

PROP BOOK

**SANDMAN™ Map of Halaal
(Set One)**

Copyright 1985, 2012 Daniel Proctor
Sandman™ is a trademark of Daniel Proctor

**SANDMAN™ Map of Halaal
(Set One)**

Hotel Francais

November 1, 1941

Dr. Paul Musemann
Office of the Comptroller
Ohio State University
Columbus, Ohio
United States of America

Dear Sir:

The Hotel Francais of Casablanca is pleased to confirm a reservation for your party to arrive on Dec. 5, 1941. We understand there may be yourself and up to three other representatives of the University. Accordingly, we have arranged for the requested suite to be at your disposal.

Your advance payment for ten days and nights has been credited to your account. If we may be of service in any other way, please contact us.

The Management
Hotel Francais
Casablanca
French Morocco

Nov. 10, 1941

M. Paul De Vries
Ministry of Cultural Affairs
134 Boulevard des Marechals
Casablanca, French Morocco

Dear Mr. De Vries,

This is to confirm that a study group from Ohio State University will arrive in Casablanca on Dec. 2 or 3. The group will research the possible benefits and feasibility of an archaeological dig at the caverns southwest of Casablanca. Specifically, the group will seek to ascertain whether the "Great Cavern" shown on an archaic treasure map in the university's possession actually exists. Of course, this initial study shall be at the university's expense.

We appreciate the interest of your government in co-sponsoring a larger expedition at some time in the future (should it prove to be warranted) and thank you in advance for your cooperation with our preliminary study group.

Sincerely,



Franklin Wilson

Franklin Wilson
Chairman
Dept. of Archaeology
and Anthropology
Ohio State University







Prop 1b Male

Origin: Scene 1

THE BODY CHECK

CLOTHING: You're wearing a lightweight beige suit—American cut, style of the early 1940s. Hat, belt, shoes, underwear... all the usual garments are included, and all are of excellent quality. A man's ring with a small diamond  circles your right ring-finger. **THE THIRTY-EIGHT:** Beneath your suitcoat, in a shoulder holster, is a .38-caliber, six-shot revolver,  fully loaded.

IN YOUR POCKETS...

- ☐ A valid train ticket,  from Algiers to Casablanca, French Morocco.
- ☐ Handkerchief,  comb,  fountain pen,  cigarette lighter
- ☐ (no cigarettes) 
- ☐ a leather wallet, American made ☐ a passport 

IN THE WALLET...

- ☐ \$200 in French Francs. Money issued by the Nazi-dominated government in Vichy, France. ☐ pistol permit (from State of Ohio)
- ☐ Two business cards, reading: Dr. William Bright, M.D.
Office of the Board of Trustees
Ohio State University
Columbus, Ohio

☐ Ohio driver's license for William Bright, ● 232 Oakmont Court, Upper Arlington, Ohio. ● Birthdate: June 22, 1895 ● Height: 5'10" ● Weight: 170 pounds ● Hair: Brown ● Eyes: Hazel



THE PASSPORT


☐ American passport issued November 10, 1941, with information identical to that on the driver's license. The passport shows travel from the United States to Dublin, Ireland, arrival Nov. 27, 1941. From then on, the route is virtually non-stop. ● Dublin to Lisbon, Portugal ● to Algiers, French Algeria ● to French Morocco, entry date Dec. 2, 1941.

The stamp for French Morocco allows the bearer to remain in that country for up to ten days. An exit visa is attached, permitting the bearer to leave French Morocco.






Prop 1a Male

Origin: Scene 1

THE BODY CHECK

CLOTHING: You're wearing a lightweight beige suit—American cut, style of the late 1930s, of respectable but not expensive quality. Hat, belt, shoes, underwear... all the usual garments are included. **THE THIRTY-EIGHT:** Beneath your suitcoat, in a shoulder holster, is a .38-caliber, six-shot revolver,  fully loaded.

IN YOUR POCKETS...

- ☐ A valid train ticket,  from Algiers to Casablanca, French Morocco.
- ☐ Handkerchief,  comb,  fountain pen,  Book of matches
- ☐ from "Steve's Lounge" in Arlington, Ohio.
- ☐ American cigarettes ☐ a leather wallet, American made ☐ a passport 

IN THE WALLET...

- ☐ \$200 in French Francs. Money issued by the Nazi-dominated government in Vichy, France. ☐ pistol permit (from State of Ohio)
- ☐ Two business cards, reading: Andrew James Ross, Ph.D.
Dept. of Archaeology
Ohio State University
Columbus, Ohio

☐ Ohio driver's license for Andrew J. Ross, ● 3125 Northwest Boulevard, Columbus, Ohio. ● Birthdate: August 2, 1905 ● Height: 6'0" ● Weight: 180 pounds ● Hair: Brown ● Eyes: Brown



THE PASSPORT

☐ American passport issued November 10, 1941, with information identical to that on the driver's license. The passport shows travel from the United States to Dublin, Ireland, arrival Nov. 27, 1941. From then on, the route is virtually non-stop. ● Dublin to Lisbon, Portugal ● to Algiers, French Algeria ● to French Morocco, entry date Dec. 2, 1941.

The stamp for French Morocco allows the bearer to remain in that country for up to ten days. An exit visa is attached, permitting the bearer to leave French Morocco.

Prop 1a Female

Origin: Scene 1

THE BODY CHECK

CLOTHING: You're wearing a lightweight beige suit—American cut, style of the late 1930s, of respectable but not expensive quality. Hat, belt, shoes, underwear, jewelry... all the usual garments are included.

IN YOUR PURSE...

- ☐ A valid train ticket, from Algiers to Casablanca, French Morocco.
 - ☐ Handkerchief, comb, fountain pen, lighter
 - ☐ Cosmetics and toiletries—compact, lipstick, phial of perfume
 - ☐ American cigarettes, a leather wallet, American made
 - ☐ a passport, a pistol
- THE PISTOL:** Tucked in your purse is a .32-caliber, eight-shot automatic pistol, fully loaded. It's small, but deadly—a "banker's gun."

IN THE WALLET...

- ☐ \$200 in French Francs. Money issued by the Nazi-dominated government in Vichy, France. ☐ pistol permit (from State of Ohio)
- ☐ Two business cards, reading: Margaret J. Ross, Ph.D.
Dept. of Archaeology
Ohio State University
Columbus, Ohio
- ☐ Ohio driver's license for Margaret J. Ross, ● 3125 Northwest Boulevard, Columbus, Ohio. ● Birthdate: August 2, 1905 ● Height: 5'6" ● Weight: 125 pounds ● Hair: Brown ● Eyes: Brown

THE PASSPORT

☐ American passport issued November 10, 1941, with information identical to that on the driver's license. The passport shows travel from the United States to Dublin, Ireland, arrival Nov. 27, 1941. From then on, the route is virtually non-stop. ● Dublin to Lisbon, Portugal ● to Algiers, French Algeria ● to French Morocco, entry date Dec. 2, 1941.

The stamp for French Morocco allows the bearer to remain in that country for up to ten days. An exit visa is attached, permitting the bearer to leave French Morocco.

Prop 1b Female

Origin: Scene 1

THE BODY CHECK

CLOTHING: You're wearing a lightweight beige suit—American cut, with padded shoulders, in the style of the early 1940s. Hat, belt, shoes, underwear, etc.—all the usual garments and accessories are included, each of the very best quality. Jewelry includes gold earrings, an emerald ring, and an expensive but

smart pearl brooch. IN YOUR PURSE...

- ☐ A valid train ticket, from Algiers to Casablanca, French Morocco.
 - ☐ Handkerchief, comb, fountain pen, lighter
 - ☐ Cosmetics and toiletries—compact, Lipstick, etc. ☐ American cigarettes, a leather wallet, American made
 - ☐ a passport, a pistol
- THE PISTOL:** Tucked in your purse is a .32-caliber, eight-shot automatic pistol, fully loaded. It's small, but deadly—a "banker's gun."

IN THE WALLET...

- ☐ \$200 in French Francs. Money issued by the Nazi-dominated government in Vichy, France. ☐ pistol permit (from State of Ohio)
- ☐ Two business cards, reading: Dr. Anna Marie Bright, M.D.
Office of the Board of Trustees
Ohio State University
Columbus, Ohio
- ☐ Ohio driver's license for Anna M. Bright, ● 232 Okamont Court, Upper Arlington, Ohio. ● Birthdate: June 22, 1895 ● Height: 5'4" ● Weight: 120 pounds ● Hair: Brown ● Eyes: Hazel

THE PASSPORT

☐ American passport issued November 10, 1941, with information identical to that on the driver's license. The passport shows travel from the United States to Dublin, Ireland, arrival Nov. 27, 1941. From then on, the route is virtually non-stop. ● Dublin to Lisbon, Portugal ● to Algiers, French Algeria ● to French Morocco, entry date Dec. 2, 1941.

The stamp for French Morocco allows the bearer to remain in that country for up to ten days. An exit visa is attached, permitting the bearer to leave French Morocco.

Prop 1c Male

Origin: Scene 1

THE BODY CHECK

CLOTHING: You're wearing a lightweight beige suit—American cut, style of the late 1930s, of respectable but not expensive quality. Hat, belt, shoes, underwear, ... all the usual garments are included. **THE THIRTY-EIGHT:** Beneath your suit-coat, in a shoulder holster, is a .38-caliber, six-shot revolver, fully loaded.

IN YOUR POCKETS...

☐ A valid train ticket, from Algiers to Casablanca, French Morocco.

☐ Handkerchief, comb, fountain pen.

☐ one simple pipe, a pouch of pipe tobacco, and a box of wooden matches

☐ a leather wallet, American made ☐ a passport

IN THE WALLET...

☐ \$200 in French Francs. Money issued by the Nazi-dominated government in Vichy, France. ☐ pistol permit (from State of Ohio)

☐ Two business cards, reading: Dr. Julian Harris, Ph.D.

Dept. of Archaeology
Ohio State University
Columbus, Ohio

☐ Ohio driver's license for Julian Harris, • 147 High Street, Columbus, Ohio.

