Buried Secrets

Double Tap

An Adventure for the role playing game
Operation: Fallen Reich

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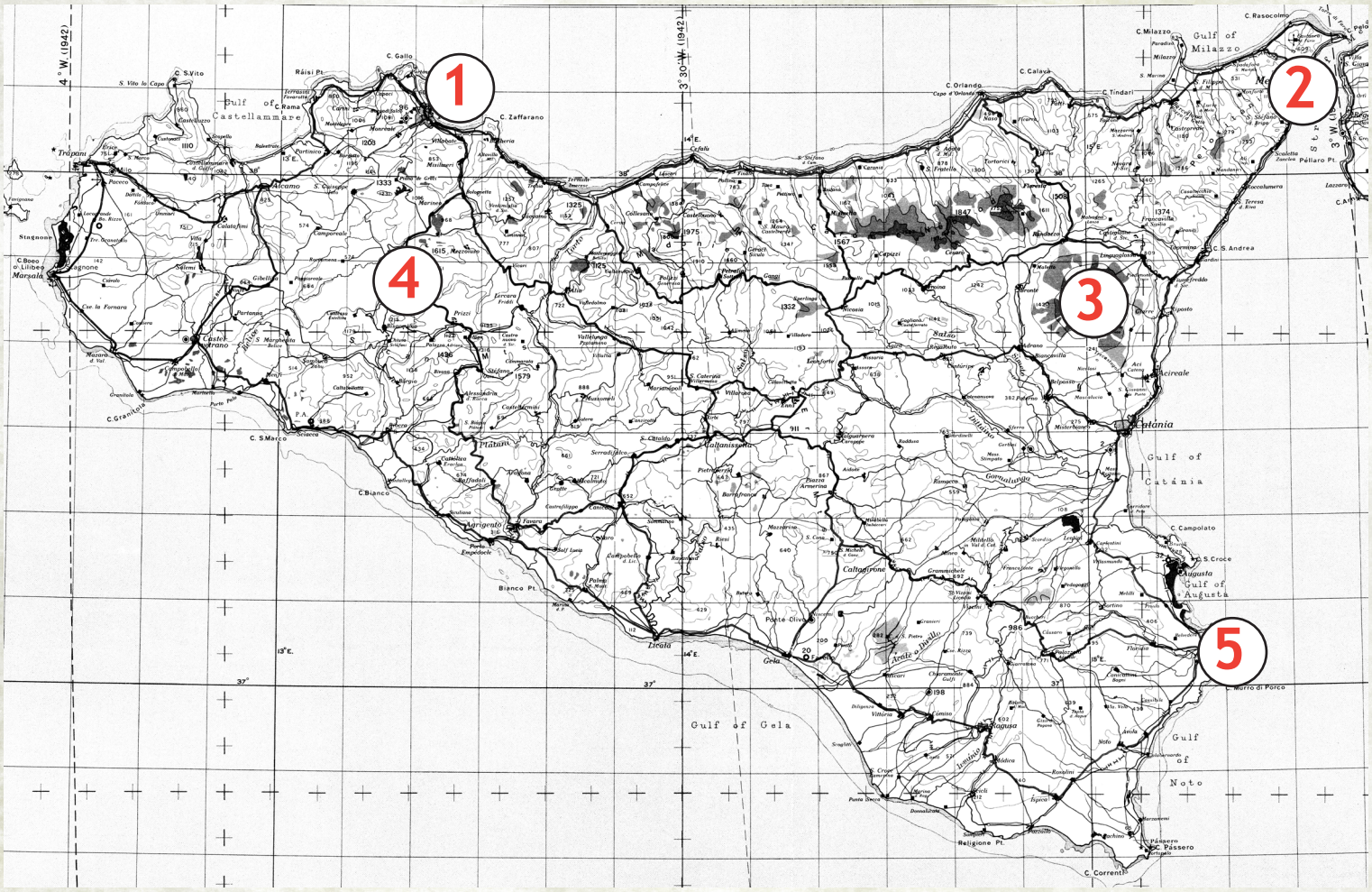

The Map of Sicily
(1) Palermo
(2) Messina
(3) Mount Etna
(4) Corleone
(5) Syracuse

GM Notes

If this adventure is played with first time fresh recruits or characters that are still rookies, lower the really hard difficulties one step, (5 points).

Remember that your creativity will be requested when the players come up with different ideas not covered in the adventure text.

