

Tabletop

Archaeology 101



"The lost cannot be recovered; but let us save what remains: not by vaults and locks which fence them from the public eye and use in consigning them to the waste of time, but by such a multiplication of copies, as shall place them beyond the reach of accident." Thomas Jefferson to Ebenezer Hazard, 18 February 1791

Supplies:

1 or 3 d20 per player

1 pen(cil) per player

1 sheet of paper per player

Number of Players: 3-100

Premise:

Welcome to the dig site! We have a team of archaeologists from the world over who have come to try to increase our knowledge of the past. A fair warning though, this area is prone to raiders, and we have found a few traps within the ruins. So do be careful, you may make a name for yourself one day!

Game play:

There are two styles of game play to TTA101. If you want to opt for shorter games, point based games are the way to go while story based is for more elaborate games. Both styles function the same overall though. Each Player must roll their d20 to determine what happens to them and then perform a follow up roll to see if they can improve their situation. Turns are cycled counter-clockwise from the starting player, determined by lowest roll of a die. When a players turn comes up, they first roll for traps, then raiders*, and finally treasure, then they perform any follow up rolls necessary.

*If a player falls into a trap, they do not roll the Raider dice, however they will always roll the Treasure dice¹.

The results are as follows:

Traps	Initial	Follow Up	Points
01-05	Death (No Follow up) (Ignore Raiders)	Death	0
06-10	Escapable (Ignore Raiders)	Barely Escape	1
11-14	Avoided (No Follow up)	Instant Escape	2

¹ See the third example

15-20	No Traps (No Follow Up)	Escape, find treasure	3
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Raiders	Initial	Follow Up	Points
01-05	Death (No Follow Up)	Death	0
06-12	Captured	Escape, trapped (Trap follow up)	1
13-15	Fell into trap (Trap Follow up)	Barely Escape	2
16-20	Escape/No Raiders (No Follow Up)	Escape, steal valuables	3

Treasure	Initial	Follow Up	Points
01-05	Nothing Found	Fake Item	0
06-10	Common Item	Conspiracy Theory	1
11-18	Rare Item	Reaffirms established theory	2
19-20	New Find	Brand New Discovery	3

Point Based:

After each round, total up the player's points. The first player to reach 45 or more points wins. Players may tell a story based on their rolls if they wish.

Story Based:

Keep playing until all players are dead or chooses to retire. Each person must tell a story based on their dice rolls, and can choose to retire at any time.

Examples:

1 "I gathered my wits about me as I looked at the walls of the tomb. There were glyphs here of a forgotten language, but some had universal meaning. I (rolled 11) barely avoided the trap and pushed my way deeper in. I heard a noise behind me. (14) I turned to see a small group following behind and quickly stepped down a side hall to avoid them, only to set off a trap myself. (6) Before I could plummet to my death, I managed to snag onto the wall and pull myself back up. I laid there panting and then continued down the hall, keeping an eye out. (16) The hall opened up in front of me, revealing a room full of well preserved artifacts. I quickly and carefully grabbed some, stowing them away carefully for better examination at camp. (7) The artifacts I found, while rare, soon found their way into various

conspiracy networks, with some saying they were proof of lizard people.”

(Points: $2+2+1+2+1=8$)

2 “I entered the ruins, carefully prodding ahead of me to make sure there were no traps. Luckily, I didn’t seem to find any, or they were already disabled (15). Unfortunately, I was being watched and before I could turn around, I was shot down (1). As I fell to the ground, I saw something sparkle in a crack in the wall (12). I clutched it to my body, not wanting the raiders to take it for themselves. Sadly, after my body had been recovered, it was discovered to be fake (1).” (Points: $3+0+2+0=5$)

3 “I took one step in and fell to my death (4). In the pit they found some ships rope (6) confirming that the people here were once sailors (15).” (Points: $0+1+2=3$)

4 “The cave opened wide below. There were few places for traps to be placed, and my intuition proved right (19), allowing me to move deeper in. Before I could turn on my headlamp, a sack was thrown over my head and I was dragged deeper in the cave (9). I kicked back at my captor and ran, struggling to get the sack off. I stumbled as I finally got the sack off and heard a crash behind me as I tripped over a cord. I was inside a chamber and a spiked barrier dropped over the entrance (6). I stood there trying to figure out how to get back out when the barrier fell over with a crash, letting me back out (12). I looked around, wary for whoever had tried to catch me and saw a strange protrusion. I moved over to it and saw it was something man-made, but I had never seen anything like it (19). I hurried to extract it and showed it off to our camp when I returned. One of our fellow archaeologists saw it, took it from me and ran it under some water, breaking off the dirt

covering it, revealing a piece of trash (1). I went back to my tent, beyond embarrassed.” (Points: 3+1+1+2+3+0=10)

5. “I walked up to the temple and looked it over, taking in the beautiful architecture. I stepped inside and heard a rumble. I dove forward barely avoiding the collapsing entrance (12). I scratched my head and chalked it up to structural problems. (20) I continued exploring the old temple, using a flash light to light the walls. In an alcove on one of the walls, I found a vase (6). Before long, I found a hole that I could just squeeze past. I gently reached back for the vase and examined it in full light. It was beautifully painted with a common legend to the local area, but it was still in great condition (15).” (Points: 2+3+1+2=8)

