



THE ILLUMINATI TREASURE

The Race is On...

THE ILLUMINATI TREASURE

An Adventure Scenario for the Ubiquity Role Playing System

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1. Introduction

This adventure was designed to be used with the Ubiquity system that drives *Hollow Earth Expedition* and other roleplaying games, but it would be easy enough to strip the serial numbers off the characters and situations and present it with *Spirit of the Century* or other Fate-based games. This game is designed to be played by two to five players in three to five hours.

The Treasure of the Illuminati is set in 1937, but could easily be tweaked to fit an existing campaign. Pre-generated characters are provided for those groups looking for a pick up game, and can and should be modified to fit the player's needs. The characters were designed to be experienced, if not expert, adventurers rather than starting types. There are four pre-generated characters to start with, all with some connection to each other or the setting to ease the start of play.

Notes on Game Mechanics:

Throughout the adventure, you will see the references that look like this ATHLETICS 3 or WILLx2 2 — these reference a test the character(s) must roll. The capitalized word is the skill or attribute needed, and the number is the number of successes that need to be achieved.

2. The Illuminati Treasure

Act 1: New York City (December 1937)

Scene 1: The Upper West Side

It is a cold and snowy night as Jack McMahon is throwing a Christmas party for his friends — the characters are there either as friends or plus-ones of other guests. The party is in an elegant four-story brownstone with wrought-iron fencing around it. A few yards away is Central Park, which can be seen through the large windows in the reception room. Hugging the inside of the park wall is a Hooverville, a small neighborhood of tents and improvised shelters made out of crates, boxes, tarps — anything to protect the people from the elements. There are small fires around which people are huddled.

The party is a big do for many of the younger members of New York society. McMahon's family has ties to city government, and his father is in the House of Representatives — wealth, power, elegance, they are all on display here, and in the line of lovely cars parked along the curb.

If the characters have chosen to use the pre-generated characters, all are friends from their time at Columbia (only a few blocks away!)

The characters' attention will be captured by the sound of a car crash from outside. One of the new "streamlined" Lincoln Zephyrs has crashed into a parked car just outside! If played, Jack will immediately recognize it as belonging to his uncle, Matt McMahon.

It is immediately apparent there is a problem: the car isn't just dented from the impact with one of the guest's DeSoto, but there are *bullet*

Crashing the Party

If the players choose to use their own characters, instead of the pre-generated ones, the GM should have them at the party either as guests or dates of one of the invitees. It's a big bash, so it's easy to have an excuse for the characters to be there.

That said, it might be easier if at least one of the characters has a link to "Uncle Matt" McMahon to create a hook into the adventure.

holes in the door of the car! Uncle Matt is injured, dazed, and when they open the door, he will immediately grab a hold of the character closest and say, "*The journal! Don't let them get the journal...got to get it to the Grand Master...*" He will hand a book, a small leather-bound journal, blood stained and possessing a bullet hole in it, to the characters.

Before they can do any questioning or first aid, however, a late-model Dodge D-series touring sedan whips around the corner from Central Park West, sliding around in the snow and stops. Three men, armed with revolvers (see MOOKS! on p. 14) and hostility, will jump out of the Dodge and race toward the characters. They can try to talk their way out of the fight, engage the men, or jump into the Lincoln and run for it.

If they try to talk their way out, the toughs — obviously local boys from their accents — will demand "the book", and won't be above shooting someone in the leg to make their point. This will lead to either a fight, or they can give over the journal.

If They Lose the Journal...

If they surrender the book, the gangsters will leave quickly. This will give them the chance to get help from the police and get Uncle Matt to the hospital.

The GM now has the tricky job of getting the adventure back on track — they will be approached by a police detective named Schultz, a member of the Grand Lodge of Freemasons, who will quiz them on what Matt McMahon told them.

In the past days, he was doing a lot of research at local libraries, something to do with treasures, Richard Hay Lee and Benjamin Franklin and their houses. Does this mean anything?

This tidbit might be enough to get them on track, doing research on the same. The archivist at Columbia will remember Matt's requests and this will get them back on track

If they can subdue or disarm their attackers, they will flee to the Dodge and escape.

Scene 2: The Car Chase!

If the characters decide to run for it, they can clamber into Uncle Matt's Lincoln and run for it. The bad guys will pop a few shots off into the heavy bodywork of the Lincoln, then dive into the Dodge to give chase.

The Zephyr has a bigger, more powerful V12 engine, but the small Dodge is better in the snow. (The stats for these vehicles are

featured in the *Secrets of the Surface World* sourcebook, pg. 122.) While one of the characters operates the car, another can try to aid Matt and get information out of him. A successful SURVIVAL or MEDICINE 3 test will stabilize Matt enough to make it to a hospital, but first they've got to shake their pursuers.

But I Don't Have That Sourcebook!

