BEGINNING:

Well well well, aren't you a brave one? Going on an adventure, seeing strange new wonders and the legacies of both past and future. It's a good feeling, isn't it... to see what people are capable of. To know that the potential for marvels is forever present, unbound by such petty things as time. So long as ingenuity and desire exist in all who live, civilization will make cultural wonders... regardless of tool, or trade, or time.

Doesn't that just make you want to see what's out there? To discover legacies, uncover the memories of those who lived before you? Whether you want to show it to others, use it for your own nefarious purposes, or just hog it for yourself, one thing does not change: It lays upon those living in the present to actually reach to the past.

So, here's a shovel. Start digging.

You gain 1000CP for this adventure.

STORY:

Welcome to the world of Indiana Jones! This is a world much like the one you came from, only you'll note that the hero of the story is an Archaeologist... and not the kind that simply spends all their time in a dirt pile or in a tent. No, our good Doctor Jones is quite the go-getter when it comes to collecting ancient artifacts! Many myths seem to be made true in this world, which means legends of power might hold some value as well...

Which lies the problem. You see, this world is in the 1930s, where the beginnings of Nazi Germany are forming under Adolf Hitler's guidance. The Nazi Regime wants to ensure their power grows and spreads, and what better way to do that than to find items of power from the past to secure their future? Legends of weapons that make one unbeatable in battle, tales of a stone that can turn metal into gold or make people immortal... these and more have enticed the Nazis to scour the globe and search for these ancient trinkets, perverting ancient sites and sacred tombs for their quest of power. In short, they have turned archaeology into an arms race.

It's up to you how this all plays out. You could assist either side, or pursue your own goals. After all, there's countless civilizations that have existed before, surely there's plenty of pieces that have been left undisturbed. Waiting for someone to find them, or keep them safe.

LOCATION:

A good traveler should always be made aware of one important thing: Your location is important. It can decide your whole game plan depending on what’s around, after all. Good thing you’ve got me to help you out! You'll begin in 1933, two years before 'The Temple of Doom' and three years before 'Raiders of the Lost Ark', and you may roll a 1d8 to determine your starting location. If you are dissatisfied, you can instead pay 50CP to decide where you start.

1. Marshall College- An institute that began in the 1700s as a prep school, this prestigious college is located in Bedford, Connecticut and offers many different courses to either be taught or to be learned! Perhaps for one reason or another you'll take interest in the class of Archaeology 101. Maybe you can catch Doctor Jones... in the rare times he's around.

2. Smithsonian Institute- Primarily located in Washington D.C., this facility is an amazing research facility with a set of museums, ensuring that the history of civilizations current and gone will never be forgotten. It also has a vast collection of animal specimens donated by Theodore Roosevelt during his trip to East Africa... a good place to brush up before traveling!

3. Barnett College- Established in 1823, this Ivy League college is located in Fairfield, New York and is the second location that Doctor Jones has been known to teach Archaeology courses at. Of course, like at Marshall College he seems to regularly be missing from the premise. It's still possessing its own collection of historical artifacts, however, and they could be worth your time.

4. Cairo- Ah, the capital of Egypt, the City of the Living! In the vast desert, this place can seem like an oasis... especially since it is right next to the Nile River. One can find all kinds of wares and goods if they were to look in the markets, but be warned. The Nazis are rumored to be coming into the city lately, in search of something they think will help them gain power. Keep your wits about you.

5. Biblioteca di San Barnaba- This library was once a church that had been built over an early monastary, until it was converted into a place of education, and is a revered site in Venice. Aside from its rare books, it also contains stained windows with various images of knights from the Crusades and has various Roman numerals within its walls. Maybe there's something hidden... but you will have to find out what it is.

6. Pankot Palace- The capital of Pankot, India, you might have to do a bit of talking if the guards catch you. But hey, it's India! You'll get to explore all kinds of different culture sites and talk to the various outlying villages in the area! That's bound to get you plenty of discussion, right? Granted, there's talks of the prince being swayed by a Thuggee cult, but those are just dissenters spreading lies... right?

7. Geheimhaven- Oh... this is not good. Not good at all... or maybe it IS good. Depends on your view. A deserted island north of the Greek island of Crete, this establishment is actually a secret Nazi outpost, with its own U-boat docks and barracks, and even an armory. For enemies of the Nazis, it will be a risky venture to escape, especially if one doesn't want to raise any alarms...

8. Free Choice- The stars have aligned and the ancient prophecies have come true. You have been given the greatest find of all: Choice. Luck is on your side, and you may choose any location in this setting to start. Let fortune continue to favor you, friend.

IDENTITY:

It's time to get yourself figured out, my friend! Oh we've got locations yes, but we can't just let it be the end of that. We need to decide what kind of person has occupied that place! You may roll 1d8+20 to decide your age and keep your current gender, or pay 50CP to change both of these.

Drop-In (Free):
+No history to use against you or influence you
+You're practically sidekick material, ready to attach yourself to anyone!
-You're practically sidekick material, so you might not be treated seriously
-With no history or contacts, it might be difficult convincing people to trust you
Waking up in your starting location, you can just already tell that you're going to end up getting dirty from all the exploring and running around you'll be doing. But that's a small price to pay for the adventure of a lifetime, right?

Archaeologist (Free):
+Good at finding stuff and getting through traps
+You're confident in your actions, knowing you seek artifacts for the right cause
-Too bad there's always SOMEONE trying to hamper your progress or steal your work
-Might occasionally get laughed at for chasing 'fairy tales' or myths
When there are works of art in a museum, or the additions of priceless antiques, no one thinks about who had to dig them up. No one thinks about the work people like you have to put in. But you didn't take this job for the dead ends, you took it for those moments of success, when you could directly contribute to the cultural preservation of mankind. Onward, friend! There are lessons of the past to find, and it is your duty to rescue these relics for the future of all!