Adventure Background

Two articles, one in the Adventure Magazine and one in Popular Science, has caught the eyes of the O:FR.

The article in Adventure is about a British citizen, a treasure hunter, the O:FR now suspects is working for the Germans, see handouts.

The second story was in the Popular History magazine. According to the story, an Italian Geologist came in contact with a strange cold piece of metal in an open eruption crater when the Volcano Etna on Sicily had a small eruption. He claims that after the incident he can read peoples minds. The Geologist only remembers picking up the strange metal rod, then fainted.

GM Notes on the article

What really happened in France in the summer of 1917 is not fully documented, but a Fallen took possession over Peter Talbot, helping him to defeat those German soldiers.

The fatal and violent automobile accident was staged by Peter Talbot, he was just so tired of his father and his awful stepmother.

Adventure Start

April 1937

The characters are summoned to a small briefing room in London, for a meeting with O:FR.

O:FR decides that they need to find this possible artefact before the German does, and the characters are to be sent to the Geological and Volcanic Conference in Palermo, Sicily. Their first mission is to talk to the Geologist, a Dottore Francesco Vittorini, 56 years old, from the Geological Institution of the University of Palermo, Sicily. Dottore Vittorini is living alone, close to the University.

It's a long journey, first a ship from Dover to Calais, then a train from Calais to Paris. In Paris a change of train station, and a train that passes Nice, Genoa, Roma, Napoli. From Napoli a ship to Palermo.

Events

On the train from Paris to Nice

There is a group of very cheerful people, presumable French, both men and women aboard the train, that really enjoys life and tries hard to drag the PCs into partying. If some of the PCs enjoys the party which involves ridiculously amounts of champagne, one of the party members will learn enough about the PCs to alert Sir Peter about a possible British group. It's a long ride of drinking, truth or dare, and irresistible French men and women.

Obstacle one: From Nice to Genoa

When crossing the border to Italy, Italian border police will suspect that two of the PCs have false passports, are smuggling something, and even more accusations. They will be brought into custody waiting for an investigation.

The other PCs will get tails. Lot's of social, skills plus some ***Politics*** and ***Law*** needed to get out of this. The PCs will need improved or new covers.

Event two: Napoli

The wait for the ship to Palermo is two days. The PCs are booked at a small and rather anonymous hotel close to the port, Hotel Serverus, named after the Napoli Bishop who died in year 449.

During the stay in Napoli, the PCs feels surveilled, and spied upon, but nothing firm to act on., Sixth-Sense rolls.

During the dinner the day before leaving with the ship, every PC needs to roll an ***Endurance 15*** or become very sick with a traditional tourist-tummy.
The food was tampered with, the chef, if questioned, says "Cosa Nostra" forced him to pour something into the food before serving the PCs. They spoke Sicilian, two men, average height and built, mid 30s, well dressed.

Anyone failing a second ***Endurance 15***, will require hospital treatment or will die after the third failed ***Endurance 15*** attempt. A ***Diagnose 10*** to diagnose the symptoms and a ***Drugs 10*** to make a drug that will add ***+10*** to the third and final ***Endurance*** roll. The next ship leaves in seven days if they fail to catch this one.

Palermo - Meeting Dottore Vittorini

The PCs are booked at the Hotel Farfalla, a small but nice hotel in the old town of Palermo.

Dottore Vittotini meets the PCs in his office at the University. He is a grey haired man, with a thin beard, and he would look rather healthy if it wasn't for those hollow looking eyes. He looks at the characters and says "*No, you're right, we should be talking elsewhere*", in good, but slightly accented English.

Dottore Vittorini writes down an address on a piece a paper while loudly talking about the weather and hands it over to the PCs. He looks at the PCs and says: - "*I'm sorry I cannot help you.*"

On the note he has written:

Tomorrow, same time, at the Taverna di Capella, in Corleone. A five hour drive south to the inlands of Sicily.

Taverna di Capella - Corleone

When the PCs arrive, Dottore Vittorini is already there, at a table in the corner. ***Observation 15*** to spot the armed men causally sitting around in the bar, paying no attention to the PCs.

Dottore Vittorini begins:
-"No, no need to be afraid, this is the heart of the Cosa Nostra, and whoever is spying on me wouldn't dare coming here. Ah, you have been tricked into believing the Cost Nostra attacked you in Napoli, trust me, they did not."