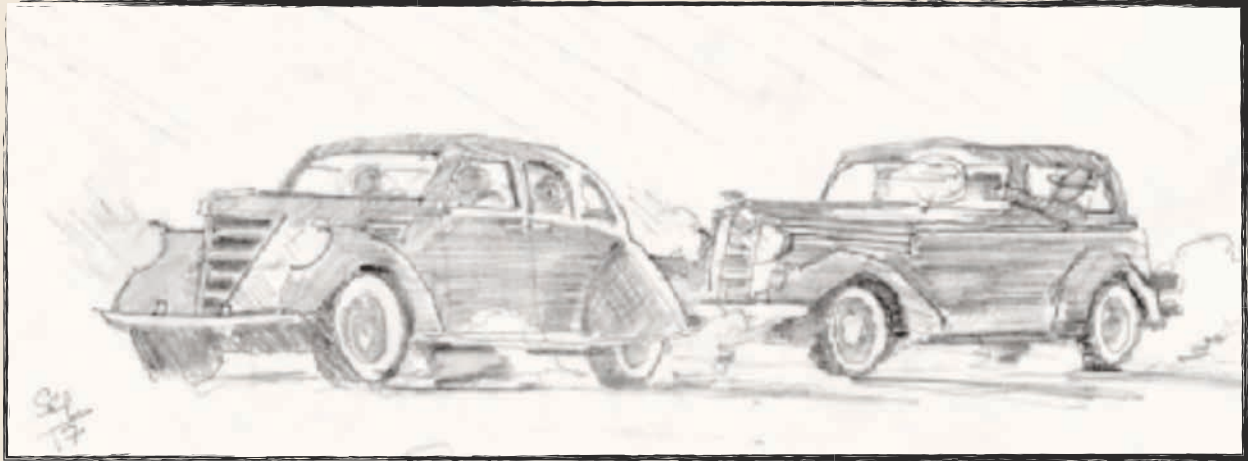
No problem! The basic stats you need for the car chase are as follows:

Lincoln Zephyr: Size 2, Def 6, Strc 8, Spd 90
Dodge D-Type: Size 2, Def 4, Strc 8, Spd: 80

The snow makes fancy maneuvers difficult, but fortunately, the traffic is light this time of the evening. The chase begins with their pursuers at medium range. The driver of the car must beat the number of successes the Dodge driver (DRIVE skill of 5), but also a base DRIVE 3 test for the weather. A simple failure means the car is sliding about and not gaining much traction, a failure of 2 or more means the car has skid into some obstruction and takes damage to the structure equal to the failure.

Each success over the Dodge gives them an extra range increment on the chase track (see next page.) Once they have "escaped", the chase is ended. If the bad guys can close to "close" they can attempt to force the Lincoln off the road. (The Lincoln gives the driver +2 dice for its superior weight.)

Chase Track				
Caught	Close	Medium	Long	Escape



If they have managed to stabilize Matt, he will be conscious long enough to tell them that the goons chasing them work for “Trigger Mike” Coppola, the head of the 116th Street Crew (and Lucky Luciano’s chosen guy while the big guy is in Sing-Sing.) They’re probably working for Simon Hoch — a historian working with the Ahnenerbe. Hoch is working directly for Heinrich Himmler, the head of the SS; he wants the treasure.

What treasure? *“The treasure of the Illuminati. It must not fall into Nazi hands. The Grand Master will know what to do...”*

If someone is playing Jack, he will know that Matt means the Grand Master of the New York Lodge of Freemasons. That man is Jacob Klinck, the meat packer magnate from Buffalo. Otherwise, a character can use their INT plus any benefits from CONTACTS or STATUS in the New York social sets to have this knowledge.

The closest hospitals are Mount Sinai Roosevelt only a few blocks away, or St. Luke’s up at the university. It’s further away, but it might also be the better choice, if the gangsters know he was injured. Either way,

the police are going to have questions for them...

Scene 3: Central Park West Station

Bringing in a man with a gunshot wound will naturally get the police involved. They will have a patrolman named Finney hold them until a detective named Schultz shows up. He will question them about who attacked them, if they could identify them (PERCEPTION 3 for this to be a “yes.”), and what they knew about Matt’s activities that would make gangsters want to kill him. If they get a success on BUREAUCRACY, CON, or DIPLOMACY vs. 3, they will be released on their own recognizance.

Scene 4:

It is the next morning and the party had broken up shortly after the incident. The characters can take the opportunity to have a breakfast, served by the family’s butler, and address the journal.

Books — this is Bruce’s strength. He can read through the journal, with its copies of letters and other tidbits of information, and after a few hours, ascertain that Matt was tracking

the “Illuminati Treasure.” This treasure was hidden after a 1784 crackdown by the government in Hanover and the collapse of the Areopagus (the Illuminati’s leading council) by none other than Ambassador Benjamin Franklin! One of the letters between Franklin is dated 1784, when he was the Ambassador to France, and was written to a “Aldoph Krigge” in Hanover, telling him that “the papers are safe in the president’s house...” The letter also states that Franklin is returning to the United States and his new appointment in Philadelphia.

With a successful ACADEMICS, HISTORY 4, Krigge was a lawyer and human rights advocate in Hanover about that time, and a member of this alleged Bavarian Illuminati. As for the “president’s house”...what could he mean? If the HISTORY test was successful, Bruce would know that this is the period of the Congress of the Confederation, before the United States adopted the Constitution. The “president” probably refers to the man in office at the time. (If he got a +1 or higher on his success, he will know who this is; otherwise, they will need to hit the library.)

The President of the Confederate Congress was Richard Hay Lee at the time. He lived in Manhattan and his office was in Federal Hall — now a repository for the Federal Reserve! (+2 success and Bruce will know that Franklin was “President of Pennsylvania” in 1785. Could that be what he meant?)

Scene 4: The Search Begins

If McMahon is being played, he is a member of the Freemasons. He can take them to the Grand Lodge of New York at E. 23rd St & Sixth Avenue to research the lodge’s members

Red Herrings!