Profiteer (Free):
+Good at following trails and swooping in at the right time
+You've turned being a magpie into a lucrative career
-You'll run into trust issues a lot as you go through people to backstab
-You don't work with people, you work with pawns
You're no Belloq, but you're rather close. Your interest in the ancient relics of past civilizations is more base, where you may exchange one thing of value for another. After all, trinkets alone do not ensure the existence of your nightly glass of vintage wine, but the sentimental value of those willing to part with their coin for it is forever music to your ears. The world is your oyster, you just need to do some delving to get the right angle to crack it.

Cultist (Free):
+Easy to get along with the natives, giving you a good start
+The way you carry yourself, you really could convince people there is more to this world
-Chanting words and wiggling fingers doesn't exactly pay the bills
-You get a bad rep for being really skeevy
Location ill matters to you, for any location can be made suitable in the face of true faith. It is one's dedication that matters most, and the way everyone carries themselves is proof they have forgotten. They conform themselves, to 'right and wrong', to 'east and west', and all manners of barriers they can daydream to make themselves feel 'normal' or to ostracize others. Your faith will fix this. Through the wonders of the past, you will enlighten others to a glorious future.

Nazi (Free):
+Organized as FUCK due to being part of a regime
+Access to some of their resources
-You're kind of evil. Like, 'tyrants in pulp fiction' evil
-Deviating from the Third Reich's orders may cause them to turn on you
It's the beginning of Nazi Germany, under the growing power of your glorious Führer. He WILL bring Germany's old glory back, and more... and you will help him. After all, you must think long term; it is not enough to restore Germany's power but to preserve it as well. As part of an expeditionary force, your task is to scour the globe for hinted treasures of the past to ensure the power of your country rises above all others... and not mere trinkets either. Only the relics of power and mystic glory will ensure success. Go forth! Sieg Heil!

SKILLS AND ABILITIES:
You can't just wander around the world without an idea of what you're capable of! Well, you could, but I doubt that would be very fun for you, nor would it let you survive all the traps and the fighting that happens. Why don't you look through some of these?

-Catchy Theme (Free): Dr. Jones' theme song is practically iconic by now. The second someone hums it, you know who it belongs to. It's time you got that same treatment. This will grant you a single tune that can play whenever you're going to do something that will completely steal the show, and it's guaranteed to be damned amazing. Whether others hear it or just you, is your choice.

-Remembered Your Charlemagne (100CP) (Free: Drop-In): 'Let my armies be the rocks and the trees and the birds in the sky.' It is quite the phrase, one you should take to heart. Environmental issues are things the enemy should keep in mind, for your awareness of such things is quite keen in regards of what to avoid and what to use. After all, vehicles have tires that are so easy to dislodge with the right stick, and let's not get into planes and birds...

-Puzzle Person (100CP) (Free: Drop-In): What's with all these ancient civilizations and their habit of leaving behind death-trap puzzles!? It's like every temple has some Legend of Zelda-esque trap that needs to be escaped with a puzzle, or a door that can only be opened... with a puzzle. Fortunately for you, your attentiveness and cognition skills have climbed a bit thanks to this perk, letting you solve those puzzles more easily. When it's a matter of life and death... you may wish you had this.

-Shouldn't Touch That (200CP) (50% off: Drop-In): All these strange people who try to grab these ancient things and go through dangerous places... they're crazy. You KNOW they're crazy, and unlike them you happen to appreciate the fact that you're alive. More importantly, you've got common sense. If an artifact seems like it would be too dangerous to touch or would corrupt you, you'll get a feeling that maybe you shouldn't touch the damn thing. Let someone else go and grab it, let them get dissolved. You could disregard the warning and pick it up anyway, but... your funeral.

-Balancing Act (400CP) (50% off: Drop-In): Don't drop the thing. Don't drop it! Seriously, DON'T drop it. You'd be surprised how difficult it can be to run along a perilous area, holding the MacGuffin, while it's

shaking itself apart because your buddy TOOK the MacGuffin. Now through a combination of dexterity and personal balance, you can do exactly that... did I mention fighting on a moving vehicle is pretty easy for you now?

-Devil's Own Luck (600CP) (50% off: Drop-In): How are you surviving all this. No, seriously. HOW. I mean there was the lava, and then the tracks were messed up, and just... this is bullshit. Somehow you've come across an absurd amount of luck, letting you gain a much more likely chance to survive unlikely circumstances... such as outrunning tribes while surrounded by man-eating ants. How you managed to scoot past is beyond me... of course, alive doesn't mean unscathed. It won't work if you purposefully try to game this luck, but in times of crisis, the fates could smile on you.

-Whip Specialist (100CP) (Free: Archaeologist): Forget the sword, you've got a better tool... a more useful tool. CRACK! The sound of when you used a whip just right is a powerful thing. It sounds intimidating to your enemies, and sounds amazing when you use it right. Plus come on, no one expects the whip. Your journeys and experiences have left you skilled in the art of using whips, whether to cross chasms and grab items, or just to give someone a nasty lash. Whip 'em good.

-Actually Does Their Job (100CP) (Free: Archaeologist): Bouncing around temples, fighting off profiteers and Nazis, going to auctions... that's all fine and dandy, but Archaeology kind of requires you actually know your stuff. It's not all fun and games, after all! With this, you actually know how to survey and do proper excavation of a dig site, with techniques to ensure you don't destroy what you're digging up. It's a tedious part of the job, but you still need to do it.

-Culture Pattern (200CP) (50% off: Archaeologist): Studying civilizations long past and relics left to the sands of time have given you an appreciation and understanding for the myriad of cultures you have encountered and the things they were able to do without modern technology. But more importantly, it's given you superb pattern recognition, letting you make comparisons to seemingly unrelated cultures and civilizations to come up with more accurate hypothesis on what the purpose of the uncovered relics were... or the layout of a ruin so you know where to go.

-Trap Defusal (400CP) (50% off: Archaeologist): You know what can be really annoying? Knowing you have to risk life and limb almost every time you go into an ancient ruin because SOMEONE decided they wanted to kill anyone who tried to get inside. Yes it's impressive they built all of that, but it's crazy! Your time in the delving of ruins has improved your senses and knowledge to let you recognize the signs of a trap, and more importantly... how to potentially circumvent or defuse them. Just try not to lose your local guide to the trap while doing this.