- "After the article in that American magazine Popular History, I was approached by a group of Germans, who wanted to know everything that I did not tell in the article. I could read their minds, and two of them were very scary, I almost fainted, it was very hard to stay concentrated. I didn't tell them everything, far from, and I acted stupid and I think they fell for it, but since then, I've been under surveillance."

History 5: The expedition was in October 1935, the Article was published in the November 1936 issue.

Suddenly, the sound of gunfire is heard in the distance, and it goes on for about 20 seconds. Both pistols and submachine gun fire. The people in the bar looks around, and after a minute a kid rushes in and speaks very fast Sicilian tone of the men. ***Italian 15*** to understand.

Dottore Vittorini translates:
"Two men approached in a car, a German car. they didn't stop when told to, and pulled out guns. Six men of the Cosa Nostra were killed before the Germans finally died, they really did not want to die. They looked Sicilian and spoke Sicilian but with a weird accent only noticeable to a true Sicilian."

Dottore Vittorini continues:
- "As you see, someone is after me, and presumably you too, and I do guess it has to do with what I experienced at the crater.

I gave the Germans the wrong coordinates to which crater I was at, and I know the metal rod went down into the crater again. I knew what I was doing, which I didn't tell them either. I was using strong electromagnet to try to determine if the lava was at all magnetic.

I am afraid of it, and what it is, my life has turned into a nightmare. Imagine if it comes into the wrong hands."

The Expedition

Now, the PCs can go home, or plan their own expedition.

Dottore Vittorini can supply then with some equipment, but lacks funds. Funds will give the PCs access to University labelled tents, a powerful electromagnet powered by a diesel power generator on a truck. They can get access to donkeys, students, supplies and most of all, a University Sanctioned Expedition Permit. It will cost, but any wealthy characters can manage the financial side of it quite easy.

The expedition will be headed by an employee of Dottore Vittorini, Dottore Pietro Pruzzo. Without the above support, the expedition will be at a great risk. Dottore Pruzzo is loyal to Dottore Vittorini and experienced first hand what happened, but has been kept out of the story by Dottore Vittorini to protect him. Dottore Vittorinis last words before they leave is that they should concentrate on the west side and a cave leading to the lava stream there.

Etna

The journey to Mount Etna takes three days with all the equipment. They will have a camp setup at 2200 meter, to where the road is drivable. On the way up they meet a lot of soldiers and workers cleaning up from he 1928 eruption, working on restoring villages and towns. A ***Charm/Attractiveness 15*** plus ***Italian*** to learn about the expedition working on the east side of the mountain.

Tents and supplies are unloaded by the students and the camp is set in order. The true nature of the expedition is not revealed to the students, just that this is a joint venture Italian and British research project to follow up on the findings of Dottore Vittorini.

The PCs plus Dottore Pruzzo takes the donkeys with tents and a small wagon with the diesel power supply and the electromagnet to the top.

The tunnel to the lava

After hours of hard travel, ***Endurance 10*** not to need to sit and rest, and almost two days searching for the tunnel described by Dottore Vittorini, the PCs and Dottore Pruzzo find it. Dottore Pruzzo has brought with him a special case made of lead and iron to store the word metal rod in. He has also constructed a device to pull it out of the lava and carry it to the case without touching it. He saw what happened when someone touched it.

GM Note

As a safety device, Dottore Pruzzo has protected the case with small acid glass cases inside the case. If someone tries to open the case with force, the glass containers will break and aqua regia, "royal water" (a mixture of nitric acid and hydrochloric acid) will leak out and hopefully destroy the artefact.

It is very hot in the tunnel, as a surface of melted lava is visible just 20 yards ahead. ***Toughness 10*** is needed to stay alert and not break under the heat.

After using the electromagnet for several hours, a shiny metal rod about two feet long and about an inch think, breaks through the lava surface. Anyone seeing it has to roll an ***Aura 15*** to resist the urge to touch it when Dottore Pruzzo pulls it up with his artificial hand, puts it into the lead box and closes it. As soon as the box is closed, the urge is gone.

