

DUST TO DUST

DESCRIPTION:

Strange deaths at the Field Museum in Chicago may be connected to an anonymous donation of vengeful mummy and a collection of cursed Egyptian artifacts.

ADVENTURE HOOKS:

- **BPI:** If the characters are BPI agents or independent (public) investigators, then they are called in to investigate by local police baffled by the nature of the crimes.
- **Relative:** One of the characters may be a relative or old acquaintance of one of the museum employees – living or dead.
- **Curiosity:** The characters may simply read about the events in their local newspaper and feel compelled to investigate.

PLAYER DETAILS:

Several murders have occurred recently at the Field Museum of Natural History in Chicago, Illinois. There are several facts which have made the murders especially troublesome for local police and museum officials.

- The night that the first murder occurred a newly acquired mummy was reported missing as well, none of the other, more valuable and concealable, items that the museum displays and stores were apparently touched.
- Security cameras have not shown anything unusual, or even the presence of unauthorized personnel despite their proximity to the scenes of several of the killings.
- Material and fiber samples on the victims wounds appear to come from the missing mummy.

The police officer in charge of the investigation, Lt. Marv Pulaski, believes that the murders are being committed for reasons unknown by someone who works in the museum, or has regular access to it, and who is attempting to cover their tracks by using the mummy to create an absurd false trail for investigators to follow.

The mummy was received in a shipment on January 23 in a stone sarcophagus with one other crate of artifacts accompanying. The crate contained only the sealed canopic jars which normally contain the vital organs of the mummified corpse. There are five jars, one each for the liver, intestines, lungs, stomach, and brains. Each jar is clearly marked, decorated, and sealed shut with plaster. Museum officials are tentatively estimating the mummy's age at 3200 years, but planned to conduct more tests once the point once the point of origin was determined.

GM DETAILS:

A sealed sarcophagus was sent to the Field Museum in Chicago from an anonymous donor in Egypt along with a number of sealed crates containing various Egyptian artifacts. When opened, the stone chamber was found to hold a basic casket containing a well-preserved, but otherwise unremarkable mummy. The mummy was placed in storage until its origins could be determined.

Unknown to the museum, the mummy and other artifacts are creations of a cult of Egyptian sorcerers and priests, and are being used to try to force the museum into returning its collection of Egyptian artifacts to their respective tombs.

AMMIT

Type: Vengeful Cult

Beliefs: The members believe in the existence of the entire pantheon of ancient Egyptian deities, but worship Anubis in particular. They do this by acting as his agents on Earth, protecting the dead and destroying the unworthy. Most members are versed in the use of magic.

Leadership: Ibn Al Hazred, an Egyptian rug merchant is the high priest of the cult

History: The cult was formed around 1910 by native Egyptians wishing to combat the desecration of sacred and historical sites in their country by outsiders. At the time, most were worshippers of the old gods and as the cult grew its religious associations became more important. The cult is responsible for at least some of the deaths associated with the Howard Carter expedition which uncovered the pharaoh Tutankhamen.

Size: Medium (roughly 100 world-wide)

Anubis, the jackal-headed Lord of the Dead to the ancient Egyptians serves as a guide of souls in the afterworld and the protector of tombs and cemeteries. He is the patron of the embalming and mummification processes, and is responsible for weighing the heart and soul of new arrivals to the underworld on special scales that indicate whether they are worthy of Immortality. If so they are led before Osiris, Judge of the Dead. If not, they are summarily fed to the monster Ammit, a monster with the body of a lion, the head of a hippopotamus, and the jaws of a crocodile.

It is in Anubis' name that the cult called Ammit was formed, partly to worship the Lord of the Dead, and partly to act in his behalf – protecting the tombs and cemeteries of Egypt. Towards this end the group uses a combination of magic and terrorist tactics to have Egyptian artifacts returned to the tombs they were removed from, and to prevent exploitation of newly discovered tombs. The cult has recently perfected a process of creating animate mummies which they intend to use in their attacks.

Cult members encountered may be outfitted with the Uzi and black BDU's of a conventional terrorist, but the majority are adept at sorcery and dress themselves in the finery of Egyptian priests and arm themselves with ceremonial Egyptian swords (Kopesh: Moderate, PHY+1D+2 damage) during convocations.

Once the mummy arrived at the museum and the sarcophagus was opened the mummy was programmed to awaken, and stealthily begin the extermination of anyone it found wearing a museum ID badge. The mummy has escaped detection by travelling through air ducts and service corridors, and occasionally by using its invisibility to cameras to hide in plain sight.