• Birthdate: May 10, 1910 • Height: 5'10" • Weight: 160 pounds • Hair: Brown • Eyes: Brown

THE PASSPORT

☐ American passport issued November 10, 1941, with information identical to that on the driver's license. The passport shows travel from the United States to Dublin, Ireland, arrival Nov. 27, 1941. From then on, the route is virtually non-stop. • Dublin to Lisbon, Portugal • to Algiers, French Algeria • to French Morocco, entry date Dec. 2, 1941.

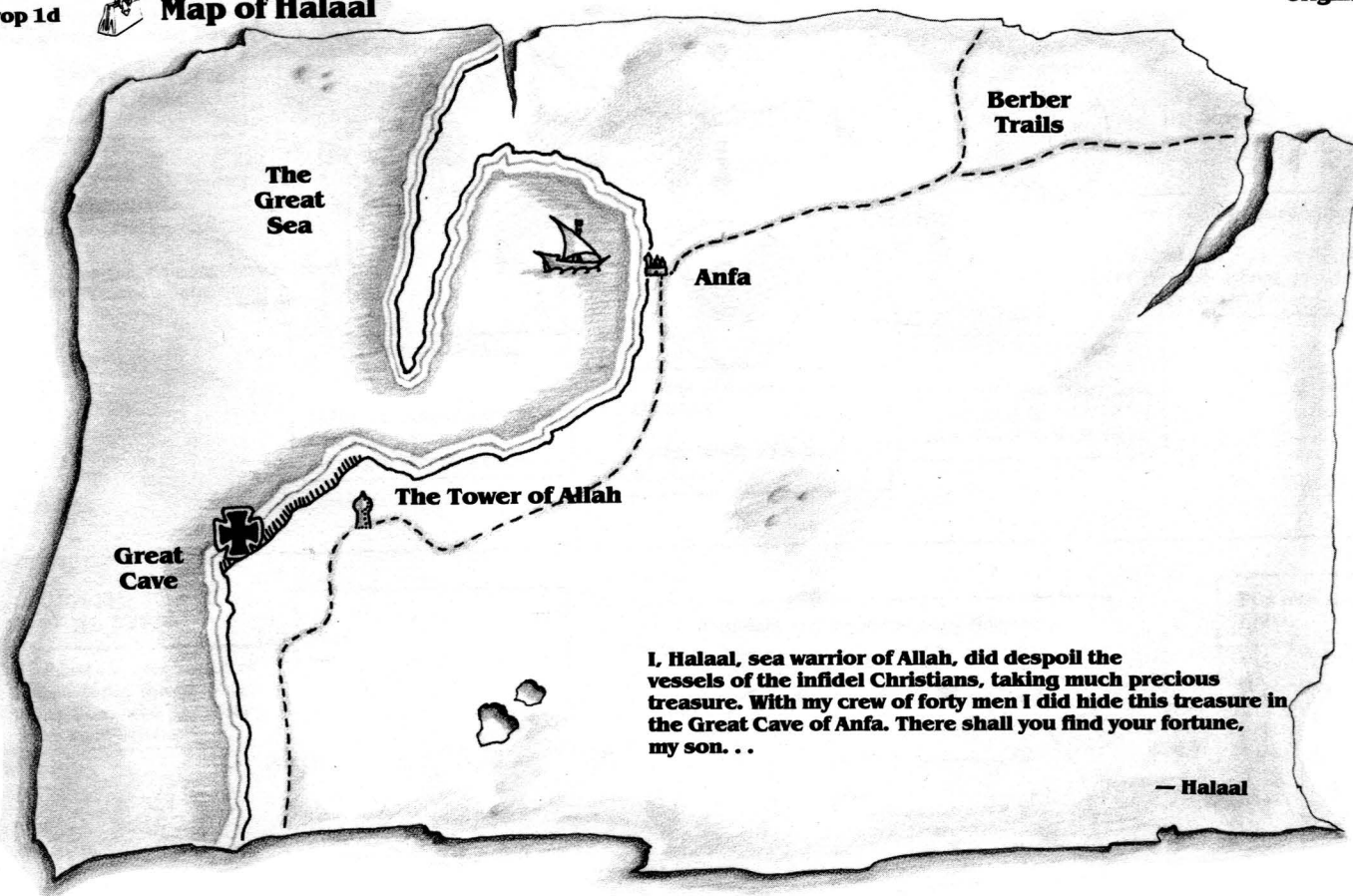
The stamp for French Morocco allows the bearer to remain in that country for up to ten days. An exit visa is attached, permitting the bearer to leave French Morocco.

Prop 1d



Map of Halaal

Origin: Scene 8



I, Halaal, sea warrior of Allah, did despoil the vessels of the infidel Christians, taking much precious treasure. With my crew of forty men I did hide this treasure in the Great Cave of Anfa. There shall you find your fortune, my son. . .

— Halaal

THE BODY CHECK








CLOTHING: You're wearing a lightweight beige suit—American cut, style of the early 1940s, of respectable but not expensive quality. Hat, belt, shoes, underwear... all the usual garments and accessories are included.



IN YOUR PURSE...



from Algiers to Casablanca, French Morocco.

- ☐ A valid train ticket,
- ☐ Handkerchief,  comb,  fountain pen, 
- ☐ Cosmetics and toiletries—compact,  lipstick, 
- phial of perfume,  etc. ☐ a leather wallet, American made
- ☐ a passport , a pistol

THE PISTOL:



Tucked in your purse is a .32-caliber, eight-shot automatic pistol, fully loaded. It's small, but deadly—a "banker's gun."

IN THE WALLET...



- ☐ \$200 in French Francs. Money issued by the Nazi-dominated government in

Vichy, France. ☐ pistol permit (from State of Ohio)

☐ Two business cards, reading: Janice Harris, Ph.D.
Dept. of Archaeology
Ohio State University
Columbus, Ohio

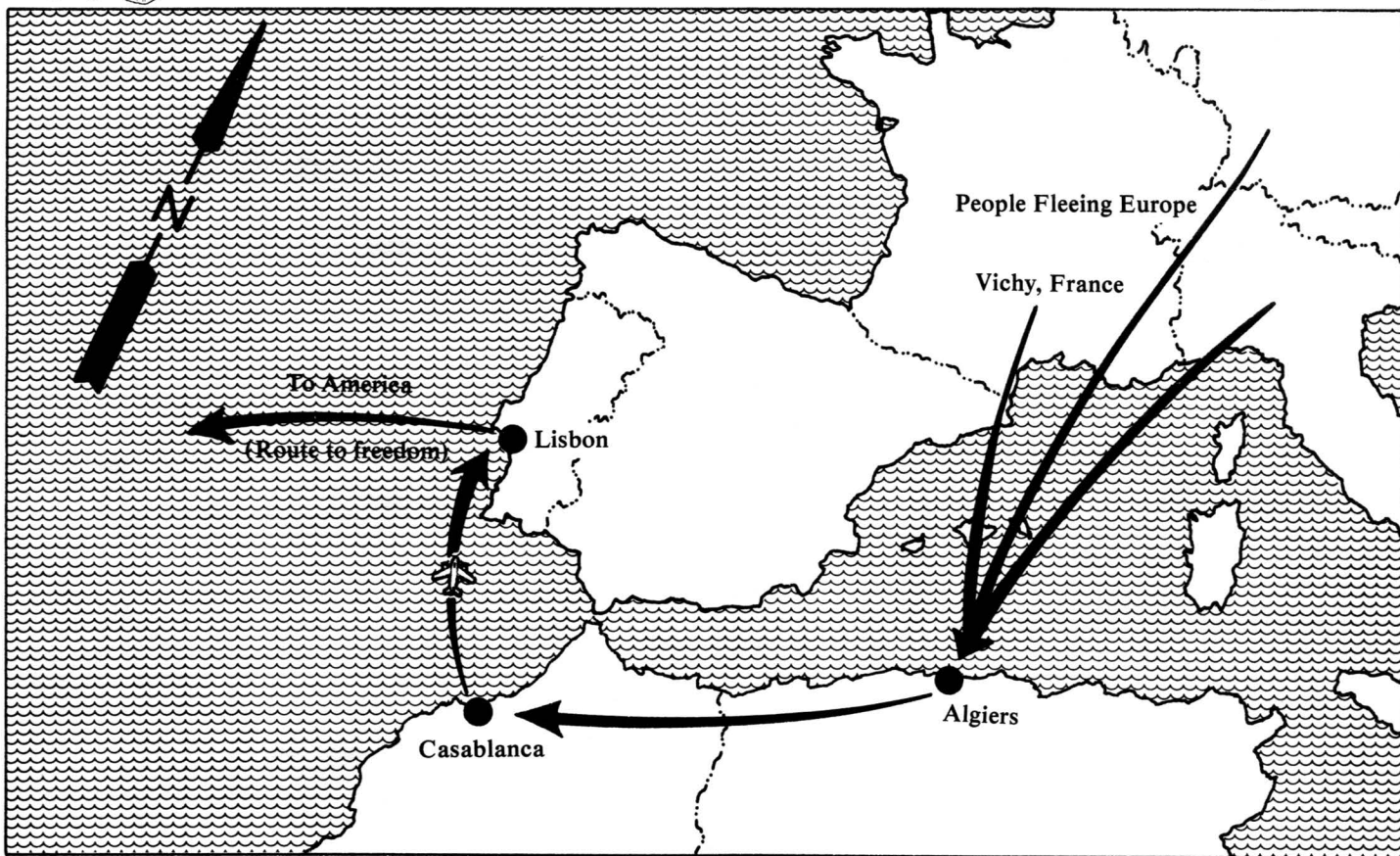
- ☐ Ohio driver's license for Janice Harris, ● 147 High Street, Columbus, Ohio.
- Birthdate: May 10, 1915 ● Height: 5'5" ● Weight: 115 pounds ● Hair: Brown ● Eyes: Blue

THE PASSPORT



- ☐ American passport issued November 10, 1941, with information identical to that on the driver's license. The passport shows travel from the United States to Dublin, Ireland, arrival Nov. 27, 1941. From then on, the route is virtually non-stop. ● Dublin to Lisbon, Portugal ● to Algiers, French Algeria ● to French Morocco, entry date Dec. 2, 1941.