There are several options for the players once the search begins. They can make inquiries about Federal Hall, but it is a dead end. However, players may assume the treasure is stashed in the Federal Reserve vaults under the Hall. If they should attempt to break into the vault, the GM will have to improvise some sort of heist scene, or make it very plain there’s no way they can pull it off with the manpower they have.

There are two real leads: they can go to President Hay’s place in Montrose, Virginia — Stafford Hall — and investigate; or they can try their luck in Philadelphia, where Franklin lived.

Any or all of these options may be pursued (or not), in any order, but after at least one of the scenes — Philadelphia or Stratford Hall — should be played. If the characters have not figured out the location of the treasure, depending on time, the GM may wish to jump to the Washington, DC scene.

and locations. They will have a meeting with the lodge secretary, one of the lesser Roosevelt family, who will tell them the Freemasons would be most interested in finding the treasure, and that the players’ characters will be well compensated for it.

He will also confirm there *was* a Mason’s meeting room in the original Federal Hall, which was demolished in 1812. It no longer exists.

Jack can also use his connections and with a BUREAUCRACY 3 find out from City Hall

that no vault or treasure was discovered when the place was demolished.

All of the characters can check a PERCEPTION 3 to realize they are being followed, each by a pair of sturdy-looking men. If they confront their tails, they will discover the men are more mobsters. These men also won't take kindly to being approached, and they will attempt to disengage from the characters, but if pushed, they will resort to fisticuffs to escape.

If, during one of these fights, the players' characters are subdued, and they have the journal, the thugs will take it.

If the PCs capture one of the men, with a successful INTIMIDATION 3 they will find out "Trigger Mike" was going to just rub them out, but he's working for some "Krauts" that want the journal...bad!

They've only really got two leads — Franklin's house in Philadelphia, or Stratford Hall in Virginia, the Lee family seat.

Act 2:

Scene 5: On the "Pennsy"

To get to Philadelphia or Montrose, they will have to take the "Pennsy" or PRR (Pennsylvania Railroad.) There are two runs from New York -- the *Morning Congressional* and *Afternoon Congressional*, 18 car streamliners with limited stops — to Washington, DC, with stops in Philadelphia and Baltimore. The time from New York to Philly is just over an hour; to DC, it takes three and a half hours.

They leave at nine in the morning and should be in Philadelphia by ten in the morning. The characters can explore the Pennsy and discover the diner car (the interior looks a lot like a 1930s diner — lots of linoleum and



aluminum); and a Vista Dome car, with an overhead glass dome.

With a successful PERCEPTION 3, they'll take note that there are a few men taking an interest in them. These men aren't as nattily dressed as the mobsters were, and look to be keeping a low profile. If they approach the men, they will find out they are Germans from their accent, and they claim to be traveling to Washington on a sightseeing tour. They will not admit to being interested in the characters, and any efforts to report them to the conductors will go nowhere. After all, they've done nothing to the characters, and they have tickets.

Scene 6: Franklin Court

They will arrive at the lovely Art Deco 30th Street Station in Philadelphia. A taxi or the



bus can take them into Center City, and specifically Franklin Court. Franklin's house and print shop once stood at Market and 4th Streets, Franklin's house once stood. The area is mostly shops, warehouses, and a recreation of a Colonial-period bar. Independence Hall is just down the way.

With a PERCEPTION 3, they will realize the Germans are following them, discretely. If they wish, the PCs can attempt to lose their tail in the crowded busy streets with a STEALTH 3.

Inside Independence Hall, they will find a park guide who informs them that Franklin lived in the area from 1785, when he became President of Pennsylvania, until his death in 1790. Also on the same street as his house was his print shop, from which he produced the *Philadelphia Aurora* newspaper. They are gone now, torn down in 1812 to make way for more profitable real estate. However, President Taft suggested the whole area should be turned into a national park! Who knows? Maybe one day there will be a recreation of the house... There is nothing under the area where Franklin's house stood; of that the guide is sure.

If they choose not to believe him, they can try to get into the sewers. Lifting a manhole cover requires a prybar (easily acquired from the nearby Wannamaker's department store) and STRENGTH or ATHLETICS test vs. 3. Once into the sewer tunnels under the area, they will find nothing but rats and stink.

Another dead end! The characters can catch the *Afternoon Congressional* to Washington, then from there, they can either catch another train the next morning to Montrose Virginia, or rent an automobile from Hertz Rent-a-Car.



(The Hertz company has only been operating in the Washington area for a few years, but they do huge business.) The PCs can easily get a Ford Model B or a similar Dodge for a dollar a day.

By car, they can get to Montrose, Virginia on dirt roads that are decently-maintained, but are currently frozen solid, in two hours.

While in Washington, Jack may choose to report on their investigation to his father, Representative James McMahon.

His father will be intrigued by their hunt. The Freemasons (of which he is one) had ties to the Bavarian Illuminati, and in many ways they influenced each others' philosophies. What kind of treasure could they be after? He can make a few inquiries.

Scene 7: Montrose, Virginia

Stratford Hall was the family seat of the Lee family. President Richard Lee lived here, and so did his esteemed descendent, General Robert E. Lee.

Arriving, they will find the place is maintained by the Robert E. Lee Memorial Foundation. This will lead them to drive into town and find the offices for the foundation. A successful PERCEPTION 4 will allow them to see a Lincoln Continental parked

across the street with a pair of men inside, watching the place. They look like the German men from the train.