-Indy Ploy (600CP) (50% off: Archaeologist): You think he plans it out, or makes it up as he goes along? It's hard to say. Maybe it's both. But you've got a taste of that now, your perception and adaptability taking a heck of a climb. What does this mean? Well it means you can use your environment and any sudden developments to your advantage in some way, incorporating them into your escape plan or plan of attack within seconds of noticing them. That Nazi caravan about to escape to that blimp? Well caravans have tools, you'll figure SOMETHING out...

-Wicked Cultured (100CP) (Free: Profiteer): To become one who comes into profit, you must appear like one who comes into profit. After all, if you were like any brazen, uncouth amateur who lost their nerve over the slightest glimmer you wouldn't be here. Whether it's choosing the right suit, speaking the right way, or even just knowing which alcohol to choose out of a bar, you can make yourself appear as though you fit among those of higher tastes. Perfect for making idiots hand you their money.

-Coin Counter (100CP) (Free: Profiteer): In order to make a profit, you must spend what you have. It's strange, I know, but there's some give and take. After all, you can't just dig everything with your bare hands... that's why you've got a keen memory and awareness for the value of your equipment. Shovels, pans, tents, your equipment's monetary value is very easy to gauge and account for when you're on a trip. After all, you don't want to end up in a sunk-cost fallacy, right?

-This 'is' History (200CP) (50% off: Profiteer): You love money. This is plain as day, you love the smell of dollars and the shine of gold more than most, but you don't get those by being a cartoon villain. No, you get those by being acutely aware of what the cultural worth of an item is... and more importantly, you can convey that worth to others to show them it's a bad idea to stop you from taking it. ...the sentimental fool.

-Omniglot (400CP) (50% off: Profiteer): In a world which regularly seeks out the past and uncovers ancient works of glory... those that can read are kings. Dead languages are a specialty, one you can learn with unnerving ease to decipher the writings of those who walked before you, and given enough practice you can even get the accent correct! Others may scoff at your dead people gibberish, but those who wish to profit must be aware of what they're stealing.

-Piggybacking on Hitler (600CP) (50% off: Profiteer): Groups with a cause, fanatics with plans... so willing to accept aid. Suckers. You've learned to become convincing enough in your acts of pretense and false loyalty that you would find it rather easy to become accepted by organized groups of dogma and tyranny. So long as you keep up the act and throw them a bone or two, they'll treat you as one of their own and easily let you command some of their troops in the name of reaching their prize... just choose your time to betray them carefully.

-Symbol of God (100CP) (Free: Cultist): Emblems, glyphs, icons, symbols, call it whatever. A single picture can mean a lot to people, not from what it is but what it represents. By choosing a single one of these pictures as representative of your beliefs and views, you likewise make it represent your power. Many who may not feel one way or the other might be ambivalent about it, but those of your flock will feel reinforced and more easily remember your teachings... while enemies may feel nervousness or uncertainty, knowing that coin is nothing to faith.

-Sight of God (100CP) (Free: Cultist): In ancient times, witch doctors and shamans would use certain plants and concoctions to induce hallucinations and spiritual experiences, in order to become closer to their gods and the universe. In modern times, aromatherapy and mood-altering herbs have been seen as an alternative medicine practice. Whatever your goal, you have a fair knowledge of how to identify plants that cause these effects, and a decent knowledge of how to prepare said plants for safe

consumption. Whether you're doing this to help people or make them more suggestible on the other hand... is your call.

-Feng Shui (200CP) (50% off: Cultist): The word of your god is an important one. If the word is not spread, then how will your god's influence spread? Of course there's something to be said about first impressions, but you'll be covered. You've gotten quite the knack at arranging and designing places to give off a certain feeling to those who walk in... whether that feeling is one of reverence and peace, or fatalistic dread to those who do not prostrate themselves. There's a reason ancient temples are romanticized in fantasy stories.

-KALI MAAAAA! (400CP) (50% off: Cultist): What greater worth is there than that of the heart, a beacon of life and vitality... what greater display is there than showing it? You have an ancient technique, one that lets you reach into someone's chest and pull out their still-beating heart. That's right, still beating. They will be alive for fifteen minutes, with damage to their body being reflected on the heart. While the wound closes temporarily at this time... it does take time to pull it out. So you might want to bind the victim first. On the plus side, someone watching their own beating heart outside of their chest is sure to give them a scare... along with anyone else watching, giving an effect to those watching to be somewhat captivated at the impossibility of this act.

-Amrita (600CP) (50% off: Cultist): Some would say that a word is important. That the word itself is sacred. You know better, you know it is the power behind the word that matters most. It is this power you share with others, those blinded to the beliefs of gods. When preaching beliefs and matters of the divine to others, you know how to organize your words and speak them in such a way that your charisma skyrockets at this time, making you VERY persuasive in discussing said beliefs... or recruiting others to them. Of course, a demonstration or two would only help your cause, to show they are not passive beliefs, either. Let them hear the word.

-Foolish Thule (100CP) (Free: Nazi): Secret cults, ancient god-kingdoms... what nonsense. Utterly preposterous. If such things existed they could change the war. ...but if they did... well, I shouldn't have to tell you how it could go. You can instill a sense of mysticism among your ranks, that their work will unleash glories that will be told throughout history... it may not seem like much, but every fanatic begins with a single step.

-Über Strut (100CP) (Free: Nazi): You know what can make any army look intimidating and organized? A good, powerful posture. Turning on one's heel just right, or walking in unison with your fellow comrades... it's pretty imposing! Such lessons are one you can teach to those under your leadership, as such that it will only be a matter of time before they can march, salute, and move like a well-oiled machine. Power takes many forms, my friend, but such power must be shown for you to be respected.