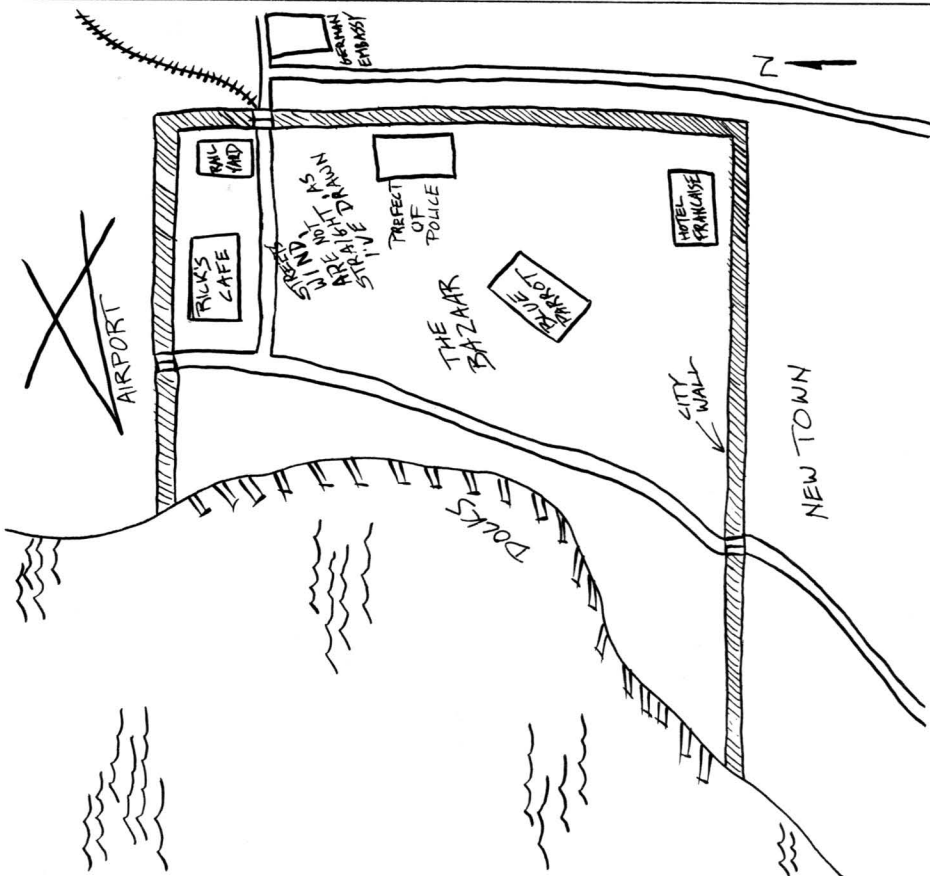
The stamp for French Morocco allows the bearer to remain in that country for up to ten days. An exit visa is attached, permitting the bearer to leave French Morocco.



Esteemed Colleagues,
 My sincere apologies for having missed your train: I was unavoidably detained. I would like to be your host tonight at Rick's Cafe Americain—at 20.00 (8:00 PM to you Americans.). The map below is my own crude rendering; I hope it's of use.

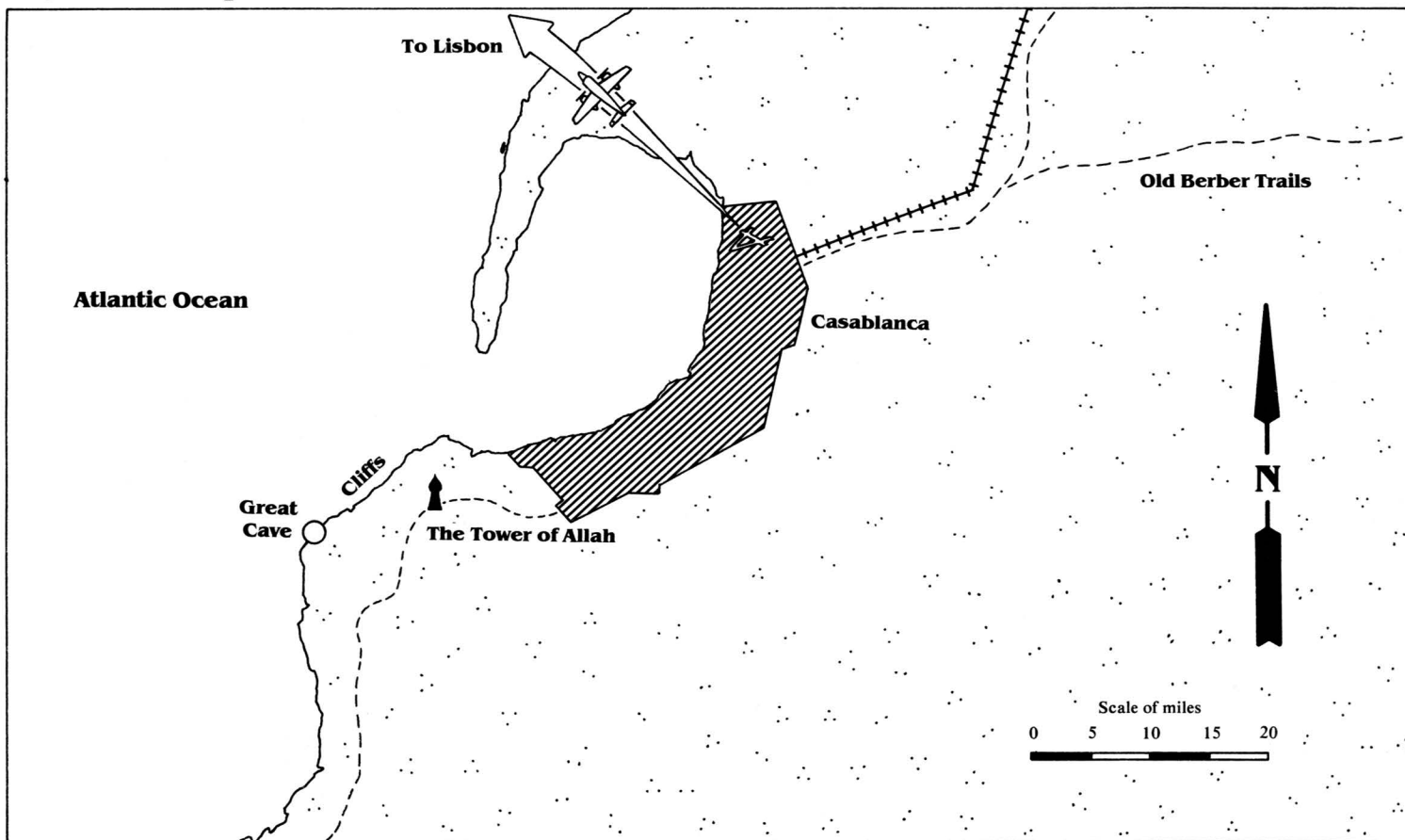
With kind regards,

Paul LeVrier



SANDMAN™ *Map of Halaal*
(Set One)

SANDMAN™ *Map of Halaal*
(Set One)

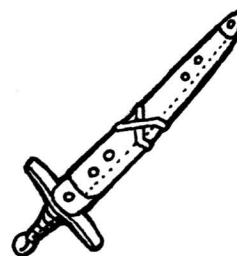


Origin: Scene 2



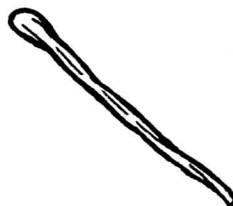
A green, hooded robe of coarse wool hangs loosely over your shoulders, falling just below your knees. Tight linen breeches cover your legs, and two badly worn leather shoes (with pointy toes) cover your feet. These are the clothes of a medieval pilgrim; perhaps you've become one.

A large, gnarled stick appears in your hand, apparently a crude staff of some kind. Strapped to your side is an old, much used, but still serviceable sword in a scabbard.



You also carry any magical items gained in previous adventures, and the Map of Halaal.

Prop 2a



SANDMAN™ *Map of Halaal*
(Set One)

SANDMAN™ *Map of Halaal*
(Set One)

A thick, woolen gown, black and hooded, falls from your shoulders until it drags upon the ground. The gown is scratchy, laden with filth, and severely frayed at the sleeves and hem. But it's warm, and it's all the attire you've got.



A patch covers your right eye, though the eye itself seems perfectly good. Your nose has become extremely long and large, ornamented by a huge wart on the end, from which protrude two coarse, heavy black hairs.

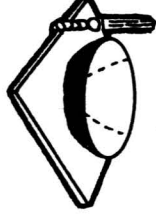


The brows above your eyes seem gross and bushy, and the tip of your tongue slips easily into the gap between your front teeth.



From all appearances, you're a genuine hag—a medieval witch, perhaps.

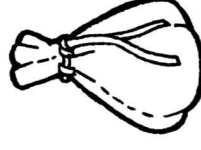
A deep scarlet robe made of velvet hangs heavily about your shoulders, falling to the ground, covering your expensively ornamented shoes. A mortar board cap sits upon your head.



Beneath the robe, a pair of clean linen britches and a blouselike shirt complete your attire. All in all, you wear the garb of a Renaissance scholar.