Anyone touching it falls into a comatose sleep instantly. They will sleep for ***3D6 hours***, and when they wake up, roll once on the table below. ***1D20 + Aura***

Rod touching table

D20+Aura	Effect
1 or lower	Totally apathy, no memory at all. Lifetime in the Asylum.
2	All text based skills -5, constant headache
3	Blurred eyesight, -5 to all skills using eyesight
4-7	Timewarp: +3 to all combat skills
8-12	Timestop: Can spend one action when time stands still once per combat situation
13-17	Mind reader, read peoples minds
18-21	Blink, can move 30 feet in any direction by teleportation, once combat situation
22-28	Roll twice, ignore any result <4 (once)
29+	Roll trice, ignore any result <4 (once)

GM Note

The effect will not be presented directly to the player, but given in small pieces, as the effects mostly is triggered by events or slowly growing onto the PCs.

Obstacle: Sir Peter

When the artefact is safely stored into the lead case and the group moved out of the cave tunnel, they find themselves surrounded by two dozen men, German soldiers. Behind them stands a smiling man pointing at the characters, he says:
-" *Now, what recently was yours, is now mine. Isn't a wonderful world we live in? Hand over the case and your lives will be spared.*"

If they refuse, they will die. If they give up, they will be tied to the bed of a wagon, sitting down. Any sleeping characters will be carried and tied on the wagon, laying down.

The man, Sir Peter, order the soldiers to bend open the crate, as Dottore Pruzzo throw his key into the Lava when he locked the case.

When they break up the box, the royal acid is set free, and a white cloud raises from the case and a sizzling sound can be heard. Dottore Pruzzo can be heard to laugh silently (***Observation 15***).

Suddenly, blue flashes starts to erupt from the crate, hitting the soldiers around it, but not Sir Peter, who hastily disappeared. After a minute, silence and all the German soldiers are dead, and Sir Peter and the mysterious artefact is gone, but not together.

The PCs, needs to get moving as a lava stream is coming out of the tunnel they recently visited. Dottore Pruzzo hurries down the slope with the donkey cart carrying the sleeping PCs, if any, and the rest can ride. The just escapes the lava flow that stops as fast as it started, burying and destroying any evidence of he dead Germans.

Dottore Pruzzo and his students will abort the research and return to Palermo, sleeping PCs will away in time, don't forget to roll on the "rod touching table".

Sir Peter Talbot

Reaction: 10	Defence: 18	Toughness: 30
Pain limit: 25	Aura: 15	Courage: 35
All Physical: 5	Blades: 20	Rifles: 10
Pistol: 5	Other melee: 10	Observation: 14ß
Stability: 100	Archeology:18	Charm:13

Fallen abilities:

Heal one self: At any time heal oneself by removing half of damage. 5 stability points.
Teleport: At any time, teleport up to 400 feet and the blink of an eye. 10 stability points.
Mental blow: 1d20+15 vs. targets Aura + 1d20. If successful, the target will be thrown backwards like being hit by an invisible hammer, taking the difference between the attack and defence in damage, cost: 2 stability points.

German Soldiers

Reaction: 2	Defence: 11	Toughness: 4
Pain limit: 12	Aura: 5	Courage: 12
All Physical: 3	Blades: 5	Rifles: 8
Pistol: 4	Other melee: 3	Driving: 6

The PCs are now transported by a ship to Malta, for recreation and debriefing, and any PCs that has needs to be "taken out of active duty" will return to London.

Malta

The PCs spend about 3 weeks on Malta, until one day, May 23rd, when a well known face appears in the hotel breakfast room, Colonel Cumberland. He summons the PCs for a short briefing.

Cumberland speaks: - "*The department of Research and Archiving of the O:FR has found several historical references to the Miracle at Syracuse, where the scientist and scholar Archimedes used mirrors to focus the sunlight and burn the invading Roman ships.* "

Scientists have spent countless hours trying to prove this either true or false, and have concluded that this would be impossible.

So, the only plausible explanation for this is that Archimedes used some sort of powerful artefact, an artefact we just cannot let the Germans find.

GM Note

If any of the PCs is now considered "*out of action*" due to major traumas, severe incapacitating wounds or an interesting mental state from touching the rod, add a quick introduction of the new PCs here.

You will leave in 3 days by a freighter bound for Palermo, where you hook up with Dottore Vittorini and Dottore Pruzzo, who we now trust to be valuable assets to the organisation. The trip will take just 12 hours.

What do the PCs know about this?

Myths 20: There where old papyrus scrolls in the library of Alexandria talking about "Etnas flame", a device forged in the flames of Etna that burn anything.