Inside, they will find that the women who are in charge of the property — Mrs. Lanier and Mrs. Ames — are currently meeting with a tall, handsome man from Germany: Doctor Simon Hoch. He is smooth, calm, and friendly, but with an edge to him. He's "pleased to meet fellow scholars", but that's obviously not the case.

Mrs. Ames will tell them about his research: Hoch is looking for some kind of library that Benjamin Franklin had received from a German noble and which may have entrusted to President Lee during the Confederate Congress.

If the characters make a fuss about Hoch's research or his being a German agent, Lanier and Ames will find the whole exchange rude and toss them all out. If they play it cool, the ladies will offer them a tour of the premises, but Mrs. Lanier will have picked up on the tension between the sides.

While at Stratford Hall, the ladies will try to sell them on a book they just published about the house. They don't know of a secret chamber in or under Stratford, but they are willing to help the characters look. The characters can make a PERCEPTION or

Simon Hoch, Ph.D

38 year old German Historian

Body: 2 Dexterity: 3 Strength: 2
Charisma: 2 Intelligence: 3 Willpower: 3

Size: 0 Move: 5 Perception: 6
Initiative: 6 Defense: 5 Stun: 2
Health: 5

Resources & Traits: Expense Account
(Resource 2), Rank 2 — Ahnenerbe, Status 2:
Academic communities

Skills: Academics (History 6), Athletics 4,
Brawl 4, Bureaucracy 5 Con 4, Diplomacy 3,
Drive 4, Firearms 4, Investigation 6,
Linguistics 7, Science (Geology 5),
Streetwise 5, Stealth 3

Flaws: Callous, Obsessive

Languages: German (native), English, Dutch,
French, Old Norse

INVESTIGATION test, but they find nothing...

However, if they haven't figured out the Benjamin Franklin angle yet, the GM could have Mrs. Arnes point out that Ambassador Franklin was in France in 1776 to 1784, when he became President of Pennsylvania, but she believes he had a home in Britain. Could the treasure be in Philadelphia? Or in Britain?

If they have been to Philadelphia, they know that's not the case, but Hoch seems to have had an epiphany and will excuse himself. The Germans will speed away in their car.

Scene 8: Washington, D.C.

If they haven't stopped by already, the group can meet with Jack's father. James. McMahon will be intrigued by their hunt, and thinks they should consider visiting the premier museum in the nation for answers...the Smithsonian. Meanwhile, he'll talk to some people and find out what this Hoch is up to.

With the help of the archivists, Bruce can roll an ACADEMIC, HISTORY 3 (+2 dice for the archivist): There is one place that Franklin has lived and owned that still stands: 36 Craven Street in London. Right next to one of the largest railway and subway systems in the world!

Afterward, they'll find out from Representative McMahon that Hoch is already on his way to New York City, and that the Germans have booked passage on the first ship to England. The race, it would seem, is on!

Act 3: London, England**Scene 9: Charing Cross**

It will take six days to take a train to New York City, travel to Southampton, England aboard the R.M.S. *Queen Mary*, then take the train to London. It's a few days into the new year when they arrive, 1938.

One problem they will face in Britain is the 1920 Firearms Control Act. If they bring openly firearms with them to the UK, they will be impounded at the port until they can secure permissions for them, which is unlikely to happen in the short time they have. (Sneaking them through customs on their person will require a STEALTH 3, or

bribing the officials a BUREAUCRACY or CON 4.)

Petitioning the Metropolitan Police on arriving in London with a successful BUREAUCRACY 4 will get them permits, but it will take a day to process the requests, and another day to get their weapons from the port. (With permits, they could purchase a firearm in London.)

The characters can get up in the Charing Cross Hotel a few steps from 36 Craven Street. Franklin's old place is four stories (three full floors and a garret), not counting the basement accessible from the street behind the wrought iron waist-high fence. It is a set of flats, now; and there is a "for let" for the garret, which can get them in to look around the building.

The older lady running the building, Mrs. Gardner, also is a font of knowledge about Franklin's time in London. She will inform them the house was renovated in 1870 and the basement flat used to have a heavy door into the catacombs in the area, but it was bricked over as part of the development of the railway station.

They will need to visit the London Metropolitan Archives to find a plan of the sewers, underground, etc. There's been a lot of work here since 1784...who knows what's been done underneath the house? Maybe the treasure isn't even there anymore!

They could also make contact with the Grand Lodge of Freemasons here in London. It is the premier freemasons lodge, with deep ties to the British government, and so might help in their search.

Scene 10: London Metropolitan Archives

The London Metropolitan Archives are at 40 Northampton Road, Clerkenwell in the Borough of Islington. It is an older Victorian pile: massive and gray. INVESTIGATION (specialty is RESEARCH) 3 will allow them to find the right plans for Charing Cross Station and the lines that go through the area. The Green Line (District Railway) cuts under their hotel, the Red Line (Bakerloo Line) runs under the actual rail station, and the Black Line (Edgware, Highgate, and the Morden Line) runs along Craven Street, but none of them runs under the property at 36 Craven Street.

There are all manner of sewer and other lines underneath the property, but with a +1 success and they realize there is an area that appears to be untouched, and with a +2 they'll realize it's an old sewage and river overflow tunnel cap. The cap has not been touched since 1783!

To get to it, they will have to use one of the access points on the Red or Black Line, and from there to go through the sewage and service tunnels.