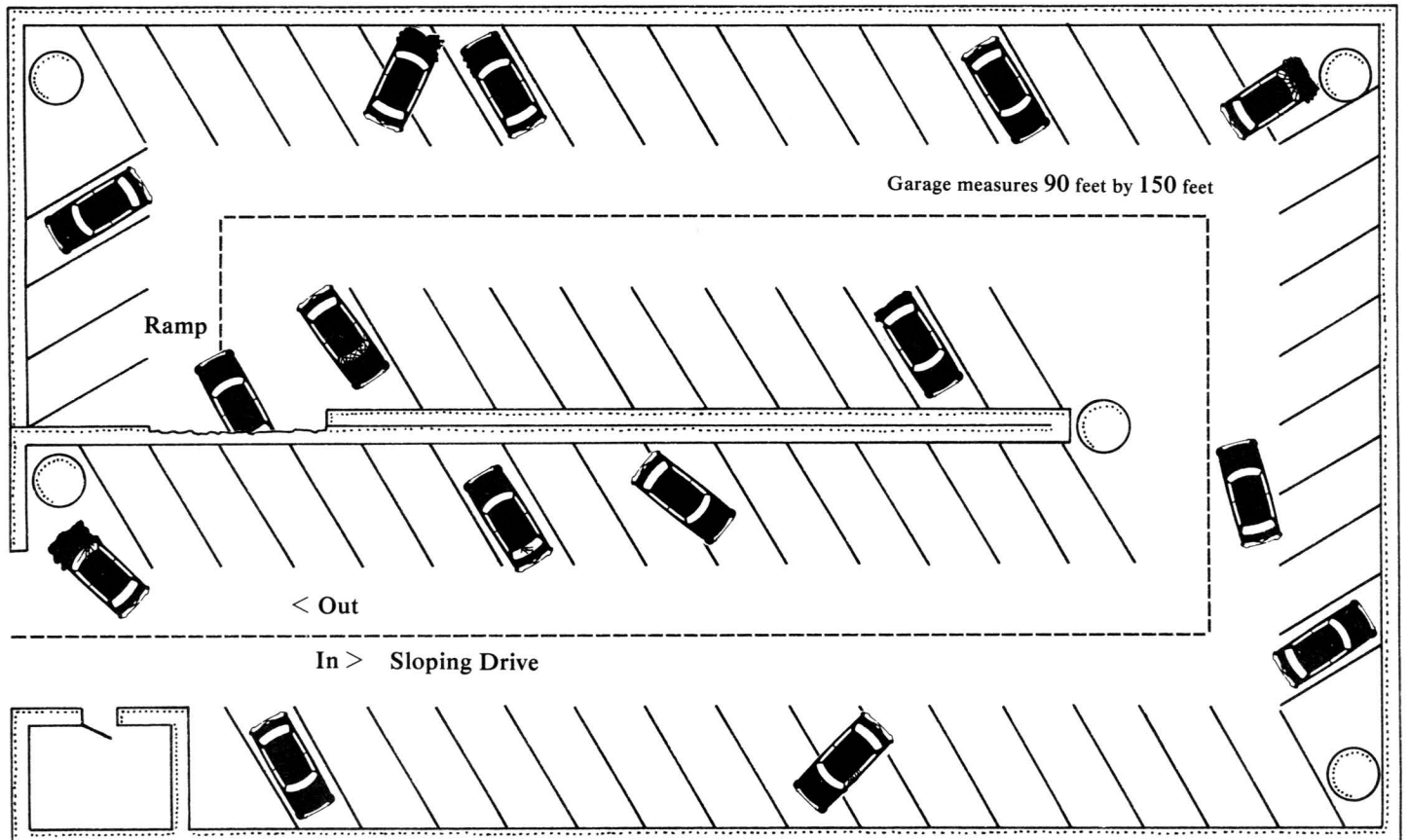
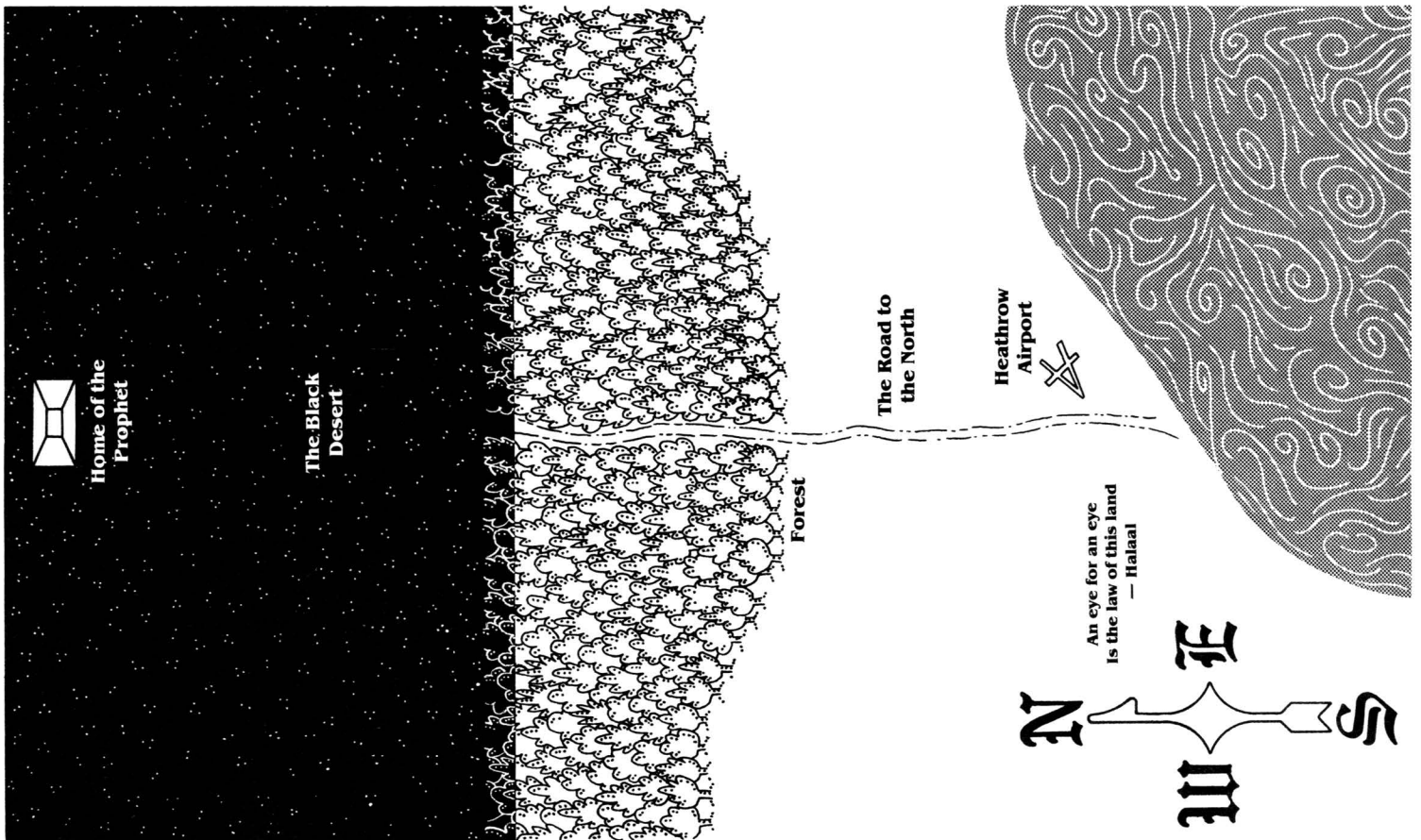


A dagger and scabbard are strapped to the belt that gathers your robe. On the opposite side, a small sack dangles from the belt. The sack contains a fresh hunk of raw meat, which is covered with leeches.



SANDMAN™ *Map of Halaal*
(Set One)

SANDMAN™ *Map of Halaal*
(Set One)



SANDMAN™ *Map of Halaal*
(Set One)

SANDMAN™ *Map of Halaal*
(Set One)

Prop 3b Male

Origin: Scene 1



Your clothes are the typical American business dress for the 1930s.

The wallet in your pocket contains five drivers' licenses, each in a different name: Tom Hardy, Lester Hart, Peter Handley, John Harper, and Bill Brighton.

The wallet also contains money: ten \$20 bills.



The pistol in your hand is a .45-caliber automatic with six rounds left inside. The weapon has a maximum range of 75 feet.



Prop 3a Male

Origin: Scene 1



Your clothes are the typical American business dress for the 1930s.

The wallet in your pocket contains five drivers' licenses, each in a different name: George Peobody, Greg Pepper, John Pardo, Harold Parker, and Ross Tanner.

The wallet also contains money: ten \$20 bills.



The pistol in your hand is a .45-caliber automatic with six rounds left inside. The weapon has a maximum range of 75 feet.





Your clothes are the typical dress for the 1930s—a simple skirt, hanging below the knee, a plain blouse, and a

jacket with padded shoulders. A small purse lies in the jacket pocket. It contains five drivers' licenses, each in a different name: Megan Raines, Mary Reynolds, Molly Raffin, Marlene Reed, and Marta Rose.



The purse also contains money: ten

\$20 bills.

The pistol in your hand is a .45-caliber automatic, with six rounds left inside.

The weapon has a maximum range of 75 feet.



Your clothes are the typical dress for the 1930s—a simple skirt, hanging below the knee, a plain blouse, and a

jacket with padded shoulders. A small purse lies in the jacket pocket. It contains five drivers' licenses, each in a different name: Andrea Brent, Anna Barton, Amy Benton, Arlene Bond, and Alice Brighton.



The purse also contains money: ten

\$20 bills.

The pistol in your hand is a .45-caliber automatic, with six rounds left inside.

The weapon has a maximum range of 75 feet.



Prop 3c Male

Origin: Scene 1



Your clothes are the typical American business dress for the 1930s.