History 15 or Myth 15: Some of the devices and formulas devices by Archimedes were several hundred, or even thousand years before it's time. He had knowledge almost "out of this world".

Info searching 20: "48 hours at theNational Library of Malta" There is some ancient writings suggesting that the tome of Archimedes, which was designed by himself before his death (when he was slain by a Roman soldier during the Roman invasion of Sicily) The information states that he hid hints to where he hid items that the world was not ready to handle.

The Freighter - Florina

While on the ship, a ***Sixth Sense 20*** will make the PC feel being watched, and a an ***Observation 20*** will make the PC notice that his belongings has been touched or moved, and an ***Observation 25*** will reveal some droppings close to the PCs belongings. ***Zoology 10*** to identify them as rat droppings.. If the PCs set up some kind of trap or surveillance, they will soon see three ship rats that seems to methodically search through the PCs belongings, and it even looks like they can read notes and papers.

Fallen Rats		
Reaction: 5	Defence: 15	Toughness: 16
Pain limit: 18	Aura: 3	Courage: -
Bite: 8	Stealth: 18	Observartion: 10
Stability: 20	Damage: 1D20+1	
Fallen abilities:		
The vampire bite: When a rat bites a target and inflicts more than 10 points of damage, the target will loose 1 point of Endurance per four hours until the would has been properly cared for, and the dark seeds in the blood has been properly removed by either a remedy, ***Drugs 15***, or a ritual has been performed to remove it.		

University of Palermo

When the PCs asks for Dottore Vittorini and Dottore Pruzzo, who's rooms have been emptied, they will learn from the new head of the department, Dottore Bellini, that Dottore Vittorini and Dottore Pruzzo was tragically killed in an automobile accident a week ago. They will also learn, that the department no longer wish to cooperate with the British, and they are asked to leave the University premises.

Corleone

Checking in with Dottore Vittorini's friends in Corelone

If the PCs travel to Corleone to seek out I'll Padrino, Alessandro Mastrodami, head of the Rosa Nosta in Corleone, they will learn that Dottore Vittorini and Dottore Pruzzo were assassinated by members of the Fonazzi family. Their death will be revenged, vendetta, an eye for an eye, you do not attack friends of the family and live to tell the tale. The Fonazzi's were accompanied by a Brit, the description fits Sir Peter Talbot.

The Mastrodami family has declared a silent war on the Fonazzi family, who is based around the town of Messina.
-"*We have had peace for many years, we have no idea what made them suddenly attack us or our friends.*"

If the PCs asks about the connection between Dottore Francesco Vittorini and the Mastrodami family I'll Padrino will answer:

-"*Dottore Vittorini has helped the family with geological work when we needed to hide certain items from the eyes of the public. Also, last year, he pinpointed a traitor in the family, working for the Gambiatti family, and since then he and his friends are our friends.*"

Asking about Dottore Bellini:
-"*Dottore Bellini is a Farca from Roma, one of I'll Duche's men.*" I'll Padrino spits on the floor.

- "*These are hard time coming, and we won't be able to support you indefinitely, even though you are friends of Dottore Vittorini, and being associated with use will make you a target of the Fonazzi family as well. You can always seek our aid in times of need, but we cannot guarantee that we will be able to support you.*"

Locating the tome of Archimedes

The Tomb is located somewhere outside Syracuse, so the PCs will probably need to move to a hotel there. Syracuse is on the east coast of Sicily, almost diagonally away from Palermo, and south of Messina. They will check in the Hotel Ortigia on the actual Syracuse island, a very small and picturesque hotel building.

Obstacle - The Fonazzi family

When the PCs comes back to the hotel one evening after an Italian dinner, they have an envelope in the reception.

The envelope contains no letter, just a broken match and a small paper with one word, Fonazzi. ***History***, ***Politics***, ***Law*** or ***Myth 10***: This is a classic Cosa Nostra warning, go away or die.

If the PCs decides to check up on the head, Capi, of the Fonazzi family, they will need to visit Messina and ask around, people will talk.

Don Tomaso - Capi of the Fonazzi family

Any Interactive skills 10:
- He has changed in the past weeks.
- He has started to eat sausage and drink beer, and not his traditional pasta and wine.
- He has started to use foreign words.
- He has removed all mirrors from his house, crushing them or shooting them with his gun.