TIMELINE:

January 23 – The sealed sarcophagus and accompanying crate of smaller artifacts arrive at the Field Museum of Natural History in Chicago.

January 24 – Under the eye of the museum director the crates and sarcophagus are opened and examined. The artifacts are catalogued, but officials are unable to determine the point of origin of the shipment and are unable to definitely place or date the items themselves. The items are placed in storage as the shipping company checks launches an investigation into where the items originated.

The morning of January 25 – The body of Mike Weems, a night watchman, is found in the museum's main floor restroom strangled to death. Upon searching the museum for clues it is also determined that the new mummy is missing.

The night of January 26 – The body of Yolanda Washington, changing a lower level display on sea mammals on the ground floor, and Orly Vaknin, a janitor cleaning the upper floor Pacific Spirits display, were found dead. Ms. Washington had her skull crushed by a garbage can, and the janitor was strangled by hand.

January 27 – Police close down the museum, believing that the murderer may still be inside, and begin a 48 hour intense sweep of the building. Some bits of wrapping from the mummy are found in a broom closet on the ground level, but no other evidence is found. (Characters should be brought in during or before this time frame. As a result of character actions the following events are subject to change.) The building is reopened, to museum personnel only, the morning of the 29th with police officers standing guard at each door checking museum I.D.s.

January 29 – Just after noon the body of Jason Fitzpatrick, a building maintenance engineer changing light-bulbs in the Eskimo exhibit on the ground floor, is found beaten to death with a hammer from his own tool belt. The building is again evacuated by police, though Janet Mueller, one of the museum's restoration experts, appears to be missing. Heavy rains begin in the afternoon. The terrorist group Ammit claims responsibility for the deaths in a letter delivered to museum's curator. They claim that the killings will continue until all of the Egyptian artifacts in the museum's possession are returned to the tombs which they were looted from.

The night of January 29 – Damage from the rainstorm causes the museum and surrounding area to be without power from 9 PM until 5 AM. Janet Mueller's body is found under a sarcophagus in the Inside Ancient Egypt exhibit. A police officer, Todd Price, patrolling the ground floor reports seeing an intruder and is found strangled to death minutes later.

January 30 – The museum is closed indefinitely as police forensic experts continue to search for evidence. Dog's are brought in to sniff out the missing mummy, but refuse to work.

February 1 – Two teens, Ron Walters and Jose Gonzalez, who snuck into the museum the night before via a back entrance on a dare are found beaten to death in the cafeteria.

February 2 – Two officers report an intruder on the upper level, one is killed by a thrown spear from the Asian exhibits, the other gets off 5 shots before being struck unconscious. The officer later reports that the attacker "was wrapped in cloth like a mummy."

February 3 – Lt. Pulaski is walking a police dog through the building when he is attacked. The dog is killed when struck with a garbage can. Lt. Pulaski gets off 6 shots before being bludgeoned to death by hand. His attacker is seen flees outside and manages to get into the city.

The night of February 3 – A wave of serial killings begins with homeless people and street walkers on the city's south side...

LOCATIONS:

For maps and descriptions of the Field Museum see <http://www.fmnh.org>.

NPCs:

FANATIC CULTIST

Name: Mohammed Abdalla

Physique: 3D

Reflex: 3D

Dodge 3D+2, Firearms 4D+1, Melee Weapons: Sword 4D, Melee Weapons Parry: Sword 4D

Canny: 4D

Guerrilla Warfare 4D+1, Hide/Sneak 5D, Lock-picking 4D+2, Streetwise 4D+2, Surveillance 5D

Education: 2D+1

Archeology 3D, Language: Egyptian 9D, Language: English 4D, History: Egyptian 3D+1

Technical: 2D+1

Motor Vehicle Operations 3D+1, Security Technology 3D

Will: 3D+1

Intimidation 4D+1

Special Abilities/Disadvantages: None

Story Hooks:

Fanatic – Mohammed is a member of the Ammit cult, a devout follower of Anubis, and determined to see the return of Egyptian artifacts to their tombs.

Life Points: 33

Survival Points: 7

Move: 10

Equipment: White panel truck, Walther PPK, Kopesch (Moderate, PHY+1D+2 damage), Enchanted Robes (pockets are 8x Deep, makes wearer invisible to cameras)

Mohammed Abdalla was sent to Chicago to insure that the mummy and its jars arrived safely, and that the sarcophagus was opened. He is a native Egyptian, and was introduced to the Ammit cult by his father and brothers. He has no criminal record, despite years of participating in Ammit operations.