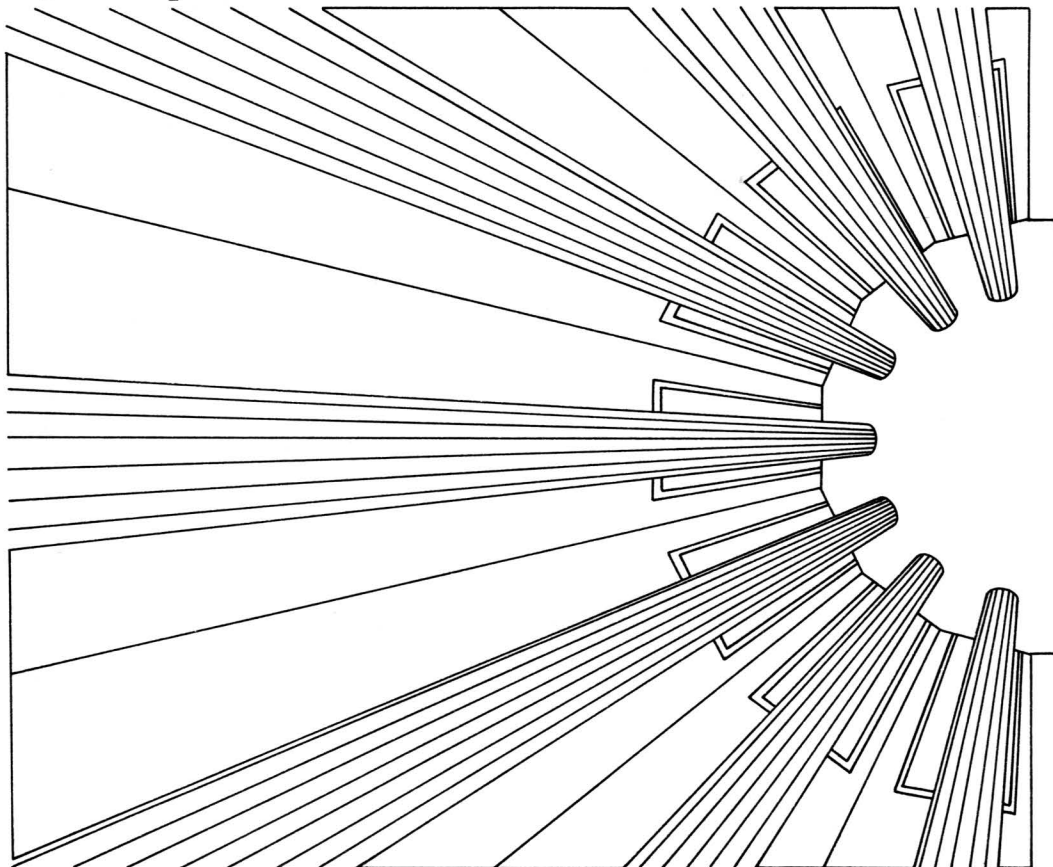
The wallet in your pocket contains five drivers' licenses, each in a different name: Harry Green, John Greely, Donald Gray, Michael Grant, and Harrison Gregg.

The wallet also contains money: ten \$20 bills.



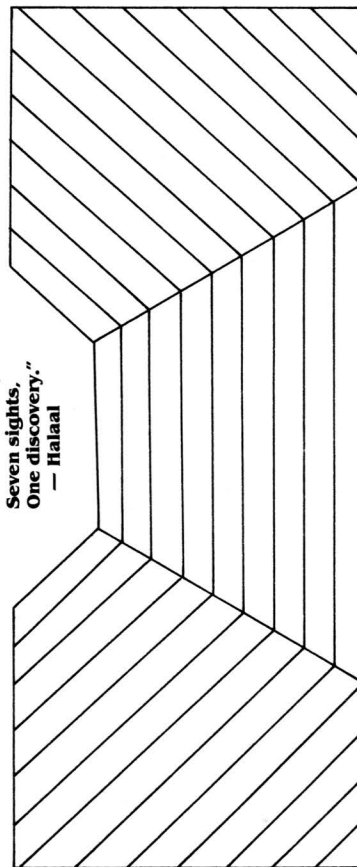
The pistol in your hand is a .45-caliber automatic with six rounds left inside. The weapon has a maximum range of 75 feet.

Prop 3d **Map of Halaal**



Origin: Scene 1 or later

"Seven doors,
Seven sights,
One discovery."
— Halaal





Your clothes are the typical dress for the 1930s—a simple skirt, hanging below the knee, a plain blouse, and a

jacket with padded shoulders. A small purse lies in the jacket pocket. It contains five drivers' licenses, each in a different name: Jaqueline Harrod, Julia Harker, Janet Hunter, Janice Hahn, and Jayne Harrison.



The purse also contains money: ten \$20 bills.



The pistol in your hand is a .45-caliber automatic, with six rounds left inside. The weapon has a maximum range of 75 feet.

Prop 4a



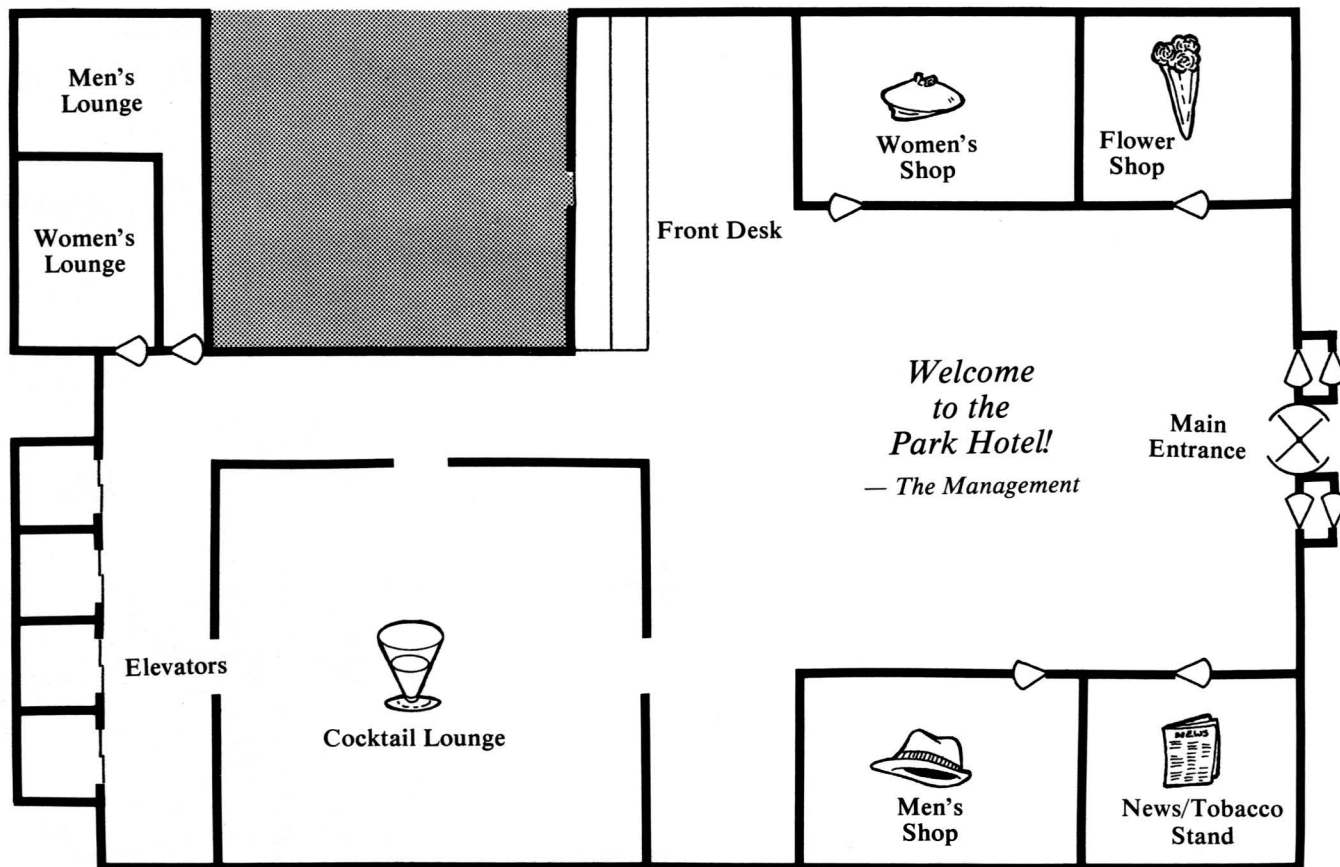
Bright, flowing robes and bloused pantaloons cloak your wiry body, and a short, curved sword hangs from a leather belt round your waist. A turban covers your head. Your skin is tanned and taut, coated with a film of salt from your sweat and the sea itself.



Origin: Scene 1

Prop 3e

Origin: Scene 4



SANDMAN™ *Map of Halaal*
(Set One)

SANDMAN™ *Map of Halaal*
(Set One)



Bright, flowing robes and bloused pantaloons cloak your wiry body, and a short, curved sword hangs from a leather belt round your waist. A turban covers your head. Your skin is tanned and taut, coated with a film of

salt from your sweat and the sea itself.



Bright, flowing robes and bloused pantaloons cloak your wiry body, and a short, curved sword hangs from a leather belt round your waist. A turban covers your head. Your skin is tanned and taut, coated with a film of

salt from your sweat and the sea itself.

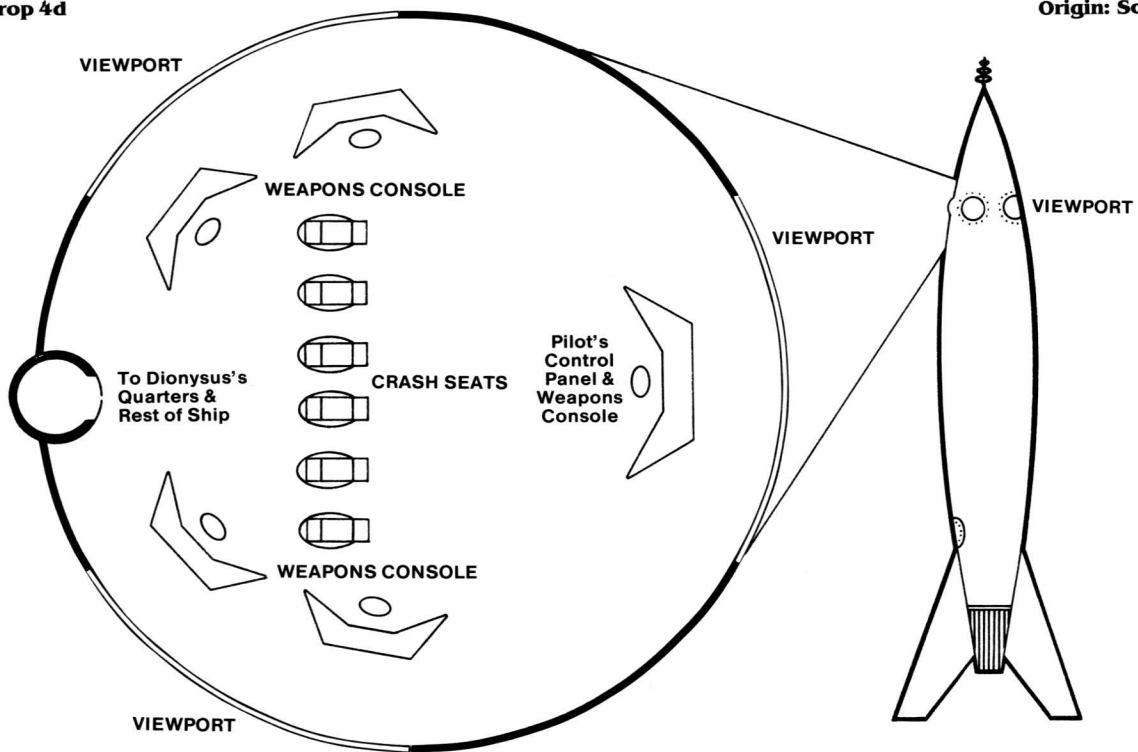


SANDMAN™ *Map of Halaal*
(Set One)