GM Note

The problems with the Fonazzi family and the possession of Don Tomaso can be solved in multiple ways, but it has to be solved or the characters won't succeed in the adventure. If they ignore this thread, they will be attacked by Cosa Nostra assassins, over and over. To hint that something is really wrong, let the PCs hear a conversation between two men, discussing for example the strange new eating and drinking habits of Don Tomaso.

- Ritual to expel/exorcise the fallen that possesses him
- Making the second in command, Signore Alberto Tomaso, understand the situation and make him take charge
- Trigger a full fledged "German outbreak" in front of his family.
- Any other smarter idea by the PCs.

Once the Fonazzi family is out of fallen control, they will make peace with Don Alessandro and the Mastrodami family, and the PCs can continue their work.

Actual tasks for finding the tomb

Info Searching 20: (48 hour task):
The tomb of Archimedes was moved in the year 846 due to an eruption of Etna and was not placed in the exact orientation when it was restored.

There should be a marking showing North on the tomb, all calculations are made from that.

The shadows of Etna will touch the tomb just when the sun is rising, at the summer solstice.

Astronomy 10:
- Archimedes did this before the Julian Calendar, so the planet locations are off by 7 days.

History 10:
- The tomb has been left in peace and is not marked in any way, but when you see it, you will know you have found the correct place.

Finding the tomb

Finding there tomb requires an ***Orientation 20*** to be able to follow the old directions found in old texts and apply those to the modern looking surroundings of Syracuse. There are several places claiming that they do host the "Tomb of Archimedes", but all of those are fake. Every try is a 48 hours task. The search is a very long and slow process, and the PCs will work in the days and sleep at the hotel in the night.

When they find the tomb, half overgrown by vegetation, they can clearly see that someone has recently been there. Some of the drawings has been carefully powdered with white chalk to be easier to photograph and the chalk has not been fully removed. ***Photography 10*** or ***Art/Drawing 10*** to correctly picture all the drawings and formulas that cover the tomb.

Analysing the gathered information.

According to the inscriptions on the tomb, Archimedes did in fact give clues about a hiding place where he had hid something of great importance. To solve the puzzle, a ***Mathematics 20*** is required, If the characters cannot solve the problem, they can with a ***Mathematics 5*** write down the equations and send them using a telegram to London, the process will take 4 days, and they will only get the solved equation back. The result will an angle from the north point of the tomb, based on the current positions of the planets and the current date, and the distance to the potential hiding place.

Archimedes hiding place

When applying the coordinates, the angle and the other trigonometrical components of Archimedes rather difficult puzzle, and adjusting it for the incorrect placement of the tomb and the difference in calendars, an ***Orientation 20*** is needed to find the actual location. Each try will take 48 hours. Let the players roll hidden, and the best roll is used. Let them walk around looking for a possible hiding place.

Obstacle - Sir Peters expedition, one when the PCs has successfully located to correct location.

While the PCs are trying to locate the actual location of Archimedes hiding place, they suddenly spot a group of Germans together with a person the now recognise, Sir Peter Talbot. The group seems to be heading in a slightly different direction from what he PCs are taking. ***Astronomy 10*** or ***Mathematics 10***, to remember the Julian Calendar seven day difference. An ***Orientation 15*** to realise that the Germans will be on the other side of the same hill as the PCs, and several miles away, if their calculations are correct.

If the PCs decides to scout the German operations, they will see several workers with pick axes working on a spot completely covered with black lava. A ***History 10*** to know that that lava stream is several thousand years old and cannot possible have buried the Archimedes hiding place.

If the PCs successfully locate the correct Archimedes hiding spot with a final ***Searching 15***, they will see a menhir, in a small group of trees, all covered in moss and vines. If the PCs inspect it closer, ***Observation 15*** to spot small tiny markings in the stone surface of the menhir. It is both a text in ancient Greek, ***Greek 10*** to understand it, or ***Photography 10*** or ***Art/Drawing 10*** to picture it correctly for a later translation.

The text is as follows:

Thou art fools who run wide and far to seek what is not yours to find. Those who believe the true gods, where Athena meets Poseidon, will find what you seek.

History 15 or ***Religion 15***: The catholic cathedral in Syracuse, where Saint Lucia is buried, was once a Greek Temple of the war goddess Athena. It later was converted to a Roman temple, dedicated to Jupiter, the King of gods. Later it was converted to a Christian Cathedral. When the Turks occupied Sicily, it was converted and rebuilt to a Mosque, and then converted back to a Christian Cathedral once again.