-Putting on the Reich (200CP) (50% off: Nazi): They may fear your tenacity. They may hate your cause. They may even oppose your beliefs. But one thing remains constant: A begrudging respect for the aura of organization and sharpness you give off. You have an excellent sense of how to design uniforms that not only are intimidating and show the power of your group, but are also fashionable and make your group look organized, official in a way. It's time to show them who's Boss.

-Did Nazi That Coming (400CP) (50% off: Nazi): Mere men may not be enough to win the war... but they'll do a hell of a good job getting you to what WILL win the war. Groups you run will have a significantly easier time catching wind of rumors and tips that could lead you to some interesting finds... and more importantly, they'll be much more quick on moving towards that goal, tracking down their target with great efficiency. You ever wonder how the bad guy managed to drop in JUST as the hero got through the traps? This is how.

-The Trains Run On Time (600CP) (50% off: Nazi): Say what you will about maniacal, conquering regimes. If they do their job RIGHT, it's efficient... very rarely is this the case in actuality, but you've found a way to help that out. Your knowledge on logistics and morale boosting (some call it propaganda, the uncultured swine) have been optimized immensely, letting you understand what's wrong with a group, what's RIGHT in a group, and how to optimize things so eventually you have a system that's like a well-oiled machine. Even better, the closer you get to your end result, the more members of your group will be impressed... so impressed they will work harder to maintain and improve this efficiency... even defend it. What Man had wrought, let no god put asunder.

-Historically Pleasant (100CP): There's something to be said about the importance of appearance throughout history. Many cultures stressed the importance of beauty, and now it is that importance which has led you to this. You gain a striking appearance upgrade that you would consider 'attractive', and seems to be rarely tarnished despite your delving of tombs, no doubt making you quite the fetching agent for good or evil in this world.

COMPANIONS:
Now hold on there! You didn't think I'd just let you off to go alone, did you? Well, you still have the option, I won't stop you. But if you're the kind to bring friends along, or just want to make new ones, why not check out this part and see what I have to offer you? You may choose to have a single companion imported as the option for 'Ragtime Gal', 'Dig Student', 'Old Money', 'Religious Dancer', or 'Aryan Bodyguard'.

-Dig Team (50CP+): What fun, to see a rowdy band of heroes off to explore the world of old! ...or maybe you're just a band of ruffians, here to plunder treasure for fun and profit. Only time will tell what you all are. Either way, you may spend 50CP to import a single companion, up to 200CP where you can instead import up to eight companions maximum. These companions will gain a background of their choice, and 300CP to spend on skills and abilities.

-Ragtime Gal (200CP) (50% off: Drop-In): Some people just don't care about cults or Nazis or weird statues in the mud. Some people just want to live it up, and this ragtime player is no exception. She only cares about living each day to its fullest and practicing her music to the best she can make it in time of rising tensions. This companion gains the freebies of the 'Drop-In' background along with 'Balancing Act', 'Wicked Cultured', 'Symbol of God', and 'Historically Pleasant'.

-Dig Student (200CP) (50% off: Archaeologist): They say that Archaeology is 70% library work, and 30% field work... well, this young woman is trying to get that 30% out of the way. She's a bit shy and usually has to be nudged out of her nerd moments at times, but on this journey of self-discovery she might find out whether she has what it takes to keep up in this world. This companion gains the freebies of the 'Archaeologist' background along with 'Puzzle Person', 'Shouldn't Touch That', 'Culture Pattern', and 'Coin Counter'.

-Old Money (200CP) (50% off: Profiteer): It's amazing, how the wealthy can become bored and dissatisfied with their life. They seek to improve their situation not out of need, but out of something to do. It's probably why this man has been looked down upon by older members of the upper class. He doesn't care, proving them wrong is just icing on the cake along with beating their wealth. This companion gains the freebies of the 'Profiteer' background, along with 'Remembered Your Charlemagne', 'Whip Specialist', 'Actually Does Their Job', and 'This 'is' History'.

-Religious Dancer (200CP) (50% off: Cultist): There is more than one way to express faith, my friend. Some speak in words... others speak in movement. Dedicating herself to the notion that purity of spirit requires purity of body, this young woman has charmed many with her antics and ways. ...of course she likes the excuse to dance too, but that's why it's important to love your job. This companion gains the freebies of the 'Cultist' background along with 'Wicked Cultured', 'Feng Shui', 'Foolish Thule', and 'Historically Pleasant'.

-Aryan Bodyguard (200CP) (50% off: Nazi): Stereotypically, this large Nazi enforcer would be considered a pinnacle of Aryan supremacy... blonde hair, blue eyes, physically fit and quite healthy. He's also something of the silent type, preferring to stand and look imposing, waiting for someone to tell him to punch things. He also has a sweet tooth but he doesn't like that being known. This companion gains the freebies of the 'Nazi' background along with 'Balancing Act', 'Putting On The Reich', and 'Historically Pleasant'.

-Canon Companion (300CP): Want to go for the nostalgia factor, huh? Well if you're certain, allow me to indulge you. By selecting this, you may choose one canon companion to come along with you on your adventures after your journey ends! Should they die before your time is up, they will be restored at the end. Be warned however, that they may not necessarily agree with you, so be careful with who you choose...

ITEMS AND EQUIPMENT:
Skills in mind and situation in hand, it's only fair I give you some additional assistance, so long as you can provide the cost to obtain them. After all, no explorer worth their salt is caught without the right tools for the job... so why not sit and explore my wares? I guarantee some of it will be useful to you... if not, at least entertaining.

-Shovel (Free): What? Don't look at me like that, I told you that you would need to do some digging. I wasn't kidding about that, nor was I kidding about the shovel. You're a grown-up, you can do a little work for once.

-Nice Hat (Free): Woah woah woah, hold up there! You can't go taking off yet, you still need your hat! Whether it's a pith helmet, a nazi cap, or a good ol' classy hat like Dr. Jones possesses, you can have a hat of your choice to wear during your adventures in this world! Just try not to lose it, okay?