While they are working in the stacks of the archives, they will find themselves suddenly facing four men, young toughs from the East End with thick Cockney accents and switchblades. They have been hired to find the location of the vault, and remove the characters from the race for the treasure.

If they can take out two of the thugs, the other two will run for it. This will bring police involvement, and the characters can either wait for the authorities to explain the situation, or they can flee back to their hotel.

If they remain, the police will hold them for a few minutes, then transport them in a Morris police van not to Scotland Yard, but the Grand Lodge of Freemasons.

If they fled, they will be visited at their hotel by the police and Lord George Hay.

Scene 11: The Grand Lodge

If the characters fled from the archives in Scene 11, this scene will take place in the dining room of their hotel..



Lord George Hay, the “senior deacon” of the lodge, will meet with the characters. He was informed by his opposite number in New York about their visit and the reasons for it, and he was planning on making contact with them when the news of the altercation at the archives reached him.

It was always rumored that Krigge had rescued a great number of works of historic and esoteric value from Germany before the Illuminati was crushed by the Hanoverians,

but to think that the treasure could be almost right under their feet is amazing to him.

Hay will get the ball rolling on getting them official support for their mission — that should stop the Nazis from getting the treasure out of England — but it will take a day or two. In the meanwhile, he will encourage them to continue their search, and he will find a few Brothers to aid them in the time being. (If they ask about their weapons or gaining access to them, he will put a word in an ear at Scotland Yard for them, but again, it will take until the next day.)

Scene 12: Franklin’s Vault

It’s night-time when they set off into the Underground. If they chose to accept help from the Grand Lodge, Lord George has gotten them four sturdy-looking blokes led by a guy named Sykes.

They will be able to get into the maintenance tunnels and river overflows that run underneath London by either using LARCENY 2 to pick the lock on an access door on one of the platforms, Red or Black; or they can simply jump onto the train tracks and walk a few yards to the first of the access tunnels. (Which has the added danger of a train coming along while they are looking for the access to the tunnels.)

Once into the tunnels, with a successful PERCEPTION or INVESTIGATION/SEARCH 3 they will find their way down two levels of access tunnels into the old catacombs under the city. The place is dark, damp, and it is bone-chillingly cold. After 20 minutes, they find the well cap.

The well cap is a heavy lead cap and they can make out a Masonic-like symbol at its apex and the year it was cast: 1784. This is it! With a **STRENGTH** or **ATHLETICS** (LIFTING is the speciality) 4 they can get the cap off. The cap comes away with a pop; there was pressure inside that kept the vault underneath sealed for over a century!



Inside, they find the cap covers a set of steps that curve around the massive brick vault, several stories high, and about sixty feet around. Light reflecting from their flashlights and torches reveals the bottom of the vault has been compromised over time, and now that they've opened it, there is mud and river water pooling in the bottom. It smells strongly.

As the room is deep, part of it well below the water table. Somehow, Franklin hermetically sealed the vault in 1784!

If they go in, they will find the walls are lined with glass-fronted bookcases. The glass and wood drawers have rubber seals. Inside, there are books, papers, maps, all manner of printed materials that look to have survived 162 years intact! If they pull a drawer out entirely, they will see there is green, crusted copper behind them. The vault is lined with copper, probably over brick.

They barely have time to look through a drawer or two of materials, nothing newer

than 1782 on the print date. There are books of philosophy, occult works, letters in folios... It might not be gold and silver, but the place has incalculable historical value!

Their first problem: since opening the vault, the ground floor has been steadily filling with water and mud. They don't have more than a few hours to clear the vault out. This is a herculean task for a small number of people.

And their second problem: With a successful **PERCEPTION 3**, they will hear male voices above, coming closer. They are Cockney accents, but one voice has a more educated, German one: Hoch! What are they going to do?

There are a few options:

Option 1:

They can try overwhelm the dozen local men,

who are led by Hoch (see Mooks, p. 14.) The men are armed with work tools — crowbars, shovels, pickaxes, sledgehammers, and they all have wheelbarrows — but it is dark, and with their flashlights and lanterns, the characters have the advantage. They can gain the initiative and surprise (the thugs only have a defense of 1) for their first attack. As four of the men are carrying lights and the rest are rolling wheelbarrows, they will need to put them down before they can get into the fight, giving the characters a second round where they can attack either the lantern carriers (Defense 1) or those who can fight back (see the Mooks! sidebar.) Another option is to frighten them off after the initial assault. If they have successfully stunned or injured four of Hoch's thugs, they can try an INTIMIDATE (+2 for the darkness and violence) vs. 3 to run the rest off.

If the fight continues, the thugs will be driven off if the characters take down half of their number, or take out Hoch. If they succeed, however they still have the problem of time — they have only a few hours, at best, to save the materials inside. (See Option 2.)

Option 2:

The characters can either try to run them off without a fight, using a successful INTIMIDATE 5, or perhaps convince Hoch and his minions to help them save the materials with a CON or DIPLOMACY 3. If they choose this last option, they will have a fighting chance of getting much of the material out before the vault floods. (See Option 4.)

If they have run off Hoch and Co., saving the treasure will require them to get to the surface quickly (PERCEPTION or SURVIVAL 4;

MOOKS!

For the sake of expediency, assume all the bad guys other than Hoch are *mooks* — lesser henchmen with minimal skills.

Mooks have only a few basic stats:

Attack Rating: 4N (plus weapons modifiers), Defense: 4, Stun 2, Health 4; Any skills they might need are assumed to have a Rating of 4.