Archeology 15: According to reconstructions done of the original Greek Temple, which was built on a spot where an even older, doric style temple, the archeologists found several similarities of other Greek temples, where the god of Poseidon was sitting in the South East corner of the temple.

When the Greek temple was built, the remains of the old doric temple was buried under the massive stone slates, or reused in the new temple. Those stone slates was then used as walls when the temple was converted to a Christian Cathedral, and the floor was replaced by smaller tiles blocks of stones. In 1907-1910, the Italian archeologist Paolo Orsi found what he suspected to be the original Elymians doric temple site. He found clear evidence of a temple from an advanced civilisation before the Greeks conquered Sicily 800 B.C, the Elymians. They were very advanced for their time.

Archeology 15 , ***History 15*** or ***Info Searching 15 (12 hours operation)***: All of Paolo Orsi's findings from the excavations of the pre Greek temple site ended up at the Museo Archeologico Regionale Paolo Orsi at Viale Teocrito, 66 in Syracuse. Paolo Orsi headed the museum from 1895 to his death in 1934.

Myths 20: Some people say that Archimedes learned a lot of things when he found stone tablets hidden by the original population of Sicily, the Elymians. According to legends, the knowledge from the conquer of the Elymians was what made Syracuse one of the most powerful cities in past history, rivalling Athens as the capitol of the mediterranean.

Museo Archeologico Regionale Paolo Orsi at Viale Teocrito

The PCs now have figured out that any remains from the pre greek temple, probably including what was Archimedes hidings, are all now hidden somewhere in the Museum vaults or storage rooms.

Info Searching 10 (4 hours operation): The vaults of the Museum that is housed in a building in the garden of Villa Landolina are located in the basements of Villa Landolina. Only authorised personnel have access to the vaults. There are four persons working in the museum that has access to the vaults:
Dottore Romano Sanzarro, Director
Dottore Paolo Amato, Conservator
Dottore Carlo Musumeci, Archaeologist
Dottore Giuseppe Ruggeri, Archaeologist

***Charm 15, Attractiveness 15, Judge of Character 15*:**
Spending some time at the Museum and talking to the guides etc, they will learn that Dottore Carlo Musumeci is the nicest and most knowledgable of the four, and also the one who really dislike the Farca from Roma. He was born a Sicilian.

Charm 15 or a ***Archeology 15*** or a ***Politics 15*:**
Convince Dottore Carlo Musumeci to let the PCs enter the vaults. If any of the other three is approached, the difficulty is raised by 5, and on a failure the information of the PCs asking will reach Sir Peter Talbot in two days.

The other option is to break in to the vault, which is to say at least daring. The Museum is guarded by armed guards, and the building has Locks which requires a ***Lock Pick 20*** to open. The next major issue will be to locate the interesting crates in this huge museum vault, where findings from all over Syracuse and also surrounding areas are kept, from collections gathered for over 400 years. It will require an ***Info Searching 25 (6 hours of work)*** to go through the books and notes to find out in which room and which shelf the findings are stored.

The findings from the Temple excavations.

Most of the things found are very damaged, fragments of ceramics and paintings, and remains of what ones might have been scrolls of papyrus, but only the fragments of the tubes were found. But one item is intact, a small bronze mirror, slightly convex, with a handle on the back side. It is very aged with oxide all over.

If the mirror is polished, gently, the surface is very hard and smooth, with no scratches at all, and on the back side is an inscription, with something that looks like very strange letters.

***History 20*:** The Elymian language is believed to be of an Indo-European heritage, but most texts found has been written using Greek letters and origination from after the Greek occupation of Sicily in 800 B.C to later. The language is similar to Hittite, but so far no one has successfully deciphered the Elymian alphabet.

Going home

The PCs now has the Flame of Etna in their possession, and they just need to go home, before Sir Peter Talbot will notice there success. They do have several options, but getting away from this side of the island before Sir Peter finds out would be a smart move, and use their connections with the Cosa Nostra, the Fonazzi and Mastrodami families that now hopefully live once again in peace and harmony, to get a quick transport to either Malta or France, as they have in their possession a stolen property of priceless value, belonging to the state of Italy.