SANDMAN™ *Map of Halaal*
(Set One)

Prop 4d

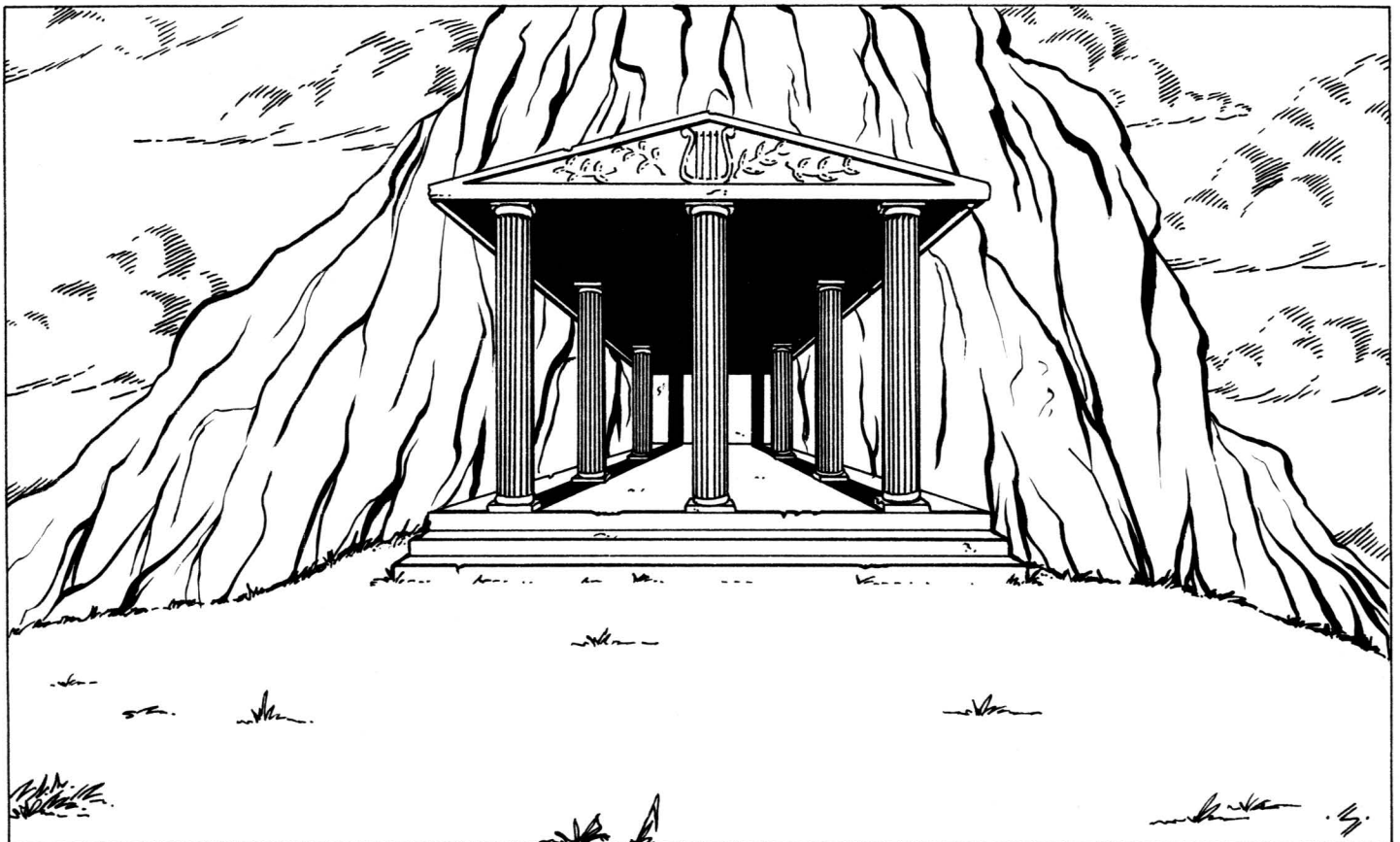
Origin: Scene 9



Prop 4e

The Temple at Delphi

Origin: Scene 13

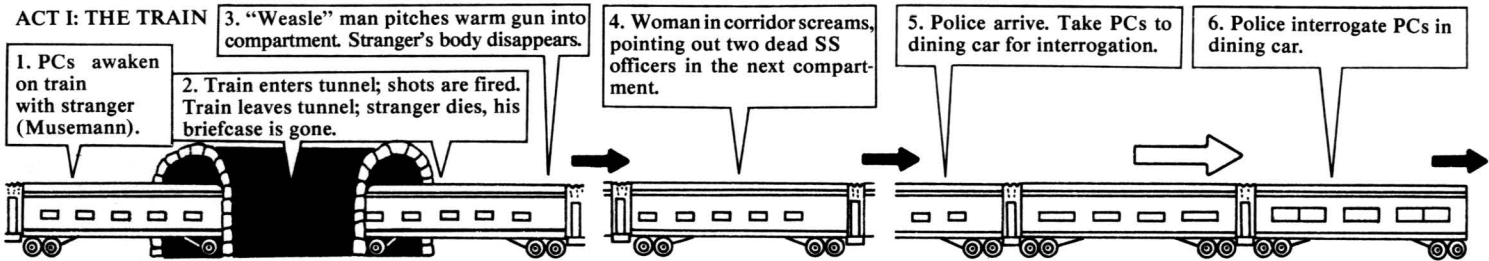


SANDMAN™ *Map of Halaal*
(Set One)

