Indy has done a good job of hiding, then adjust the searching Nazis' Instinct Checks accordingly. If any of the Nazis' Instinct Checks succeed, the Nazis find Indy.

The Nazis take the Ark (and any prisoners) on board their submarine, which floats 200 feet from the freighter. The submarine stays above the water for 5 minutes while the decks are cleared. Then it slowly submerges to periscope depth. The submarine, the top of its scope above the surface of the water, then heads for the Nazi island base.

If Indy is still free, he can try to ride the submarine to the island. He must lash himself to the periscope to do so (his whip works fine for this). The ride, however, is a very unpleasant one!

If any PCs remain on the Bantu Wind, go to Scene 3. Otherwise, go to Episode 7.

**SCENE 3: NORTH BY NORTHEAST**

Run this scene if the PCs on the Bantu Wind are following the Nazi sub.

Since the U-boat must travel very slowly, the freighter can easily stay with it. In fact, if the Bantu Wind stays on the same course the sub has set, it gets to the island before the sub does.

The freighter arrives just off the shore of the Nazi island base shortly before dawn. PCs aboard the freighter may swim ashore or take one of the ship's boats. Unless the PCs take an unusually long time getting ashore (use your judgement), they reach the shore before dawn.

If the PCs don't go ashore until after dawn, however, they are met by 10 Nazi goons armed with submachine guns. The Nazis then try to take the PCs prisoner.
his episode features Indiana Jones, Marion Ravenwood, and Salala or Captain Katanga. It takes place on the Nazi island base.

**PC (PLAYER) OBJECTIVES**

Keep your PC alive (worth 3 Player Points).

Remain free while the Nazis open the Ark (worth 3 Player Points to each PC for every PC that remains free).

**NPC (REFEREE) OBJECTIVE**

Have Belloq open the Ark in the presence of all surviving villains (worth 4 Player Points).

### SCENE 1: HIT THE BEACH!

The day dawns at 5 a.m. on this rocky island. The Nazi sub Wurrfler doesn’t arrive until 9 a.m., so any PCs on the island before dawn have plenty of time to explore. Use the Nazi Island Base Map as a guide when you describe this island to the players.

The island is a well-developed supply depot serving the German Navy. The island’s terrain is barren and rocky. The cliffs shown on the map are steep; any PC who tries to climb one must make a successful Movement Check or fall (Danger Rating of 80).

The spots marked as beach on the map are smooth, sandy, and wave-washed. The rest of the island’s shoreline is made up of cliffs; PCs can only go ashore on beaches.

Traveling across this island is rough, even in the spots where no cliffs are shown. There are plenty of places for PCs to hide, however. The island’s terrain climbs toward its center, so the farther a PC gets from the shore, the higher he is.

Crates of all shapes and sizes are stacked high and covered with tarpaulins in the supply depot areas. If the PCs sneak into one of these areas, roll 1d10 on Table 6: Supply Crates (on the Referee Sheet) for each crate the PCs open.

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Crate Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Camera equipment</td>
</tr>
<tr>
<td>2</td>
<td>Large canvas tents</td>
</tr>
<tr>
<td>3</td>
<td>Hand-held rocket launcher and six rockets (treat as grenades)</td>
</tr>
<tr>
<td>4</td>
<td>Short wave radio</td>
</tr>
<tr>
<td>5</td>
<td>Guns and ammo (roll 1d10–1-2: submachine guns; 3-7: rifles; 8-10: pistols)</td>
</tr>
<tr>
<td>6</td>
<td>Canned food and water</td>
</tr>
<tr>
<td>7</td>
<td>Crankcase oil</td>
</tr>
<tr>
<td>8</td>
<td>German uniforms</td>
</tr>
<tr>
<td>9</td>
<td>Wrenches, screwdrivers, and hammers</td>
</tr>
<tr>
<td>10</td>
<td>Gasoline</td>
</tr>
</tbody>
</table>

Several tents are pitched around each depot. Six Nazi goons live at each supply depot. At least two goons are on duty at all times.

PCs may run into Nazis in the following locations on the island: the submarine pen (see map inset), the supply depots, the airstrip, and along the trails. No Nazis are around the altar area until Belloq arrives there.

If any of the PCs are discovered running loose on the island, the Nazis raise an alarm. Six parties of six Nazi goons each (four armed with rifles, two with submachine guns) go out to search the island. If PCs are loose on the island after an alarm has been raised, have them see or run into one of these search parties.

### THE ARRIVAL OF THE WURFFLER

The Nazi U-boat approaches the island docking bay at 9 a.m., surfacing just outside the entrance. If a PC is riding the sub, he must leap into the water within 2 turns of the sub’s surfacing, or Nazis in the docking bay spot him.