-Umbrella (50CP) (Free: Drop-In): To walk out towards an adventure without your umbrella is preposterous. What if it rains? Or there's a flock of birds on a beach? You want to be prepared, and a proper adventurer always has the tools for the job. The umbrella you get will come in the style and color you prefer, and should you destroy yours it will return brand new the next day.

-Whip (50CP) (Free: Archaeologist): Nothing wrong with a strong, sturdy whip to get you through your travels! Whether it's to wrap on a branch to get across a ledge, or to whip someone from far away to deal the hurt, or maybe you just like the look of it! Who knows. This rustic-looking, lengthy whip will be a fine addition to your list of tools anyway!

-Camera Equipment (50CP) (Free: Profiteer): What's the best way to prove you have something? Why, take a photo, or a film reel to show the buyer that you have it! Or maybe you just want to record a historic moment where absolutely nothing will go wrong ever. Either way, you've got a supply of flash photography and small cameras with film reels, letting you do all kinds of recording for personal or business purposes. Again, I'm sure nothing will go wrong.

-Robes (50CP) (Free: Cultist): To play the role of shepard, you must look the part. After all, a flock does not rally to those who do not appeal to them. You'll get a single set of robes, tailored to help inspire the mood you might be trying to make. Whether you seek for a humble rooting to preach connection, or a dark rustic set of robes to show your god is a vengeful one, your religious presence will surely be helped by donning these.

-Gun (50CP) (Free: Nazi): Sometimes you just need to shoot the bugger! He's getting away, you're well within your right to. That or he's interfering with your plans. You can think of any reason, really. This reliable Mauser C96 pistol is exactly that, so it's bound to get you some clout with others at least... with the loud noise it makes from firing making a hell of an impression. Loud noises are scary, after all! As a plus you'll never need to clean it and it will never jam.

-Canteen of Infinite Water (50CP): The jungle, the desert, the arctic, even the middle of a street... there's always a universal danger. The danger that there may not be clean drinking water. But worry not, for a small price I can get you a nice looking canteen that will always be full of drinking water! It refills every time you close the cap, so drink away!

-Bag of Sand (50CP): Well... it's a bunch of sand in a small brown bag! You can try to take some out, you can put some into it, but overall it's a bag of sand that will always have some level of sand in it. I'm sure

it'll come in use when needing to defuse traps, right? I mean, it worked for Doctor Jones so why shouldn't it work for you? ... ...why are you looking at me like that?

-Infinite Brains and Eyeball Soup (50CP): It's... exotic, at least? It's not what one would consider western dining, but at least this supply of monkey brains and eyeball soup will ensure you get all the nutrients you need. Plenty of meat and... unique taste as well! Come on, just a bite?

-Cosplay Collection (50CP): Sometimes you just want to dress up! That's fine and cool, who doesn't like to wear something sharp or cool at times? When you purchase this, you get a whole crate full of various outfits that have appeared in this setting, all tailored to fit you perfectly! ...or imperfectly. Your choice, I won't judge.

-Macedonian Coins (100CP) (Free: Drop-In): Might need a lucky coin or two to get through this, friend. Why not make it a coin with some value? ...yes I know almost all coins have value, but that's not what I meant! These eleven coins are minted with the bust of Alexander the Great, and while they're worth quite a bit of money on the open market their collector's value is even greater. Nothing flaunts your special status like casually carrying these around!

-Adventuring Bag (100CP) (Free: Drop-In): If you're going to go on a trip, you need to be able to carry the supplies! We're not all Indiana Jones after all... well, okay maybe one or two of us, but not the point. You can choose either a messenger bag or a backpack for this item to take form, and not only will this backpack not feel heavy even packed full, but reaching in will ensure you find the item you want within seconds! Very important if time is of the essence.

-Chachapoyan Fertility Idol (100CP) (Free: Archaeologist): Never let it be said that all works of art look pretty. A solid gold statue, six inches tall, this statue is a tribe's attempt at representing the deity Pachamama. Braving traps to stare into the statue's eyes is considered a rite of passage by the tribe, though maybe you might have a better use for it.

-Motorbike (100CP) (Free: Archaeologist): You need to get from place to place, my friend! Just walking isn't going to do anything for you. Get moving! Fortunately this bike will help you out, always full on gas and very easy to maintain. It's even got a detachable side cart for a single passenger if you feel like taking anyone along! ALLONS-Y!

-Peacock's Eye (100CP) (Free: Profiteer): Go big or go home, and this... this is a big diamond. Gloriously cut and approximately 50mm long by 25mm tall, this large gem once belonged to Alexander the Great, as one of the eyes of a large Peacock Statue. Its sister eye was cut apart by Indian Princes, making this single eye a very valuable gem indeed...

-Collector Pieces (100CP) (Free: Profiteer): There are many things that are worth profit, my friend. What is trash to one country can be worth a fortune to another. But sometimes... there are things which even you hold sentimental value towards. You've come into a small collection of pieces no larger than a hand, and while they may not be worth much on the open market, their cultural value and ideals will speak a universal truth: That within the past, there is always opportunity for the future.

-Sankara Stones (100CP) (Free: Cultist): Sometimes, diamonds really are forever... and they can be worth a lot. According to legend, these five lingam-shaped stones were given to Sankara by Shiva, to battle evil with them. These smooth stones, which are supposed to represent the fertility of the goddess, contain diamonds inside that can light up and bring warmth and light to those of faith. At least they'll look nice when placed somewhere?

-Authentic Marking Kit (100CP) (Free: Cultist): You need to make an impression on people! No one ever got converted to a religion without a little demonstration, a little convincing or showing to prove it's the right one for them... and sometimes that means ramping things up. Whether you're just showing off or the markings mean something, you've got a nice kit full of ash, mineral, and various animal fats that can be mixed up to paint colors and markings on a person, bringing them into the fold of your group in a flashy way. Call it a rite of passage or something.