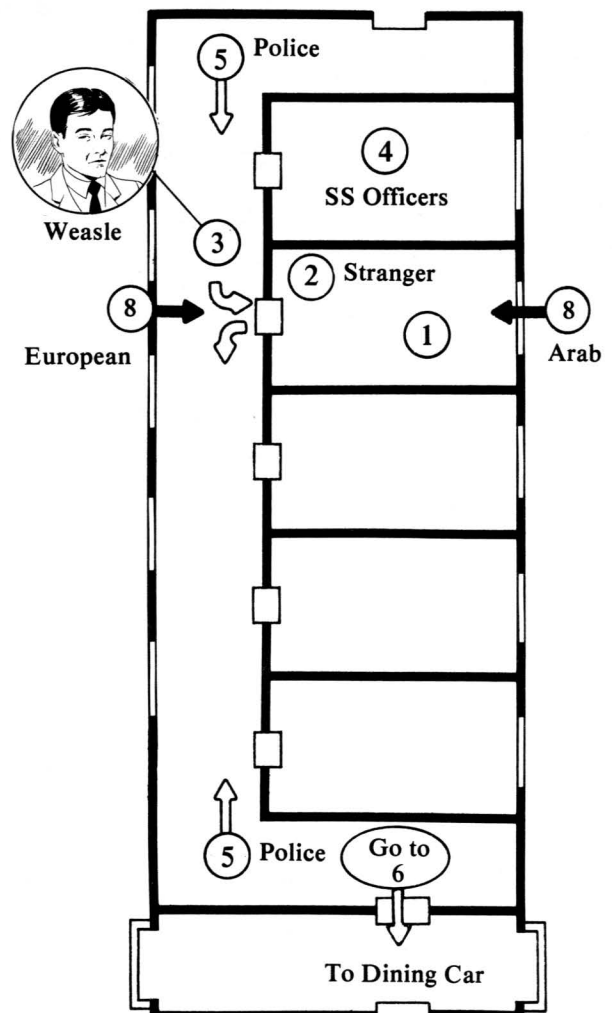
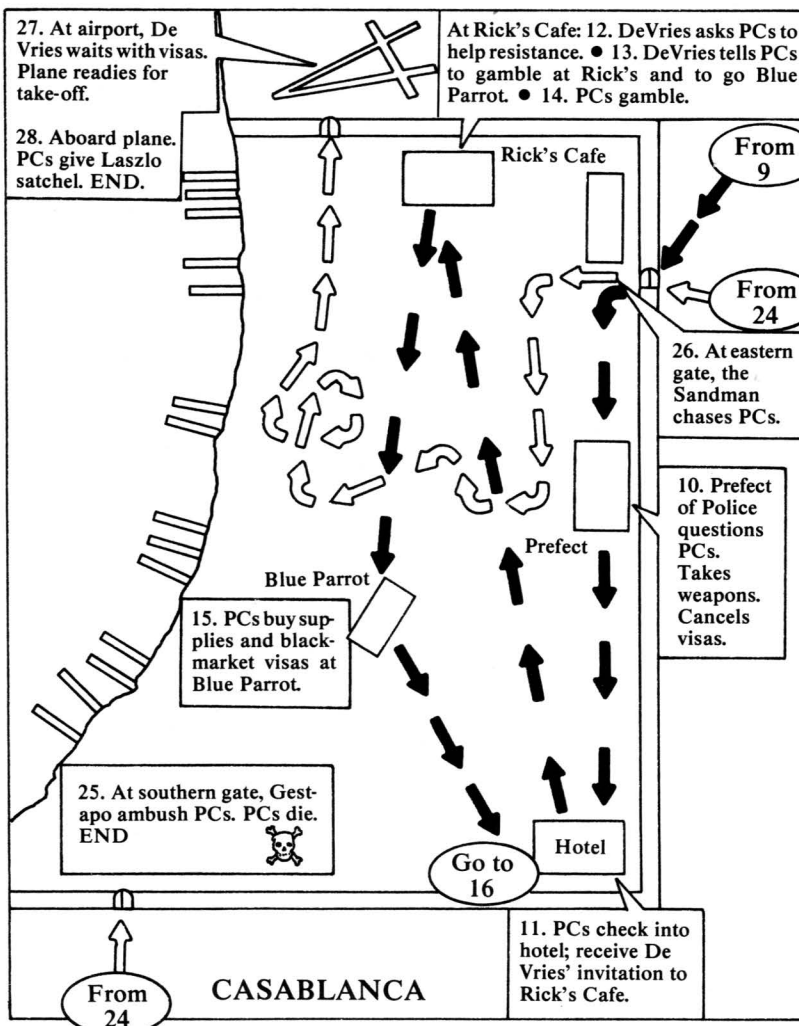
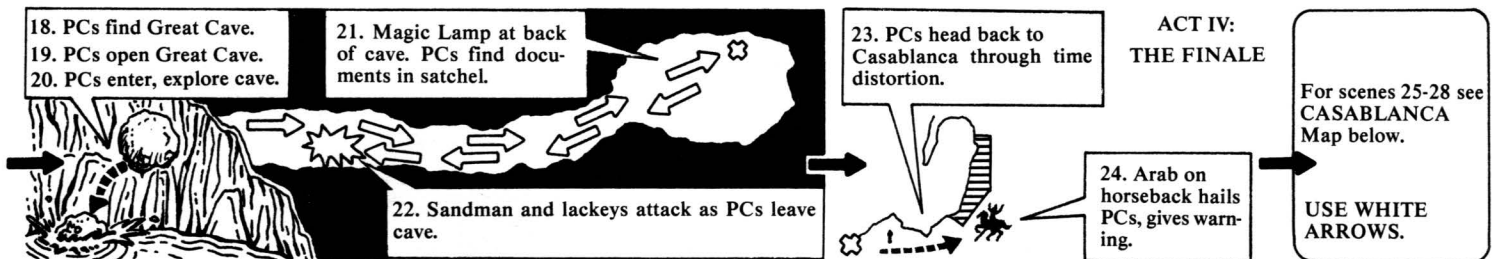
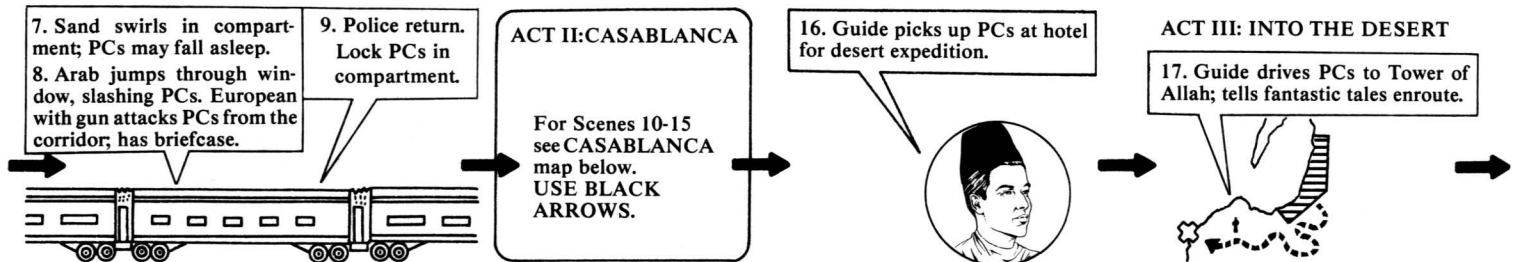
SANDMAN™ *Map of Halaal*
(Set One)

ADVENTURE ONE

ACT I: THE TRAIN



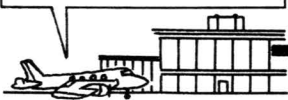
PICTOGRAM



ADVENTURE TWO

ACT I: A JEST IN TIME

1. PCs abandoned at airport, after Laszlo gives them amulet.



2. Facade and runway vanish, revealing countryside.



3. Old blind man and young man pretend to climb hill, quoting Shakespeare's *King Lear*.



5. If PC follows strange pair, they vanish.

4. Jester appears, telling PCs 'Go north.'



ACT II: THE JOURNEY NORTH

6a. Three giants guard entry to forest.
6b. PCs fight giants.



7. First night in forest, Shadow Children attack PCs.



8. PCs awaken in black desert; forest is gone.



9. Army of Blind approaches. Four motorcycle outriders attack.



10. Army of Blind marches past.



11. Prophet appears in desert. Grants PCs wishes, trying to trick them.



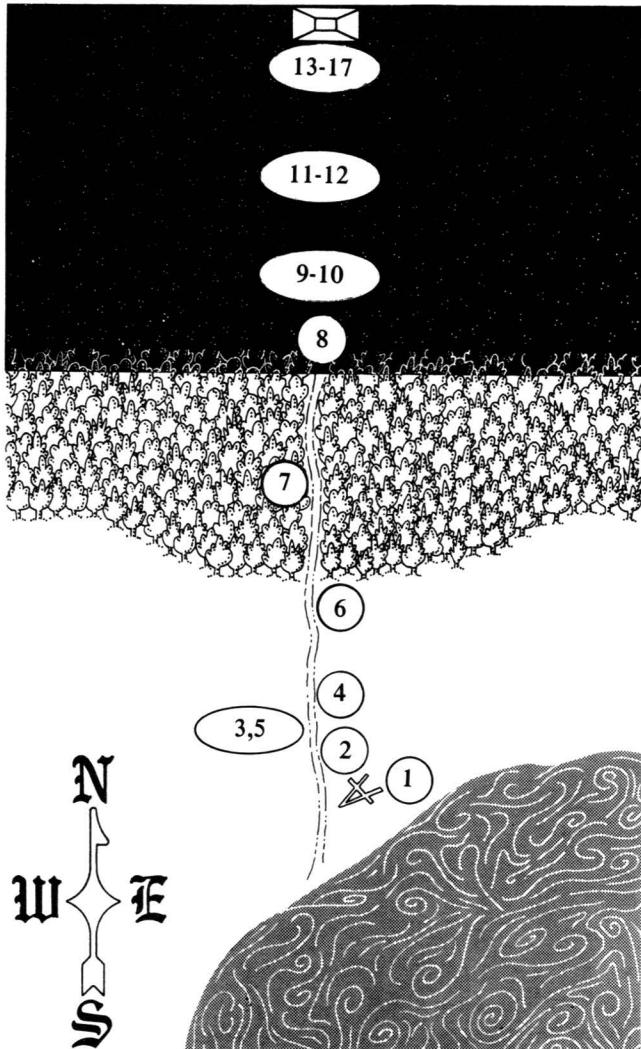
17. PCs held captive in illusion. May die, or escape and go to 13. END.

12. Shadow emerges from parking garage, attacks PCs. Captured PCs go to 17.

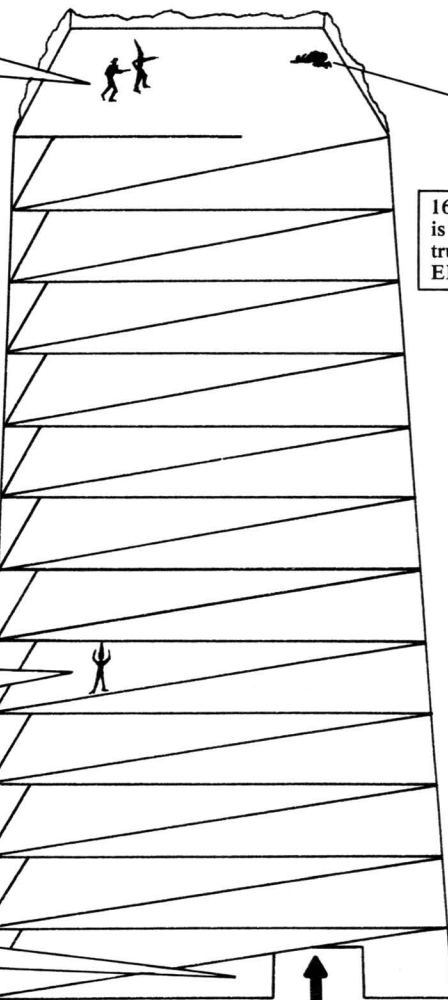


ACT III: THE PROPHET'S STRONGHOLD

SEE MAP BELOW



15. On top level are Sandman, Prophet, and jester. Sandman attacks with automatic rifle.



16. Finale. Jester is "the one who is truly blind." END.



ADVENTURE THREE

ACT I: HOT TIME IN THE OLD TOWN

1. Bank robbery. Bonnie and Clyde flee police; PCs may join.

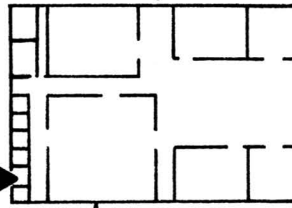


2. PCs taken to jail. Bonnie and Clyde break them out.



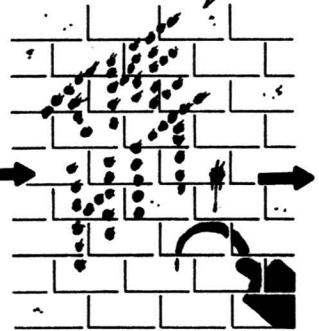
3. Bonnie and Clyde, PCs head north to Chicago.