Where the mooks see benefit is that there are usually a lot of them. For every extra mook in a fight, they gain a +2D for an attack. Up to three mooks can attack a character at a time.

Armed mooks will gain a +2D to their Attack when using the various tools.

Mooks with guns (the gangsters in Act 1) have an Attack Rating of 7L for the revolvers.

base time: 15 minutes) so that they can get help from either the police with a BUREAUCRACY 4, or try to enlist some people from a local pub to help them. (They will want payment and it will take a CON or DIPLOMACY 3 to get their aid.) Either way, they will have lost an hour before they can return to the vault.

With aid enlisted, they can attempt to rescue the materials with a successful ATHLETICS 6 test. Choose a “leader” of the characters to roll their ATHLETICS +2 dice per PC and another +4 dice for those police or workers they've employed to help them. They will

save 25% of the material with a success, and 25% more for every success over that. Also, they need to roll their HEALTH 4 or suffer their number of failures in non-lethal damage for exhaustion.

Continue to Scene 15 to conclude the adventure.

Option 3:

Or the characters can escape Hoch and his thugs with a STEALTH 2 and get help from either the police or Lord George. This will require them to navigate out of the catacombs with a successful PERCEPTION or SURVIVAL 4 and will take 15 minutes. After that, getting police aid, or calling the lodge for help from a nearby phone box will take an hour.

This will mean that they will return with aid as Hoch and his minions are trying to rescue the treasure from the vault. Knowing that his mission has failed, Hoch and the others will flee into the catacombs, leaving the characters and whatever help they gained to finish the job of saving the relics below.

This will require an ATHLETICS 6 with a character appointed the “leader” rolling his ATHLETICS and gaining a +2 die for each PC aiding him, and another +4 dice for the police or help they enlisted. However, the assumption is that even if they fail, Hoch and his bunch has saved at least 25% of the materials. Every success adds 25% to the amount rescued before the vault floods.

Continue to Scene 15 to conclude the adventure.

Option 4:

If they are captured by Hoch and his crew he will entreat them to help him save the treasure. If the characters managed to convince him to help them (as per Option 1), they can all muck in together to save the materials inside.

The characters will have a chance to hear of how the vault contained not just historical relics, but tomes of power. Works his boss, *Reichfuhrer* Himmler desperately wants. In these books could be the key to securing the Reich’s future for a thousand years!

If they work with Hoch — either as prisoners or willingly — they need to roll the same ATHLETICS 6 test but will save 50% of the treasure with a six, and for every success over, another 25% of the treasure. Also, they need to roll their HEALTH 4 or suffer their number of failures in non-lethal damage for exhaustion.

At this point, the GM has a few choices for how to bring the adventure to a conclusion. If using this as a stand-alone scenario, this is a good time for Lord George and a dozen of the Metropolitan Police’s finest to show up and help save the characters and the treasure. If the GM goes this way, the players should be given the opportunity to overpower their guards and get Hoch themselves, for a more satisfactory end. May we suggest a chase through the catacombs, or the tunnels of the London Underground? (With the inevitable close shave with a train, no doubt!) Either way, proceed to Scene 15, to close out the adventure.

However, if there is time for a more extensive finale, the GM might have the characters

closed inside the vault by Hoch and his mooks, where they will have to figure a way out before the entire room floods. This would require them to try and force open the cap (an ATHLETICS 5 test) or perhaps find some mechanism for releasing the cap from the inside with a PERCEPTION or INVESTIGATION 4, or opt for a nick of time rescue by Lord George.

If Hoch has gotten away with the treasure, continue to Scene 13 and 14 for a big action piece denouement.

Scene 13: Charing Cross Hotel

A young man from Special Branch, Sergeant Aldis, will show up to their hotel two days later. They've managed to find a few of the men that Hoch hired at a pub in the East End. The treasure was transferred to a delivery van and one of the men, under questioning, revealed that their treasure is at a warehouse on the East India Docks. There is a Dutch flagged trawler at the wharf attached to the warehouse, that is scheduled to leave for the Continent today.

Aldis has been instructed by his superiors to include them in the raid as subject matter experts. They know what Hoch has allegedly stolen, and are asked to be on hand to assist Aldis and his men in their arrest.

He has a dozen bobbies in a pair of Mariahs — black Morris vans that can seat them, with the police officers, in the back. The police are armed with nightsticks. Only Aldis has a Webley MK III .38 revolver. It's only a 20 minute ride in the morning traffic to the warehouse in question.

As they are dismounting the vehicles, they will see a young street urchin leap to his feet and race inside the building, presumably to warn those inside of the arrival of the police.

Scene 14: East India Docks

The warehouse is home to a legitimate import business that leased out space to the Ahnenerbe officer. There are about a dozen Dutch and Londoners working among the rows of shelving crammed with various goods from Europe who have no idea what is going on, and who will require the attention of about half the officers with them.

Outside, seen through large rolling doors, the trawler is firing up her engines, and panicked sailors are trying to cast off as quickly as they can. The characters, with Aldis and a handful of officers in tow, will be able to try and get to the boat before it launches. This will require an ATHLETICS 4 test to reach the vessel and jump aboard before it has managed to port away from the dock.