-False Holy Grail (100CP) (Free: Nazi): A large drinking chalice made of gold and encrusted in all manners of jewels, this beautiful cup could easily be called a cup worthy of the King of Kings... but you know that's not the truth. You know it's a sham, a falsehood. But that doesn't stop it from having value outside of the materials of its construction. No, those who know its story will remember the lesson at heart: To be deceived by falsehoods is to be doomed when you take your first step.

-Crate of Gold (100CP) (Free: Nazi): You know what's awesome? Gold. Gold is awesome. That's why you've got this large chest filled to the brim with either gold coins or gold bars, all branded with the Nazi Germany logo so they know who the REAL master of the world is. You might get some odd looks, but parting with some of the gold might change their view...

-Giant Boulder (100CP): Well... this is a giant boulder. Many times the size of a man, this could crush a lot of things that got in the way once it gets some good momentum going. Only... this is a giant boulder. What are you even going to do with this? Why would you want a giant boulder to roll at people?

-Cluttered Library (200CP) (50% off: Drop-In): They say that for the world to be efficient, it must be organized. It is a shame that your library does not reflect this attitude... while it has that awesome 'old book' smell that's faint in the air and plenty of leads into ancient cultures of the past, it's got plenty of shelves that seem disorganized, stacks of books laid out everywhere... even occasional pictures left over from past methods of research, the odd mundane trinket from past adventures on a rare occasion as well. But hey, you're here to learn, not to be a neat freak.

-Trap Designs (200CP) (50% off: Drop-In): It seems a bit contrived that ancient civilizations could build traps that were so... sophisticated or complex. Spinning blades? Gas-launched darts triggered to pressure tiles? How do they DO these things? Well... you'll know now with this large chest of low-tech design plans. It won't be anything magical, but if you're lacking high-tech tools you'll at least be able to make dangerous defenses using sticks and stones. Just don't ask how the ancient cultures knew these... for all we know it's the damned aliens.

-Museum (200CP) (50% off: Archaeologist): A bit rustic, but you're not trying to win the award for the best hallways. No, this building's draw is for what's INSIDE, containing many glass cases and walled off

sections meant to let you store various archaeological findings or uncovered items... plaques giving a brief summary of the item once you place it inside. These items cannot be larger than a car, but I'm sure you'll find plenty of things to put inside.

-Journal Book (200CP) (50% off: Archaeologist): Sometimes keeping things in your head isn't always the most efficient way to do things. After all, what if you forget? Or you need to sift through all the years you've been doing this song-and-dance routine that is your job? Fortunately this book can help... it will always have an empty page, and the book itself will flip to what you're looking for, just like in the movies! As a bonus, the cover will look how you want it to look as well.

-Vault of Profit (200CP) (50% off: Profiteer): Collecting money and riches is much like conquest... while you may always seek more, there will be memorable instances that you will wish to remember and impress upon others. Gilded podiums and framed notes, all ready for you to place valuable items inside. Once placed, the lighting and positioning will be changed to give off the best impression of value and luxury. No plaques of course... because their stories are for you to regale. The envy and impressed views of others as you recount these events are another form of profiting, after all.

-Classy Car (200CP) (50% off: Profiteer): You're not like the grubby tribes which still play around in the mud, nor are you like the self-righteous dirt diggers that selflessly give away. You are a person of taste, and taste extends to all facets of your life. This four-seater car comes with leather seats, will always have that freshly-waxed shine, and never run out of gas, so you can save that money to use to even more luxurious things! It even comes in the color you want!

-Temple Site (200CP) (50% off: Cultist): Every religion must start somewhere... though word has no limit and faith has no constraint, every shepard must give their flock a resting place. This large room and altar site is designed in a way to help express the nature of your teachings, designed to carry your voice so all can hear within its walls. ...should you desire it, the altar can double as a sacrifice pit. What you wish to sacrifice... I leave to you.

-Documentation (200CP) (50% off: Cultist): There are those who seek to keep their flock in the dark, hidden away so they practice their faith without scrutiny... and then there are those who want to take it a step further. Fortunately for you, these papers will help you take care of the necessary legal hoops... giving you the legal means to at least declare your religion 'official', giving you a bit of leeway to practice in the open. Be warned however... this isn't carte blanche to begin sacrificing people, so tailor your public image carefully.

-Hall of Speeches (200CP) (50% off: Nazi): You must give the Nazis credit for one thing, they knew how to make an impression... and now you can make an impression too. A large conference hall adorned with statues and banners of your personal emblem, a few spotlights and the design of this hall made to perfectly carry your voice to every corner... and a snazzy podium to help you appear powerful and confident in your talking! Rally the common man so they may know their place, and let them know who is destined to RULE THE WORLD!!

-Flag of the Regime (200CP) (50% off: Nazi): Order and unity is more than just drills and uniforms and speeches. It is a symbol. It is a testament to the effectiveness and validity of your reign. It is time to make that validity a physical presence, and this will do the job. A large flag in the colors and emblem of your choice, upon hanging this flag up on a pole above your base or in the walls in a well-traveled section, those belonging to the group will feel bolstered and aware that this is THEIR cause. This knowledge will improve the cohesion and group morale within your regime... ensuring your enemies receive a swift defeat.

-Covenant of Buddha (200CP): Sometimes the greatest of power is not through mystical trinkets or weapons. Sometimes it is words that are the strongest power of all. This box contains the original writings of the Gautama Buddha, his very own words used to describe his teachings and beliefs. With such words on paper, whoever held this collection could potentially unite every Buddhist under a single banner... or if you seek enlightenment, you could study the documents yourself.

-Mysterious Ciphers (200CP): It is not the end result that can be worth one's time and effort, but merely the journey... of course, in this case it's both. A set of three cipher texts, rumor has it that the papers hide the location of a buried collection of gold, silver, and precious jewels that is easily worth a massive fortune... with one paper describing the location, the second describing the full contents, and the third with the names of the treasure's rightful owners. Be warned though, upon collecting these papers you may have those who have interest in your actions. ...but fortune is often contested if it's worth it, after all.

