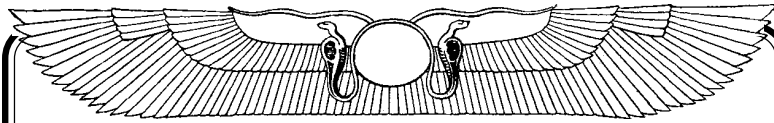


Pulp Egypt

Adventures Along the Nile, 1933-1939



An Any-System Key Sourcebook

By Peter Schweighofer

Written, Designed & Produced by Peter Schweighofer

Special Thanks: Richard Hawran, Shane Hensley, Steve Long,
S. John Ross, Lynanne Schweighofer.

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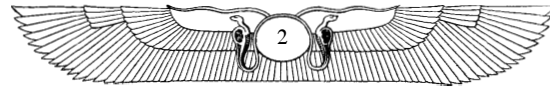


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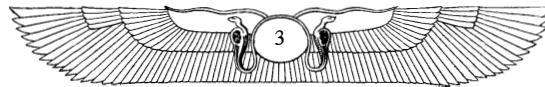
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Introduction

“The Valley of the Tombs of the Kings—the very name is full of romance, and of all Egypt’s wonders there is none, I suppose, that makes a more instant appeal to the imagination.”

—Howard Carter, *Archaeologist*

Egypt has always enchanted people with its sense of mystery and adventure. The ancient Romans constructed fashionable temples to exotic Egyptian deities. Medieval alchemists coveted mummy dust for potions. Victorians vacationed in Egypt, establishing an enclave of high society in Cairo from which tourists ventured to view monuments along the Nile. Explorers and archaeologists sought its buried secrets and valuable artifacts. Shady entrepreneurs catered to Europeans’ exotic and illegal tastes in the interest of their own profit.

The years leading up to World War II see Egypt’s ancient and even recent glory tarnished amid political strife, a growing criminal underworld, greedy antiquities dealers, and other forces corrupting society. Foreign agents seek to exploit the country’s role as a Middle-Eastern crossroads, weaken England’s hold on the vital Suez Canal, and even pursue rumors of ancient magic. As Egypt develops into a modern nation, criminal elements scheme to profit from both affluent Europeans and impoverished natives. With the discovery of Tutankhamun’s tomb in 1922, it seems that no more great treasure troves remain to unearth. While scholarly expeditions still seek to excavate lesser-known sites and record fading inscriptions, merchants dealing in illicit artifacts seek ways to increase profits by selling to unscrupulous collectors and smuggling relics out of the country.

This is the time for gritty adventure in a land where ancient ruins overlook squalid cities, peasant farmers mingle with wealthy Westerners, and global politics brush against religious nationalism. Everyone has their own selfish agenda. Everyone has their price.

This *Any-System Key* sourcebook contains material gamemasters can use to create pulp adventures in Egypt: general travel information, campaign themes, locations, gamemaster characters, and scenario ideas. Although the material here has its basis in history, it is not completely historically accurate, nor is it comprehensive in its coverage of every notable aspect of Egypt.

How to Use this Book

Both players and gamemasters can find this source material useful for participating in a *Pulp Egypt*-themed roleplaying game.

Chapter 1: A Visitor’s Guide to Egypt serves as an overview of the setting as seen by everyday people. Hand copies to players to familiarize them with common knowledge about Egypt. Gamemasters can use this chapter as a useful reference for everyday details they can further enhance with material from subsequent chapters.

Chapter 2: Egyptian Exotica serves as the gamemaster’s principle guide for adding mysterious touches to any campaign, including ancient rumors or hidden treasures to form the core of a scenario. Each section contains an adventure idea to expand into a full-length scenario. Gamemasters can also pit the beastly and otherworldly creatures at the end of this chapter against characters.

The next three chapters each detail important elements in three different campaign themes: archaeology, espionage, and criminal underworld. Gamemasters should familiarize themselves with all campaign chapters since elements from one often overlap into others. Although most of this information serves gamemasters creating their own *Pulp Egypt* storylines, they can offer players insight into the kinds of activities, resources, contacts, and adversaries their characters might face during the normal course of their adventures. Players should avoid perusing the campaign outlines at the end of each of these chapters in case they spoil any surprises should their gamemaster decide to run them.

The appendices at the end of this sourcebook provide additional useful materials. *Appendix 1* provides 19 archetypes for use as both player and gamemaster characters. Each includes a description of background, personality, and contacts within Egyptian society as well as *Any-System Key* stats showing typical Competent, Expert, and Signature skills. The Random Artifact Generator can help gamemasters quickly create relics, from those occupying the dusty shelves of an antiquities dealer’s shop to magically imbued treasures at the center of a scenario.

The Any-System Key

The character skills and task difficulties mentioned throughout *Pulp Egypt* correspond to a simple system enabling players and gamemasters to customize this sourcebook to their favorite roleplaying game rules. The last two pages of this book contain the *Any-System Key*, a simple means of describing character skill levels and task difficulties so gamers can easily adapt them to corresponding values in their preferred game. A customization form page helps gamemasters quickly adapt character skill levels, difficulty levels, and skill names to those in their favorite game engine. Sidebars throughout this sourcebook contain all stats for sample characters, monsters, and adversaries. These stats use the *Any-System Key* notations for skills, with most having Competent and Expert level skills, and a few having a defining Signature skill. Gamemasters can fill the blanks in these stat forms with values for specific characters in their own game system.

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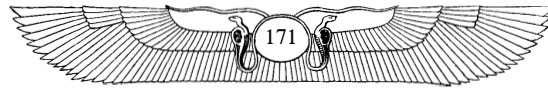
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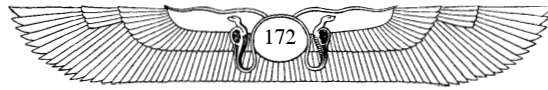
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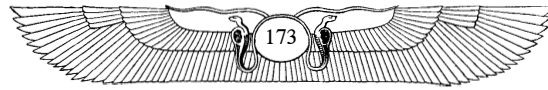
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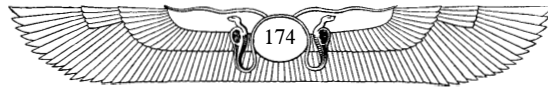
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