Once the sub has docked, the Nazis unload the Ark through a deck hatch and lift it on an overhead crane. The crane carries the Ark along the ceiling of the pen to the Security Room. The Nazis also take any PC prisoners to this room. Twelve Nazi goons (eight armed with rifles, four with submachine guns) guard the prisoners throughout the day.

A steel door is the only entrance to the Security Room. Two goons armed with pistols are posted outside this door at all times. One of these goons carries the only key to the door.

### SCENE 2: SETTING THE STAGE

Unless the PCs interfere somehow, Belloq spends the day preparing to open the Ark, which he plans to do in an elaborate ceremony just after sunset. He spends 4 hours meditating in a tent at the supply depot near the submarine pen.

In the meantime, goons uncrate the Ark and cover it with a black, silk cloth, taking care not to touch it. By midafternoon, Belloq is ready. He leads a procession of 24 Nazi goons up the hot, dusty trail toward the altar. Any surviving villains and any PC prisoners also join this procession.

Belloq halts the procession when it reaches the supply depot near the altar and goes into a tent. An hour later, Belloq emerges, dressed in a ritual turban and gown. He holds a carved ivory rod in his hand. As the procession winds up the last part of the trail leading to the altar, the sun begins to set.

The altar has been carefully prepared for Belloq’s arrival. The Nazis have placed floodlights and cameras all around. As the Nazis carry the Ark up the altar steps, two other goons tie any PC prisoners to a light pole at the far end of the altar site.

### IF A PC INTERFERES WITH THE PROCESSION

If a PC tries to somehow stop the procession before it reaches the altar, use your judgement in this situation to determine how successful the PCs are. If a PC threatens to destroy the Ark before Belloq has opened it, make an Instinct Check for Belloq. If the Check succeeds, Belloq believes the PC is bluffing. If the PC wants to try to destroy the Ark, he must fail a Backbone Check to do so. (The PCs should realize that such an action could be very dangerous; in Indy’s case, it would be very uncharacteristic for him to blow such a priceless artifact to bits.)

Belloq is the only villain or goon who can detect a bluff by the PCs. Dietrich, for example, is sure the PCs would destroy the Ark if given the chance.

### SCENE 3: THE POWER OF GOD

If no PCs have interfered with the procession to the altar, Belloq, Toht, and Dietrich stride arrogantly up to the altar and surround the Ark. Lay out the Island Map, and read the following text to the players.
Lightning flickers in the distance, and thunder rumbles menacingly. Two Nazis march forward and lift the top from the Ark, as Belloq watches eagerly. The air is still.

Slowly, Dietrich reaches down into the Ark. But he doesn't withdraw fragments of stone; instead, streams of fine, white dust trickle through his fingers. Belloq's expression turns to one of shock, and Toht chuckles gleefully.

Suddenly, the generator starts to glow with an eerie light. A shower of blue sparks flies from it, as loud "pops" shatter the silence. All of the floodlights posted around the camp explode into shards. Silence again... then a dull rumble, like the sound of a distant freight train, begins to shake the altar. The low, persistent humming comes from the Ark itself!

Mists begin to pour forth from the Ark; the Nazi soldiers recoil in fear while their leaders stand at the altar, transfixed by some strange power. The rumbling grows louder as the mists form into vaguely human shapes, whirling and bobbing seductively among the watchers.
Have *Indy* make an Instinct Check. If the Check succeeds, he realizes that the PCs must keep their eyes closed in the presence of these spirits.

Any PC who doesn't close his eyes is confronted by an apparition. This haunting spectre, its hollow eyes sockets gaping out from a skeletal face, reaches forward as if to wrench the very soul from the PC.

Give any PCs who are still watching one last chance to close their eyes. Then describe the sound and feeling of the Ark's power as it electrifies the altar and destroys the Nazis.

Any PC who has insisted on keeping his eyes open is blinded (the blindness is temporary, but he shouldn't realize that for quite a while).

After a few moments, the chaos suddenly ends, and the island is again silent. Spots of white ash lie where the villains and goons once stood. The ropes that bound any PC prisoners have fallen away.

The entire island is abandoned. Even the Nazis who weren't at the altar when the Ark was opened have all disappeared.

If the PCs make their way down to the submarine pen, they find a radio and can call for help. If they do so, a British destroyer picks them up within 12 hours. British and American authorities see to it that the PCs and their cargo are taken to Washington as swiftly as possible.

If the *Bantu Wind* has remained offshore for this episode, crew members from the freighter may come to the island to rescue the PCs.

**EPILOGUE**

The *Ark* is now safely in the hands of the United States government, which pays *Indy* the handsome sum of $4,500 for his troubles.