Once aboard, the characters can attempt to get to the wheelhouse of the boat. There are a small number of crew that are in their way — two sailors on either side of the superstructure. They can be browbeaten into submission with a INTIMIDATION or CON 3 test. Otherwise, they will put up a fight (see MOOKS! on p. 14.) Once they reach the wheelhouse, they can order the boat's captain, a man named Vanderhoek, to cut his engines and stand by for boarding by the police with a successful INTIMIDATION or DIPLOMACY 3 test.

Hoch is in a cabin just aft of the wheelhouse and will emerge during their exchange with the captain. At this point, he will surrender if

they get a successful DIPLOMACY or INTIMIDATION 3 test, otherwise, he will put up a bit of a struggle, but will not fight to the death.

Aldis and his policemen will board the vessel a few minutes later, once the characters have had the captain bring her back to the docks. After a brief search, they will find the treasure, filling the hold of the steamer, carefully bundled into waterproof oilcloth and packed into crates marked BEER. It looks at all be here.

The police will take the lot into custody and the freighter will be directed to the docks of the Thames Division in Wapping for offloading. After this, they will be allowed to return to their hotel.

Scene 15: Grand Lodge

Two days later, the characters will meet with Lord George Hay about the future of the treasure. The Brotherhood has placed the

library in the care of specialists from the British Museum, hoping to preserve the material for study.

He has spoken with some of the most important minds in history and archeology and already they have authenticated some of the works. The value of the material is inestimable, but they have fixed an appropriate remuneration at £10,000 (roughly \$8000 US.) For any historian or archeological characters, they can request access to the materials for study with a successful BUREAUCRACY 4 test.

As for Hoch, the Nazi historian is facing deportation. The powers-that-be don't want to cause too much of a fuss. Hay is confident, however, they have seen the last of the man.

So What About the Treasure..?

In a stand-alone game, this scenario concludes with their having received pay for the recovery of the Illuminati Treasure, but that doesn't have to be the end of it. This adventure can be used to bootstrap a new campaign or series of adventures tied to the treasure and the knowledge contained within.

The number of tomes might include esoteric works of power that a sorcerer, or a madman bent on world domination (there's one in Berlin...) that might be able to use them for nefarious purposes. Perhaps one includes the whereabouts of an entrance to the Hollow Earth, for those looking for a seed to get the players into center of the Earth to fight dinosaurs (because of course there are dinosaurs and other creatures living there. Or better...Nazis on dinosaurs!) Or perhaps there are clues to the whereabouts of objects of incredible power, like the Lost Ark of the Covenant, the Spear of Longinus (the real one, that is...), or a number of other McGuffins to throw at your players.

3. Characters

These pre-generated characters were designed to allow the players to jump right into the action with some connection to the setting. They were created using the *Hollow Earth Expedition* and *Secrets of the Surface World* sourcebooks.

Jack Patrick McMahon

ADVENTUROUS PLAYBOY

Motivation: Escape (from the ordinary!)

Nationality: American Age: 27

Height: 6' Weight: 220 lbs.

Hair: Black Eyes: Brown

ATTRIBUTES:

Body: 3 Charisma: 3

Dexterity: 3 Intelligence: 2

Strength: 3 Willpower: 2

Secondary Attributes:

Size: 0 Move: 6 Perception: 4

Initiative: 5 Defense: 6 Stun: 3

Health: 5 Style: 5

SKILLS LVL BASE RATING

Academics, Law

1 INT 3

Athletics 2 STR 5

Boxing 2 STR 5

Bureaucracy 1 INT 3

Con 2 CHA 5

Diplomacy 2 CHA 5

Drive 3 DEX 6

Firearms 2 DEX 5

Linguistics 1 INT 3

Performance 1 CHA 4

Ride 2 DEX 5

Stealth 1 DEX 4

Streetwise 2 CHA 5

Survival 1 INT 3

TRAITS & RESOURCES:

Connections 1: +2 social with Freemasons

Status: 1: +1 social tests in US, +2 in NYC

Tough: added 1 to body at creation

Wealth 1: \$300/mo.

FLAWS:

Danger Magnet: Trouble finds you, as does a style point.

Impulsive: Style pt. when his impulses get him or his friends into trouble.

Not in the Face!: Style pt. when his vanity causes a problem n a fight.

Overconfident

Sucker for a Dame: Gain style pt. when the character allows himself to be manipulated by a woman.

LANGUAGES:

English (native), French (awful)

WEAPONRY:

Smith & Wesson Registered Magnum (RM#11)

Damage: 4L** Attack Rating: 9L

Range: 50' Cap: 6 (r) Rate: M Speed: A

**can fire .38 special -- damage 3L

Winchester Model 1895 .357 magnum (#0082)

Damage: 4L** Attack Rating: 9L

Range: 150' Cap: 5 (c) Rate: M Speed: A

**can fire .38 special

BACKGROUND:

Handsome, politically-connected, and with a boatload of style, Jack is a fixture in New York social scene. He is (barely) a graduate of Columbia law school, and has been considering a move into politics, like his father, the Congressman.

He's loyal, brave, and a bit thick at times, but given to physical heroics.

Richard Bruce, Ph.D.

ADVETNUROUS HISTORIAN

Motivation: Knowledge

Nationality: American Age: 28

Height: 5'9" Weight: 160 lbs.