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ADVENTURE

1935

THE NUMBER 1 ADVENTURE MAGAZINE FOR MEN

SEPTEMBER/35¢

WHY WOMEN FALL IN LOVE WITH MEN WITH BIG GUNS

MEET LORD PETER TALBOT THE WORLD'S MOST FAMOUS TREASURE HUNTER

November 1936 36¢

Popular History

German archeologist finds the sword of Henry the Lion

Dr. Jones brings the mythical golden snake of Anubis to the Field Museum in Chicago

Article in Adventure magazine

Lord Peter Talbot born November 3, 1885.

In 1882, a tea plantation owner in Punjab, India, Henry Applegate, married into the British upper class by marrying Lady Cybil Talbot, daughter of Lord Philip Talbot.

In 1885, Lady Cybil gave birth to the couple's only son, Peter, but Lady Cybil tragically died during childbirth.

Peter was first raised in Punjab but at the age of seven was sent back to Oxford, England, for boarding school education. He very seldom saw his father, just twice until 1898. At that point he was 13 and his father married the widow of an American oil magnate who was almost desperate for a title.

Penelope Craggleworth now became Lady Talbot-Craggleworth. Peter really disliked his stepmother from the first time he met her, and after he went back to Oxford he really did not want to meet his family again. He studied archaeology and history at the university. In 1910, at the age of 25, he joined the Royal Military Academy at Sandhurst. In 1914 when the great war started he held the rank of lieutenant, and led a platoon in the 7th (Service) Battalion of the The Suffolk Regiment. He served during the whole war and was one of the most decorated officers for his rank. In June 1917 during the Third Battle of the Scarpe on the Western Front, Peter Talbot single-handedly took out a platoon of 42 German soldiers in the trenches using only his bayonet. He was decorated with the Distinguished Service Order and the Commander Order of the British Empire. When he left the army in 1918, he held the rank of Major and had served as a company commander the last two years.

After the war, he took up his studies and took a PhD in archaeology. The relationship with his father and his stepmother was still frosty, but he was offered a position in the oil company in Texas and moved to the family estate in 1926. He didn't care much for business and spent most of his time around the globe hunting for lost treasures and artefacts. In 1932 his parents died in a violent automobile accident, and he found himself Lord Talbot, the owner of a large tea plantation outside Punjab, and a large oil field in Texas. Lord Peter Talbot had no intentions to take up politics in London.

He decided to sell the businesses as he felt they were chains to his soul. The tea plantations were sold to the Twining family, and the oil fields were sold to Rockefeller's Standard Oil Corporation. He also sold the estate outside Austin, Texas, and decided to buy an old castle in the countryside of the French Mediterranean. Château de la Napoule, located close to the French-Italian border, was on the market and he bought it with cash.

He turned the castle into his own private archaeological museum with lots of artefacts from his travels. It was around 1934 that he was contacted by collectors from different corners of the world, who offered to pay insane sums of money for some of the artefacts he had collected. He soon found out that he could combine his interest for archaeology with making lots of money, not that he needed money, but more was always better.

In 1935 he was contacted by Ahnenerbe, the organisation for German Ancestral Heritage under direct command of Reichführer Heinrich Himmler. Ahnenerbe offered to provide means and manpower to expeditions led by Lord Peter Talbot, and the payment was very good.

Other major powers have been out hunting for artefacts and hidden treasures and Lord Peter Talbot had gained a reputation of being a cheating and ruthless bastard.

Sicily Map

SICILIA
1:500,000 EUROPE (AIR)
HEIGHTS IN METRES
SOUTHERN ZONE LAYER SYSTEM
N.E. 36/12
E. of Greenwich.
MESSINA
ALTITUDE TINTS (SOUTHERN ZONE) SYSTEM
RELIABILITY DIAGRAM
ÉGADI ISLANDS (AEGADEAN ISLANDS)
Pantelleria
Italy
TUNIS
Gulf of Palermo
Gulf of Castellammare
Gulf of Milazzo
Gulf of Catania
Gulf of Augusta
Gulf of Noto
Gulf of Gela
Palermo
Messina
Catania
Trapani
Marsala
Castelvetrano
Agrigento
Caltanissetta
Enna
Mt. Etna
Augusta
Siracusa
Ragusa
Licata
Acireale
Bagnara
Lipari
Stromboli
Salina
Filicudi
Alicudi
Ustica
Levanzo
Favignana
Marettimo
Stagnone
Lampedusa
Linosa
Pantelleria
Strait of Messina
MEDITERRANEAN SEA