-Armed Biplane (300CP) (50% off: Drop-In): Take to the skies, my friend! Trains and cars are one thing, but to go along in the open air, you'll be sure to make time! This two-seater biplane comes with a machine gun in the back seat in the event one needs to defend themselves, and fortunately it comes with a self-refueling tank! May or may not sometimes have a snake in the back seat. Please treat Reggie well in the event he's there.

-Lead Lined Refrigerator (300CP) (50% off: Archaeologist): How. How does this even... you know what, whatever. This whole thing is silly. This 1950s styled refrigerator is lead-lined, and has enough space to fit a grown man inside if you pulled all the shelving units out. It's also quite durable, letting you survive a hefty fall... so what does this mean? It means in a pinch you could hop inside and ride out the blast of a nuclear explosion, provided you were a fair distance from ground zero. Just... mind the radiation.

-Contact List (300CP) (50% off: Profiteer): There may be times where after collecting your ill-gotten gains, that you need to figure out a way to fence some goods. For moments like those, time is of the essence... after all, what if some rapscallion is trying to take what you have collected just so some filthy crowds can put their hands all over it? This briefcase, fortunately for you, contains a self-updating list of contacts that will give you an idea of who you can sell trinkets and items to... legal or otherwise. After all, money knows no true loyalty.

-Chalice of Kali (300CP) (50% off: Cultist): Well. If... you're into things like this, then I suppose it's ill of me to keep you from the option, now wouldn't it? It's a bit creepy to most, though... a partially mummified human head, with a gold spout from its mouth shaped like a human tongue. Its purpose is mainly to

hold a concoction, the Blood of Kali... which is a powerful hallucinogenic that's meant to brainwash people into becoming acolytes. Intense pain can break this spell, but how would anyone know that?

-German Transport (300CP) (50% off: Nazi): Alas, the one thing that separates you and the inferior races meant to serve under you? ZEPPELINS. Or U-boats. Really, it's up in the air, either one works. Upon purchasing this, you have a choice of a fairly-sized zeppelin or a U-Boat craft to operate out of, ensuring no prize is out of your glorious reach! It's time to seek your rewards and take your place among the legends you chase!

-Staff of Aaron (500CP): It seems that some legends are exaggerated or considered too great to be real... and then there are some legends that prove to be all too real. Said to belong to the brother of Moses, this staff could summon terrible plagues upon one's enemies similar to the Plagues of Egypt, ensuring an edge in fights. It was claimed to be a divining rod as well, but this version simply enhances divining attempts one may use to seek out an object.

-Chimu Taya Arms of Cuzco (500CP): It's amazing, how we often associate golden items with civilizations of old... as if they had power all their own. Well, these golden Inca-created gauntlets have power indeed, if that is what you seek. As intricate as they are resplendent, those who wear these gauntlets will have the ability to move, shape, and control the local ground around them... explaining how the Incas could make such wonderful looking cities. Will you be just as altruistic?

-Pa Cheng (500CP): Sometimes the hearts of men alone are not enough to ward off evil. Sometimes... there must be guiding help. Known as the 'Dragon's Claw', this boomerang-like weapon can be thrown at an enemy to have it return to the user, dealing significant damage to those it touches... especially demonic beings. Provided you're okay with draining its power for a bit, you could also use it to make a temporary, spirit-resistant shield to defend yourself. Let the dragon's power protect you, traveler.

-Philosopher's Stone (500CP): Few things are as powerful in legend as the legendary Philosopher Stone, the end goal of many medieval alchemists... and now, for the right price, this fist-sized blue crystal is yours. Able to transform base metals into gold, this Stone would at least guarantee wealth in the hands of someone clever about its use. But the true power of this stone is a tedious and drawn out process that could rejuvenate a wounded person... and with the right work, could even grant someone eternal youth. Be careful who you let know about this.

-Orichalcum Bead Producer (600CP): This... strange warehouse attachment is something else. A machine the size of a small house, by feeding it a constant supply of lava you can produce small pearl-sized beads which can be used as a powerful energy source... easily comparable to uranium, without the radiation. Such power could be a game-changer, though how this Atlantean device came to be in the first place is a mystery...

DRAWBACKS:
Wait. So despite all the traps in dungeons, all the enemies you might face, even the risks beholden to the very artifacts themselves, rife with danger and death to those who would use them improperly, you

would seek more danger? ... ...well, never let it be said that you didn't have your moments of interest. You may take on drawbacks in exchange for additional CP, up to a maximum of +600CP. You may choose to take on more drawbacks after that, but they will not grant you additional points. 'Mister Cipher' does not count towards this maximum CP allowance.

-I Want To Play A Game (+100CP): What is with all the puzzles?! It seems like everywhere you go, you need to solve a puzzle just to get through... want to get to the ritual room? Puzzle with a set of keys. Want to fix your car? Puzzle to make sure it all fits. Want to fool the enemy? Well you need to play the damned puzzle. It's going to be a time consumer, let's just say that.

-Short Round (+100CP): You really sure you want to do this? Are you that desperate? ...very well. Not only are you locked in the form of a short, Chinese child for the duration of your time here, but you'll be delegated to the role of a sidekick at best. Never to take the credit, never to fight the main battles, with very few people ever taking you seriously. This will never work in your favor.

-Animal Phobia (+100CP): Snakes... why did it have to be snakes? Well, it doesn't have to be snakes, but choose a common animal or creature. Not only will you gain a very deep-seated phobia that will hamper your ability to think, but you will also encounter them on a semi-regular basis... up close. You'll never get used to it either, so this is going to suck for you.

-Mister Cipher (+100CP) (Must have bought 'Mysterious Ciphers'): The Ciphers you have purchased seem to have come with a caveat; many others have managed to decipher the general location of the fabled treasure, and now it is a race against both the government and various factions to claim whatever they can. You will have to be quick on your feet and think of something clever to secure the whole thing... or get ready to fight. If you're unlucky, you might be forced to make a deal.