4. Bonnie, Clyde, PCs enjoy luxury Chicago hotel.



5. Cocktail Lounge scene.

6. Tony the Hook's men try to kill PCs wherever they are.

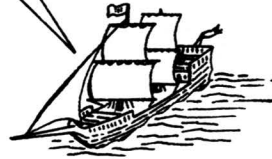


7. Tinkerbell rescues PCs from "hit," making them fly.



ACT II: TO THE ISLE OF ENCHANTMENT

8. Tink and PCs fly over Captain Hook's pirate ship. PCs may stop and fight, or fly on.



PCs fly with Tink



PCs sail with Hook

a. Amphitheatre Seats

9. Island of the Enchanted Theatre
b. Center Stage

i. Door of Peculiar Poe

Aged PCs are hypnotized and trapped in own dead bodies.



h. Door of Dickens

As spirits, PCs encounter Greed at Scrooge's door.



g. Door of Beer-drinking Bears

1880s hanging judge makes PCs defense attorneys, who may fight bear to win case.



f. Door of Four-star Generals

Patton sends PCs on tough mission.



e. Door of Disco Fever

Youthful, lithe PCs battle for stardom in chic 1970s disco. Possible knife fight.

c. Door of Terrorized Toddlers

As toddlers, PCs face Big Sister, a deadly little psycho.



d. Door of Big-Nosed Puppets

Fox and cat lure young boys (PCs) from school; gypsy may turn PCs to wood.

ACT III: THE FEAST FOR THE EYES

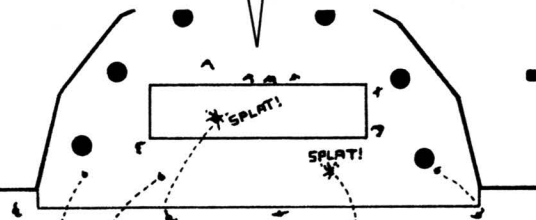
10. Feast for eyes begins on stage. Merlin the Magician toasts PCs, who each have seven manifestations.



11. PCs may create mime show.



12. Sandman and apple-throwing thugs attack.



PCs receive wine. END.



ADVENTURE FOUR

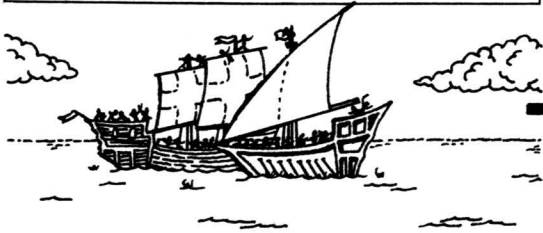
PICTOGRAM

ACT I: AT SEA

1. Pirate Halaal shares glory of attacking Crusader's ship with PCs.

2. Halaal secures treasure from the enemy's hold (PCs may help).

3. Aboard his ship, Halaal reveals he is like PCs; offers thrill of shared adventure.



4. "Open, Sesamel!" At Great Cave, Halaal stashes treasure. 40 thieves may clash with Halaal and PCs.

5. At midnight, a vision of Halaal's princess appears, pleading for rescue in Greece.

6. Halaal and PCs sail to ancient Greece to rescue his princess. The beast Argos rises from the sea to attack.



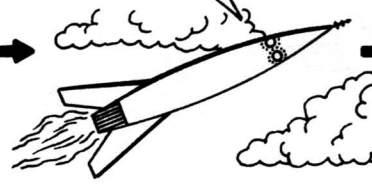
ACT II: MAD GODS

7. The god Dionysus awaits at the city of Argos.

8. Dionysus blinds PCs, and presents riddle. If they solve it, they live.

9. Surviving PCs journey into space with Einstein and mad god Dionysus.

10. Dionysus says princess is at Delphi. Mad god is robot.



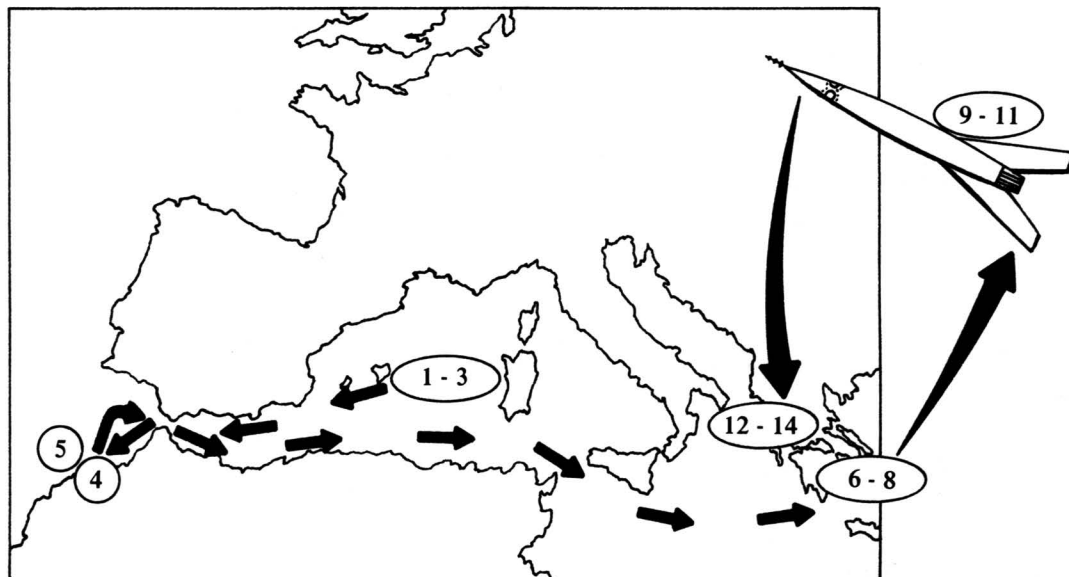
11. Space battle (Sandman attacks).

ACT III: RETURN TO ANCIENT GREECE

12. Ship flies to Delphi, where Princess is captive in temple.

13. Medusa attacks PCs in temple.

14. In cave behind temple, Halaal rescues princess. Oracle enables PCs to create Map of Halaal. END.



CHARACTER ROSTER — ADVENTURE ONE

Scene 8

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Arab with Knife

Scene 8

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

European (The Sandman)
with .45 automatic pistol

Scenes 16-19

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Ahmed

Scene 22

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Sandman
with .32 automatic pistol

Scene 22

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Arab #1
with rifle

Scene 22

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Arab #2
with rifle

Scene 22

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Arab #3
with rifle

Scene 22

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Arab #4
with rifle

Scene 24

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Arab on Horse

Scene 26

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Sandman (in jeep)

Scene 26

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Gestapo agent
(Driver)

Scene 22

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Gestapo agent
with .50-caliber machine gun

PLAYER CHARACTERS

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 2

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 3

CHARACTER ROSTER — ADVENTURE TWO

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Jester

Scenes 6a and 6b

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Giant with sword

Scenes 6a and 6b

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Giant with axe

Scenes 6a and 6b

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Giant with torch

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #1

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #2

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #3

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #4

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #5

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #6

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #7

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #8

Scene 7

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow Child #9

Scene 9

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

**Rider #1 (Touch)
with tire chain**

Scene 9

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

**Rider #2 (Hearing)
with tire chain**

Scene 9

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

**Rider #3 (Smell)
with tire chain**

Scene 9

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

**Rider #4 (Taste)
with tire chain**

Scene 12

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Shadow

Scene 14

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Blind Man #1

Scene 14

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Blind Man #2

Scene 14

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Blind Man #3

Scene 14

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Blind Man #4

Scene 14

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Blind Man #5

Scene 15

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

**The Sandman
with automatic rifle**

PLAYER CHARACTERS

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 2

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 3

CHARACTER ROSTER — ADVENTURE THREE

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Bonnie Parker

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Clyde Burrow

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

C.J. Moss

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #1

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #2

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #3

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #4

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #5

Scene 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #6

Scene 2

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #1

Scene 2

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Policeman #2

Scene 6

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #1

Scene 6

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #2

Scene 6

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #3

Scene 6

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #4

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #1

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #2

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #3

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #4

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #5

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #6

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #7

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Pirate #8

Scene 8

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Captain Hook

Scene 9C

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Big Sister

Scene 9D

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Fox

Scene 9D

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Cat

Scene 9D

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Puppet Master

Scene 9E

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Tony

Scene 9F

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

German Soldier #1

Scene 9F

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

German Soldier #2

Scene 9F

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

German Soldier #3

Scene 9F

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

German Soldier #4

Scene 9F

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Tank Machine Gunner

Scene 9G

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Judge Roy Bean

Scene 9G

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Croney #1

Scene 9G

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Croney #2

Scene 9G

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Croney #3

Scene 9G

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

The Drinking Bear

Scene 9H

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Greed Monster

Scene 9I

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Hypnotist

Scene 12

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Tony the Hook

Scene 12

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #1

Scene 12

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #2

Scene 12

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #3

Scene 12

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #4

Scene 12

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #5

Scene 12

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

Thug #6

PLAYER CHARACTERS

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

PC - 1

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

PC - 2

☐ ☐ Critical
☐ ☐ Heavy
☐ ☐ Medium
☐ ☐ Light
☐ ☐ Scratch

PC - 3

CHARACTER ROSTER — ADVENTURE FOUR

Scene 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Christian #1
with sword

Scene 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Christian #2
with sword

Scene 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Christian #3
with sword

Scene 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Christian #4
with sword

Scene 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Christian #5
with sword

Scene 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Christian #6
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief Guard #1
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief Guard #2
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief Guard #3
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief Guard #4
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief #1
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief #2
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief #3
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief #4
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief #5
with sword

Scene 4

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Thief #6
with sword

Scene 6

- ☐ ☐ ☐ ☐ ☐ Critical
- ☐ ☐ ☐ ☐ ☐ Heavy
- ☐ ☐ ☐ ☐ ☐ Medium
- ☐ ☐ ☐ ☐ ☐ Light
- ☐ ☐ ☐ ☐ ☐ Scratch

Argos (Monster)

Scene 6

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Halaal
with carpet and sword

Scene 10

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Robot Dionysus

Scene 13

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

Medusa

Scene 14

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

The Sandman

PLAYER CHARACTERS

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 1

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 2

- ☐ ☐ Critical
- ☐ ☐ Heavy
- ☐ ☐ Medium
- ☐ ☐ Light
- ☐ ☐ Scratch

PC - 3