Hair: Brown Eyes: Green

ATTRIBUTES:

Body: 2 Charisma: 3

Dexterity: 2 Intelligence: 3

Strength: 2 Willpower: 3

Secondary Attributes:

Size: 0 Move: 4 Perception: 6

Initiative: 5 Defense: 4 Stun: 2

Health: 5 Style: 3

SKILLS LVL BASE RATING

Academics 2 INT 5

Athletics 2 STR 4

Brawl 1 STR 3

Bureaucracy 1 INT 4

Con 2 CHA 5

Diplomacy 2 CHA 5

Drive 1 DEX 3

Firearms 1 DEX 3

Investigation 2 INT 5

Larceny 2 DEX 4

Linguistics 4 INT 7

Ride 1 DEX 3

Stealth 1 DEX 3

Streetwise 2 CHA 5

Survival 1 INT 4

TRAITS & RESOURCES:

Contacts 1: +2 social tests in antiquities

dealers; +2 with smuggling community.

Skill Mastery, Academics: Hass all specialties

Status: 1: Professor of Archeology and

History; +2 social tests in academia

FLAWS:

Curious: Gain style point when causes trouble.

Single-Minded: Style point when his focus is a problem.

Scoundrel: He's not a criminal, but he's a bit disreputable: -2 die to social tests with people who know his reputation.

LANGUAGES:

English (native), French, German, Greek, Latin

WEAPONRY:

Colt M1917 .45ACP revolver

Damage: 3L Attack Rating: 6L Range: 50'

Capacity: 6(r) Rate: M Speed: A

BACKGROUND:

From a middle class family of teachers in Hoboken, New Jersey, Bruce is a history graduate of Columbia University, he did archeology studies at the University of Chicago. His specialty is the Ancient Greece and Rome. He is currently a lecturer at Columbia.

He also has a bit of a reputation in parts of the academic community as a bit fast and loose with the rules of scholarship.

Antiquarians know him as a tomb raider of some note.

He has a confident, almost cocky air to him.

Patricia (Trish) Sommers

HISTORIAN

Motivation: Knowledge

Nationality: American Age: 26

Height: 5'2" Weight: 120 lbs.

Hair: Red Eyes: Green

ATTRIBUTES:

Body: 2 Charisma: 3

Dexterity: 3 Intelligence: 3

Strength: 2 Willpower: 3

Secondary Attributes:

Size: 0 Move: 5 Perception: 6

Initiative: 6 Defense: 5 Stun: 2

Health: 5 Style: 3

SKILLS LVL BASE RATING

Academics, History

3 INT 6

Acrobatics 1 DEX 4

Athletics 1 STR 3

Bureaucracy 2 INT 5

Con 2 CHA 5

Diplomacy 2 CHA 5

Drive 2 DEX 5

Firearms 1 DEX 4

Investigation 2 INT 5

 Research 6

Linguistics 4 INT 7

Pilot, Boat 1 DEX 4

Science, Geology

2 INT 5

Streetwise 2 CHA 5

TRAITS & RESOURCES:

Agile: added at character creation.

Status: 1: Professor of Archeology and History; +2 social tests in academia

Wealth 1: \$250/mo. income.

FLAWS:

Addiction, Tobacco: -2 dice when she can't get a smoke regularly.

Curious: Gain style point when causes trouble.

Something to Prove: Style pt. when her need to be better than the others gets them in trouble.

LANGUAGES:

English (native), French, German, Latin, Spanish

BACKGROUND:

From a wealthy shipping family, Trish decided to choose another path from the social circles and marriage. She is just finishing her doctorate in medieval history at Columbia.

Her family has known the McMahons for a long time, and she and Jack have been friends for a long time, but she has avoided being yet another of his conquests. She and Bruce had some classes together years ago, and she has heard rumors of his tomb raiding adventures during his graduate studies.

She's probably the smartest of the bunch, and has been dying for an opportunity to do something exciting.

Jane Owen

ADVENTURESS

Motivation: Adventure!

Nationality: American Age: 28

Height: 5'4" Weight: 120 lbs.

Hair: Brown Eyes: Brown

ATTRIBUTES:

Body: 2 Charisma: 3

Dexterity: 3 Intelligence: 2

Strength: 2 Willpower: 3

Secondary Attributes:

Size: 0 Move: 5 Perception: 5

Initiative: 5 Defense: 4 Stun: 2

Health: 5 Style: 4

SKILLS LVL BASE RATING

Athletics 2 STR 4

Brawl 2 STR 4

Bureaucracy 1 INT 3

Con 2 CHA 5

Diplomacy 1 CHA 4

Drive 2 DEX 5

Firearms 2 DEX 5

Linguistics 3 INT 5

Pilot, Air 1 DEX 4

Ride 2 DEX 5

Stealth 1 DEX 4

Streetwise 2 CHA 5

Survival 1 INT 3

TRAITS & RESOURCES:

Contacts 1: +2 social tests in NYC society.

Wealth 2: \$500/mo. income

FLAWS:

Danger Magnet: Trouble finds her. As does a style point.

Thrillseeker: Style pt. when her love of action gets her in trouble.

LANGUAGES:

English (native), Dutch, French

WEAPONRY:

Harrington & Richardson .32 revolver

Damage: 2L Attack Rating: 7L Range: 25'

Capacity: 5(r) Rate: M Speed: A

BACKGROUND:

Owen is another member of the Manhattan set, the daughter of a Wall Street trader. Her family weathered the financial crash well — it was rumored thanks to illicit booze — and she can pretty much do what she wants.

Like the other characters, she attended Columbia but dropped out after a few years to travel. She tried her hand at everything from hunting in Africa to airplane racing to (it is rumored) fighting with the Republicans in Spain. Any hint of an adventure and she'll chase it.