-Just Shoot Them (+200CP): You know how most enemies want to be dramatic or make it an ironic death for you? Not anymore, that's out the window. When dealing with you, any enemy is going to be very pragmatic. Yes, they will just shoot you instead of deciding to monologue. Yes, they will destroy the artifact to keep you from getting it... and if they do, it's gone forever. Don't make mistakes or they WILL make you pay for it.

-Flashy Mook Show (+200CP): What's that? The enemy is in front of you? Swing your sword a bunch of times! That'll scare them! It surely will... who knows. Whether it does or doesn't, this doesn't stop you from using ONLY swords or fisticuffs when fighting someone... and worse yet, you're always going to make a show of it, even wasting up to a few minutes doing flourishes and poses to scare your opponent. That's a lot of time wasted...

-Bowling for Boulders (+200CP): WHERE ARE ALL THESE BOULDERS COMING FROM. WHERE. It seems like every time you trigger a trap or grab an artifact from its resting place, something happens where you need to outrun a massive boulder that starts rolling towards you. You could be in a forest, or a desert, or even in the mountains... and your actions will cause the need to outrun boulders. I hope you didn't skip leg day.

-That Doesn't Belong In The Museum! (+300CP): How is he doing it? How? What kind of madness is enabling him? Well, you are, apparently. By selecting this, the good Doctor Jones will always find a way into your warehouse or abode with alarming frequency... to steal an important item. Defenses and elaborate traps are encouraged, but he's just going to make it in and make off with the item anyway. You will have to regularly track down where the item went, reclaiming it for your own... only for Jones to take another item some time later. At least you'll be busy?

-I'm Not Saying It's Aliens... (+300CP): ...but it's aliens. The idea of aliens has taken over your life in the worst ways possible... not only does no one believe you that cultures could have been influenced by ancient aliens, but you'll also be taunted with the signs of external influence everywhere... they helped build the pyramids, you know. You're going to find support being pulled very quickly, while becoming a laughing stock as you spend tremendous amounts of resources trying to vainly prove your findings... and don't expect any "evidence" to hold up for anyone either.

-Light of the Ark (+300CP): Well... this is something. Something bad, anyway. In bringing you here, something went wrong, and you've accidentally been granted a peek inside the Ark. A peek is all it takes, and now you're continually plagued with nightmares and hallucinations of spirits and death... forms of death that never fail to leave you shaken at minimum. Worse yet, upon getting close to sand (and you WILL at some point on your journeys) the sand itself will swarm and lash out... seeking to make you rejoin the Ark. Your defenses will be of little use on this one... you will need to find another way to fend it off, or you will die upon being dragged where you belong.

-Manifest Destiny (+600CP): Oh, you're in trouble now. Hitler has obtained the legendary Spear of Longinus, and with it his guaranteed victory. Any supernatural ability or superhuman trait you possess has been taken from you, now his to command and spread amongst his lieutenants. The Third Reich will undoubtedly take over the world, their agents everywhere. Nazi or not, you are their most hated enemy. The only way to ever regain your strengths permanently, and not fail this adventure, would be to destroy the Spear... nullifying its power. But can one really destroy that which guarantees victory?

END CHOICE:
Through the tombs and the treasures and the trials, you have managed to make it through. Well, I'm assuming you made it through. Assuming you did, physical injuries may be healed if you wish. From there, you've got one last decision before you can ride off into the sunset:

-Go Home:
Whether you were tired of the journey you've gone on, or you've seen one corpse too many... you've decided to throw in the towel, and you're calling it quits. You go home, with everything you have gained thus far. Perhaps there will be other mysteries in your home to explore, or you could make new ones!

-Stay Here:
It's too much. There's too much adventure here, too many things to uncover. Too many ways to make something of yourself, and this is the place you'll be planting your flag. Your journey ends here, with all

your affairs handled back home so that you may spend your days here with little worry. Onward to those temples!

-Move On:
A world like this cannot slake your thirst for history and relics. Why settle for one world, when you can explore so many other worlds and find what they have to offer? Time is paused here, as it has with back home as you continue on, ready for the next world. Just be sure to keep your hat in good condition, friend.

NOTES:
-'KALI MAAAAA!' lets you put the heart back inside the person within the fifteen minutes should you choose, ensuring they remain alive.

-Any artifact that is not purchasable, such as the Invincible Ruby or Omega Book, will have its powers dramatically reduced upon leaving the jump to bring it in line with the artifacts that are purchasable. It will have some use, but claims of omnipotent powers or ultimate knowledge will fall rather short.

-The Crystal Skull of Akator cannot be used to gain anything from the aliens. It's still a crystalline skull with magnetic and slight psychic properties, but it's limited to that as there's too little to go on regarding the actual aliens. It's better to not make assumptions in this case.

-'Canon Companion' cannot be chosen to pick up the alien from the 'Kingdom of the Crystal Skull', nor can it be chosen to collect other aliens or godlike beings such as Nur-Ab-Sal.

-'Cluttered Library', 'Museum', 'Vault of Profit', 'Temple Site', and 'Hall of Speeches' all become Warehouse attachments after this jump.

-The Mysterious Ciphers are in actuality the Beale Ciphers, with a fortune to be estimated around $60 million dollars. It is meant to both offer a massive one-time lump of precious materials as a reward, and to grant a 'pulp fiction'-esque adventure for you to enjoy or imagine up. Have fun with it, make up something neat.

-The Staff of Aaron cannot summon the Plague of Death.

-Regarding 'That Doesn't Belong In The Museum!', Indy is immune to the effects of the artifact he is running off with. in the event that you attempt to kill Indy, he will always inexplicably survive. It might involve climbing into a refrigerator and catapulting through time and space before disappearing for several weeks as you are inexplicably unable to find the body, but he'll be back.

-Regarding 'Just Shoot Them' and 'That Doesn't Belong In The Museum!', should any artifact, yours or otherwise, be destroyed as a result of items or events connected to you, you will be blamed for it in every way.

-'Bowling for Boulders' will ensure it is always a challenge to outrun them. You cannot use this to direct the boulder to get rid of your enemies.

-You cannot take the 'Manifest Destiny' version of the Spear of Longinus. Ever.