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Tiia

Glossary of Artifacts



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Wine Container

The bronze vessels produced with sophisticated casting techniques and intricate designs by Chinese artisans of the late Shang dynasty (c. 1700-c. 1050 B.C.) are achievements unrivaled by any other Bronze Age culture. For the ruling elite of ancient China, prestigious objects made of bronze signified supreme political power as well as devout spiritual beliefs and exalted social status. Foremost among these bronzes are vessels that were made for the preparation and offering of food, wine, and water in ceremonial banquets conducted to seek and repay divine ancestral goodwill. Ancient Chinese wine was fermented from grain rather than fruit and, like beer, is best described as a type of millet ale. This square-shouldered jar for wine storage is animated by a menagerie of imaginary creatures that have been intricately cast onto the surface in several levels of relief. The most prominent of these is a horned ogre mask (later known as a taotie), whose significance remains one of the great enigmas of early Chinese art. Here the taotie, inverted across the roof-like lid, recurs along the body within pendant triangular blades, each of which also contains a wide-eyed cicada at its tip. The cicada is found often on Chinese bronzes, perhaps because its extraordinarily long life cycle carried associations of regeneration. Confronted pairs of jaunty, stylized birds encircle the neck of the vessel, with similarly disposed dragons—each with down-curved head plume and up-curved tail around the widest part of the body. Birds and dragons are separated by a shoulder band of whorl circles, nose-diving dragons, and four fully sculpted bovine heads, two purely decorative and two surmounting lug handles. Two more such handles were cast on below to facilitate lifting. Compact, sharply cast spirals covering both the relief-cast taotie, dragons, and birds, and their receding background impart a shimmering effect to the surface, now covered with thin layers of cuprite red, malachite green, and azurite blue patina.



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GEORGIA. Giorgi III. 1156-1184. CU Fals (24mm, 5.41 g, 3h). Dated 394 of Orthodox Paschal Cycle (AD 1174). Giorgi seated facing crosslegged, wearing crown with pendilia and cross, and cuirass, holding falcon standing right with head left, other hand on knee; [to left. 394 of Paschal cycle in ecclesiastical characters]; to right, GI monogram in Georgian characters above monograms in ecclesiastical characters / "King of Kings, Giorgi, son of Dimitri, Sword of the Messiah," in Arabic in three lines across field. Kapanadze 57; Lang 9. VF, brown patina, minor adjustment marks. Very rare.



This image is courtesy of
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Pottery vessel found in Shahr-i Sokhta, Iran. Late half of 3rd Millennium B.C. In five pictures a goat steps toward a tree, climbs it up, eats leaves and comes down. This picture is one of earliest examples of artist's attempt to show motion in means of animation.



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Mask made from platinum, Ecuador, La Tolita, c. 200 BC – 800 BC



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The Royal Gold Cup or Saint Agnes Cup is a solid gold-covered cup lavishly decorated with enamel and pearls. It was made for the French royal family at the end of the 14th century.



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Arms of the Hanseatic League by Gabriel Cibber (c.1670), on display in the Museum of London



Ivory furniture appliqué with birthing scene found in Pompeii.

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Armor pieces from Ancient Greece. National Archaeological Museum of Athens.

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Stele of the Akkadian king Naram-Sin at Istanbul's archaeological museum. The "-ram" and "-sin" parts of the name "Naram-Sin" appear in the broken top right corner of the inscription, reserved for the name of the ruler.



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This mosaic pavement of the fourth century AD was uncovered during foundation digs for the Central Bank building in Abidinpasha Street in the Seyhan district of Adana in 1964. Renowned poet Orpheus enchanted even the wild beasts when he played his lyra. The mosaic depicts Orpheus seated on a big rock playing his lyra and wild animals listening to his music. Orpheus holds his lyra with his left hand on the rock and plays it with his right hand. The lyra has a body of tortoise shell, arms of gazelle horn and seven strings. The animals flanking Orpheus include falcon, crow, horse, rabbit, bull, bear, panther or leopard, wild boar, elephant, lion, mountain goat, roe, monkey and heron.



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This "person", along with some friends, formed part of a utensil that would keep a vessel well above a fire. From the middle and late Bronze Age, 2000-1200 BC.



This image is courtesy Viviane Slon, Rachel Sarig, Israel HersHKovitz , Hamoudi Khalaily, Ianir Milevski [CC BY]

Three plastered skulls, dating to the Pre-Pottery Neolithic B, were found at the site of Yiftahel, in the Lower Galilee (Israel). All three belong to adults, of which two appear to be males and one appears to be a female



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A nearly identical bird form in the British Museum has been classified as a counter weight for an "atlatl," or "throwing stick." This weapon, used widely throughout the Americas, served as a simple extension of the arm, allowing the user to hurl a short spear with greater force. The drilled holes on the underside of the bird form would have been used to attach it to the "atlatl" with twine.



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Prehistoric granaries along the Colorado River above Nankoweap in Marble Canyon, Grand Canyon National Park. NThe oldest human artifacts found within the park are nearly 12,000 years old and date to the Paleo-Indian period. There has been continuous use and occupation of the park since that time. The park's Traditionally Associated Tribes and historic ethnic groups view management of archeological resources as preservation of their heritage. Archeological remains from the following culture groups are found in Grand Canyon National Park: Paleo-Indian, Archaic, Basketmaker, Ancestral Puebloan (Kayenta and Virgin branches), Cohonina, Cerbat, Pai, Southern Paiute, Zuni, Hopi, Navajo, and Euro-American.

Scorecards

Player 1	Player 2
Round 1	Round 1
Round 2	Round 2
Round 3	Round 3
Round 4	Round 4
Round 5	Round 5
Total	Total
Player 3	Player 4
Round 1	Round 1
Round 2	Round 2
Round 3	Round 3
Round 4	Round 4
Round 5	Round 5
Total	Total
Player 5	Player 6
Round 1	Round 1
Round 2	Round 2
Round 3	Round 3
Round 4	Round 4
Round 5	Round 5
Total	Total