He will remain near the museum as an observer, and will probably only become involved if he sees an opportunity to liberate the Egyptian artifacts or if the mummy leaves the museum – at which point he will recover it.

POLICE DETECTIVE

Name: Lieutenant Marvin Pulaski

Physique: 2D

Climbing/Jumping 3D

Reflex: 2D

Dodge 2D+2, Firearms 4D, Running 3D, Unarmed Combat 2D+2, Unarmed Combat Parry 2D+2

Canny: 2D

Find 3D, Gambling 2D+2, Hide/Sneak 3D, Lock-picking 3D, Streetwise 3D, Surveillance 3D

Education: 2D

Crime 3D+2, Law 2D+1, Law Enforcement 4D, Locale 2D+2

Technical: 2D

Computers 2D, Criminal Investigation 4D, Electronic Surveillance 3D+1, First Aid 3D, Motor Vehicle Operations 3D+1, Security Technology 3D

Will: 2D

Interrogation 3D+1, Intimidation 2D+2, Sanity 3D

Special Abilities/Disadvantages: None

Story Hooks:

Peace Officer – Marv Pulaski serves the public trust in the position of Homicide Detective.

Life Points: 29

Survival Points: 3

Move: 10

Equipment: Police Badge, Unmarked Police Sedan, Smith & Wesson .38 Special, Light Kevlar™ Vest

Marv Pulaski is an 18 year veteran of police service. He has seen the best and the worst that the world has to offer and stood his ground, partly out a sense of duty and partly out of sheer momentum. Seeing corpses in every state and form on an almost daily basis has made him even-tempered and given him a foul sense of humor.

Marv is difficult to surprise. More than anything he wants a case to be closed in a competent and complete manner, how it gets there is not always important as long as justice is served.

SHADOWS:

MUMMY

Type: Zombie, Egyptian

Physique: 6D+1

Stamina 8D

Reflex: 2D

Unarmed Combat 4D

Canny: 2D

Hide/Sneak 4D+2

Will: 3D+2

Special Abilities/Disadvantages:

Confusing Scent – The herbs and chemicals make the mummy Very Difficult at best to track by scent. This combined with its undead presence make dogs and other animals very wary, and they are likely to flee the immediate area.

Invisible to Cameras – The mummy has been enchanted to be invisible to cameras, both still and video.

Stored Life – The mummy has its vital organs stored in canopic jars, and so gains a +1D to resist damage. But if the jars and their contents are destroyed, the mummy is destroyed as well.

Undead – Mummies are undead creatures. They require no sustenance, and no sleep. They do not even breathe. Though well preserved, they are unable to heal any damage, so Life Points are lost permanently unless magically restored.

Story Hooks:

Revenant – The mummy was created from the corpse of a an Egyptian terrorist. It is “programmed” to take revenge on defilers by killing anyone it finds wearing a Field Museum identity badge. It will do this as quickly and quietly as possible to avoid detection.

Life Points: 45

Survival Points: 0-5 normally

Move: 8

Size: 1.4-2.1 meters tall

Though the term ‘mummy’ is often used to refer anything in a mummified state, it is used here to refer to the animate, and well preserved, creations of Egyptian sorcerers. This mummy was created by the Ammit cult to be an instrument of revenge against those who have pillaged Egypt’s ancient heritage.

The mummy was preserved using ancient techniques that included removing the corpse’s vital organs and placing them in canopic jars. If the jars and their contents are destroyed, the mummy will lose animation and will rapidly deteriorate. It should also be noted that because of the connection between the mummy and its jars both will be perceived as magical by those capable of detecting magic auras.

SOLUTIONS:

The easiest way to take out the mummy is to destroy the canopic jars, if the players figure out the connection. It is necessary for the mummy to be destroyed, because even if the characters realize that the badges are making people targets and change or remove all of the employee badges, the mummy will eventually figure things out and start killing anyone it can get its hands on. Eventually, if not stopped, it will leave the museum and kill anyone it comes in contact with before being recovered by Ammit.

The successful completion of this adventure may lead into an extended confrontation with Ammit. The GameMaster may wish to detail an Ammit strike team to move in and destroy the mummy should it be captured and not destroyed.