*Sallah* and *Katanga* bow out of the adventure at this point. The government covers *Katanga*’s expenses for his ill-fated voyage. *Indy* usually pays *Sallah* for his services (the players can handle this themselves, if they wish).

*Marion* now has the option of remaining in the United States. Even if she lost all of her money in *The Raven* fire, *Indy* can cover her losses.

If *Indy* wants to find out what happens to the *Ark*, he can go to Washington, D.C. If he does so, *Marcus Brody* accompanies him. The two eventually get in to see *Major Eaton* and *Colonel Musgrove*.

These worthy officers assure *Indy* that the *Ark* is in a “safe place,” and that it is being worked on by “top men.” The two don’t disclose exactly where or who, however.
The stakes are higher than ever before! The Nazis are closing in on the world's holiest artifact, and you've got to get it before it's too late. Can you reach the Ark before your archrival Belloq does? Can you escape before the foul Nazi Toht practices his deadly craft on you? Can you get a minute to breathe??

You make the choices and create the adventure in Indiana Jones's™ most dangerous mission: recovering the Lost Ark of the Covenant.

*Raiders of the Lost Ark*™ is an adventure pack designed to be played with *THE ADVENTURES OF INDIANA JONES™* Game from TSR, Inc. You cannot play this adventure without the rules from that game.
<table>
<thead>
<tr>
<th>VILLAIN</th>
<th>ATTRIBUTE RATINGS</th>
</tr>
</thead>
</table>
| **BELLOQ™** | Belloq was a
villain from the
adventures of Indiana Jones. |
| Attributes | Normal | '2 | '1/2 | '1/4 |
| Strength | 60 | 120 | 30 | 15 |
| Movement | 76 | 152 | 38 | 19 |
| Prowess | 64 | 128 | 32 | 16 |
| Backbone | 72 | 144 | 36 | 18 |
| Instinct | 68 | 138 | 34 | 17 |
| Appeal | 56 | 112 | 28 | 14 |

| TOHT™* | Toht was an enemy
in the adventures of
Indiana Jones. |
| Attributes | Normal | '2 | '1/2 | '1/4 |
| Strength | 60 | 120 | 30 | 15 |
| Movement | 56 | 112 | 28 | 14 |
| Prowess | 42 | 84 | 21 | 11 |
| Backbone | 64 | 128 | 32 | 16 |
| Instinct | 24 | 48 | 12 | 6 |

| HOVITOS WARRIORS | Hovitos was a
tribal warrior from
a specific adventure. |
| Attributes | Normal | '2 | '1/2 | '1/4 |
| Strength | 60 | 120 | 30 | 15 |
| Movement | 48 | 96 | 24 | 12 |
| Prowess | 44 | 88 | 22 | 11 |
| Backbone | 52 | 104 | 26 | 13 |
| Instinct | 32 | 64 | 16 | 8 |
| Appeal | 12 | 24 | 6 | 3 |

| NAZI GOONS | Nazi goons were
common enemies in
the movies. |
| Attributes | Normal | '2 | '1/2 | '1/4 |
| Strength | 56 | 112 | 28 | 14 |
| Movement | 36 | 72 | 18 | 9 |
| Prowess | 40 | 80 | 20 | 10 |
| Backbone | 48 | 96 | 24 | 12 |
| Instinct | 32 | 64 | 16 | 8 |
| Appeal | 40 | 80 | 20 | 10 |

| ARAB GOONS | Arab goons were
found in different
locations. |
| Attributes | Normal | '2 | '1/2 | '1/4 |
| Strength | 52 | 104 | 26 | 13 |
| Movement | 38 | 76 | 19 | 9 |
| Prowess | 44 | 88 | 22 | 11 |
| Backbone | 44 | 88 | 22 | 11 |
| Instinct | 40 | 80 | 20 | 10 |
| Appeal | 40 | 80 | 20 | 10 |

| ARAB SWORDSMAN | Arab swordsman was
a character in one
of the movies. |
| Attributes | Normal | '2 | '1/2 | '1/4 |
| Strength | 66 | 132 | 33 | 17 |
| Movement | 72 | 144 | 36 | 18 |
| Prowess | 68 | 136 | 34 | 17 |
| Backbone | 40 | 80 | 20 | 10 |
| Instinct | 44 | 88 | 22 | 11 |
| Appeal | 76 | 152 | 38 | 19 |

| MECHANIC | Mechanic was
a character from
a specific adventure. |
| Attributes | Normal | '2 | '1/2 | '1/4 |
| Strength | 88 | 176 | 44 | 22 |
| Movement | 36 | 72 | 18 | 9 |
| Prowess | 56 | 112 | 28 | 14 |
| Backbone | 80 | 160 | 40 | 20 |
| Instinct | 40 | 80 | 20 | 10 |
| Appeal | 20 | 40 | 10 | 5 |